



# Uncle Enzo's Cosa Nostra Pizza

Brett Slocum, proprietor

14th Delivery

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Menu		Appetizer	
Appetizer	1	Not much to report this time. I've been very busy at work. Otherwise, no trips, no crises, no angst. Sorry.	
Movie Reviews	1		
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Book Reviews	7	<p><b>Supercop 2</b> - Don't be fooled by mention of Jackie Chan on the promo info for this movie. He has about three minutes onscreen, though in a very funny cross-dressing scene. This is Michelle Yeow's movie all the way. She has some fantastic fight scenes, including one against an enormous American mercenary (he's at least 18 inches taller than she is). The plot is pretty basic criminal mastermind heist stuff with the added complication of Yeow's love interest working for the other side. <b>Recommended.</b></p> <p><b>The 13<sup>th</sup> Warrior</b> - This tale of an Islamic courtier from Baghdad around 900 CE banished to the northern lands as an emissary works well as a stranger in a strange land-style adventure. The Vikings he meets are called home to combat an ancient enemy and the courtier is selected as the thirteenth member of the war party, when an seer says the last warrior must not be a northerner. Antonio Banderas was very good as the courtier, and the action scenes were well choreographed and very bloody. I couldn't help but note how easily this movie could be made into a game adventure. The stranger in a strange land aspect would be a good way to introduce an unusual culture to a newbie. <b>Highly Recommended</b></p>	
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## Endowments from The Runelord

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The fantasy series *The Runelords* by David Farland (*The Sum of All Men* and *The Brothers of the Wolf*, so far) presents a system of magical gifts called Endowments. Here is my GURPS conversion of this system.

**Endowments** are magical gifts of abilities from one person to another. The known endowments are Brawn, Grace, Stamina, Wits, Hearing, Sight, Smell, Feeling, Metabolism, Glamour and Voice. A person may give an endowment to another and thereby lose the use of that aspect of their character. So, a person who gives their Brawn to another becomes very weak, and one who gives their Glamour becomes very ugly.

Givers of endowments are called *Dedicates* for they "dedicate" their abilities to another. One must be willing to give an endowment, out of love or duty, for money, or through threat or coercion. Endowments are permanent, until the Dedicate dies, where the recipient loses the Endowment, or until the recipient dies, where the Dedicate gets the faculty back.

One-shot magic devices known as *forcibles*, specialized to a particular endowment, are used to transfer the endowment. A forcible is a long metal shaft with a head covered in runes, much like a livestock brand. Each forcible can only be used once. The process is painful to the Dedicate, as an aspect is ripped from them by the forcible; it is nearly orgasmic for the recipient. The Item Cost for all forcibles is 1000 ST.

Rulers and their families are often recipients of endowments, as well as other important persons in the land. In the Kingdoms of Rofehavan of *The Runelords*, Dedicates are honored citizens, and the Dedicates of the royal family are permanently cared for in the Dedicate's Tower on the castle grounds by the King's staff. The royal family never buys endowments, and "good" characters never coerce them, though the bad guy does.

### **Endowment Effects**

In general, the transfer of endowments is not perfect, so the recipient does not receive as much of the attribute or advantage as the Dedicate loses. All attribute losses (Brawn, Grace, Stamina and Wits) by the Dedicate are rounded up, and all attribute gains by the recipient are rounded down. There is no limit to the number of endowments someone can receive though a point of diminishing returns is usually reached at some point. The main bad guy in the series has thousands of endowments. One favorite wife in a harem has over a thousand Glamour endowments and several hundred Voice endowments.

**Brawn:** the Dedicate loses half of their ST (rounded up) while the recipient gains half of the lost ST (rounded down). The fatigue levels of both are not affected.

**Grace:** the Dedicate loses half of their DX (rounded up) and the receiver gains half of the lost points (rounded down). Once a recipient reaches DX 20, they receive only one-quarter of the lost points (1 DX minimum).

**Stamina:** the Dedicate loses half of their HT and fatigue, and the recipient gains half of the lost total in each category. Hit points are not affected. Once a recipient reaches HT 20, they receive only one-quarter of the lost points of HT (1 HT minimum), though they get the normal amount of fatigue.

**Wits:** the Dedicate loses half of their IQ and the recipient gains half of the difference. Once recipients reach IQ 20, they receive only one-quarter of the lost points (1 IQ minimum).

**Feeling:** the Dedicate loses all sense of touch and the receiver gains the Sensitive Touch advantage. Each additional Feeling endowment adds +1 to the IQ roll required for Sensitive Touch. Dedicates of Feeling must be very careful about injuries because they could easily bleed to death without knowing they are hurt.

**Hearing:** the Dedicate gains the Deafness disadvantage and the recipient gains Acute Hearing/+2. Once a recipient reaches Acute

Hearing/+10, they receive Acute Hearing/+1 for each additional Hearing endowment.

