TALES FROM THE
FLOATING VAGABOND

Ludicrous Adventure in a Universe Whose Natural Laws are Out To Lunch!

Booths   Juke Box

Restrooms

Dart Board

Vic Gates

Window

THE
FLOATING
VAGABOND

Dance Floor

Door

Door

Bar

Liquor Door

W.A.R.P.
Portal
Generator

Window

Seating Area

Window

Door

Stage

Door   Dble. Door   Door

INTRODUCTION: 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, "Aw, 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 own 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 "man" who happened, quite by accident, to be living in said 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, OK?). There, he 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 supersede physical law. Eventually, however, Spit discovered he had competition.

This competition came in the form of Crane's Nest, a rival bar on the nearby planet Hooch. Crane's Nest was owned and operated by Solomon Crane, a man with more money, more style, and 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.

Spit purchased a Random Dimensional Portal Generator from the novelty department of the now defunct Walker Alternate Reality Products, Inc. (W.A.R.P., Inc.), a company that was years ahead of its time in technology, but woefully backward in the sales department. This was the result of a failed marketing experiment involving a time machine. Their advertising executives were responsible for such gems as "Buy a WA.R.P., Inc., Home Gravity Field Generator. Hardly any of them have blown up!" and "Buy a W.A.R.P., Inc., Timestream Compass or we'll kill you!" This last one came 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. As a result, Spit's business increased exponentially.
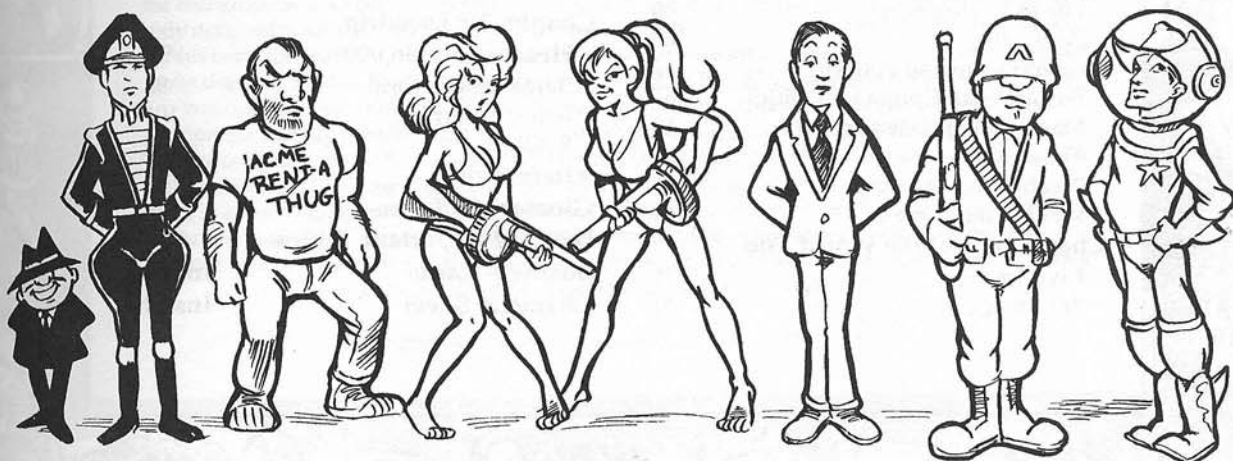
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And a Cast of Thousands (Well,
Tens, at Least

DISCLAIMERS

The Avalon Hill Game Company does not in any way encourage the abuse of alcoholic beverages or the consumption of alcoholic beverages by minors or underage adults. This game is a humorous parody designed to satirize drinking. We urge you to be safe. Do not to drink and drive. All characters in this book are fictitious. Any resemblance to actual persons living, dead, undead, nearly dead, not quite dead yet, kind of dead, Night of the Living Dead, or living in Muskogee, Oklahoma, is purely coincidental. Tales From the Floating Vagabond is the trademark for The Avalon Hill Game Company's comedy roleplaying game (as if you didn't know). Tales From the Floating Vagabond is a game of fantasy. As such, the events represented within this book should not be attempted in real life. The Avalon Hill Game Company takes no responsibility in the event of injury due to the re-creation of actions represented within. The Avalon Hill Game Company would like to assure our readers that none of the salmon used in this book were harmed in any way — including the one we dressed up like Liz Taylor and made dance around the art department. All dangerous stunts in this book were performed by specially trained professional stunt fish.

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."

Arithon Beauregarde Kinkade
Homo Sapiens
Adventurer
"So, Simon. You get these goons bulk rate or what? Get it, **bulk** rate?! Bwa-ha-ha!"

Strength: 2   Nimble: 2   Aim: 4
Smarts: 2   Cool: 4   Common Sense: 2
Luck: 7   Oops! Points: 19
Shtick: "It'd Take a Miracle!" Effect
Skills (Attribute) Level, Skill Roll
Con (Smarts) Hack 4
Dodge (Nimbleness) Dabbler 3
Duck (Nimbleness) Dabbler 3
Fast Talk (Cool) Hack 6
Hurt People (Strength) Expert 5
Make Wiseass Remark (Cool) Professional 8
Shoot Things (Aim) Professional 8

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 roleplaying games (RPGs: gamer talk) from board games, war games, card games, and other inferior products is, primarily, that you play a specific character — kinda like an actor in a play, except that ya don't have a script and ya don't get paid. Sounds like fun, huh?

To play this game you need the following items:
1. A copy of these rules (No! Really?);
2. Paper, pencils and/or pens;
3. Several special dice (4-sided, 6-sided, 10-sided, 20-sided, 30-sided, and 100-sided);
4. Munchies, soda, and beer (if you're of age);
5. Several severely brain-damaged friends.

In RPGs (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, Game Masters, and Kibitzers. These rules deal mostly with the first two categories.

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

Game Master
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. Game Masters in this game are called "Bartenders." Aren't these guys just too clever?

My job, along with my buddies Bugshoe, Biff, and Myron, is to explain the Patron part. To create a character for *Tales from the Floating Vagabond* (TFFV) you need a pencil, a photocopy of the TFFV character sheet (or a blank sheet of paper; we're not picky), and two six-sided dice (2d6: more gamer talk).

Note: 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, if the damage done by a 50-foot electric penguin is 10d100 + 100, make 10 100-sided dice rolls, then add 100 to the sum of all those rolls.

Generating Characters

Step 1: Determine Character Type
Decide who or what your character will be. For instance, you may decide to be a dashing, daring, witty, charming, devil-may-care adventurer with a passion for 1940s clothes and a quick hand on a laserblaster (like me), or a tough, Stone Age barbarian with a neck the size of a tree trunk and a brain the size of an acorn. Basically, you can play anyone you want, from anywhere you want, and from 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 tavern, pub, or other drinking establishment fairly often.

Step 2: Assign Attributes
In TFFV the physical and mental attributes of a character are quantified in terms of eight attributes (God, I love the way these guys talk!): Strength, Nimbleness, Aim, Smarts, Cool, Common Sense, Luck, and Oops! Points.

You now have 20 Attribute Points to distribute among your character's first seven attributes (all except Oops! Points) in any way that you wish, keeping in mind the following limitations:
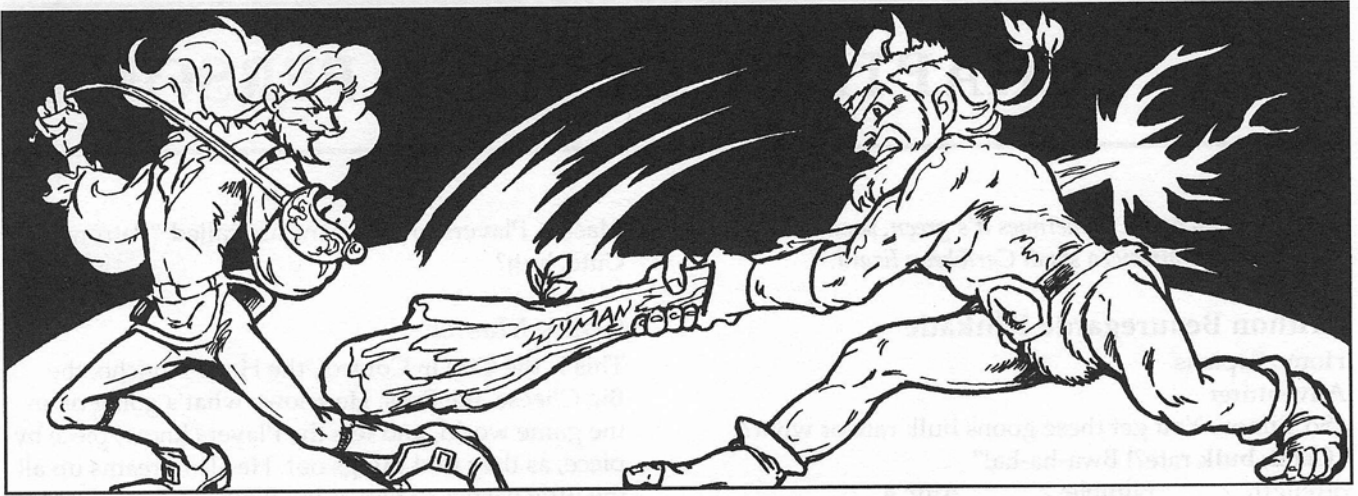
Strength and Nimbleness: Grong responds to Phillipe's comments on The Mighty Grong's ancestry.

1. You must spend at least one Attribute Point on each Attribute.

2. Each Attribute Point spent on an Attribute increases it by 1, until a value of 6 is reached. After that, it takes 2 Attribute Points to increase an Attribute by 1. For example, let's say I want my character to have the inhumanly high Nimbleness of 7. This costs me 8 Attribute Points — 1 each for the first 6, and 2 more for the last.

Once you've spent your points, record them on your character sheet. Note that me and the other guys have better Attributes than this would allow (in case you hadn't noticed). That's cause we've been at this a lot longer than you.

Strength

This is probably the most self-explanatory of the Attributes. A character with a Strength of 1 is the legendary 98-pound weakling, while a character with a Strength of 6 is the guy who eats granola and gravel for breakfast and benchpresses cattle for fun.

A character with a Strength of 2 is the average shmoe on the street.

Nimbleness

This is a measure of how agile, quick, and generally limber a character is. A character with a Nimbleness of 1 is the guy who has trouble climbing out of bed without hurting himself. A character with a Nimbleness of 2 is (again) average, and a character with a 6 is a black-belt ballet dancer. If you create a character with a Nimbleness of 6 or better, roll 1d100. If the result is 10 or less, the character is double-jointed, giving him an additional +1 to Acrobat and Dodge Skill scores (assuming you buy these skills). He's also the life of the limbo party.

Aim

This Attribute measures a character's eyesight and hand-to-eye coordination. A character with an Aim of 1 is a guy who couldn't hit a bullet with the broad side of a barn. A character with a Nimbleness of 2 is
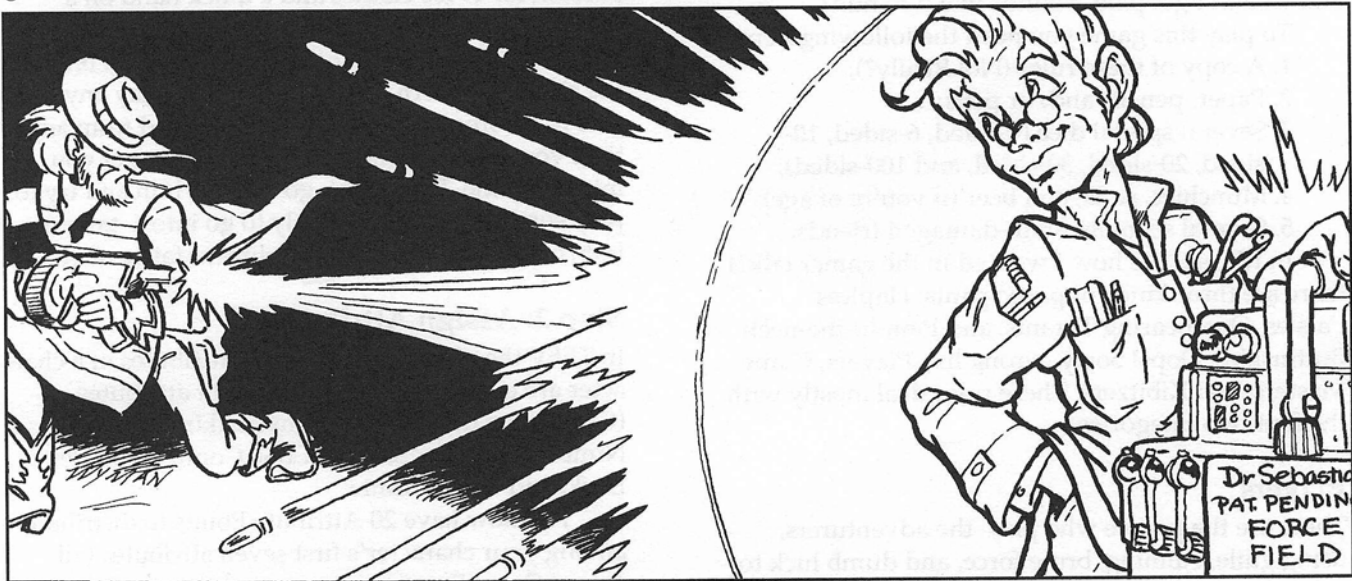
Aim and Smarts: Dr. Sebastion demonstrates the value of a higher education to Bart "Mad Dog" Stimson.

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

average, and a character with a 6 is someone who could perform a vasectomy on a hamster using a crossbow at 100 paces. (Yee-ouch!) If a character's Aim is 4 or higher, roll 1d100. A roll of 5 or less means the character is ambidextrous (although, personally, I like to have a drink in my freehand). Ambidexterity is determined only when a character is first generated.

Smarts

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

Cool

This is an important Attribute in a comedy game. A character with a Cool of 1 is the archetypical nerd. A character with a Cool of 2 is. . . (go ahead and guess), and a character with a 6 is an individual who'd react to a supernova by putting on shades.

Common Sense

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 Attribute also represents natural instinct. A character with a Common Sense of 1 is someone who puts his shoes on before his pants. A character with a Common Sense of 2 is — that's right: average! Any character with a Common Sense of 6 or higher could give useful advice to Confucius.

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
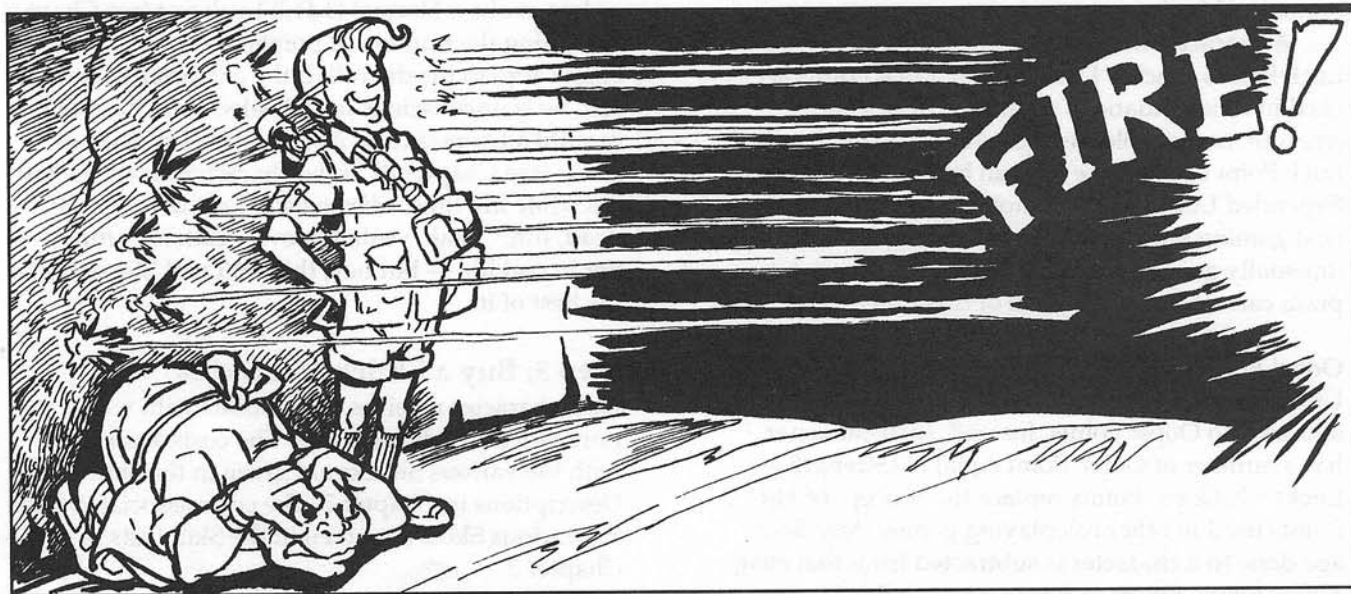
Common Sense and Luck: Max the Bartender and Jason "Snapshots" Mackenzie receive a warm welcome in a new town.

The party reconsiders a questionable desicison and decides instead to take time off to heal their Oops! Points.

Luck of 2 is (of course) average. A character with a Luck of 6, on the other hand, is someone who'd find the winning $23 million lottery ticket stuck to the bottom of his shoe.

A character may use his Luck as the source of Luck Points (Luck = Luck Points). Luck Points are used in those situations when charm, wit, skill, strength, or even bloodshed can't help you. For each Luck Point spent, a die roll can be modified by 1d4. Expended Luck Points cannot be recovered until the next gaming session (unless the Bartender is in an unusually generous mood). Note that bribery by pizza can often bring on one of these moods.

Oops! Points

Unlike the other Attributes, Attribute Points aren't allocated to Oops! Points. Instead, each character has a number of Oops! Point equal to (Strength + Luck) ÷ 2. Oops! Points replace the concept of Hit Points used in other roleplaying games. Any damage done to a character is subtracted from that character's Oops! Points 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, is he mad!

If a character's Oops! Points are reduced to zero or less, make a Normal (1d10) Luck test (see Chapter 3), adding the number of points the Oops! Points are below zero to the die roll. If the character passes the test, he is unconscious until healed (see Chapter 7), or until a Dramatically Appropriate Time comes along (see Chapter 8). If the character blows the test, it's white lily time, *adios amigos*, Rest in Peace, "He's dead, Jim." Yeah, yeah, I know, death isn't funny — not in real life — but hey, this isn't real life, so make the best of it!

Step 3: Buy a Shtick and Skills

Each character receives 1,500 points with which to purchase a Shtick and Skills. The costs associated with the various Shticks are given in the Shtick Descriptions in Chapter 2. The costs associated with the various Skills are given in the Skill Lists in Chapter 3.

A character is generally restricted to 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. These limitations are as follows:

1. No skill can be bought at Professional level.

2. All conditions of the skills must be followed. For 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 these restrictions. This may involve losing skills or skill levels. If so, the points spent are gone, kaput.

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 Smarts, Common Sense, or Luck and add 4d10. Then, multiply that number by 100. This is the number of Bucks (see Chapter 4) that your character has to spend to start the game with. These Bucks may be spent on equipment, toys, clothes, booze, and other important things.

Optional Rules

Okay, now I'm supposed to tell you that all 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. And I can't exactly send a buncha thugs to your door to enforce them. That being the case, do whatever you want with it. You bought the game didn't you?

Character Templates (for Lazy Patrons)

These character templates are especially useful for creating quick first-time characters. They can also be used as replacement characters or generic non-player characters. 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 Attributes and compute the Oops! Points as usual. However, since the Attributes are lower than if you generate them using the normal system, you are given four additional Attribute Points with which to customize your character. In most cases, the template lists your shtick and basic skills. You

"You put your right foot in; you pull you right foot out; you put your right foot in and you shake it all about. . . ."

also receive a reduced number of points with which to purchase skills. Finally, the template indicates what equipment (Stuff) your character starts with. Since money is assumed to have already been spent on these items, beginning Bucks are computed as 3d10 multiplied by 100. Note that the Adventurer template doesn't list any Stuff, so beginning Sawbucks are determined normally.

Each template is laid out as follows:

Character Archetype

Attributes These are the initial Attributes before the four customizing points are used.

Shtick: The character begins play with this shtick. The points are already spent and need not be figured again.

Skills: The character begins with these skills; they are already paid for.

Points: This is the number of points you have left to spend on skills.

Stuff: This is the equipment the character owns, including costumes and trappings.

Tough Guy

Attributes: Strength: 4, Nimble: 3, Aim: 3, Smarts: 1, Cool: 2, Common Sense: 2, Luck: 2
Shtick: Schwarzenegger or Rambo Effect
Skills: Headbutt (Strength) Dabbler 5 and Hurt People (Strength) Hack 6.
Points: 700
Stuff: Baseball bat, pool cue, or club; Gun or Primitive Missile-Chucker; bulletproof vest or Chainmail; and a subscription to *Thug's Quarterly*.

Swashbuckler

Attributes: Strength: 2, Nimble: 4, Aim: 2, Smart: 2, Cool: 2, Common Sense: 1, Luck: 3
Shtick: Flynn Effect.
Skills: Swing Nasty Pointy Thing With Panache (Nimble) Hack 6, Seduce (Cool) Dabbler 3, and choice of Gamble ([Cool + Luck] ÷ 2) Dabbler 4, Look Good At All Times (Cool) Dabbler 5, or Acrobatics (Nimble) Dabbler 5.
Points: 600
Stuff: Nasty Pointy Thing and mustache.

Barry Average wonders if he picked the wrong bus stop to wait at this morning.

Gunslinger or Bounty Hunter

Attributes: Strength: 2, Nimble: 2, Aim: 4, Smarts: 2, Cool: 3, Common Sense: 1, Luck: 2
Shtick: Roy Rogers or Trenchcoat Effect
Skills: Shoot Things: Gun (Aim) Hack 6, Intimidate (Cool) Hack 5, Shoot Things: Big Gun (Aim) Hack 6, and choice of Gamble ([Cool + Luck] ÷ 2) Hack 5, or Track With Unnerving Accuracy (Common Sense) Hack 3.
Points: 600
Stuff: Gun, Big Gun, hat, trenchcoat or duster, a well-worn deck of cards (with Gamble skill), and a horse or other mode of transportation.

Wizard or Rocket Scientist

Attributes: Strength: 1, Nimble: 2, Aim: 2, Smarts: 4, Cool: 2, Common Sense: 4, Luck: 1
Shtick: Newton or Merlin Effect
Skills: Wizard: Cast Spells (Smarts) Dabbler 5. Rocket Scientist: Invent (Smarts) Dabbler 5, Physics (Smarts) Expert 7, and one Specific Knowledge (Smarts) Dabbler 5.
Points: 600
Stuff: Wizard: spell book, robe and pointy hat. Rocket Scientist: portable lab, labcoat, glasses, and a textbook on one Specific Knowledge.

Smooth Operator

Attributes: Strength: 2, Nimble: 3, Aim: 2, Smarts: 2, Cool: 4, Common Sense: 1, Luck: 4
Shtick: Valentino Effect
Skills: Con (Smarts) Hack 4, Seduce (Cool) Dabbler 5, Fast Talk (Cool) Dabbler 5, Look Good at All Times (Cool) Hack 6, and Gamble ([Cool + Luck] ÷ 2) Dabbler 5.
Points: 500
Stuff: Designer suit, Gun, deck of cards, passport, and 1d6 phony IDs.

Bartender

Attributes: Strength: 1, Nimble: 2, Aim: 1, Smarts: 2, Cool: 3, Common Sense: 4, Luck: 3
Shtick: Bylaw Effect (BartAB).
Skills: Mix Drinks (Common Sense) Hack 6, Intimidate (Cool) Dabbler 4, and Psychoanalysis (Common Sense) Dabbler 5.
Points: 500
Stuff: Apron, Big Gun, 1d20 bottles, and a small, portable bar.

Adventurer

Attributes: Strength: 2, Nimble: 2, Aim: 2, Smarts: 2, Cool: 2, Common Sense: 2, Luck: 4
Shtick: Random or Choice
Skills: None
Points: 1,300
Stuff: Nothing.

Non-Human Characters

"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 I play an alien?" or "Can I play someone from a fantasy race?" or "Can I have some of your 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). The following rules describe how the Bartender creates non-human races.

Step 1: Determine Overall Characteristics
Decide what this race looks like. Are these creatures simply humans with green hair or pointed ears, or are they intelligent rutabagas with legs?

Step 2: Determine Advantages and Disadvantages
How does this race stack up against humans? What are its comparative advantages and disadvantages? When compared with humans, are these creatures stronger, nimbler, smarter, cooler, more sensible, better with guns, or luckier; or are they weaker, clumsier, etc.? Are there any skills members of this race inherently possess? On the other hand, are there any skills these creatures have a difficult time learning due to physical or mental impediments? To avoid creating super races that upset the sacred balance of the game, compensate each advantage with at least one disadvantage.

Step 3: Assign Advantages and Disadvantages to Attributes and/or Skills
Ascertain the cost of the new race's Attributes in keeping with the advantages and disadvantages determined in Step 2.

1. Each advantage applied to an alien race's Attributes permits 2 points in an Attribute to be purchased at half the cost. For example, if one advantage is applied to Strength, the first 2 points in that Attribute are purchased at half the normal cost. Similarly, if two advantages are applied to Strength, the first 4 points in that Attribute are purchased at half the cost. In any event, Attribute costs always double after they reach 6 points. Thus, a race with four advantages in Strength receives a 7 in that Attribute at the cost of 4 points.

2. Each disadvantage applied to a race's Attribute lowers by one the upper limit of normal (not doubled) Attribute Point cost. For example, if one disadvantage is applied to an Attribute, you start paying 2 Attribute Points to increase the Attribute after it had reached 5 (the upper limit for humans is 6). Applying the disadvantage to the same Attribute twice reduces the upper limit of undoubled Attribute Point cost to 4, and so on.

Step 4: Assign Skill Modifiers and/or Penalties

Now assign free skill modifiers and/or penalties that are in keeping with the advantages and disadvantages determined in Step 2.

1. Free skill modifiers are just that: +1 modifiers to particular skill scores received at no cost to skill points. Each advantage used in this fashion provides a +1 modifier in a single skill. This is a bonus to that skill score above and beyond any skill levels. For a character to get the full benefit of this bonus, however, 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 operate at the default penalty for the skill.

For example, Bugshoe has the Track With Unnerving Accuracy skill at Professional level. This gives him a +4 to his skill score. Bugshoe's Common Sense is 4. This gives him a total Track With Unnerving Accuracy skill roll of 8, but his racial bonus for that skill is a +1, making it a total of 9. Here's another example. Bugshoe's cousin, Bert, has no skill in Track With Unnerving Accuracy. Bert does have a Common Sense of 4, however, and receives a +1 to Track With Unnerving Accuracy because of his racial modifier. But Bert is unskilled in Track With Unnerving Accuracy, so he performs this skill at a -3 (the skill's default level). As a result, Bert tracks with less-than-unnerving accuracy at a level of 2: (Common Sense + 1) - 3, or (4 + 1) - 3 = 2.

2. A disadvantage applied as a skill penalty doubles the point cost of a particular group of skills (such as Nimbleness, Smarts, Combat, or Knowledge skills). If a disadvantage is made to a particular skill group twice, the point cost is quadrupled.

Step 5: Decide Special Abilities and Assign Costs

Decide on any special abilities the race might possess, such as flight or armored skin. The Bartender must now assign a cost based on that special ability's advantages. General guidelines for this assessment are as follows:

1. Armored skin costs one advantage per point of Armor Value.

2. Any offensive special ability costs two advantages for every 1d4 points of damage that special ability can inflict (one advantage will give damage of 1d4 ÷ 2), and one advantage for each range factor further than Near (Chapter 7, "Ranged Combat").

3. Flight costs one advantage for each speed multiple above human running speed (unskilled). For example, Flight ability costing one advantage allows the character to fly at its normal running speed (unskilled). Flight ability costing two advantages allows the character to fly at twice its normal running speed (unskilled), and so on.

Move it or lose it, sister.

Any character with the Flight ability must purchase the 100-point skill Flight, or use the default level of -2 Nimbleness (this is due to the fact that Flight is a Nimbleness-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 Races

The following are a number of sample races players may choose for their characters. These races are by no means the only races a Bartender may have in a campaign. Add as many as you like based on the previous guidelines. The only limit here is the Bartender's imagination.

Elf (*Faerie Sapiens*)

Description: Slender humanoids with big eyes, pointed ears, slightly shorter than humans. Elves are musically inclined, love trees, tend to act flighty and aloof. They are the ultimate flower children.
Attribute Costs: Strength and Common Sense costs double after 4. Nimbleness, Aim, Smarts and Cool are at half-cost up to 2.
Skill Modifiers: Look Good At All Times (+2) and all Strength skills cost double.

Dwarf (*Diminutus Sapiens*)

Description: Short, stocky humanoids with lots of facial hair, gruff personalities, and tempers as short as they are. Dwarves love to work with stone.
Attribute Costs: Strength at half-cost up to 4 and Common Sense at half-cost up to 2. Nimbleness costs double after 5 and Cool costs double after 4.
Skill Modifiers: Specific Knowledge: Mining (+1), Power Drinking (+1), and all Social skills (see Chapter 3) cost double.

Dogman (*Canis Sapiens*)

Description: Humanoid, with the head, body hair, and overall build of a dog. Dogmen are 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.
Attribute Costs: Aim at half-cost up to 2 and Common Sense at half-cost up to 4. Smarts costs double after 5 and Cool costs double after 3.
Skill Modifiers: Track With Unnerving Accuracy (+1).

A good justification for incendiary weapons.

Rhinoskin (*Rhinoceros Sapiens*)

Description: Vaguely humanoid creatures with massive builds, huge folds of tough armorlike hides, and single horns just above their noses. Slow and ponderous, rhinoskins are the strongest race presented here. Treat their hide as a natural Armor Value of 2.
Attribute Costs: Strength at half-cost up to 6. Nimbleness costs double after 3 and Aim costs double after 4.
Skill Modifiers: Break Things (+1) and Hurt People (+1).

Disgustingly Cute Furry Thing (*Nauseas Sapiens*)

Description: Probably the most diverse of all the races, these creatures look like any variety of stuffed animal or cutesy cartoon character. Lacking in any practical abilities, Disgustingly Cute Furry Things have survived due only to their phenomenal luck.
Attribute Costs: Strength costs double after 3 and Common Sense costs double after 2. Nimbleness is at half-cost up to 2 and Luck is at half-cost up to 7.
Skill Modifiers: Look Good at All Times (+1).

How to keep a rhinoskin from charging.
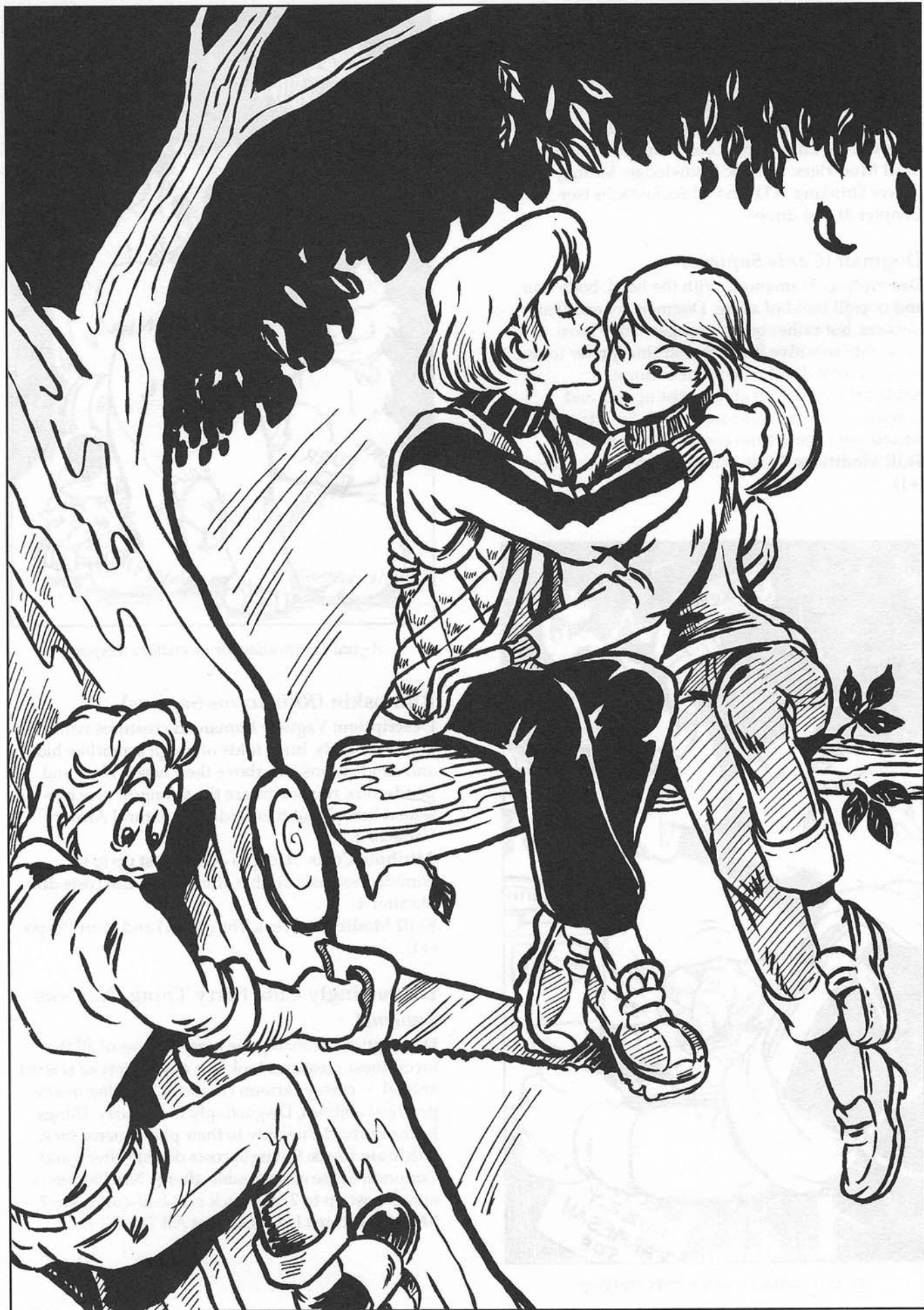
CHAPTER 2: GETTING SHTICKY

"I'll follow you, but first ya gotta explain again how the extraterrestrial penguins got involved in this."

Biff Cantrell
Homo Sapiens
Frat Boy
"Save the universe? Hey, I'm just here for the beer."
Strength: 3   Nimble: 2   Aim: 2
Smarts: 2   Cool: 6   Common Sense: 2
Luck: 4   Oops! Points: 16
Shtick: Escher Effect
Fast Talk (Cool) Professional 10
Fiddle With Electronic Gadgets (Smarts)
    Professional 6
Hurt People (Strength) Hack 5
Look Good at All Times (Cool) Professional 10
Seduce (Cool) Dabbler 7
Sneak Around (Nimbleness) Dabbler 3
Specific Knowledge: Fraternity Customs (Smarts)
    Hack 4

Hi, I'm Biff Cantrell. I'm 25, a Pisces, and I was in my senior year at the Massachusetts Institute for the Shallow and Extremely Rich when I went on a beer run for the guys in my frat and wound up in The Vagabond instead. Haven't been back since. Of course, if I ever do go back, I could go back to a week before I left and actually make that date with Cynthia when I stood her up, and still be in on that panty-raid the same night. Hmm.

Shticks
Well, anyway, I'm here to explain shticks, one of the concepts central to this game. A shtick is basically an act, a routine, or a gimmick, especially one thought of as characteristic of a particular entertainer — or at least that's what this dictionary says. But what do they know? In TFFV, a shtick is something a character does or causes to happen, or has happen around him. Shticks are designed to add to the comedic content of the game. The shticks allow the Patrons to ignore basic principles of reality and get fully into the spirit of the game.

Beginning characters have 1,500 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 player character (PC) can have more than one shtick unless the second is the Sidekick or Archenemy shtick. NPCs are different, and may be determined on a case-by-case basis by the Bartender. Now the costs: 500 points gives you your choice of shtick, or 200 buys you a 1d20 roll on Table 1, which is lots more fun. All of the shticks

listed in Table 1 are available for purchase except "Bartender's Choice" and "Determined in Play." Obviously, these shticks may not be chosen by a player; they may only be had on a 1d20 roll or chosen by the Bartender.

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 you "The Shtickless Wonder." Each shtick has a major effect, and most also have a minor effect. The minor effects generally do not effect game play to a great deal, but should make the game funnier. Each shtick is unique in quality and effect, so I'll cut the small talk and get straight to Table 1 and the descriptions that follow. Also, some shticks list player options, which are fun suggestions for gameplay that make using the shtick more comical. These player options may be anything from speaking with a strange accent to wearing a unique piece of clothing.

Table 1
Random Shtick Determination

1d20	Shtick
1	Schwarzenegger Effect
2	Rambo Effect
3	FlynnEffect
4	Roy Rogers Effect
5	Trenchcoat Effect
6	Newton Effect
7	Merlin Effect
8	Valentino Effect
9	Bylaw Effect
10	Murphy Effect
11	Howard, Fine, and Howard Effect
12	John Doe Effect
13	Rodgers and Hammerstein Effect
14	Dolittle Effect
15	"It'd Take a Miracle" Effect
16	Escher Effect
17	Sidekick*
18	Archenemy *
19	Bartender's Choice
20	Determined in Play

* If either of these shticks is rolled, you may buy another.
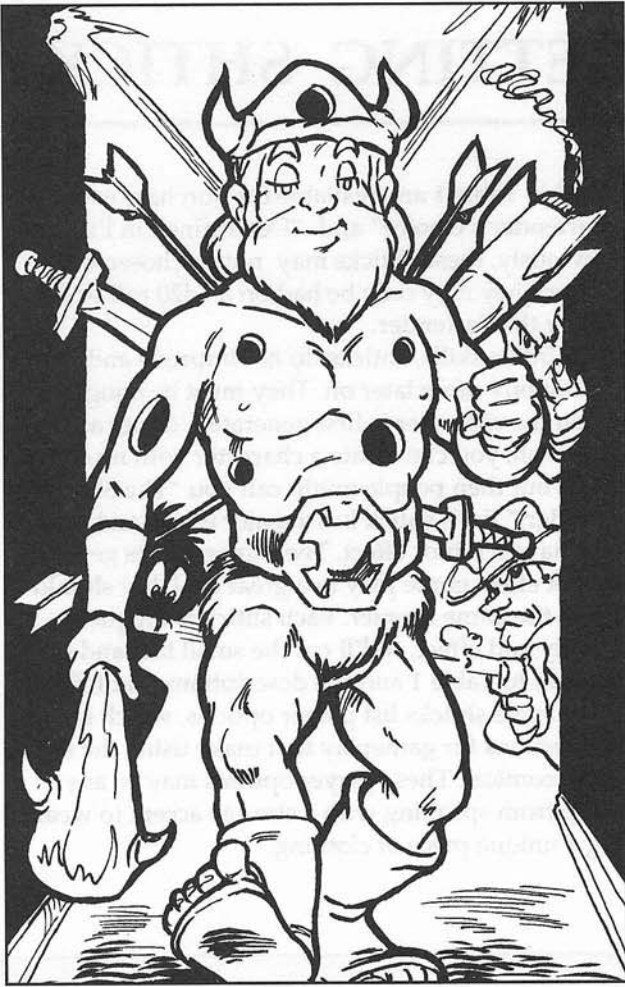
Like I always say: "No brain, no pain."

Schwarzenegger Effect

"Shticks and stones may break my bones, but I doubt it."

The major effect of this shtick is the character's inability to feel pain. In combat and at other times of damage, normal characters must make a Normal Strength test whenever the amount of Oops! Points taken at one time exceeds their Strength score. A character with this shtick, however, need never worry about such things as blood loss, concussions, pain, etc. Whether all of this is because they are brain-dead to pain or that they're hopelessly macho, no one knows for sure.

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 3). 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 anesthetic) while in view of other sentients. The player has the option of speaking in a heavy Austrian accent, thus making everything he says virtually indecipherable. Note

also that a character with the Schwarzenegger Effect is particularly fond of monosyllabic words and short, trite phrases.

Rambo Effect

"Yo! You couldn't hit da broad side of a barn if I was wearin' one."

The major effect of this shtick is that ranged weapons of all types — bows, guns, lasers, spears, or grenades — always miss when fired from Close range at a character with this effect. 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 to choose, the enemy will fire at a character with this shtick 80% of the time (roll 1d100). In addition, a character with this shtick may utilize a unique speech pattern in which "th"s are pronounced as "d"s (for example, "these" and "those" are "dese" and "dose").

Fools rush in where wise men run the hell away.
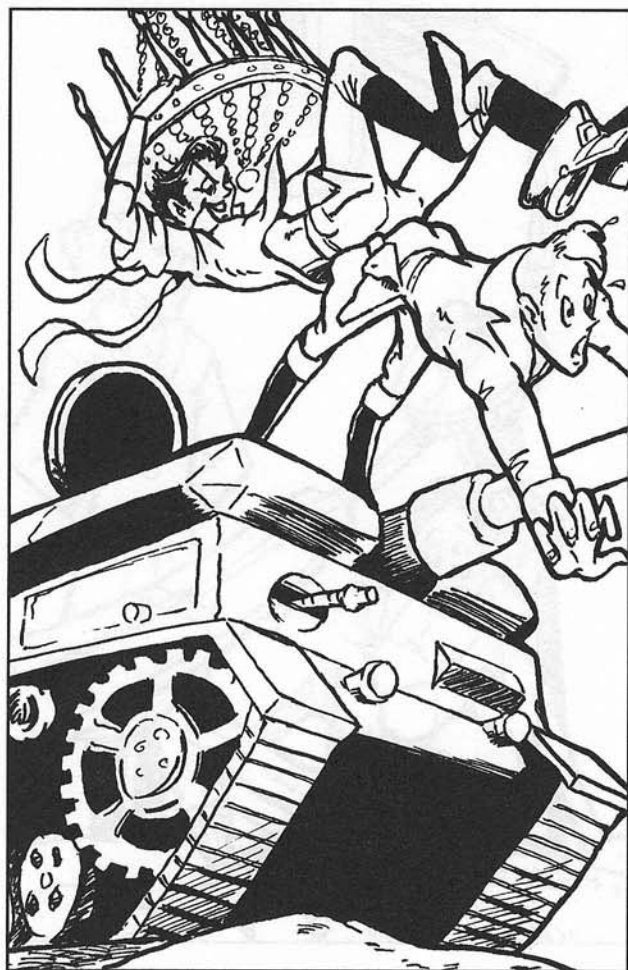
. . . And always with the greatest of ease.

Flynn Effect

"Where did that vine come from?"

This shtick covers the classic swashbuckler's maneuver: grabbing a rope, chandelier, curtain, or other hanging object and swinging in for the rescue or away from danger. This shtick allows a character to perform this act at virtually any time, anywhere. For example, in a forest, a character with the Flynn Effect would find a vine hanging low enough to grab onto. Indoors, that same character would find a conveniently placed rope, cable, curtain, or chandelier. Elsewhere, such as in the open air, or space, a vinelike clump of matter would mysteriously appear near the character's outstretched hand. Close inspection shows no upper end of the vine. Note that whenever this shtick is invoked, the vine, cable, etc., does not just appear out of thin air; rather, it falls down to the character as if the end were dropped from above.

The minor effect of this shtick is that the character can never take the easy way in 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 always swings in through the window.

Roy Rogers Effect

"You see that mosquito on the arm of that sniper in that bell tower there? Not the close one — the far one. . . ."

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 shooting from horseback as he would if the target were the same distance away on an empty street. This shtick also has two minor effects. It is the only shtick that has two minor effects.

The first minor effect is that the character's horse, bike, car, spaceship, or whatever is always just a whistle away. When the character needs his vehicle or mount, the character just whistles and the vehicle or mount rushes to him and places itself in a position requiring a jump from a great height to land on or in it. This feat is automatically successful and free of injury.