**Sight:** the Dedicate gains the Blindness disadvantage and the recipient gains Acute Vision/+2. Once a recipient reaches Acute Vision/+10, they receive Acute Vision/+1 for each additional Sight endowment.

**Smell:** the Dedicate gains the No Sense of Smell/Taste (Anosmia) disadvantage and the recipient gains Acute Taste and Smell/+2. Once a recipient reaches Acute Taste and Smell/+10, they receive Acute Taste and Smell/+1 for each additional Smell endowment.

**Metabolism:** the Dedicate falls into state of suspended animation and ceases to age, while the recipient gains one level each of Altered Time Rate, Regeneration, and Short Lifespan.

**Glamour:** a Dedicate of average appearance or less gains the Appearance: Hideous disadvantage and the receiver gains one increased level of Appearance. If the Dedicate is of better than average appearance, the receiver gains one additional level of Appearance. Once the recipient is Very Beautiful/Very Handsome, each endowment adds +2 reaction to members of the opposite sex and +1 reaction to members of the same sex.

**Voice:** the Dedicate gains the Mute disadvantage and the recipient gains the Voice advantage. After the first Voice endowment, the recipient gains +1 in all the skills listed under the Voice advantage.

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## Character Corner

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### Japan Campaign

Here are four characters from a one-shot Japan adventure I ran several years ago. Again, they comprise an odd lot. The adventure took place in Ichu province, whose capital was Takiyaka. The Washima clan rules the province. The characters were sent to investigate a misty valley. The adventure was based on the Valley of Mists supplement for Bushido.

#### *Kosho, female ninja*

*150 points*

#### **Background:**

Kosho is a member of the Black Hand Ninja clan. The Black Hand often works with the Washima clan.

#### **Attributes**

ST 8, DX 16, IQ 13, HT 10

Speed 6.5, Move 6

Dodge 6, Parry 8, Block -

Money: \$1000

#### **Advantages**

Eidetic Memory

Literacy (Common Ideographs)

Voice

#### **Disadvantages**

Enemy, Single formidable individual

Overconfidence

Phobia: Ophidophobia, Severe

Sense of Duty (clan)

#### **Quirks**

Burns incense to ancestors daily

Fastidious groomer

Non-traditional undergarments

Practices music daily

Wears fine clothing

#### **skills**

Artistic

Bard/10

Flower Arranging/13

Gardening/13

Musical Instrument (samisen)/12

Origami/13

Performance/14

Poetry/12

Singing/12

Tea Ceremony/11

Athletic

Acrobatics/14

Throwing/17

Combat/Weapon

Blowpipe/14

Fast-Draw (knife)/15

Knife/17

Shuriken/17



Combat/Weapons, continued

Judo/14  
Karate/14

Languages

Language: Japanese/13

Martial Arts Maneuvers

Aggressive Parry/7  
Arm or Wrist Lock/15  
Back Kick/11  
Ear Clap/9  
Elbow Strike/13  
Feint (Karate)/15  
Ground Fighting (Karate)/11  
Head Butt/9  
Hit Location (Karate)/12  
Jump Kick/11  
Knee Strike/14  
Riposte (Karate)/11  
Spin Kick/12  
Stamp Kick/12

Medical

Meditation/12  
Yin/Yang Healing/15

Social

Acting/14

Politics/10  
Social, continued  
Savoir-Faire/11  
Sex Appeal/9

Thief/Spy

Climbing/14  
Disguise/14  
Forgery/11  
Pickpocket/10  
Poisons/13  
Stealth/18**Equipment**Small knife  
6 Shuriken  
Thin climbing rope  
Blowpipe and 6 darts  
Poisons**Ming Tien****100.5 points**

Wandering Shaolin monk

Black hair, dark brown eyes, Shaolin robes

**Background:**

Ming Tien was raised in a Shaolin temple. He left the temple seeking wisdom and has ended up in Japan.

**Attributes**

ST 10, DX 14, IQ 12, HT 12

Speed 6.5, Move 6

Dodge 6, Parry 7, Block -

Will 14, Fright Check 14

Vision 13, Hearing 13, Taste/Smell 13

Money \$500

**Advantages**Alertness  
Ambidexterity  
Strong Will (+2)  
Toughness**Disadvantages**Code of Honor (-10)  
Devout Buddhist  
Poverty: Struggling  
Social Stigma (Chinese)  
Truthfulness**Quirks**