The other minor effect is that the character with this effect cannot kill except under special circumstances. If the character shoots someone, the shot hits the target's hand, knocks the target unconscious, hits something over his head and causes it to drop on him, etc. The only time a character with the

All that, and with a mirror shot, too!

Roy Rogers Effect can kill a person is at high noon in a formal showdown. The opponent must go for his gun first. If the character beats him to the draw, the opponent is killed by the first shot from the character's gun.

Bartender's Note: Effects relating to chicken, the cooking of chicken, or the marketing of cooked chicken are irrelevant to this effect.

Trenchcoat Effect

"Pardon me. Would you happen to have any Grey Poupon?"

This effect allows a character to conceal things in his trenchcoat, duster, cloak, or equivalent overcoat — big things, and lots of 'em. The character's coat is a lot bigger on the inside than it looks. Anything with a mass of 5 Medium or less can be hidden with no outward sign of its presence. At last! Get rid of those unsightly bulges! The number of things the character can hide in his coat 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

Looks like I'm gonna need the BIG gun for this job.

I told you it would never fly.

coat that she's forgotten about. These includes such items as pens, pencils, typewriters, magnifying glasses, binoculars, Halogen lamps, deflated air mattresses, and so on, but not weapons, money, or objects of great monetary worth, magical items, or high-tech or rare objects. The limitation to this effect is that the character may not initiate the search for the item unless someone else asks. ("Anyone here have a flea collar for Bugshoe? Yee-ouch!"). This can also make complications when the character is being searched; the searchers just keep finding things.

Newton Effect

"Pickle/Antipickle matter transfer? Hogwash! It always begins in a lab — and ends in an explosion."

This is the only shtick that can cancel out another shtick. It's major effect is that any time the character is witness to something that doesn't fit into his scheme of reality (in other words, something that should be impossible), he simply says, "Hey! You can't do that!" In order to perform this effect, the character must Match his Smarts or Common Sense score (whichever is higher) against the Cool or Luck (whichever is lower) of the person or thing performing the impossible. If the match is won by the character, the Laws of Physics intervene and cause any

impossibility to stop happening. If the perpetrator wins the match, the Laws of Physics look the other way. There are some who believe this shtick is an Editor's way of correcting a Writer's more fanciful endeavors (see Chapter 6). This is, of course, nothing more than hogwash. Pay no attention to it.

Note that this shtick is entirely dependent upon the beliefs of the user, not necessarily upon the Laws of Physics. For example, if the user is a caveman, and flying seems impossible to him, airplanes will constantly fall from the sky in his presence. This shtick's minor effect is that the character may never wittingly perform an impossible feat.

Merlin Effect

"How did you know I was about to say, 'How did you know. . .'"

This shtick's major effect is an effect similar to the Human Encyclopedia skill (see Chapter 3), but it pertains only to people. Whenever the character meets someone new, he must Match his Smarts against the other person's Cool. If he loses, nothing happens; if he wins, however, he just happens to know the person's name, date and place of birth, home address, shoe size, mother's maiden name,

Vows? What vows?

and what he had for breakfast that morning (in short, anything the Bartender wants to tell the character).

The minor effect is that the character just happens to know about lots of things just before they happen, leaving just enough time to duck, perhaps, but not enough to prepare. He knows who is about to call or knock on the door, and he knows a split second before a cannonball whizzes overhead. The Bartender should limit the flow of information by telling the character what he knows an instant before some (and not all) things happen. It would be impossible for this minor effect to work all the time, after all.

Valentino Effect

"Ladies, please. Given enough time and vitamin E, there's more than enough of me to go around."

The major effect of this shtick is that members of the opposite sex (unless they pass a Hard Cool test) throw themselves at the feet of this character. They are willing to do almost anything for him except leave him alone. They go out of their way to keep the character out of danger, even to the point

All right, wise guy; see if you can guess what I'm thinking now.

Two more moving violations, and it's donut city for the rest of the evening.

of knocking the character over the head during a firefight and dragging them to "safety."

The shtick's minor effect is that the victims of the effect become very jealous of each other and fight to the death unless checked. Fortunately, the effects of this shtick wear off after one day in which the victim has no contact with the character.

Bylaw Effect

"Sorry, pal. Ya 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 he or she is affiliated with. The minor effect is the same for all, that is, the character is constantly meeting other union members and exchanging secret handshakes with them. Keep in mind that in order to remain in good standing with his union (and therefore enjoy its benefits), a character must pay dues of 2d6 x 10 Bucks every game month. Dues can be paid virtually anywhere; there are payment centers on every block in the Multiverse. The union always gets its dues — somehow. Avoiding pay-

ment can be messy, as the union just seems to know where the character is. The following is a list of unions from which the character may choose.

Bartender's Ancient Brotherhood (BartAB): A member of this union may never die while on duty tending bar. Similarly, unless the blow causes the bartender to fall unconscious, the blow inflicts no damage. If the bartender is rendered unconscious, however, the blow inflicts full damage.

Curious Order of Policemen (C.O.P.): Get out of jail free. Cell doors are always unlocked for the member of C.O.P., and the guards always look the other way. Note that this effect applies only to the character who has this shtick, not to any compatriots incarcerated with him. Maybe that's why he always gets a separate cell. . . .

Teamster's Righteously United Kindred (T.R.U.K.): A member of this union is never at a loss for transportation. All this character need do is hold up his hand in one of the union's secret hand signals, and a passing truck, wagon, boat, plane, space barge, etc., pulls up alongside and asks where he wants to go (provided the vehicle can get there). Wherever that destination may be, it's never too far for T.R.U.K. member since the drivers are paid by the mile.

Eclectic Villain's Interdimensional League (E.V.I.L.): Whenever a member of this union is captured or killed, he somehow escapes incarceration or comes back to life. The problem is, every time the villain escapes, everyone knows that he's at large again. If he dies, however, everyone's convinced that he's dead until he returns with a new master plan. Note that this union is for NPCs only.

Righteously Indignant Good-guys and Heroes against Tyranny (R.I.G.H.T.): This union was created in response to E.V.I.L.. If a member is killed while combatting a member of E.V.I.L., he returns at a later date via a complicated, inadequately explained plot device. Unfortunately, this union has limited resources. For instance, the benefits can only be used by members actually combating E.V.I.L., and they can only be used five times.

Organization of Athletic Figures (O.A.F.): 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 escapes the peril. Members of this union are also noted for striking for higher salaries just as things are starting to get good.

Trained Henchmen United for Goodwill (T.H.U.G.): Members of this union can call on aid from fellow members when they're in trouble. This aid comes in the form of 3d4 Thugs (use the Acme Rent-a-Thug statistics in Chapter 9) who appear out of nowhere to severely thrash the enemy. These Thugs then vanish as quickly as they came, whatev-
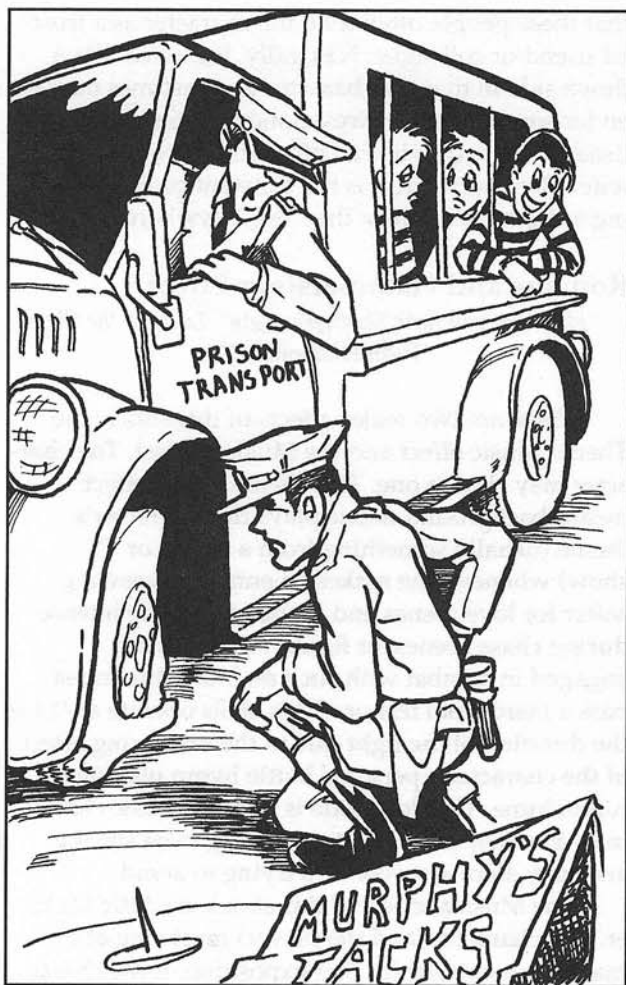
I don't believe it; another flat!

er 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 — too many to be listed here in print. Anyone wishing his character to be a member of a different union may talk to that understanding Guy of Guys, your Bartender. If he's is in a good enough mood, maybe he'll let you.

Murphy Effect
"Trust me. What are the odds of it going wrong twice?"

Murphy's Law is always in effect around a character with this shtick. The good thing is the character can sometimes take advantage of it. For example, the character can choose to have something go wrong for an enemy, so long as that character's willing to live with the consequences. The consequences are simple: For every time the Murphy Effect causes something to go wrong for an enemy, something must go wrong for the character a short time thereafter. In fact, this 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 misplacing tax records, and so on. The player has no control over exactly what happens.

Howard, Fine, and Howard Effect
"Why, I oughtta. . . ."

This shtick allows the character to ape the antics of the great comedy teams: The Three Stooges, The Marx Brothers, Burns and Allen, Bush and Quayle, or some other classic slapstick comedy team. The major effect is that if the character is working in unison with at least one other person, all NPCs the duo/trio encounters while using the shtick have their Smarts and Common Sense scores reduced to one. In addition, they believe nearly anything the duo/trio tells them. This effect can be used only once per day, and lasts 10 minutes for every person with this shtick who's involved in the act. In other words, two people with this shtick who are working together could use it twice for 20 minutes each time.

The minor effect of this shtick is the ability to produce an endless supply of cream pies from the insides of jackets, behind backs, etc. These cream pies are thrown using the modifier for the Throw skill, but do no damage. Anyone struck by a flying pie must make a Hard Cool test. Failure means they
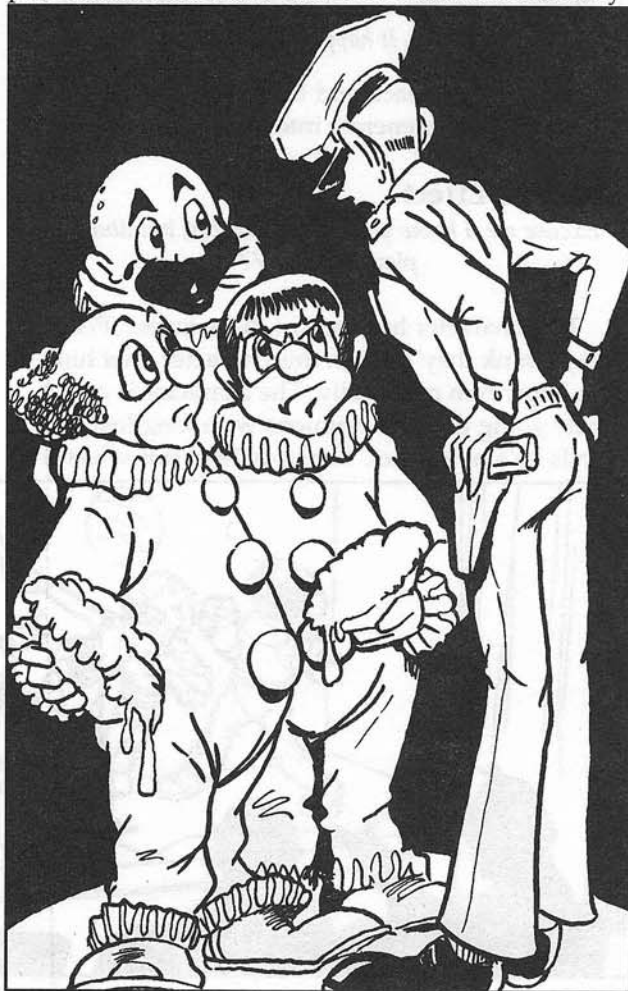
What are you going to do with those pies, boys?

Really, guys. This is just another case of mistaken identity. It happens all the time.

find a pie within reach and throw it also. From here, things usually degenerate into an all-out food fight.

John Doe Effect

"Excuse me, I know you're not a doctor, but don't you play one on TV?"

This character has "one of those faces." People always think they've seen this character, met him, or even know him personally. The character is constantly going through reunions with long-lost friends he's never met. The up side of this effect is

that these people often treat the character as a trusted friend or colleague. Naturally, this effect has a down side in that the character is sometimes mistaken for someone who owes money, who's wanted dead or alive, or who ran off with someone else's wife. The minor effect is the constant pack of drooling autograph hounds: they're everywhere.

## Rodgers and Hammerstein Effect

"Hey! Do you hear Shatner singin' 'Lucy in the Sky With Diamonds?'"

There are two major effects of this shtick: the Theme Music effect and the Musical effect. The character may choose one. The Theme Music effect means background music plays this character's theme (usually something from a movie or TV show) 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 all his 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 chimes in even when the character is trying to be sneaky and may alert whoever he's trying to avoid.

The Musical effect of this shtick is a little trickier. The character (and the player) must sing at dramatic moments, or for plot exposition. If the character sings while in combat, all his allies and enemies join in on the song. All those on each side add together their Cool scores 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 this effect). 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 in 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 pirates are all right, but the spacemen keep missing their cues.
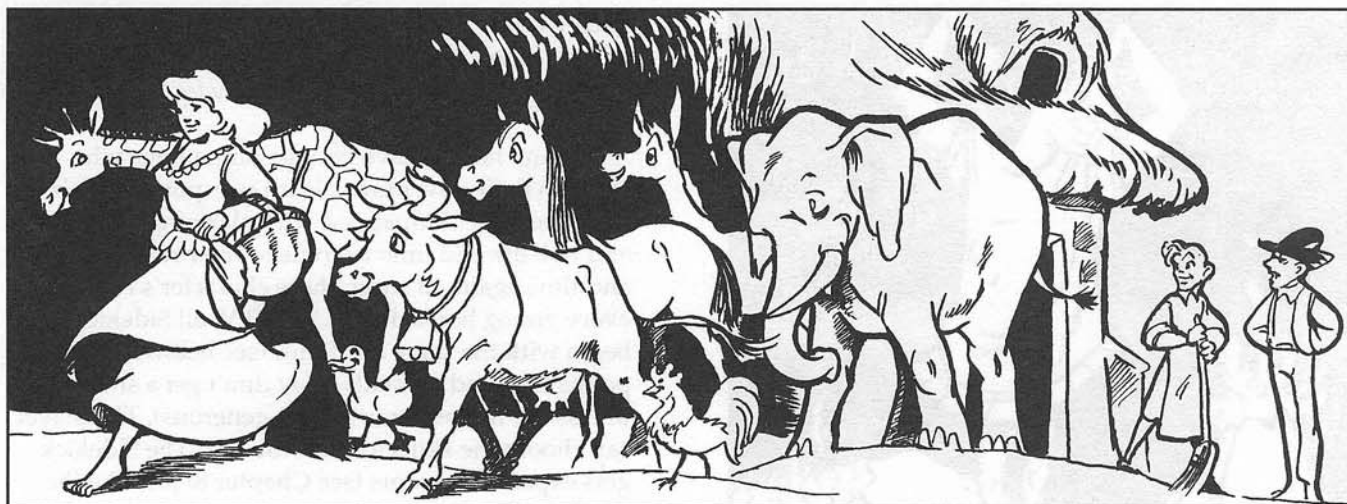
This reminds me of that time last year when that piper guy came to town.

The minor effect of this shtick is that whenever danger approaches, the music shifts to minor keys, or gets deeper and more foreboding, giving the character fair warning of imminent danger.

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

Dolittle Effect

"Pardon me, sir, but would you mind returning my seeing-eye dog?"

This shtick is similar in many ways to the Valentino Effect, except in that instead of affecting members of the opposite sex, it affects animals. Animals simply like to be around the character, and go out of their way to get him to pet them. The animals crowd around the character until he asks them to go away. No animal so affected will attack the character unless it's being controlled or is trained to attack. Even then, if the character makes a Normal Cool test, the animal will not attack (though it won't help him either). Sometimes, on a Hard Cool test,

the character can even have an animal do something for him, as long as it's within its power to do so.

The minor effect of this shtick is that the character is constantly crowded by animals: in his bed, in his closet, in the hallway, on his barstool, in his trenchcoat, etc. These animals are always startled upon discovery and run away.

"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 (usually 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, an inflatable dinosaur, and so on. When the character uses this effect, he should phrase the comment something like this: "If only I had a copy of the Gjuxkir-English, English-Gjuxkir dictionary." Another example: "If only there was a used mattress dumping site at the bottom of this bottomless chasm." Another example of this

Sorry, guys, but we can't sacrifice them. Ra-Ka-Bee-Lay is with them.

Getting above the problem is a step in right direction.

effect: "It'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 and badges." At that point, the character rolls on a Normal Luck test. If he succeeds, exactly what he's just finished describing happens.

Escher Effect
"Okay, pal. You mind explainin' what you're doing on my ceiling?"

This shtick grants its possessor the ability to temporarily defy the Laws of Physics. This is usually the result of the character's profound lack of comprehension of How Things Actually Work. Ignorance is bliss, folks, and in The Floating Vagabond universe, 'tis truly folly to be wise. Whether these Laws of Physics be the laws of motion, momentum, gravity, thermodynamics, or whatever, the character can defy them — provided he can make a Normal Luck test. If he fails the roll, well, too bad: the Laws of Physics triumph once again over dumb luck. The downside of this effect is that sometimes, generally at the worst possible moment, the Laws of Physics fail. This instances are up to the Bartender to handle.

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

Many heroes have young companions who 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, these character's live out every young boy's dream. In TFFV, all Sidekicks begin with the same attributes (see below) and 500 points to spend on skills (they don't get a shtick unless the Bartender is feeling generous). The player can choose the skills for his Sidekick. The Sidekick gets experience points (see Chapter 8) just like the PC does. The Bartender keeps track of these and spends them as he sees fit. Note that a character who takes this shtick may also purchase another (contrary to the usual rule that a PC may have no more than one shtick).

Sidekick
Race
"Identifying Quote"

|		
Strength: 1	Nimble: 3	Aim: 3
Smarts: 1	Cool: 3	Common Sense: 1
Luck: 7	Oops! Points: 15	

Skills

Archenemies
"Why if it isn't my old rival, Cap'n Methuselah. . . ."

Some people are just naturally drawn together as friends; others are born enemies. An Archenemy is that person who's always on your trail (or vice versa), behind every nefarious scheme you uncover. Being an Archenemy means showing up at the most inopportune times possible. It also means never having to say you're sorry. Archenemies never entirely defeat each other; there's always an inadequately contrived escape provided. He who fights and runs away may live to fight in future exciting (and often, keenly marketed) adventures.

Archenemies are generated differently than PCs or Sidekicks. 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:

1. 25 Attribute Points instead of 20;
2. 2,000 Skill Points instead of 1,500; or
3. Twice the usual beginning Sawbucks.

These villains usually have armies of henchmen following them, so be sure you figure in enough to pay for them. Note that 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).
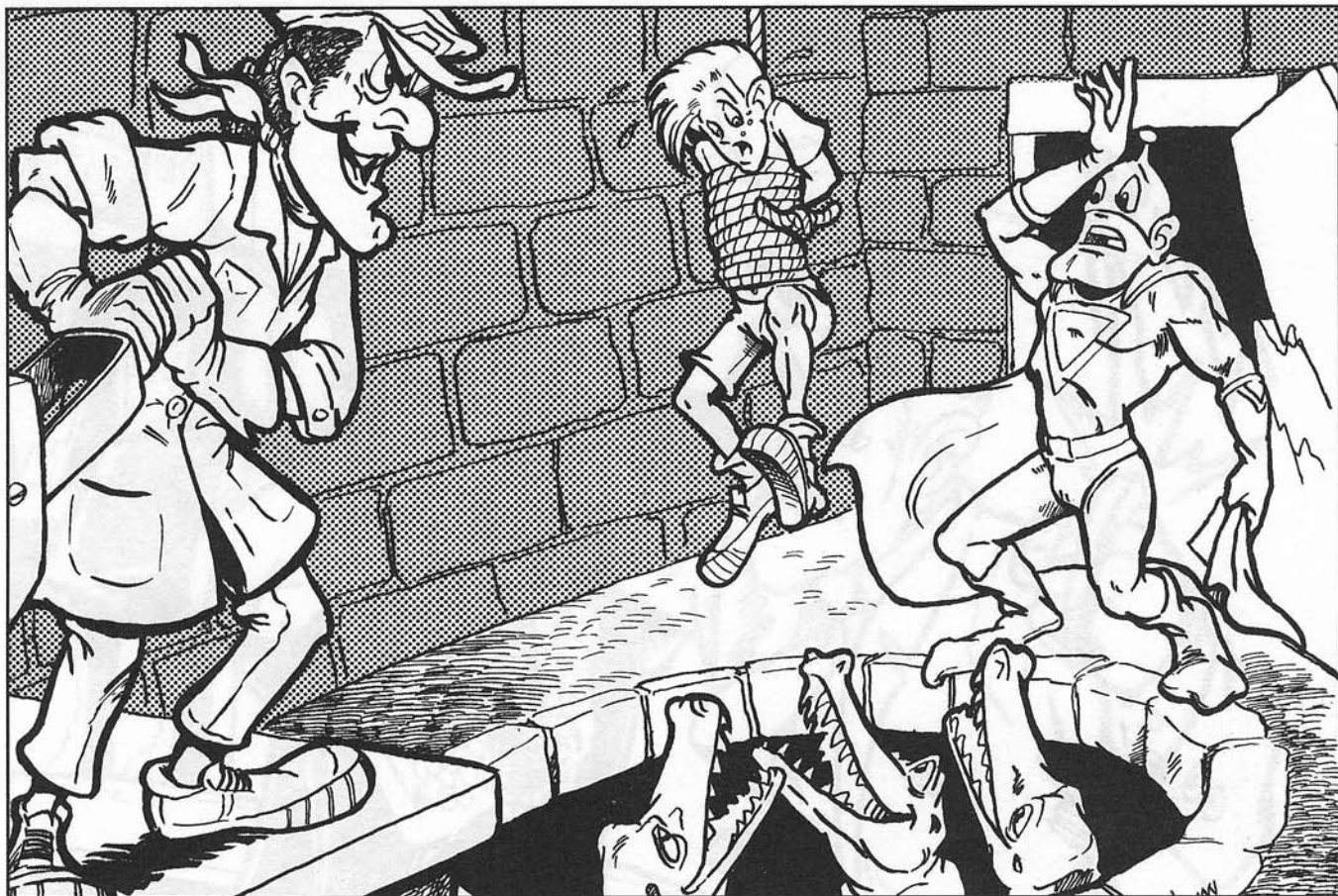
Oh, no! The Baron has captured Timmy for the purpose of blackmailing me into inaction again!

Bartender's Choice
"It's my party and I'll pick what I want to, pick what I want to, pick. . . ."

This one's also known as "How to Cheat With Our Blessing." Need we say more?

Determined in Play
"Ha! I bet you didn't think I 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 a shtick you think would be funny without upsetting game balance. A character who rolls this shtick should have a shtick "determined by play" by the end of his first adventure.

Overusing Shticks
In a game such as TFFV, there inevitably comes a time when the players overuse their shticks to get through every conceivable second of an otherwise challenging adventure. When this comes to pass, the following shticks may develop side effects from overuse. These may be used at the Bartender's discretion. These side effects may take place at anytime at the Bartender's discretion. This should serve to teach the Patrons a lesson in moderation.

Trenchcoat Effect: Objects become hard to find, requiring a considerable amount of time and effort to find the correct item. Alternately, hostile items such as ticking time bombs, small, vicious animals, etc., may be pulled out by accident.

Newton Effect: The true Laws of Physics look the character's way and impose themselves upon him or her. The reverse may also happen, in which case the character becomes a sort of weirdness magnet, attracting all manner of strange occurrences every time he or she uses this shtick.

Merlin Effect: The information the character receives is inaccurate or only half true. If this is the case, the information received is completely bizarre. If the truth is truly bizarre, the information received is normal — too normal.

"It'd 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.

Escher Effect: As stated in the shtick description, the Laws of Physics betray the character at the most inopportune moments. These betrayals tend to be (but do not have to be) along the same lines as the character's usual uses of the shtick.

CHAPTER 3: GETTING SKILLFUL

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

Bugshoe

Canis Sapiens
Bounty Hunter
*"Hold still and it'll only hurt **a lot**. Or move. I don't care."*

Strength: 3   Nimble: 2   Aim: 6
Smarts: 3   Cool: 3   Common Sense: 4
Luck: 2   Oops! Points: 15
Shtick: Trenchcoat Effect
Chase Cars (Nimbleness) Expert 5
Dodge (Nimbleness) Professional 6
Duck (Nimbleness) Expert 5
Fling Primitive Missiles (Aim) Professional 10
Hurt People (Strength) Dabbler 4
Intimidate (Cool) Expert 6
Notice Detail (Aim) Hack 8
Shoot Things (Aim) Hack 8
Survival (Common Sense) Hack 6
Throw (Aim) Professional 10
Track With Unnerving Accuracy (Common Sense) Professional 9

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 to 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 skill related. First, I'll explain how skills work; then I'll get into the different types of skills: Combat, Physical, Knowledge, Social, and Miscellaneous Skills.

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 an Attribute. These die rolls are referred to as Tests. Based upon the result of the die roll, the Bartender determines whether or not the character "passed" the test, and what the consequences are for success or failure. Often, these results are listed in the copy for that particular skill, giving consequences for both success and failure.

Skill Levels

"Virgil! He's got a brain!"

In *Tales From the Floating Vagabond*, each skill a character has is rated according to his level of expertise in that skill. The greater a character's level of expertise in a skill, the better the Skill Level Modifier he uses to determine his skill score. Skill Level Modifiers are shown in Table 2.

Table 2	
Skill Levels and Modifiers	
Skill Level	Skill Level Modifier
Dabbler	+1
Hack	+2
Expert	+3
Professional	+4

Skill Scores

A character' skill score in a skill is equal to his Skill Level Modifier plus the Attribute associated with that skill. The skill tables and lists presented in this chapter describe the skills and Attributes associated with them. For example, a character with a Strength of 4 has purchased the Hurt People skill at Expert level. His skill score is 7; 4 for his Strength, plus a Skill Level Modifier of +3 as shown on Table 2.

Non-Combat Skill Test Procedure

When a character attempts one of his non-combat skills during the course of play, he must conduct a Skill test according to the following procedure:

1. The Bartender chooses a Difficulty Level from Table 3 using his own common sense. For example, a character is using his Break Things skill to try to shatter a Ming Vase. Common sense tells us the test is Pitifully Easy. If, however, that same character is trying to batter his way through a jewelry case made of bulletproof glass, the test is Hard.

2. The Patron whose character is making the test rolls the kind of die listed in Table 3 on Page 28 and compares the result to his skill score. If the result is less than the skill score, the character succeeds in his attempt. If the result is less than the skill score, the character fails the attempt, and faces consequences that vary with each skill.

For 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, meaning the Patron must roll 1d100 versus his Trivia score. To the

Table 3
Skill Test Difficulty

Difficulty Level	Die Roll
Pitifully Easy	1d4
Easy	1d6
Normal	1d10
Hard	1d20
Very Hard	1d30
Nigh Impossible	1d100

amazement of all present, the Patron rolls 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 Pitifully Easy and Easy tasks are automatically successful at certain levels. 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 (i.e., make their characters suffer).

Matching Skills

Sometimes the successful use of a skill requires working in concert with, or overcoming the resistance of another character or group of characters. In such cases, the skill description tells the Patron to Match one of his character's skill scores and/or Attributes against one of the skill scores and/or Attributes of the other character(s). To perform a Match, each side rolls 1d10 and adds it to their appropriate skill scores and/or Attributes. The side with the higher number wins the Match.

Understanding the Skill Lists

You'll find below a series of skill tables and lists. The tables are fairly self-explanatory: the first column gives the name of the skill; the second gives the Attribute with which the skill is associated; the third indicates the cost in points per level of expertise in 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 last column has a double dash (—) in it, the task cannot be performed without expertise in the skill.

Combat Skills

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

Combat Skills allow us to do horrible things to each other in the name of Truth, Justice, and Democracy (a debt collection agency I used to work for). Combat Skills are handled differently than Non-Combat Skills in TFFV. For one thing, Combat Skill tests are **always** made on 1d10. Suffice it to say that the attack procedure is significantly different from the Non-Combat Skill test procedure, so we'll cover it separately later in the rules (see Chapter 6).

Berserker Rage: This ability (or disability) allows a character to lose it completely. Every time a character with this skill is in combat, he rolls a normal (1d10) test using his Berserker Rage Skill Score. If the roll is successful, the character flies into a foaming-at-the-mouth, bulging-at-the-eyes, bloody, maniacal rage. The following circumstances apply

Table 4
Combat Skills

Skill	Attribute	Cost	Default
Berserker Rage*	Strength	200	—
Blow Things Up	Smarts	100	—
Dodge*	Nimbleness	50	0
Duck*	Nimbleness	50	—
Fling Primitive Missile	Aim	100	-2
Gunnery	Aim	100	-4
Headbutt	Strength	100	-1
Hurt People	Strength	100	-2
Hurt People Really Badly*	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 Short Nasty Pointy Thing	Strength	100	-2
Swing Nasty Pointy Thing	Strength	100	-2
Swing Nasty Pointy Thing With Panache	Nimbleness	100	—
Swing Long Nasty Pointy Thing	Strength	100	-3
Target Vomiting	Aim	100	—
Throw	Aim	50	-2
Whips & Chains	Nimbleness	100	-4

* See specific skill description for more details.

Berserker Rage: Good night, and may the good lord take a Viking to you.

when a character is in this state of rage:

1. In hand-to-hand combat, the character attacks with a bonus to hit equal to his Skill Level Modifier in Berserker Rage, and uses the same number as a damage bonus when he hits.

2. In ranged combat, the berserker gets one extra shot for each level of Berserker Rage skill he has. However, a number equal to his Berserker Rage Skill Level Modifier is subtracted from the Attack Score of every shot he takes.

3. The berserker must attack to kill, and continues attacking nonstop until his target of choice is dead. At that point, the berserker then attacks the next living thing he sees, whether friend or foe. Before the berserker makes his first attack upon a particular target, however, he may attempt a Normal Cool test. If successful, he comes out of the rage. In any case, a berserker automatically comes 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 a character 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, fuses, detonators, matter/antimatter, pickle/antipickle, etc.). The rules outlining how one goes about using this skill can be found in the section "Blowing Things Up" in Chapter 7.

Dodge: This skill is handled differently from other Combat Skills. Dodge comes into play only if a character is hit in hand-to-hand combat. At that point, the Patron may roll 1d10 and subtract the result from his character's Dodge skill score. If this number is positive, it is then **added** to the roll the enemy has already made against the character's Attack Score. If this addition makes the roll a miss, then it is a miss. A character can Dodge one enemy hand-to-hand attack for each attack he gets to make.

Duck: This skill is the ranged combat equivalent of Dodge. It, too, is used only when the character has been hit, and applies only to hits inflicted by ranged weapons. To determine if a Duck is successful, the Patron rolls 1d10 and subtracts the number rolled from his character's Duck Skill Score. If this number is positive, it is then **added** to the roll the enemy has already made against the character's Attack Score. If this addition makes the roll a miss, then it is a miss. If not, tough luck. A character can Dodge one enemy ranged combat attack for each attack he himself gets to make.

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. This category includes bows and arrows, crossbows, slingshots, and any other Primitive Missile-Chucker weapons. These are the kinds of weapons someone uses when they're not afraid of the enemy, but that's just my opinion.
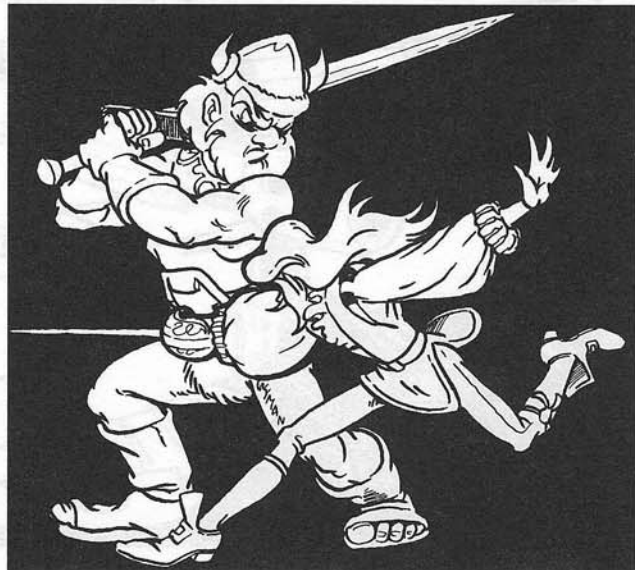
Dodge: It's just a jump. . . to the left.

Gunnery: Some guns are so big they can't be carried around, and must instead be towed from place to place (like a howitzer), or mounted on a vehicle (like a tank). When buying levels in Gunnery skill, decide what size weapon the skill specifically covers: Incredibly Big Gun, My God That's a Big Gun, or Don't Point That at My Planet Gun!

Headbutt: This skill is a truly repulsive display of disregard for the sentient brain, but I guess it's effective. At least Myron never has any complaints.

Hurt People: This skill allows the ability to cause someone pain and injury by beating up on them. It's one of my personal favorites. Hurt People operates like all other hand-to-hand combat skills. Damage is 1d6 ÷ 2 Oops! Points plus the user's Strength Damage Bonus (see Table 27 in Chapter 7).

Hurt People Really Badly: This skill includes the various martial arts, whereas Hurt People includes your basic fisticuffs and bar brawling. A character may not take this skill unless they already have the Hurt People skill at Expert level. In addition, if the character has Hurt People at Professional level, they cannot take this skill. Once a character has Hurt People Really Badly at any level, they can never fight using the Hurt People skill again. When determining skill scores, count only Hurt People

Really Badly levels, not Hurt People levels.

This skill differs from Hurt People in that it allows you to make a number of attacks per combat round equal to your Nimbleness divided by two (round up). Damage is 1d6 per hit, but no Strength 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 and words are always a quarter of a second out of synch.

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 allows a character to point a gun at something, pull the trigger, and make the target disappear with a bang! Clearly, this is not the polite thing to do to a person, but sometimes we don't have a choice. When buying levels in the Shoot Things skill, decide what kind of gun the skill covers: Gun, Big Gun, or Really Big Gun.

Swing Short Nasty Pointy Thing: The skill name says "pointy" thing, but any short weapon with an end to hold and an end to hit things with fits in this category: knives, daggers, ice picks, cotton swabs, etc. When using this skill in combat, a character can make a number of attacks per combat
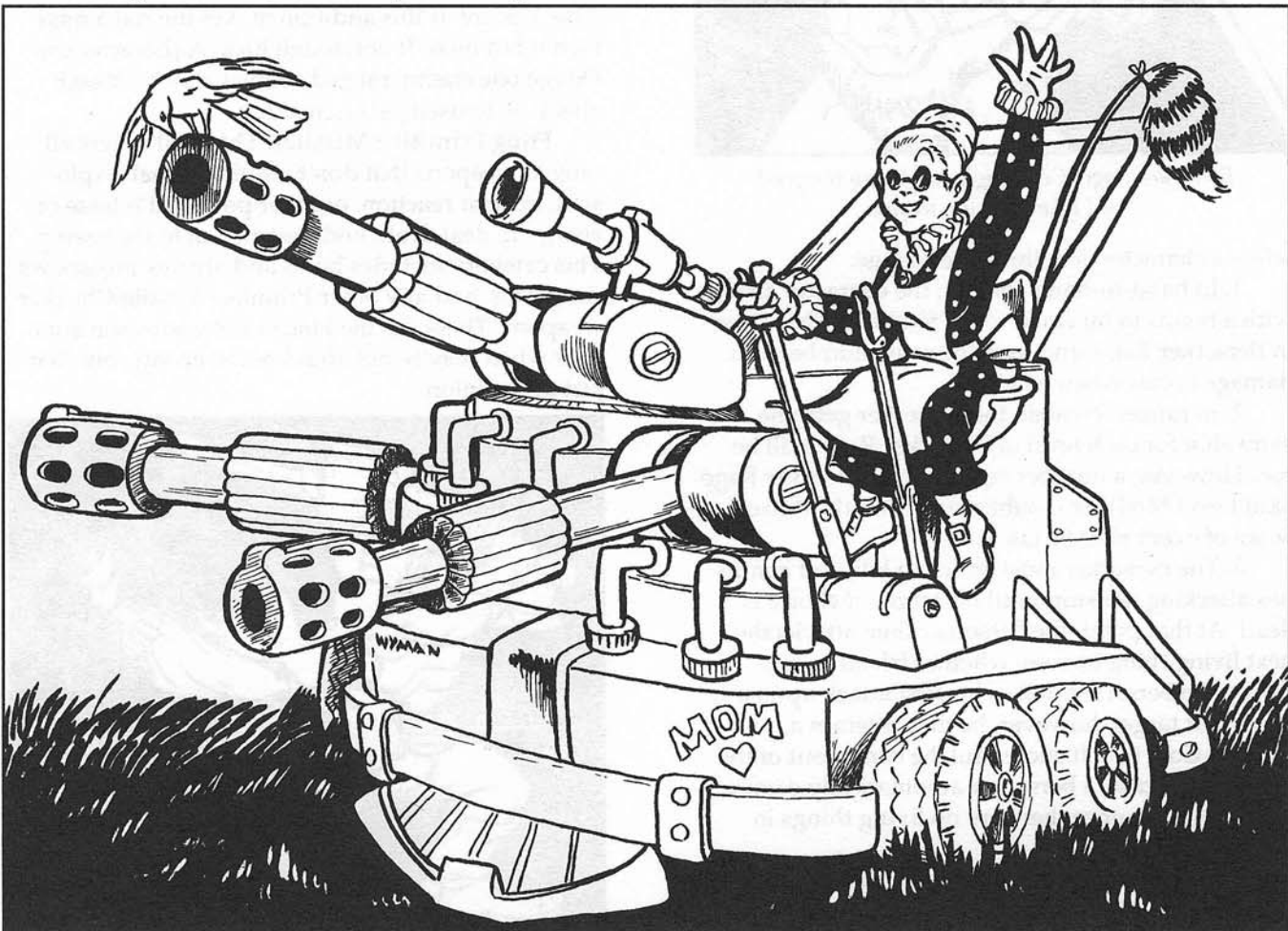
Gunnery: I'd like to see those squirrels get in my birdfeeder now!

Hurt People Really Badly: Dave volunteers his services to the instructor for yet another painful demonstration.

round equal to his Nimbleness divided by three (round to nearest whole number), but no Strength Damage Bonus is added to the damage die roll.

Swing Nasty Pointy Thing: This skill is the same as Swing Short Nasty Pointy Thing, except that it applies to longer weapons. With this skill, characters can cleave someone with a broadsword, spike them with a pick, or club them with a baseball bat. This skill gives a character one attack per round.

Swing Nasty Pointy Thing: Cook demonstrates the difference between a sharp NPT and a dull one.

Swing Nasty Pointy Thing With Panache: This skill represents fencing, swordplay, and other effete things one can do with sharp objects. When a character engages in combat using this skill, he can make a number of attacks equal to his Nimbleness divided by two (round up), although no Strength Damage Bonus is added to the damage die roll.

Swing Long Nasty Pointy Thing: This skill is the same as Swing Nasty Pointy Thing, except that it applies to pikes, halberds, bill hooks, and other longer, meaner weapons.

Target Vomiting: This is probably the most disgusting combat skill I've ever seen. It does no actual damage, but it does obscure vision, make footing tricky, and reduce the target's Cool by 1d6 per hit until it's cleaned up. If a target's Cool is thus reduced to 0 or less, he/she/it has been totally grossed out and retreats (if possible) in order to clean up. This skill has a range of Near.

Throw: This skill gives a character the ability to throw things like rocks, grenades, and Molotov cocktails at a target. I think that says it all.

Whips and Chains: This skill gives a character the ability to employ these dangerous devices in combat, as well as in other "recreational uses."
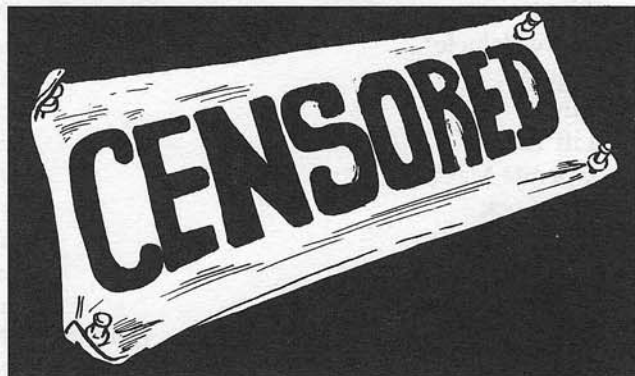
Whips and Chains: Mistress Brunhilde shows Desmond a new trick.

Physical Skills

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

Physical Skills require the use of your brawn instead of your brain (you know, that funny-looking gray thing in your head) to accomplish a difficult physical feat or to impress members of the opposite sex of the species of your choice. Note that Physical Skills differ from Combat Skills in that you aren't trying to hurt someone. Table 5 and the paragraphs that follow list and describe the Physical Skills available to a TFFV character.

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 showoff by performing other silly stunts. For my money, I won't have it. It's not 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 after all.

Break Things: This is a pretty simple skill. It allows a character to break something they want broken by applying brute strength and an innate knowledge of the Laws of Physics pertaining to stress and resistance. You can also use it to determine in advance how much force is needed to break something. There is a drawback, however: This skill includes a certain degree of clumsiness. Thus, whenever a character possessing this skill is near something fragile or delicate, he must make a Normal (1d10) test against his Nimbleness or he makes an attempt to break the object — by accident, of course.

Chase Cars: Now we're talkin'! This skill allows a character to chase cars and other vehicles without being noticed by the passengers in the car being chased or vehicle being chased. Note that the character Chasing Cars doesn't actually catch them, unless he really wants to. In this case, the character must make a Very Hard Nimbleness test in addition to the test made for Chase Cars. You've probably already guessed that this is one of my favorite activities. I can't recommend it strongly enough.

Editor's Note: Bugshoe is a bit biased in his advocacy of this skill; he left out the bit about how anyone possessing this skill must pass a Hard (1d20) Cool test to avoid compulsively chasing any moving vehicle that passes in their vicinity. Barking during the chase is at the Bartender's option.

Climb: This skill allows a character to ascend or descend a vertical surface without doing horrible damage to himself. Particularly difficult climbs require some equipment: hammers, pitons, rope, etc.

Drive Vehicle: A character must specify which type of vehicle they have the skill to operate. Some examples of vehicle types are: automobiles ('57 Chevy, Nice Car, Jeep, Limo, Sports Car), motorcycles, boats, submarines, biplanes, jets, helicopters, and spacecraft.

A character must have at least Dabbler level skill in a particular vehicle type in order to attempt driving it. The only exception is if that character has 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 a propeller-driven aircraft. In that case, you must pass a Hard (1d20) test against the skill the first time that you try to operate that unfamiliar vehicle.