Unspecified quirks

**Skills**

## Athletic

Acrobatics/11  
Throwing/11

## Combat/Weapon

Parry Missile Weapons/11  
Spear/12  
Staff/11

## Languages

Language: Chinese/12  
Language: Japanese/10

## Martial Arts

Judo/13  
Karate/14  
Meditation/10  
Philosophy (Buddhism)/11

## Thief/Spy

Stealth/12

## Maneuvers

Arm or Wrist Lock/15  
Axe Kick/11  
Back Kick/12  
Feint (Karate)/16  
Hook Kick/13  
Jump Kick/12  
Kicking/13  
Spin Kick/14  
Spinning Punch/12

**Oseigi****100 points**

Wandering Chinese mystic

**Background:**

Oseigi was raised in a Chinese Taoist temple devoted to teaching White Crane Kung Fu and preparing for the coming of their god in the body of a child, the sixth son of a sixth son. According to their theology, this child would change the world. Oseigi was raised as this child. After hitting

adulthood, the priests in the temple sent him out into the world. Oseigi ended up in Japan. Oseigi is rather warped by his upbringing.

**Attributes**

ST 9, DX 13, IQ 13, HT 9

Speed 5, Move 5

Dodge 5, Parry 5, Block -

Money \$370

**Advantages**

Ambidexterity

Animal Empathy

Charisma

Danger Sense

Harmony with the Tao

Language Talent (+2)

Literacy (Syllabary only)

Musical Ability

Status

Unusual Background

(trained by Chinese mystics  
for messianic mission)

Voice

**Disadvantages**

Appearance: Unattractive

Code of Honor

Delusion ("I am the sixth son. I have a  
destiny.")

Devout Buddhist

Intolerance (gaijin)

Obsession (number 6: six hair braids,  
symbol for 'six' shaven in back of  
head, sees portents in sixes)

Poverty: Struggling

Social Stigma (Chinese)

Truthfulness

**Quirks**

Always wears black

Doesn't wear shoes

Sings under his breath in Japanese

Takes extra time to tend his hair

Wears a red and black Yin/Yang skullcap

**Skills**

## Artistic

Artist (watercolor painting)/11

Musical Instrument (drum)/13

Singing/13

## Athletic

Acrobatics/12

Throwing/12

## Combat/Weapon

Shortsword/13

Staff/11

Whip/12

**Craft**

Cooking/12

**Languages**

Language (Chinese)/15  
 Language (Japanese)/14  
 Language (Korean)/14  
 Language (Portuguese)/13

**Martial Arts**

Judo/11  
 Karate/11  
 Meditation/12  
 Philosophy (Taoism)/12

**Maneuvers**

Back Kick/9  
 Jump Kick/9  
 Riposte (Karate)/8  
 Spin Kick/10

**Outdoor**

Naturalist/11  
 Survival (forest)/11  
 Survival (mountain)/11  
 Tracking/13

**Social**

Savoir-Faire/17

**Included Packages**

White Crane Kung Fu

**Equipment**

1 Gal Ceramic Bottle (\$5 & 4 lbs)  
 1 Person Tent (\$50 & 5 lbs)  
 Drum (2 lbs) (+2)  
 Lower-Class Clothes (\$10 & 1 lb)  
 Personal Basics (\$5)  
 Shoes (\$40 & 2 lbs)  
 Whip (\$20 & 2 lbs/yard)

**Shirobi Masaki****100 points**

5'7" 137 lbs., Ronin of destroyed clan

**Background:**

Shirobi was a loyal samurai in the Najima clan, an ally of the Washima clan. The Najima clan was destroyed by the Shogun. The Washima clan secretly took him in to protect him from the Shogun's samurai.

**Attributes**

ST 11, DX 15, IQ 13, HT 10

Speed 6.25, Move 6

Dodge 6, Parry 8, Block -

**Advantages**

Appearance: Attractive  
 Literacy (Common Ideographs)  
 Peripheral Vision  
 Status (ronin)  
 Wealth: Comfortable

**Disadvantages**

Enemy (Current Shogun's warriors, 12 or less)  
 Sense of Duty (Clan)

**Quirks**

Always carries alcohol, but rarely drinks.  
 Doesn't stay in one place long  
 Hobby: kite-flying  
 Likes high places  
 Uncomfortable in crowds

**Skills****Animal**

Animal Handling/12  
 Falconry/12  
 Riding (horse)/15

**Artistic**

Appreciate Beauty (specialized in Katana Art)/14  
 Musical Instrument (flute)/12  
 Poetry/12

**Athletic**

Jumping/16

**Combat/Weapon**

Bow/14  
 Fast-Draw (katana)/15  
 Judo/15  
 Karate/15  
 Katana/16  
 Katana Art/14  
 Shortsword/16

**Hobby**

Kite Flying/15

**Languages**

Language (Japanese)/13

**Social**

Strategy/12  
 Tactics/12

**Equipment**

Katana  
 Wakizashi  
 Silk kimono  
 Blank book  
 Ink case and ink brush  
 Kite and string  
 Flute

Tinderbox

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## Book Reviews

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***Redwall by Brian Jacques***

This medieval tale of adventure has a nice twist. The characters are animals ala *Watership Down*. The events take place in the forested area surrounding Redwall Abbey, so named because of its red sandstone fortified wall. The brothers of the abbey are all mice, and other forest creatures are the flock. The antagonists are an army of rats, ferrets, weasels and stouts led by Cluny the Scourge, the meanest, toughest ship rat in the country.