Each time a character driving a vehicle attempts a dangerous maneuver (threading a mine field, jumping 11 buses, delivering pizzas in a college town), 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

Table 5 Physical Skills			
Skill	Attribute	Cost	Default
Acrobatics	Nimbleness	100	-3
Break Things	Strength	50	0
Chase Cars	Nimbleness	100	—
Climb	(Strength + Nimbleness) ÷ 2	100	-4
Drive Vehicle*	(Nimbleness + Aim) ÷ 2	50	—
Juggle	Nimbleness	100	—
Jump	Strength	100	0
Lift Things	Strength	100	0
Operate Machinery	Aim	100	—
Pick Lock	Aim	100	-5
Pick Pocket	Nimbleness	100	-5
Power Drinking	Strength	100	
Run Real Fast	Nimbleness	50	0
Sports*	(Strength + Nimbleness) ÷ 2	100	-1
Swim	Strength	50	1

* Specify type.
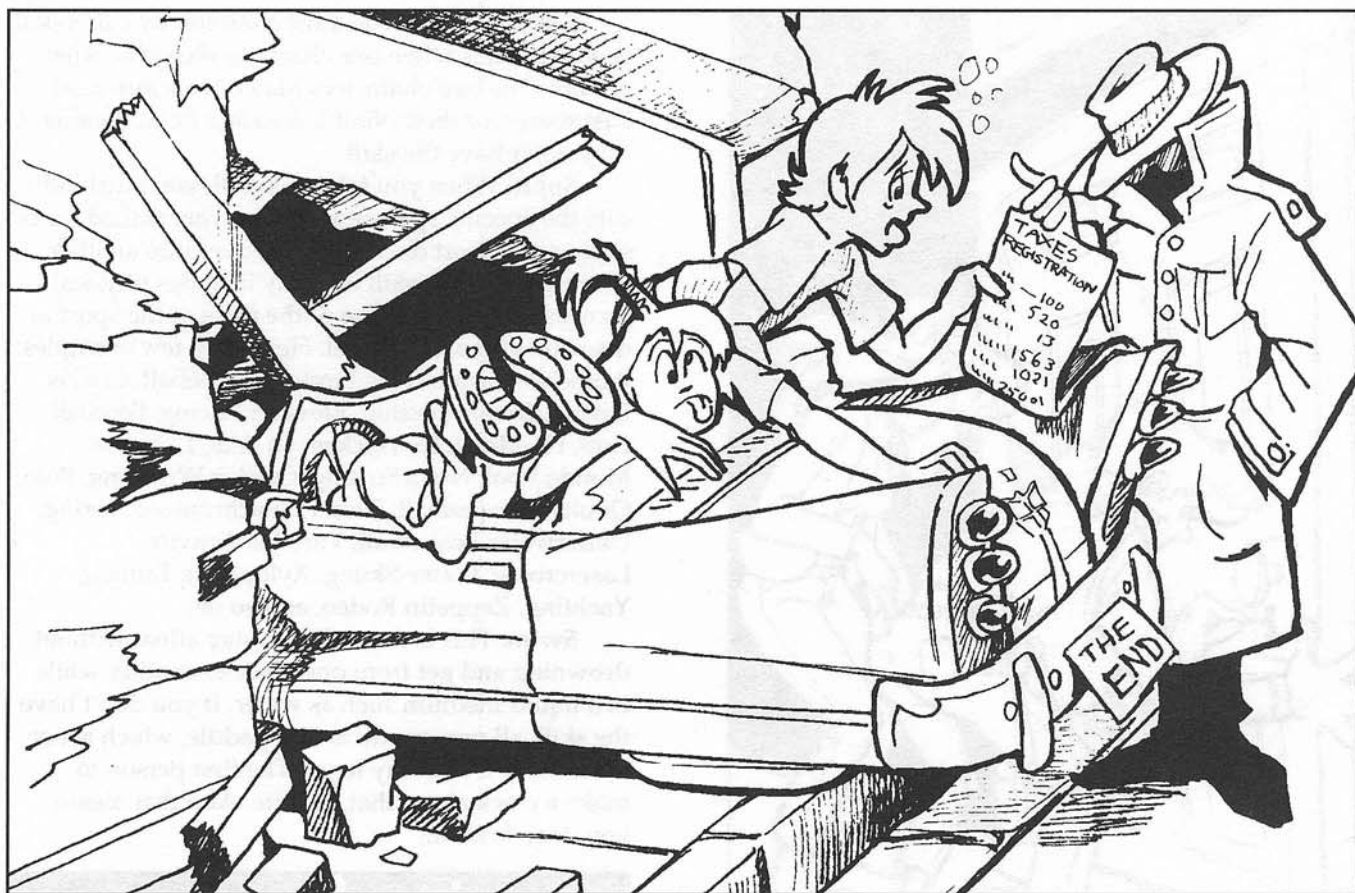
Drive Vehicle: The first step is getting it off the showroom floor.

which is determined by the Bartender on a case-by-case basis, and in keeping with the difficulty of the maneuver. If such maneuvers are attempted by a character driving an unfamiliar vehicle, the difficulty level of the test is increased by one level.

Juggle: This ability allows you to keep more objects in the air than you have appendages. The number of objects of reasonable size a character can keep airborne greater than the number of hands/appendages he or she has is equal to their Juggle Skill Level Modifier. Thus, a human who has Juggle at Hack level can keep four items aloft (2 hands + a Skill Level Modifier of +2 = 4).

Jump: This skill adds to a character's normal jumping distance (Nimbleness x 2; see Chapter 7), an additional distance equal to twice his Jump Skill Level Modifier measured in feet. For example, a character possessing Jump at Expert level adds six feet (2 x a Skill Level Modifier of +3 = 6') to his jump distance.

Lift Things: A person with this skill has spent considerable time and effort in bodybuilding. Any character with this skill can carry a number of Medium items (see Chapter 4) equal to his Strength, and can lift up to twice that amount of Medium items for short periods of time. Characters possessing this skill add two Medium items to their normal carrying capacity for each level they have in the skill

(and by extrapolation, four Medium items to their short-duration lifting capacity).

Operate Heavy Machinery: This skill allows you to futz about with things you really shouldn't futz with unless you know what you're doing. These include hydraulic presses, power loaders, construction cranes, nuclear power plant cooling systems — little things like that.
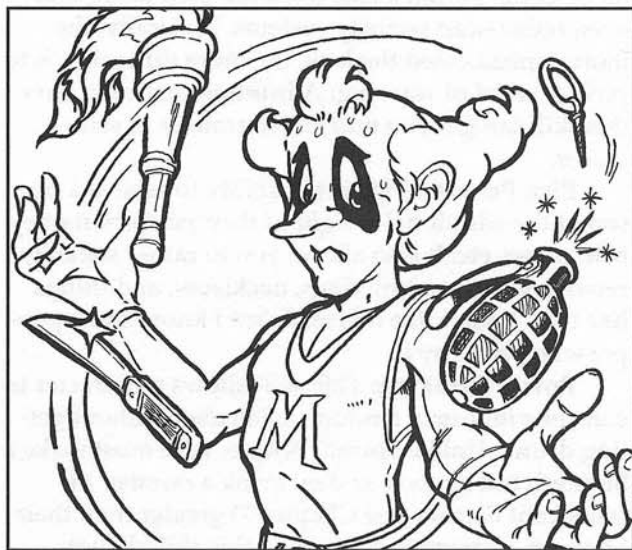
Juggle: A rare photo of the final performance of The Great Muldini.

*Pick Locks: You can pick your friends,
and you can pick your locks. . . .*

Pick Locks: By using the correct tools, this skill gives you the ability to open locked doors, gates, or airlocks without keys. Pick Locks covers simple key locks, combination locks, computerized locks, and even retina-scan security systems. Naturally, the more sophisticated the lock, the more difficult it is to pick. A word of warning: Admitting 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 additional weight of their pockets: money belt, purse, etc. It also allows you to rather sneakily remove wristwatches, rings, necklaces, and things like that. I don't like this skill, but I know some people who swear by it.

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

Run Real Fast: The most common way this skill is employed is when one character chases another on foot. The two characters Match their Run Real Fast scores, or their Nimbleness as a default value 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 (archaic), Baseball, Cricket, Diving, Dwarf Tossing, Elevator Racing, Football, Golf, Handball, Ice Hockey, Jai Alai, Lacrosse, Mondo Pool, Nova Surfing, Ostrich Wrestling, Polo, Quoits, Racquetball, Soccer, Synchronized Boxing, Underwater Basketball, Variable-Gravity Lasercrosse, Water-Skiing, Xylophone Taming, Yachting, Zeppelin Rodeo, and so on.

Swim: This is the ability to stay afloat without drowning 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, which is not necessarily a bad way to go. The first person to make a crack about that, I'll bite. And that means you, too, Arithon!
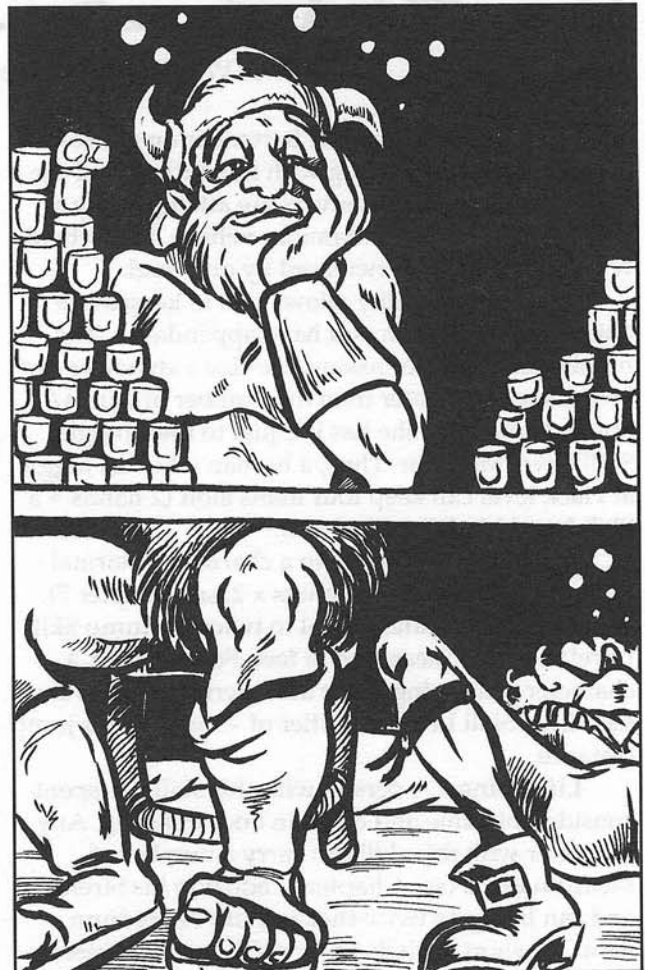
*Power Drinking: Sometimes you win,
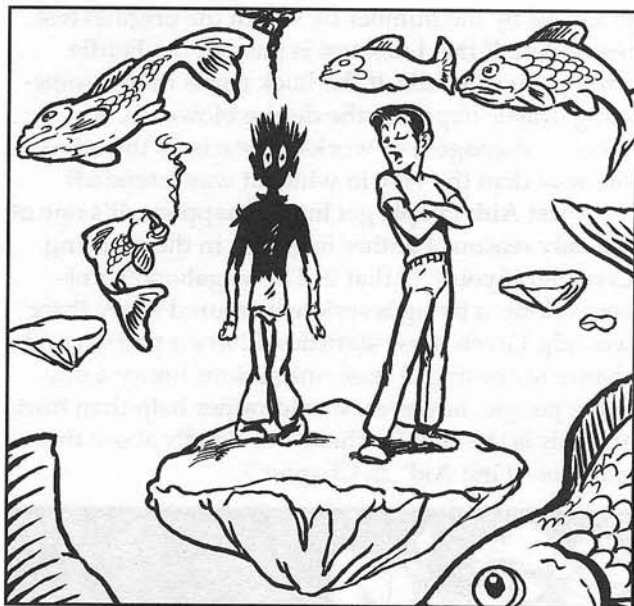sometimes you fall over and pass out.*

Sports: Tom always was an overachiever..

Abnormal Physics: That's not the way
things work around here.

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 utilize your brain
power to get the job done. Knowledge Skills usually
represent years of careful study and mental tinker-
ing. However, that doesn't mean these skills can't be
misused for destructive purposes like other skills.

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 will 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 per-
form all those complex polynomial and differential
equations its player flunked in school. This skill can
be used to aid in Gambling tests by applying the
Skill Level Modifier to that skill test.

Deduce: This skill gives the ability to gain valu-
able insights about a situation, place, or person
given a few seemingly insignificant facts from
which to work (just like that wiseguy from 221B
Baker Street).

Fiddle With Electronic Gadgets: This skill cov-
ers 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 (1d10) Luck test

Table 6
Knowledge Skills

Skill	Attribute	Cost	Default
Abnormal Physics	Smarts	100	—
Calculate	Smarts	100	-2
Deduce	Common Sense	200	-1
Fiddle With Electronic Gadgets	Smarts	100	—
First Aid	Smarts	100	-3
Human Encyclopedia*	Smarts	300	—
Invent*	Smarts	300	—
Medicine	Smarts	200	—
Mess With Dangerous Goop	Common Sense	100	—
Physics	Smarts	100	—
Psychoanalysis	Common Sense	100	—
Trivia	Smarts	100	0

* This skill can only be taken one level at a time.

modified by the number by which the original test was failed. If this Luck test is passed, the Fiddle attempt simply fails. If the Luck test is failed, something drastic happens: the device blows up, is severely damaged, or works in precisely the opposite way than the way in which it was intended).

First Aid: People get hurt; it happens. It's one of the only reasons I bother to get up in the morning. Consider if you will that in The Vagabond's universe alone, a being is seriously injured every three 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 hurt, and this is the skill for them. For details about this skill, see "First Aid" in Chapter 7.

First Aid: Georgia fails a fairly simple skill test.

Human Encyclopedia: This powerful skill 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 any kind for any given situation. The difficulty level is decided by the nature of the device:

1. If the inventor can use something he has personally seen as a model for the object being built, it is an Easy (1d6) test.

2. If the device being built is a variation on an existing device that the inventor has seen or used, it is a Normal (1d10) test.

3. If the device is to perform an entirely new function, unlike anything the inventor has ever seen, the test is Hard (1d20).

4. If the device has **several** functions or a general purpose unlike anything the inventor has seen or

used, then a Very Hard (1d30) test is in order.

5. If the device's function has anything to do with extradimensional travel, time travel, scanning, or communication, or otherwise seems to be the type of thing W.A.R.P., Inc., would produce, the test is Nigh Impossible (1d100). This is also true if the inventor has recently gotten onto the Bartender's bad side. Note that a character possessing this skill cannot also take the Cast Spells skill.

Medicine: In order to take this skill, a character 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 technological Healing skill, see the "First Aid" 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 is failed, roll on Table 7 and add the number by which the test was failed.

Mess With Dangerous Goop: Maybe I should label this stuff.

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 circumstances of the situation. For instance, computing the terminal velocity of an object falling into a planet's gravity well is Easy, while determining the rocket thrust vectors necessary to navigate one's way through an asteroid field is 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 it. Furthermore, one can also attempt to cure a person who's

Table 7
Messing With Dangerous Goop

1d20	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 Strength test or take 1d6 Oops! Points damage.
13	A new lifeform 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 back it.
14	You create a deadly poison. Any character who drinks/touches/breathes it must make a Very Hard Strength test or die.
15	You create a very powerful intoxicant worth two Intoxicant Points.
16-17	Ka-BLOOEY! A massive explosion rocks the lab; everyone nearby takes 2d6 Oops! Points and looks rather silly because they're covered in soot and their clothes are burnt to crisps.
18	You create an invisibility formula. Unfortunately, the first thing it did was to turn the container invisible, and now 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.

gone "around the bend." To accomplish this, the psychoanalyst makes a skill test, the difficulty level of which is determined by patient's state of mind on Table 8. This is followed by a Normal Smarts test. The patient then makes a Hard Common Sense test, and a Normal Cool test. If any of these tests are unsuccessful, 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? Well, here's how it works: 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 Table 8, whichever is appropriate:

Table 8
Effects of Psychoanalysis

State of Mind	Cure	Drive Insane
Very Together	Already there	1d100
Normal	1d6	1d30
Neurotic	1d10	1d20
Deluded	1d20	1d10
Bonkers	1d30	1d6
Totally Buggo	1d100	Already there

Specific Knowledge: This skill represents the enormous amount of time spent in the scholastic pursuit of a particular field of knowledge. This Specific Knowledge 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 may take are: Anatomy, Botany, Cryptography, Dialectical Materialism, Economics, Family Planning, Genetics, History (specify period and place), Ichthyology, Jungian Philosophy, Kinetics, Linguistics, Meteorology, Nutrition, Oceanography, Paleontol-

ogy, Quackery, Refrigeration, Statistics, Thermo-dynamics, Uniqueology, 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. Trivia represents knowledge only of minor facts of little significance.

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."

Social Skills are skills that involve interaction with other sentients. They can be used to win friends, and influence people, to intimidate enemies, or to impress the hell out of the general public. Social Skills are listed on Table 9 and described in the sections that follow.

Belching for Effect: This is another one of those decidedly disgusting skills the writers like to throw in. Belching for Effect 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 0.1 Intoxicant Factors.

Con: You can fool some of the people some of the time, and the rest will pay to watch. This skill allows you to convince a fellow sentient that what you say is true, that the sentient should do something he normally wouldn't, or that he should give you his life savings to invest in his name. This skill is performed by Matching your Con skill score against the mark's Common Sense plus his Con skill score (if he has any). If the Con is matched successfully, the mark never realizes he's been Conned. But if someone else lets him in on the fact, you can bet he'll come gunning for you!

Table 9
Social Skills

Skill	Attribute	Cost	Default
Belching for Effect	Strength	100	-4
Con	Smarts	100	-2
Fast Talk	Cool	100	-2
Gamble	(Cool + Luck) ÷ 2	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	Common Sense	100	—
Party Like a Madman	(Strength + Cool) ÷ 2	100	-2
Play Instrument*	(Nimbleness + Smarts) ÷ 2	100	—
Raise Children to be Adults Instead of. . .	Common Sense	200	-5
Seduce	Cool	100	-1
Sing	Cool	100	-3

* Specify type.

Fast Talk: This is similar to Con except that it provides only a quick fix, instead of a permanent solution. Fast Talk allows 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 Common Sense or his Fast Talk skill score (whichever is higher). The victim of a Fast Talk is immediately aware that he has been taken, but may be too embarrassed to do anything about it. A bit of good advice: Run Real Fast is a useful companion skill to this one.

Gamble: This is a skill one acquires following long hours of studying odds and odd people's faces in hopes of separating them from their money in games of chance. To perform this skill, match your Gamble skill score against the opponent's Gamble skill score (or against their default score, if they don't have Gamble). The person who makes his test

by rolling the highest number gets whatever stakes were wagered.

Intimidate: This skill involves the careful study of sentient psychology in order to determine what really humbles a person most. The difficulty in this skill test is determined by how many sentients a character is trying to Intimidate. Intimidating one sentient is Easy, 2-5 are Normal, 6-15 are Hard, 16-30 are Very Hard, and 31 or more are Nigh Impossible.

Your Intimidate skill score can be modified by several things, one of which is the number of people you have with you. Add one to the Intimidate score for every two people over four you have with you. Another skill score modifier is added for weapons. Add to your score the number taken from Table 10 for each weapon of that type the Intimidators have. By contrast, subtract the number on Table 10 for each weapon the Intimidatees have.

If the Intimidate skill test is successful, the victim or victims must make a Hard Cool test. Failure means they have been Intimidated. Intimidated characters cooperate with any reasonable request made by the Intimidatee. More extreme demands

Fast Talk: Furthermore, the invisible dog never needs to be fed, watered, or walked.

Table 10
Intimidation Bonuses/Penalties

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

Look Good at All Times: Keeping up the proper appearance is vital to protecting one's image.

may require additional tests of greater difficulty (Bartender's discretion).

Look Good at All Times: This skill gives a character the ability to maintain an immaculate appearance no matter what trauma befalls him. Look Good at All Times gives a character 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. And heaven forbid you should kill a foe and get their icky blood all over your nice, clean imported suit! The difficulty levels in this skill are decided at the Bartender's discretion.

Look Like Stereotype: This is another one of those skills where you have to choose a specific type. With Look Like Stereotype, a character has the appearance of one of those classic cinematic stereotypes: Bad Cop, Dashing Hero, Dastardly Villain, Good Cop, Green Recruit, Helpless Victim, Incompetent Lieutenant, Man on a Mission, Mysterious Stranger, Private Eye, Space Ranger, Spy, Tough Sergeant, Town Drunk. The list goes on and is only limited by the number of 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 others ignore or even disdain them. A character who has this skill must make a Normal skill test every time he meets a new person, even if he's in disguise. If the test is successful, the person he just met recognizes him for his stereotype, and cannot be convinced otherwise, no matter how the character is dressed or disguised.

Make Wiseass Remark: This skill gives a character the ability to come up with off-the-cuff cracks for virtually any occasion. Make Wiseass Remark is not simply the ability to make wisecracks, but to actually make them so well that they distract or even enrage others through their use. When using this skill, the player must actually come up with a Wiseass Remark. If used in a combat situation, the Wiseass must make a Normal skill test. If he succeeds, the enemy must make an Easy Cool test, modified by the difference between the Wiseass' roll and his Make Wiseass Remark score. If this test is failed, the enemy immediately attacks using a hit bonus of +1; he does the same again on the next combat round. During these two rounds, the enemy pays no attention to defense and cannot subtract Dodge or Nimbleness scores from his opponents' attack rolls.

Make Wiseass Remark can easily turn a friendly argument into a deadly bloodbath. Another drawback is that a character possessing this skill is a compulsive Wiseass. If a crack could be made and the player hasn't made one already, he must pass a Normal Common Sense test or he blurts one out anyway, even against his better judgment. If a Patron whose character has this skill makes a wisecrack anytime during the course of the game, the rules still apply: 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 get a person falling-down drunk, but make them enjoy 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. In addition, characters with this skill seldom go anywhere without their trusty copy of *Mr. Baltimore's Official Bartender's Guide*.

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. A character with Party Like a Madman skill never has to search too far to find a

*Party Like a Madman: Jack is normally
shy and conservative.*

bottle of some painful spirits, a bag of cheese puffs, a pizza parlor, and/or an attractive sentient of the opposite sex. Likewise, this character is seldom 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 Adults Instead of Game Designers: This isn't so much a skill as a bit of good advice for parents who may be reading these rules.