This is the first of a series intended for juveniles or young adults, but it has plenty to keep the interest of anyone. ***Recommended.***

***Rogue Warrior by Richard Marcinko***

This is the autobiography of the Navy SEAL who formed SEAL Team Six in the early eighties. It tells of his start in the Underwater Demolition Teams (Frogmen) and subsequent transfer to the SEALs when they formed in the sixties. He tells of his missions in Vietnam and his later mission of forming the best counter-terrorism unit in the world (or at least so he says). The book is exciting and provides a fascinating look at the art of the unconventional warrior. **Warning:** do not read this if rough language and violence easily offend you. This book and his novels provide critical information to anyone running a Special Ops game for any time period, because he illuminates some of the history and principles of unconventional warfare starting with Roger's Rangers, formed during the French and Indian Wars. ***Recommended.***

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## Fanmail From Some Flounder

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

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

**Craig Roth**

(#37) The AD&D to GURPS Spell conversions were interesting. Have you looked at Robert Knop's attempt at the same thing?

**Steve Dickie**

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

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

**Lisa J. Steele**

(#37) RYCT me: Yes, I could have given him a Vow. I guess I just needed a quirk-level disadvantage, not more points. *Tears of Blood* is very nicely thought out. Well done.

(#39) I had heard about the SABR a year or two ago. I wonder how a weapon that complicated will hold up in combat conditions.

**Arthur Shipkowski**

(#37) I agree with your assessments of GURPS character programs. I love GCA, but it has a couple of annoying "features". James Marshall was cool. Look at Rusty in this issue.

(#39) Animal Totemism was a very well thought out article. This is a great resource for adding Amerind Initiates to Voodoo. Submit to Pyramid!

RYCTme: BTW, wrt Asure Skye? Are you familiar with Azura Skye, the actress in 28 Days and the TV show Zoe? I actually don't play that many high-powered characters. I've just converted more of them to GURPS, since they're pretty interesting. And I included Belkar, since he was key to the history of Lorimyr.

**Tom Cron**

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

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

**Michael David, Jr.**

(#39) The Formula was good. I'd like to try it out at a con. I really liked "Smith 'n" Wesson. Very nicely fleshed out character.

**Scott Paul Maykrantz**

(#37) Henry Marx is a very inventive character. The specialized Snatching is inspired. Where the hell do you get these ideas? I love them.

The UT vehicle weapons were well done. I especially liked Very Very Large Gun. One question I have is How can an 800mm bore cannon (31 inches) fire a shell the size of a compact car (much wider than 31 inches)? Are you talking length?

Sword Design II was a very nice materials chapter. I laughed at Ultracosmic Supersteel when I read the that "user is always happy, but not in a dumb way." Thanks.

Wizard War is a dramatic and playable campaign idea. Train, Planes and Zombies was also a nice one-shot idea.

I will definitely use the Spell-to-Gadget Conversion rules. In fact, a friend of mine just told me about a campaign he's created that is a TL6 Supers world, with TL12 aliens on the planet. I think he'll like these rules.

(#39) Bravo on The Secrets of the Overlords. I have no doubts that politicians put in charge by the Overlords would keep the charade going after they died. The geometric magic disciplines were very interesting. They vaguely remind me of Sacred Square Mystics from C&S, who understand the magic of numbers and math to such an extent that spells can be easily cast from number sequences embroidered on their sleeves.

**Robert Knop**

(#39) Thank you, thank you, thank you for the map of Mars and The Star Within 5pc of the Sun. They will be infinitely useful in some future space campaign. Everything else was RAEBNC. RYCTme: I agree that high point characters are difficult to read in my current format. I'll try using GCA next time, with skill categories. And yes, I did submit Caron to Villians. I think he had a lack of some background and personality description, compared to what was accepted.

**Andrew Dawson**

(#37) RAEBNC. Sorry.

(#38) Your Psionics article was outstanding. All sorts of evil ideas percolate in my head. This must be submitted to Pyramid. RYCTme: Yes, I played Caron in his C&S incarnation one-on-one with the GM. Then when the war with the forces of good began, a PC came out of retirement (a High Elf) to help the good guys. Unfortunately, the war was never completely resolved as the game group broke up. I then sucked Caron into my own campaign as an NPC. And no, I didn't have time to present any of the bizarre EPT undead.

**Robert Gilson**

(#37 & #39) RAEBNC.