Seduce: This skill gives a character the ability to persuade a member of the opposite sex to do just about anything he or she wants them to. In order to succeed, you must first make a skill test, the level of which is decided by the Bartender. Then, the target must make a Normal Common Sense test, modified by the difference between your Seduction skill score and the number you rolled. If you fail, well, you'd better be ready for the slap that's sure to follow.

Sing: This is the ability to produce melodious sounds from one's throat without clearing the area of its wildlife.

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

Miscellaneous Skills 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 things? Anyway, these skills are listed on Table 11 and described in the copy that follows.

Table 11
Miscellaneous Skills

Skill	Attribute	Cost	Default
Cast Spells*	Smarts	400	—
Notice Detail	Aim	100	0
Notice Obvious	Comm. Sense	100	0
Sneak Around	Nimbleness	100	-2
Survival	Comm. Sense	200	-3
Track With Unnerving Accuracy	Common Sense	100	-3

* This can only be taken one level at a time.

Cast Spells: This skill does what its title says: allows a character to "cast spells." Cast Spells is too complicated to explain here, so everything on this skill is is described in "Magic" at the end of this chapter.

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

Notice Obvious: This skill is provided as an idiot-proof game mechanic. When the Patrons blunder about and keep missing a crucial piece of information that should be staring them in the face, the Bartender may let them use the Notice Obvious skill to pull their fat out of the fire. On the other hand, it's probably more fun to let them hang themselves out to dry and then start over.

Sneak Around: This is the ability to move unseen and unheard in and around places where you are unwelcome. Sneak Around is 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. A character with Survival can find food, water, shelter, and cheap carryout joints on a Normal test. If they're in an environment that's alien to their normal surroundings, the skill test should be Hard or Very Hard (Nigh Impossible is reserved for vacuum planets and moons with no atmosphere).

Track With Unnerving Accuracy: This skill enables a character to determine in which direction people or things have traveled. Obviously, the bigger the quarry, the easier it is to track. The difficulty
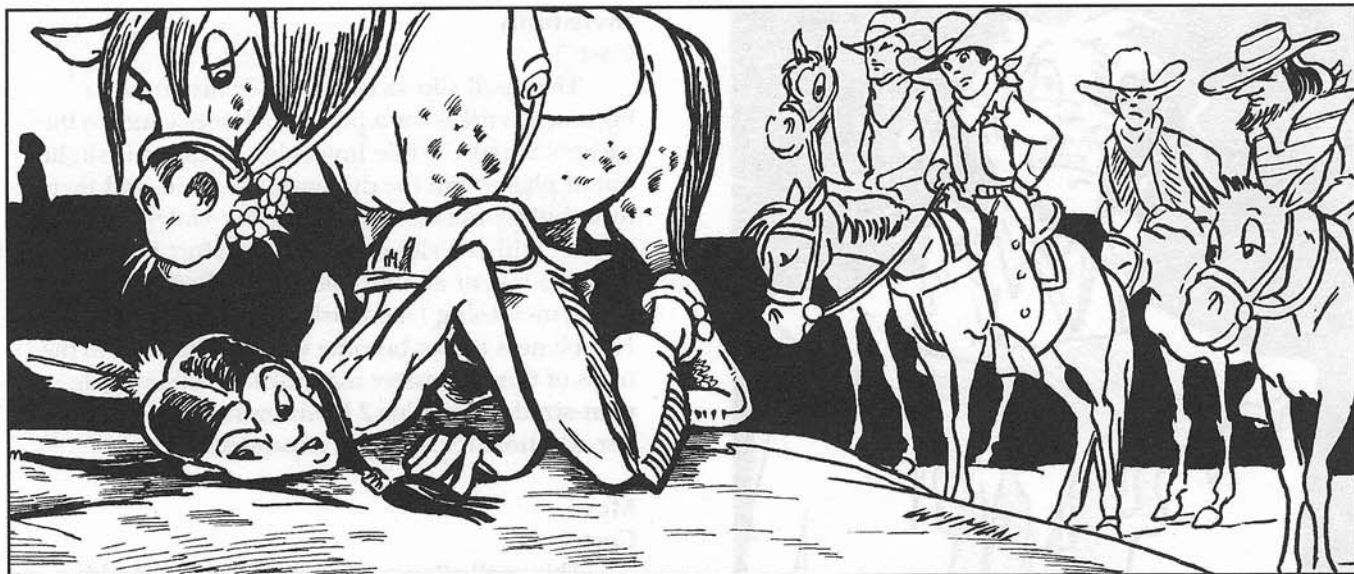
Track With Unnerving Accuracy: Two men on horseback passed here two hours ago. One horse had a bad leg. One of the men is drunk. Their leader is a bald man with a scar on his left knee. The short, fat guy is from Normal, Illinois.

level is thus determined by the size of the quarry; tracking a tiny creature (such as an insect) is a Nigh Impossible test, while tracking a fully grown bra-chiosaurus is Pitifully Easy. The difficulty level is raised by one level if the quarry knows it's being tracked and doesn't want to be found. The difficulty level is increased by two levels if the quarry being tracked has this skill or Sneak Around. Note, however, that these additions are not cumulative.

Magic

"I know your kind! You think you're hot stuff just because you can burn a smoking hole through pig iron simply by pointing your finger and saying 'Zippo.'"

Some sissy types don't like to get their hands dirty in combat, so they hide behind a bunch of spells. I think it's silly, but I then 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, and second, it doesn't always work.

Each character who takes the Cast Spells skill gets a number of Spell Points equal to their Smarts score for each level of Cast Spells they have. Thus, a guy with Smarts of 5 and Expert level in Cast Spells has 15 Spell Points. These Spell Points are used to Cast Spells. Note that each spell in the spell list has a Spell Point cost; this is the number you deduct from the total each time it's cast. Spell Points are entirely regained after a good night's sleep.

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, rather than with how well he performs an action. Without further ado, here are the spell lists.

Dabbler Spells

Exchange

Cost: 2 Spell Points

This spell exchanges 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 may prove quite traumatic for living creatures. Anything alive that's unlucky enough to be Exchanged must make a Hard Strength test; failure means it arrives D.O.A. (and sometimes C.O.D. to boot). 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.

For example, an Expert in the Cast Spells skill casts an Exchange upon a friend who has a Strength of 5. The friend is being Exchanged for a rock equaling his mass. The caster uses two additional Spell Points for a total of three so that his friend survives the Exchange. The two additional Spell Points in the spell allow the friend to make only an Easy Strength test instead of a Hard Strength test to come out intact. He rolls 1d6 for his Easy test and gets a 6. Oh, well. These things happen sometimes.

Freeze

Cost: 1

Freeze is a simple offensive/defensive spell. The spell can create any one of the following effects:

1. The caster may cast the spell upon an enemy to Freeze them in their tracks. The enemy must make a Hard Strength test to avoid the effects of the spell. If this test is failed, the victim is frozen in place for 2d6 rounds. The number of people normally affected by a Freeze is one; the number of people affected may be increased by one per additional

Freeze: You may experience a slight chill.

Spell Point expended. The effect has a range of Close.

2. This caster can lower the temperature in his or her immediate area by 15 degrees Fahrenheit per Spell Point expended.

3. The caster may hurl Icebolts. The base chance to hit is a skill score determined by adding the character's Cast Spells Skill Modifier to her Aim. The caster may then attack normally. The caster may also take the skill Shoot Things: Icebolts. In this instance, the Skill Modifier for this Shoot Things skill is added to the caster's Attack Score in addition to the Cast Spells Skill Modifier. This is an Aim-based skill. The Icebolts inflict 1d4 Oops! Points per Cast Spells skill level, and their range is Pretty Far (see Chapter 7).

Heal I
Cost: 1

This is a magical version of First Aid. If cast on a character injured within the last hour, it stabilizes the effects of their wounds. If cast on a stable character, it heals 1d4 Oops! Points per casting.

Influence
Cost: 2

This spell allows the caster to cloud another character's mind. With this spell, the caster places minor ideas or emotions in the target's mind — things like, "I'm thirsty," "What's that noise?" or "Forget the security monitors; think I'll watch a little *Dragnet* instead." If the spell is successful, the target is entitled to a Hard Smarts test. If the target passes this test, there is no effect. Note that a target does not respond with physical action any greater than the effort it would take to lift a glass, look in one direction, or change channels.

Invisibility
Cost: 3

This spell allows the caster or his target to become Invisible for a period of hours equal to the caster's Smarts. 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), he must make a Normal Nimbleness test or become visible. The limit to the mass of things a caster may turn Invisible is one man-sized object plus 2 Medium in weight or mass per additional Spell Point expended.

Move
Cost: 1

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

Psychic Headbutt I: De Pain
Cost: 1

In order to perform this spell (and all higher-level versions of it), the caster must pantomime a headbutt in the direction of his target. The target must be a sentient being. If the test is successful, the target suffers a -1 penalty to all Smarts, Common

Psychic Headbutt: Too much thinking may be hazardous to your health.

Sense, and Cool attributes for 1d6 rounds, all the while looking thoroughly confused and having a horrible headache. Psychic Headbutt also breaks the target's concentration. Note: This spell should not be confused with its rare (i.e., optional rules) variant, Psychic Butthead.

Hack Spells

Blink
Cost: 3

This spell causes the caster or the caster's target to be teleported 3-12 feet in a random direction. To determine distance, roll 1d10 + 2. This is how many feet away the target reappears. To determine direction, roll 1d10 on Table 12.

Once the spell is cast, the target then Blinks three times. For each additional Spell Point spent, the target Blinks 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 someone other than the spellcaster, the caster must hit as if in combat by using his Aim modified by Cast Spells level. The target can choose not to Dodge if it is a willing target or is unaware of the attempt.

Table 12
Blink Direction

1d10	Direction
1	Forward
2	Backward
3	Left
4	Right
5	Up
6	Up and roll 1d4 for diagonal direction: 1 Forward, 2 Backward, 3 Left, 4 Right.
7	Down
8	Down and roll 1d4 for diagonal direction: 1 Forward, 2 Backward, 3 Left, 4 Right.
9	Bartender's Choice
10	The Blink tied into a Dimensional Cross Flow.*

* Double the distance of this Blink and roll again, ignoring all further rolls of 10.

Burn
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 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 1d6 Oops! Points per skill level of the caster. In addition, offensive usage

ignites things like clothing, papers, napalm, etc. If this happens, consult "Ignition and Burning" in Chapter 7.

Heal II, Rx for the Walking Wounded
Cost: 3

This spell restores 1d10 Oops! Points to any injured character. Heal II works in the same manner as Heal I except that it costs more spell points to cast and has a longer, cooler name.

Illusion: I musta missed that Roadrunner episode.

Illusion
Cost: 3

When casting this spell, the caster causes the target to see what the caster wishes him to see. This image 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. Sound may be added at the Expert level at the cost of 3 additional Spell Points.

Psychic Headbutt II: The Wrath of Skull
Cost: 2

This is a more powerful version of the Dabbler spell, Psychic Headbutt. All of the effects from the Dabbler spell still apply, plus the victim suffers 1d6 Oops! Points in damage.

Suggest
Cost: 3

This spell gives the target a sudden desire to do something and to carry it out as if it were his own idea. The catch is, it's not his idea! It's the spellcaster's! Isn't that sneaky? Suggest cannot cause the target to do something he would have strong feelings against, (like shoot his friends, leave a guard post, or drop his beer).

*Read Minds: I see a vast wasteland,
devoid of sentient life.*

Telepathy
Cost: 5

This spell allows the caster to communicate his thoughts to one person who is within 10 miles range. The spellcaster can communicate with one additional person at the same time by spending an additional Spell Point per person. This spell lasts for 10 minutes per skill level of the caster.

Expert Spells

Control
Cost: 6

By casting this spell, the character actually takes over the mind of the target for one hour. The caster can drop his Control at any time, and may extend his Control time by spending four additional Spell Points per additional hour.

Cure
Cost: 5

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

Psychic Headbutt III: The Morning After
Cost: 4

This does the same as the less-powerful versions of this spell, except that it imposes a -2 penalty on the Attributes affected and does 1d10 Oops! Points. In addition, the target must make a Normal Cool test or fall into a coma until a Dramatically Appropriate Time.

Read Minds
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 his Cast Spells skill test. After the test is made, the caster and the target Match Smarts scores modified by any Cast Spells skill levels on either side. If the caster wins this Match, the mind-dreading 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
Cost: 10

This spell changes the shape of an object, but not the size or material. For example, a wooden dining table could be shaped into a wooden statue, a .357 Magnum could be made into a set of really snazzy-looking bracelets, or a living creature could be changed into a big pile of protoplasm (quite effective). When this is attempted upon a living creature, the target must make a Hard Strength test to resist the spell. The range of this spell is Pretty Near, although the range can be extended to Far at the Professional level.

Shock
Cost: 3

This spell can be used as either a sort of "Joy Buzzer Plus," or to actually hurl lightning bolts. It can also serve as a temporary power source, generating enough power to completely recharge a car battery. The damage done by the Shock is 1d10 per skill level, and the range for a lightning bolt is Far. The Attack Score for lightning is Aim plus the Cast Spells Skill Level Modifier.

Teleport
Cost: 15

This spell gets the caster and anything or anyone he is touching (up to six people or one Very Large object) 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 planet's surface to a star could be dangerous.

Anthropomorphize: All right, wise guy.
Let's see how you like it.

Professional Spells

Anthropomorphize
Cost: 20

This spell imbues an inanimate object with a life of its own and a rudimentary intelligence. It's 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 Smarts test when the Anthropomorphized creature is created to determine whether or not the creature is loyal to him. If the test fails, the creature rebels and attacks. The lifespan of one of these creatures is one day; this lifespan can be made permanent by tripling the Spell Point cost and, permanently sacrificing one point of Strength.

Disappear
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 (next door to N-Space), the dimension from which all magic is drawn. While in M-Space, a creature needn't eat, breathe, or get haircuts. Likewise, the creature doesn't age or deteriorate, but it may act and move about normally. Of course, there is no way into M-Space from the outside except via this spell, so the target has, for all intents and purposes, vanished. But if someone were to cast Disappear on a W.A.R.P., Inc., Random Dimensional Portal Generator, and someone trapped in M-Space found it, they might have a chance. The Exchange, Blink, and Teleport spells all use M-space as a stepping stone to another location.

Enslave
Cost: 10

This spell causes up to 10 sentients to do your bidding for a period of 10 minutes. These slaves are only able to perform simple tasks that can be expressed in five simple words or less. Each additional Spell Point increases the number of slaves by one.

Psychic Headbutt IV: The Final Butt
Cost: 8

This spell does the same as Psychic Headbutt III (if the target passes a Hard Cool test). The end result, however, is that his head blows up. I'm not kidding; it's pretty messy.

Revitalize
Cost: 10

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

Shrink/Enlarge
Cost: 15

With this spell, the caster can change the size of the target by 25% every minute. Thus, an 8-foot tall creature would be 6 feet tall one minute, 4.5 feet tall in two minutes, 3.38 feet tall in three minutes, and so on, shrinking, but never quite disappearing. Enlarge works at the same rate. Creatures that have been Shrunk may be returned to their normal size at no Spell Point cost. This spell can be used for four minutes plus one additional minute per five extra Spell Points expended.

Transform
Cost: 20

This is the classic prince-into-a-frog spell. Any normal creature may be turned into any other normal creature via Transform. The being retains its original Smarts; thus, turning a sea-slug into a human will result in a dull, slow, and stupid person.
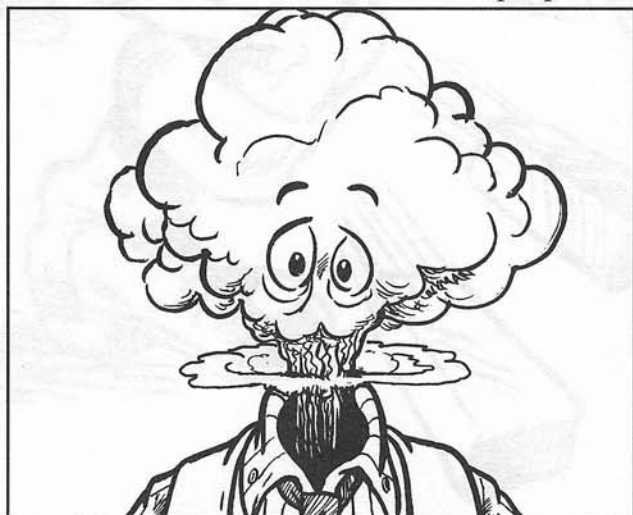
Psychic Headbutt IV: Take two aspirin
and. . . , well, never mind.

CHAPTER 4: GETTING STUFF

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

Myron Dubro

Homo Sapiens
Tough Guy
"'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. . . ."

Strength: 7	Nimble: 3	Aim: 3
Smarts: 2	Cool: 2	Common Sense: 2
Luck: 2	Oops! Points: 22	

Shtick: Schwarzenegger Effect
Belching For Effect (Strength) Hack 9
Break Things (Strength) Expert 10
Headbutt (Strength) Expert 10
Hurt People (Strength) Professional 11
Intimidate (Cool) Expert 5
Mix Drinks (Common Sense) Dabbler 3
Power Drinking (Strength) Professional 11
Shoot Things: Really Big Gun (Aim) Expert 6
Sneak Around (Nimbleness) Hack 5
Target Vomiting (Aim) Dabbler 4

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 timeline universes, I was holed up in a bunker under attack by Custer's Air Force, and all I had was a broken Militech G-10 Thumpgun, a Wartoy Megazooka, and a bayonet. Anyway, as I was — huh? Oh, sorry. You wanna know about the game.

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 take whatever currency you have (none of these guys are very picky). The currency rates are listed in Table 13.

Table 13
Currency Rates of Exchange

8 Bits (b)	=	1 Buck (B)
10 Bucks	=	1 Sawbuck (S)
10 Sawbucks	=	1 C-Note (C)
10 C-Notes	=	1 Grand (G)
1,000 Grand	=	1 Cool Mil (CM)

Carrying Stuff

Even in a game that routinely violates the funda — mental 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 TFFV, physical items are rated according to their mass (actually a rough measure of both their mass and bulk). Table 14 on page 48 gives examples of the nine mass categories, what kind of items fall into each, and the range of Oops! Points that items in each category possess. This doesn't mean that each of the items listed with a category is equal to one object of that mass; objects may be equal in mass to several objects of that category.

Equipment Mass

Each weapon or device is rated as a equivalent number of items of a particular mass category on the equipment tables that follow. For example, a Wartoy Target Tracking System is rated as equal in mass to three Small objects.
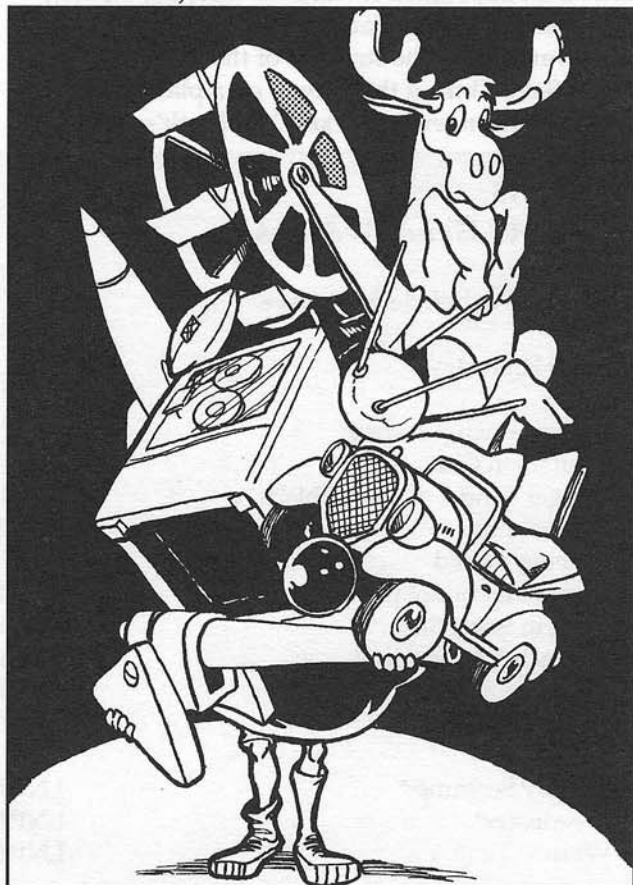
You did remember to bring batteries, didn't you?

Table 14
Mass Categories

Category	Oops! Points	Examples
Tiny	Negligible	Coin, bullet, pencil, key, credit card.
Little	Less than 1	Cigarette pack, computer disk, wallet.
Small	1	Calculator, Short Nasty Pointy Thing, Gun, rock, grenade.
Medium	2-5	Briefcase, boom box, Nasty Pointy Thing, Long Nasty Pointy Thing, Big Gun, Really Big Gun, home computer.
Large	10-15	Console Tri-Video, motorcycle, 55-gallon oil drum (full), thick door.
Very Large	25-75	Car, W.A.R.P., Inc., AT-AR-RV, Incredibly Big Gun.
Huge	100-250	Boeing 747, My God That's a Big Gun, small road bridge.
Gigantic	500-1,000	Trask Tower, Brooklyn Bridge, Star Cruiser, Don't Point That at My Planet!, Trask Freighter.
Black Hole	2,000+	Planets, moons, stars, etc.

*With the exception of the Black Hole category (which is thousands of times larger than Gigantic), each mass category on Table 14 is equal to 10 items of the next smaller category. Thus, 10 Medium items equal one Large item, and 10 Large items equal one Very Large item.

Carrying Capacities

The following rules and suggestions apply to carrying capacities for characters and vehicles.

Characters: All characters can carry a number of Medium items equal to their Strength, and up to twice that number of Medium items over short distances. The mass of clothing and armor (with the exception of Wartoy Battle Armor) worn by a character are not counted toward his carrying capacity.

Naturally, the amount of stuff a character can carry varies with the strength of the local gravitational field. Thus, if the gravity on a planet is substantially stronger or weaker than Earth's gravity, multiply or divide the number of items that can be carried accordingly. For example, a character with a Strength of 6 can carry six Medium items on a planet with standard gravity, 12 Medium items on a planet with a gravity of 0.5 G, and two Medium items on a planet with a gravity of 3 Gs.

Vehicles: Each vehicle listed in Table 19 is assigned a capacity expressed in terms of how many items of a mass category it can carry. For example, a sailboat can carry up to two Large items, or any combination of smaller items that add up to two Large items or less.

Table 15
Hand-to-Hand Weapons

| Weapon	Type	Mass	Cost
Acme Switchblade Battle Axe*	NPT	Medium	2 C
Axe	NPT	Medium	1 C
Brass Knuckles	Fist + 1	Little	1 S, 5 B
Chain	NPT	Medium	2 S
Cheap Fencing Sword*	NPT	Medium	4 S
Craftsman Chainsaw*	NPT + 2	2 Medium	1 C, 5 S
Dagger, Knife, or Switchblade	SNPT	Small	2 S
Electroknux	Fist + 3*	Little	8 S
Fencing Sword	NPT	Medium	1-6 C
Guttem ExtendoSpear*	LNPT	Small	2 C
Guttem Sonic Slicer*	LNPT	Medium	8 C
Militech Vibrosword*	LNPT	Medium	8 C
Pole-arm	LNPT	Medium	3 C
Spear	LNPT	Medium	5 S
Sword	NPT	Medium	5 C
Wartoy Screamer*	LNPT	Medium	1 G
Weedeater*	LNPT	2 Medium	2 C
Whip	LNPT	5 Small	5 S

* See specific equipment listing for more details.

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?'"

Table 15 lists the types of Hand-to-Hand Weapons available to a TFFV character. Just lookin' at this list makes my finger itch. Anyway, we need to explain a few things right off the bat. The "Type" column in Table 15 refers to the modifiers you need for combat. This column uses the following abbreviations, which stand for the following modifiers:

BGun = Big Gun
DPTMP = Don't Point That at My Planet!
IBGun = Incredibly Big Gun
LNPT = Long Nasty Pointy Thing
MyGod = My God That's a Big Gun
NPT = Nasty Pointy Thing
PMC = Primitive Missile-Chucker,
RBGun = Really Big Gun
SNPT = Short Nasty Pointy Thing.
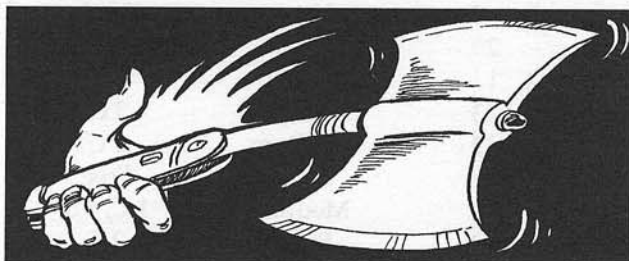
Acme Switchblade Battle Axe: Guaranteed not to dull, rust, or break.

Acme Switchblade Battle Axe: This is a handy pocket version of the Axe made by Acme, Inc. At the push of a button, the blade and a large portion of the haft emerge from the side of this item, giving it 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 accompanied by a loud *sproing*.

Cheap Fencing Sword: Any time this weapon inflicts more than 3 Oops! Points of damage, there is a 50% chance that its blade breaks.
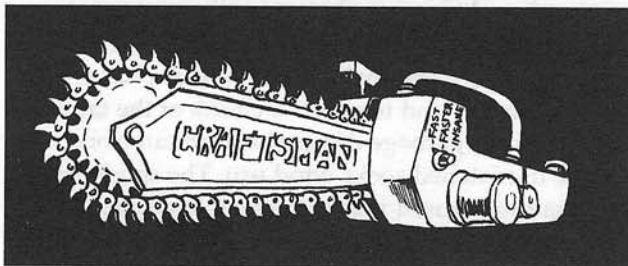
Craftsman Chainsaw: The best kitchen utensil money can buy.

Craftsman Chainsaw: This lumbering tool is sometimes misused as a weapon by overzealous hockey fans.
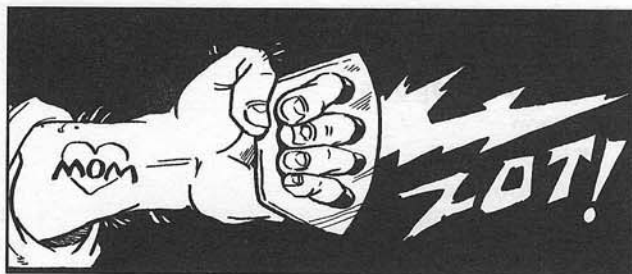
Electroknux: A hot kiss on the end of a closed fist.

Electroknux: Electroknux do Fist + 3 damage; Fist + 10 if the target is wet.

Guttem ExtendoSpear: This plastic weapon looks like a thick baton about 12" long when folded. When activated, it telescopes to a full-sized spear.
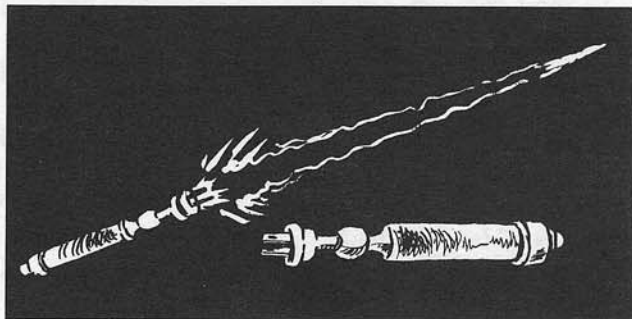
Guttem Sonic Slicer: Better yet, use the sword, Luke.

Guttem Sonic Slicer: This weapon's cutting blade is actually a tightly broadcast stream of UHF sound that vibrates through molecules — in essence, 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 cumulative 1% chance that he goes deaf. The Sonic Slicer also greatly irritates any creatures with sensitive hearing. (Bugshoe chewed mine in half.)
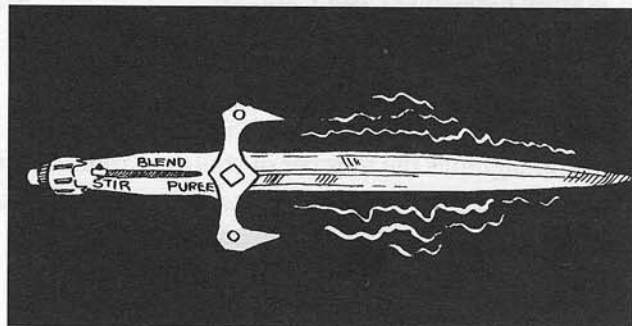
*Militech Vibrosword: A standard act in the Multiversal Vaudeville.*

Militech Vibrosword: This weapon is simply a sword with a blade that vibrates. Aside from the recreational possibilities of such a device, the vibrations are highly effective in the rending of flesh.

Table 16
Missile Weapons

Weapon	Type	Shots	Mass	Cost
.38 Special	Gun	1	Small	2 C, 5 S
.45 Automatic	Gun	2	Small	4 C
Automatic Shotgun*	BGun - 1	3	Medium	1 G
Bazooka*	RBGun + 2	1/3**	2 Medium	8 C
Bow	PMC	1	Medium	1 C
Crossbow	PMC + 1	1/2	Medium	1 C, 8 S
Elephant Gun	BGun + 1	1/3	Medium	3 C
Guttem Cutedeath Grenade*	Rock		2 Small	2 C
Guttem Housecleaner*	RBGun	1/2	2 Medium	1 G
Guttem Laser Luger*	Gun	1	Small	4 C
Guttem Orbital Rail Gun*	MyGod	1/10	Huge	2 CM
Howitzer	IBGun	1/5	Very Large	10 G
M-60 Machine-Gun	RBGun	5	2 Medium	7 C
Militech Flash Grenade*	Rock	2	Small	4 S
Militech G-10 Thumpgun*	RBGun	2	2 Medium	8 C
Militech G-13 Bangmaker*	BGun	5	Medium	4 C
Militech G-23 Dockworker*	RBGun	3	2 Medium	5 C
Militech G-47 Townbeater*	IBGun	1/4	Very Large	15 G
Militech G-50 Pounder*	MyGod	1/5	Huge	20 G
Militech Hand Grenade*	Rock	2	Small	2 S
Militech Laserblaster*	Gun + 1	1	Small	7 C
Militech Buzzard Missile*	RBGun + 8	1/3	2 Medium	3 G
Rifle	BGun	1/2	Medium	3 C
Rock	Rock	2	Small	Free
Shotgun	BGun - 1	1	Medium	1 C, 5 S
Slingshot	PMC	1/2	Small	2 S
Smith & Wesson .44 Magnum	Gun + 1	1	Small	6 C
Stinger Surface-to-Air Missile*	RBGun + 4	1/2	Medium	1 G
Thompson Submachine-Gun	BGun	3	Medium	3 C
Wartoy Laser Cannon*	RBGun + 2	2	3 Medium	5 G
Wartoy Laser Rifle*	BGun	1	Medium	8 C
Wartoy Megazooka*	RBGun + 3	1/3	2 Medium	1 G, 7 C
Wartoy Particle Cannon*	IBGun	1/4	Very Large	25 G
Wartoy Particle Charger*	Gun	1/2	Small	1 G
Wartoy Planetkiller*	DPTMP!	1/20	Gigantic	100 CM
Wartoy Repeating Laser Cannon*	RBGun + 2	4	4 Medium	10 G
Wartoy Smoke Grenade*	Rock	2	Small	2 S
Wartoy Zap-a-Gun*	Gun	3	Small	5 C

* See specific equipment listing for more details.
** This signifies the number of shots per round the weapon makes (i.e., 1/3 is one shot every three rounds).
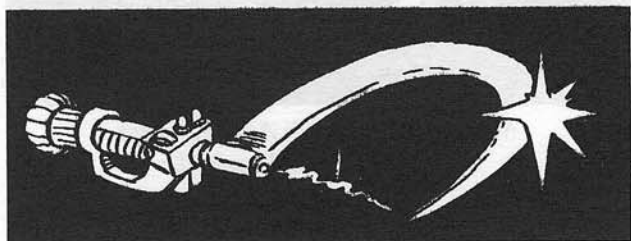

Wartoy Screamer: Also slices cheese and dices onions.

Wartoy Screamer: This is another weapon without a physical blade. Instead, it employs a small, extradimensional warp field that phases through armor and teleports a chunk of the target into a remote garbage dimension (the same one where unmatched socks wind up). The shock and trauma thus caused is so extreme that damage inflicted by this weapon cannot be healed without massive tissue replacement. The only defense against the Screamer is a W.A.R.P., Inc., Phase Field.

Weedeater: This gardening tool consists of a wire that spins at high speed. It is normally used to cut vegetation, but may be used for other purposes.

Missile Weapons
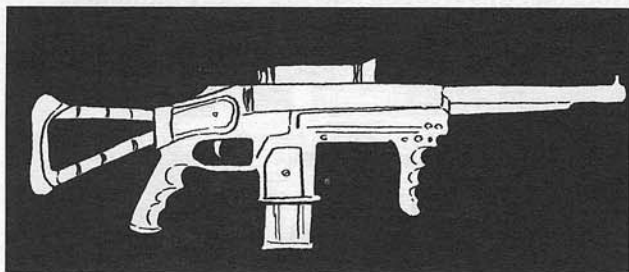
Automatic Shotgun: The choice of a new generation.

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.

Guttem Cutedeath Grenade: The detonation of this grenade opens a small temporary warp to a dimension inhabited by vicious, carnivorous teddy bears. A total 2d4 of these little nasties pour through the warp and do three attacks each per round on any living being nearby. These attacks do 1d4 Oops! Points damage. After three rounds, the bears vanish back through the warp, which closes after them. The bears' important Attributes are Strength: 2, Nimbleness: 6, and Oops! Points: 5.
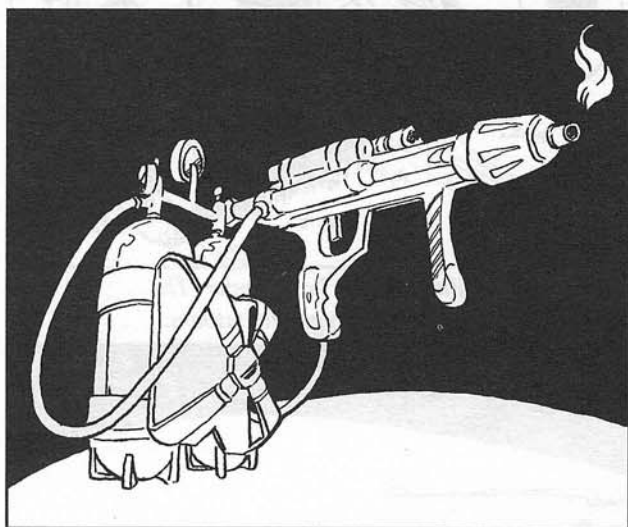
Guttem Housecleaner Flamethrower: Adding a new dimension to the old "hot foot" gag.

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 fire and taking additional damage (see "Ignition and Burning" in Chapter 7).
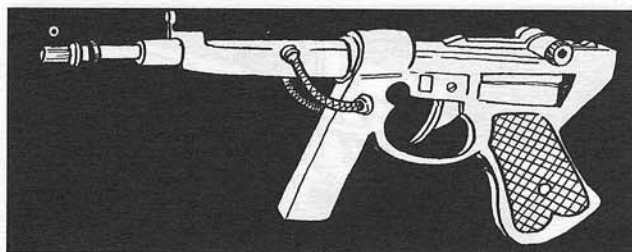
Guttem Laser Luger: More fun than a barrel of Space Nazis.

Guttem Laser Luger: The Guttem Laser Luger was designed as a special edition weapon solely for marketing to the Space Nazis. Since its release, the Guttem Laser Luger has become the weapon of choice among these villains.
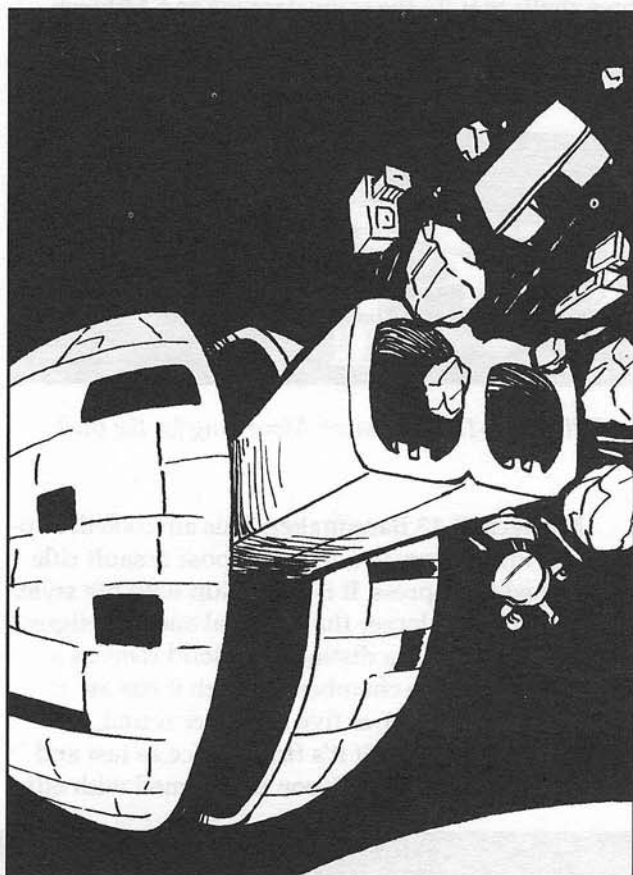
*Guttem Orbital Rail Gun: In space, no one can hear you reload.*

Guttem Orbital Rail Gun: This gun is designed to crush the enemy from a safe distance and can only be fired from orbit.

Militech Flash Grenade: Upon detonation, this thrown object releases a bright flash of light that blinds any sentient target. The target must make a Hard Luck test to avoid looking into the flash. If this test is failed, the target automatically attacks last in each combat round for 2d10 rounds, and must use the "Blind Fighting Rules" in Chapter 7. These grenades are available in many designer colors: mauve, fuschia, lime, sienna, and aquamarine.
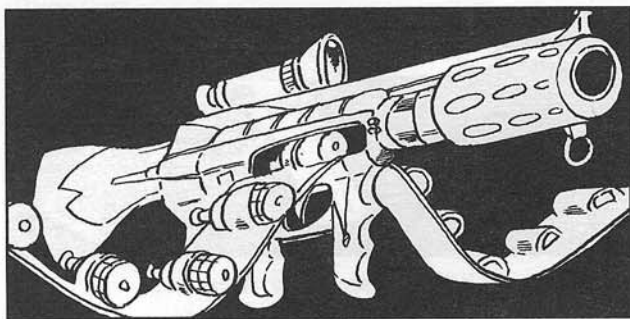
Militech G-10 Thumpgun: A good beat that's easy to dance to.

Militech G-10 Thumpgun: This belt-fed, automatic grenade-launcher is a nice, loud weapon that fires shells that do the same damage as a Militech Hand Grenade. The Thumpgun is a real crowd pleaser. Its maximum range, however, is only Pretty Far.
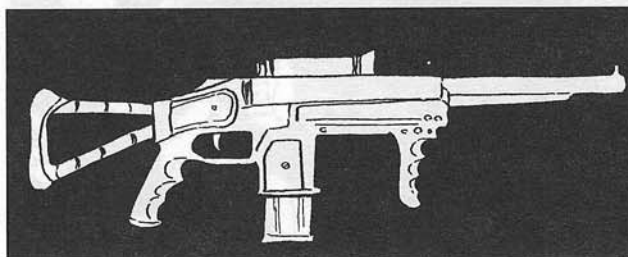

Militech G-13 Bangmaker: More bang for the Buck.

Militech G-13 Bangmaker: This air-cooled, clip-loading, fully automatic, multipurpose assault rifle is designed to impress. It is a Big Gun with big style. The bolt action is larger than normal and is designed specifically to make a distinctively loud *clank* as a cartridge enters the chamber. Though it has an impressive rate of fire at five shots per round, the Bangmaker sounds as if it's firing twice as fast and hard. Fortunately, the weapon is designed with effi-

ciency in mind; thus, there are no disadvantages that result from the many prestige contrivances. Note that this weapon adds +2 to any Intimidate skill level used by the wielder.


Militech G-23 Dockworker: All the extras and an optional egg-timer, too.

Militech G-23 Dockworker: This air-cooled, high-speed, automatic antipersonnel/vehicular gun is a powerful-looking piece of firepower. The Militech Dockworker 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 aliens.
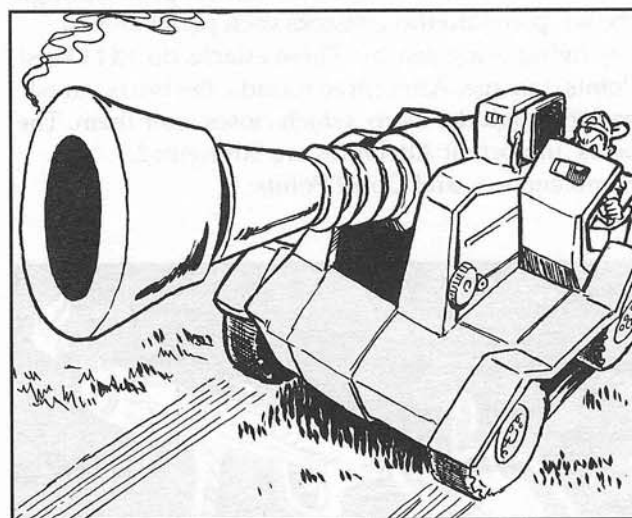

Militech G-47 Townbeater: The fastest way to get downtown.
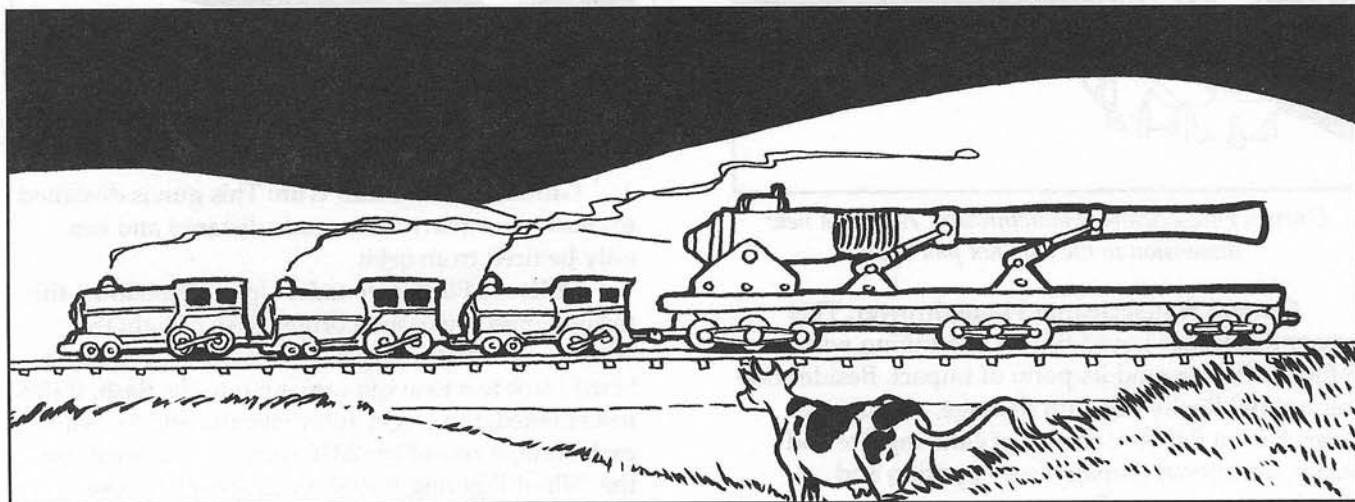
*Militech G-50 Pounder: Big Bertha's big sister goes on tour.*

Militech G-47 Townbeater: This direct-fire, single-turret siege weapon is often used to cause massive structural damage and rain explosive death upon settlements and their populace.

Militech G-50 Pounder: This autoloading, rail-propelled land-superiority gun is a huge weapon capable of mass destruction. It hails from the company that has made mass devastation an artform unto itself. This device is so large that it must be moved via railway system.
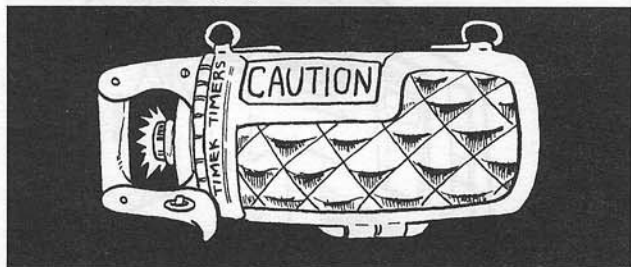

Militech Hand Grenades: Also available in many designer colors.

Militech Hand Grenade: This grenade inflicts 2d10 damage upon everything within a 10-foot radius of its detonation center.
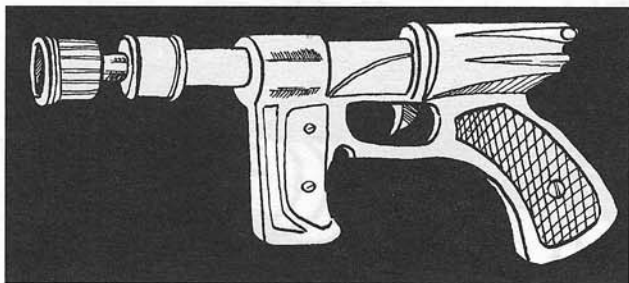
Militech Personal Sidearm Laserblaster: This time, it's personal.

Militech Personal Sidearm Laserblaster: The Militech Laserblaster is a more powerful and neater-looking version of the Guttem Laser Luger. The Laserblaster has recently become the weapon of choice for many starfaring, roguish heroes.
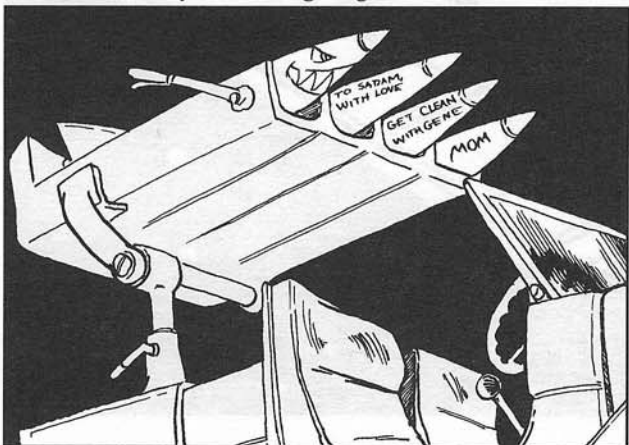

Militech Buzzard: When you care enough to send the very best.

Militech Buzzard: This vehicle-mounted, anti-aircraft missile system is designed for use by small aircraft and spacecraft. The Buzzard 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.

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

Stinger Surface-To-Air Missile System: This infrared-homing guided missile has an Attack Score of 7. It pursues its target to the Hand Me the Binoculars range. If fired at a target with no high temperature heat signature, it travels in a straight line out to See That Dot range before detonating. If the sun is in the same cardinal direction (i.e., north, east, etc.) in which the Stinger is aimed, the missile goes toward it to See That Dot range and detonates.
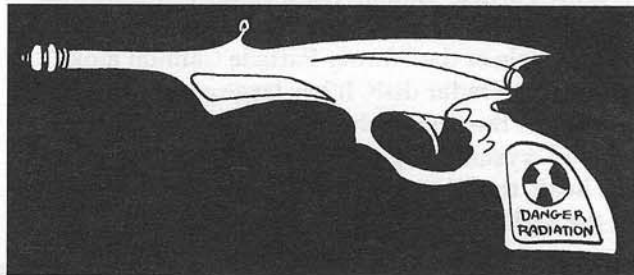

Wartoy Catalytic Energy Particle Charger: Missile combat at only half the fallout.

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 overloads and floods the surrounding area with charged particles, doing 1d6 damage to everyone within five feet (including the user).
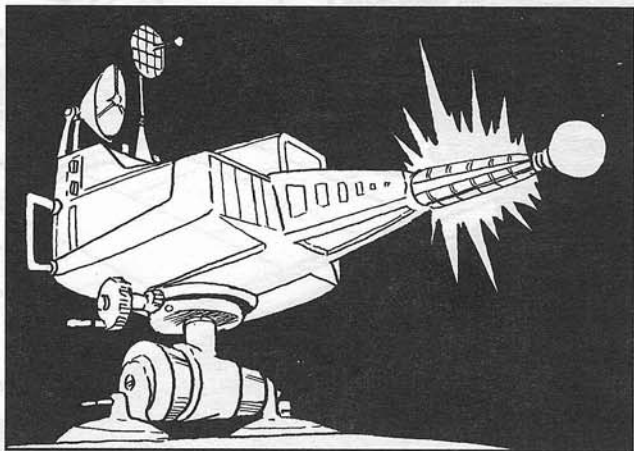
*Wartoy Laser Cannon: Also comes in a deluxe model that includes several safety features.*

Wartoy Laser Cannon: This large laser weapon is designed to be mounted on small vehicles. The Wartoy Laser Cannon is most favored for small space vehicles. Generally, it is sold as an accessory when purchasing a vehicle.
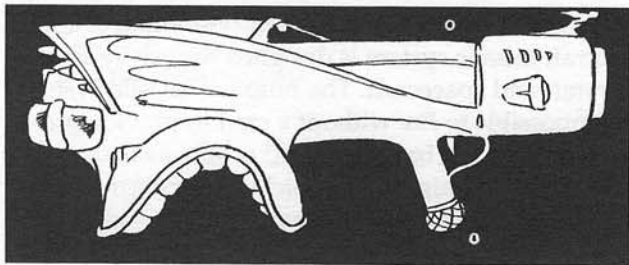
Wartoy Megazooka: The original party favor.

Wartoy Megazooka: The Wartoy Megazooka is a limited range weapon that packs more than its share of wallop. This weapon's projectile inflicts damage on every target within a 10-foot radius of its projectile's point of impact.

Wartoy Particle Cannon: This high-tech cannon is a veritable weapon of death and destruction. The Wartoy Particle Cannon has a control console that appear similar to a Console Bzzzzt (see Table 20). The muzzle of the Waroty Particle Cannon looks much like a radar dish. It has large concentric disks leading to the tip which ends in a large, diamond-shaped crystal that glows strangely when charged. All in all, the Wartoy Particle Cannon is the weapon of the high-tech age.
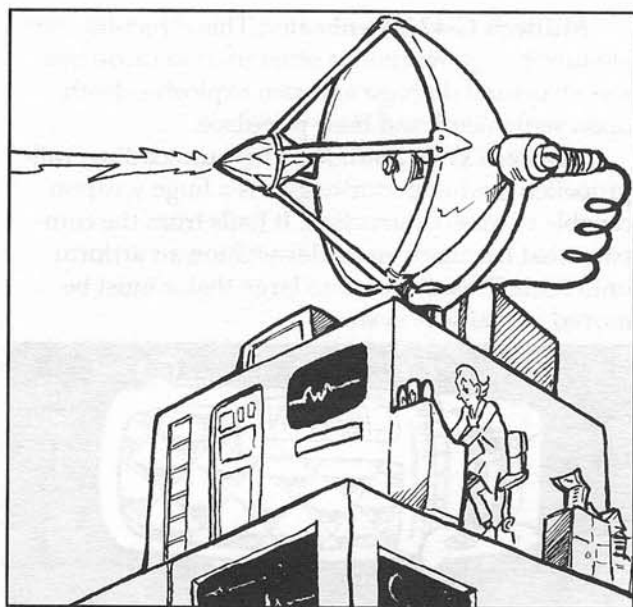
Wartoy Particle Cannon: Lead protective suit optional.

Wartoy Planetkiller Defense System: This is the largest gun currently in production. The Wartoy Planetary Defense System combines the best in spaceborne weaponry and maximum firepower. This is a system capable of devastating an entire
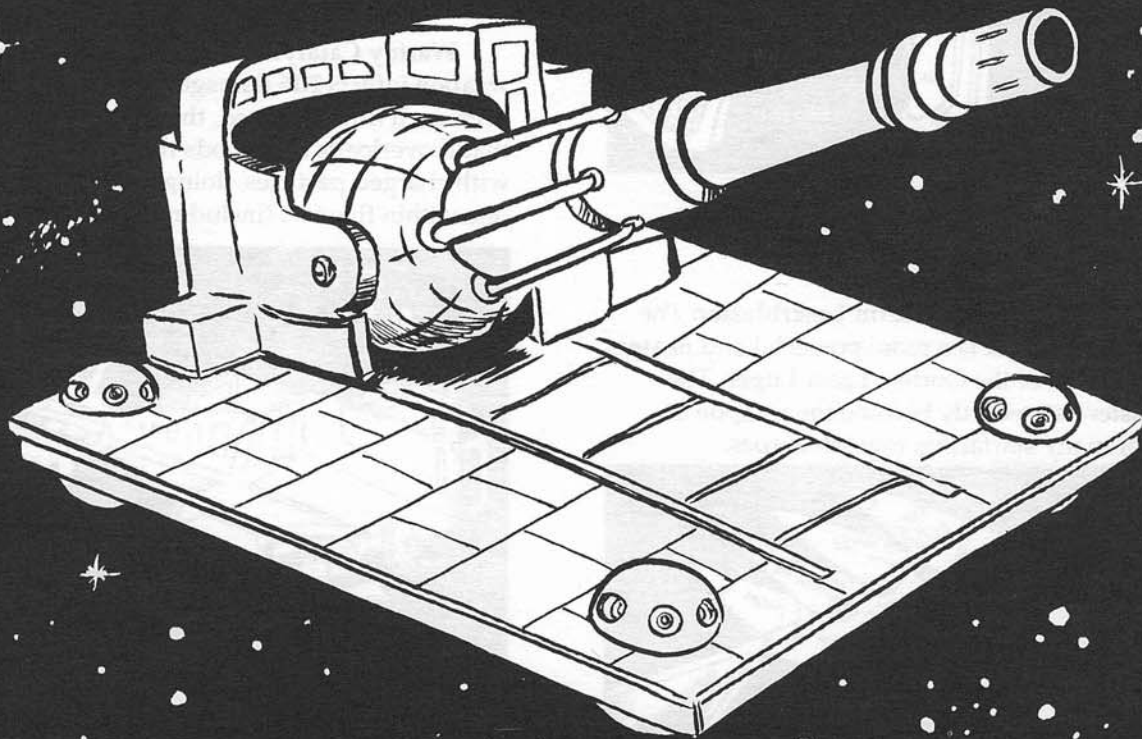

Wartoy Planetkiller Defense System: The bigger they are, the louder they boom.

planet. The availability of this weapon system is severely limited, and the user must carry with him at all times a special permit to operate the system.

Wartoy Repeating Laser Cannon: This weapon is identical to the Wartoy Laser Cannon in every way except three: it fires more shots per round, weighs a little more, and costs double the Laser Cannon's cost. Otherwise, the two are identical.

Wartoy Smoke Grenade: This grenade releases a dense cloud of smoke capable of covering a 20-foot radius area and providing cover for all within that radius. Wartoy Smoke Grenades are available in many designer colors.
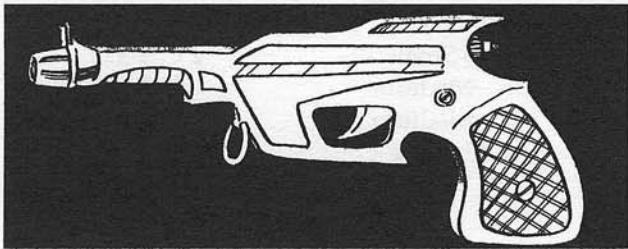
Wartoy Zap-a-Gun: The simplest design is sometimes the best.

Wartoy Zap-a-Gun: This is a simple, yet effective zap gun used with great efficiency at making people dead.

Things That Go Bang in the Night

Nitroglycerine: This is highly temperamental stuff! If dropped, vibrated, or subjected to even moderately high temperatures, it explodes with alarming ease.

One-Kiloton Nuke: Nukes inflict their full damage on anything within two miles of ground zero, half damage to anything two to four miles from ground zero, and quarter damage to anything four to six miles from ground zero. Suffice to say, if you're close enough to get a good view, you're close enough to catch a few rays!

Plastique: Unlike Nitroglycerine, Plastique won't explode under physical circumstances unless a blasting cap is employed. For example, if you throw it on 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 watch the fireworks!

System Smasher Antimatter Bomb: This doomsday weapon packs the destructive power of a full ton of antimatter! It can easily pulverize an entire solar system. As far as I know, only a handful were ever made, and none are around in The Vagabond's current timeline. Hypothetically speaking, however, *if* a System Smasher Bomb was found or built, it would be virtually priceless — with a starting price somewhere in the millions of CMs.

Trask Null-Dimensional Implosive: This device projects an intense gravity field that causes everything within 50 feet of detonation 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-foot range. 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 3,000,000 cubic feet) with an Oops! Point rating of 300 would take 50 Oops! Points in damage (500,000 cubic feet is one-sixth of 3,000,000, and 50 Oops! Points is one-sixth of 300). If math isn't your forte, use the old tried-and-true method of Game Mastering: ballpark it now and shirk the blame later.

Table 17
Things That Go Bang in the Night

Weapon	Oops! Points	Mass	Cost
Blasting Powder	3	4 Small*	1 S
Nitroglycerine**	5	4 Small*	2 S
One-Kiloton Nuke**	3d100	4 Medium*	1 CM
Plastique**	9	4 Small*	7 S
System Smasher Antimatter Bomb**	100,000	Large	Special
TNT	5	4 Small*	4 S
Trask Null-Dimensional Implosive**	Special	3 Medium	100 G

* These are standard size blocks/sticks/containers of the explosives. To cause greater destruction, just tie a bunch of blocks together.
** See specific equipment listing for more details.

Table 18
Things to Protect You From Those Nasty Things

Armor	Armor Value	Mass	Cost
Breastplate	5	6 Medium	8 C
Bulletproof Vest	5	2 Medium	6 C
Chain Mail	3	5 Medium	5 C
Leather Armor	1	3 Small	1C, 5S
Plate Armor	6	9 Medium	1 G
Plexiglass Shield	1	Medium	1 C
Shield*	1	2 Medium	5 S
Spacesuit*	2	3 Medium	1 G, 5 C
Starline Personal Armor*	4	2 Medium	2 G
Starline Power Shield*	2	Little	5 C
Trenchcoat	1	5 Small	2 C, 4 S
W.A.R.P. Personal Force Field*	1	Medium	5 C
W.A.R.P. Phase Field*	4	Medium	30 G
Wartoy Battle Armor*	10	2 Large	1 CM

* See specific equipment listing for more details.

Things To Proptect You From Those Nasty Things

Shield: This is any rigid plate of metal, plastic, or wood that is held or strapped to the arm for parrying attacks. This armor may also be used to bash an enemy, in which case, it does damage as a Short Nasty Pointy Thing.

Spacesuit: A Spacesuit is designed to protect a character from the rigors of outer space. The standard Spacesuit can provide full life support, including air, food, water, and waste disposal for up to one day in virtually any environment.

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

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.

W.A.R.P., Inc., Phase Field: The W.A.R.P., Inc., Phase Field generates a field around the wearer that teleports anything entering the field momentarily into a distant dimension, then back again on the other side of the field. The Phase Field is the only defense against a Wartoy Screamer; it nullifies any damage the Screamer would normally inflict. When used against other weapons, however, the Phase Field has an Armor Value of 4.

W.A.R.P., Inc., Personal Force Field: This Force Field covers the user's body, but nothing more. The price for this armor is the price per Armor Value point. Thus, a field with an Armor Value of 3 costs 1 G, 5 C. The field generator's mass, however, remains the same no matter what Armor Value it provides.
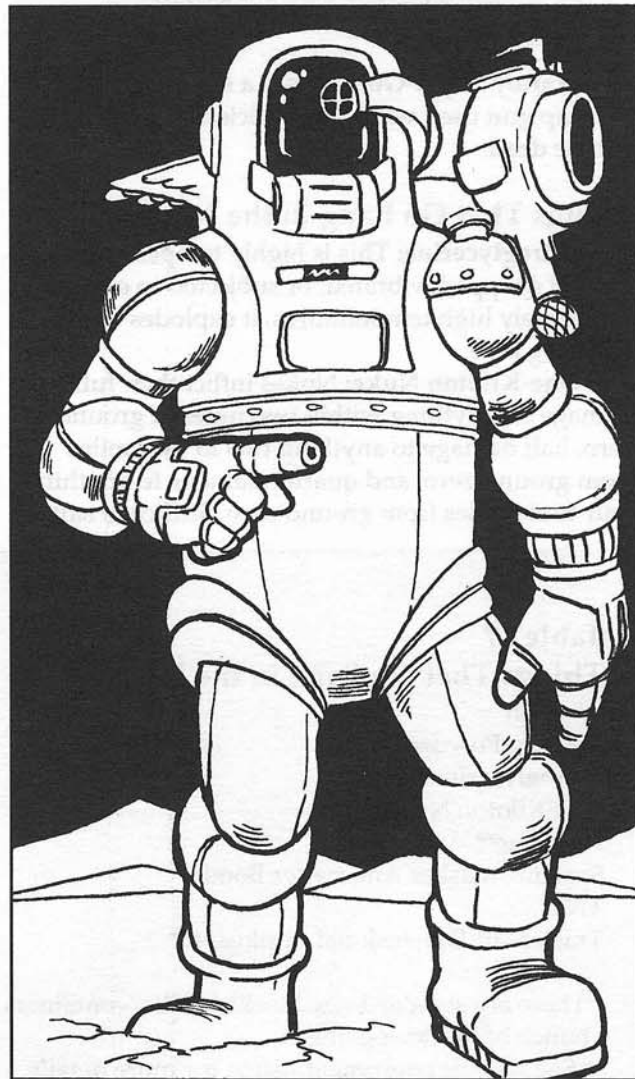
Wartoy Battle Armor: Sorry; batteries not included.

Table 19
Vehicles

Vehicle	Max. MPH	Terrain	Oops! Points	Armor Value	Mass	Capacity	Cost
'57 Chevy	75	L	25/8	2	Very Large	Large	7 C
Acme Rocket Boots*	2,000	A/S	5/1	0	2 Medium	—	8 C
Acme Rocket Sled*	2,000	A/S	5/2	0	Large	—	1 G
Bicycle	15	L/R	3/1	0	3 Medium	2 Medium	1 C
Canoe	10	W	3/1	0	Large	5 Medium	1 C
Fighter Plane*	2,000	A	45/15	2	5 Very Large	2 Very Large	20 CM
Horse	30	L/R	18	0	4 Large	Large	5 C
Houseboat	40	W	25/8	2	4 Very Large	Very Large	30 G
Jeep	100	L/R	25/8	1	Very Large	Large	8 G
Limo	100	L	30/10	2	2 Very Large	2 Large	20 G
M-1 Tank*	40	L/R	75/25	10	4 Very Large	Large	75 G
Moped	40	L	3/1	0	3 Medium	2 Medium	2 C
Motorboat	40	W	9/3	1	Very Large	2 Large	6 G
Motorcycle	90	L	6/2	0	Large	3 Medium	6 G
Nice Car	120	L	25/8	2	Very Large	Large	10 G
Personal Submarine	25	W	40/13	4	Very Large	Large	2 CM
Private Plane	160	A	15/5	1	Very Large	2 Large	3 G
Rowboat	5	W	5/2	0	Large	5 Medium	8 S
Sailboat	15	W	9/3	1	Very Large	3 Large	15 G
Seaplane	150	A/W	15/5	1	2 Very Large	2 Large	3 G
Sopwith Camel*	120	A	12/4	1	Very Large	Large	5 C
Speedboat	60	W	12/4	1	2 Very Large	Large	20 G
Sports Car	180	L	18/6	1	Very Large	5 Medium	20 G
Submarine*	30	W	100/30	5	Huge	Very Large	20 CM
Trask Freighter*	10,000	A/S	150/45	10	Gigantic	8 Huge	40 CM
Travtech Transport*	60	All	75/25	3	4 Very Large	3 Large	1 CM
Travtech Shuttle*	10,000	A/S	100/33	7	6 Very Large	1 Very Large	20 CM
W.A.R.P. Rec. Vehicle*	60	All	75/25	3	4 Very Large	3 Large	1 CM
W.A.R.P. Portal Gen.	—	D	45/15	0	2 Large	4 Medium	50 CM
W.A.R.P. Transphere*	—	All	75/25	5	2 Very Large	2 Large	100 CM
Wartoy Close Escort*	30,000	A/S	200/65	15	Huge	3 Very Large	30 CM

* See specific equipment listing for more details.

Wartoy Battle Armor: This self-contained, life-supporting powered battlesuit provides the following benefits: doubles the wearer's Strength; provides life support like a Spacesuit; and has a Wartoy Zap-a-Gun built into the right forefinger, a Wartoy Megazooka mounted on the left shoulder, and a Wartoy Target Tracking System built into the helmet. It's a lovely system, but it uses a lot of power. At the end of each 10-minute segment that it's operated, there's a 10% chance that the Armor runs out of power. This is due to the fact that the Armor runs on 20 rechargeable C-cell batteries (10 for a Buck). Though not included in the equipment lists, Wartoy C-Cell Battery Chargers are Small items that cost 5 S and require an AC power source (i.e., a wall plug). When Wartoy Battle Armor does run out of juice, the suit is immobilized, and the user must climb out in order to get anywhere.

Things That Pose Little or No Threat To Life or Limb

Vehicles

Vehicles a character may use in TFFV are listed in Table 19 and in the descriptions that follow. The terrain column on Table 19 indicates the kind of medium(s) through which the vehicle can travel. The abbreviations listed in this column stand for the following terrains:

A = Air   S = Space
D = Dimensional   T = Time
L = Land   W = Water
R = Rough.

Vehicles can be converted so that they can traverse more types of terrain than are listed for them. Adding Air, Land, Rough, or Water as additional terrain types costs 75% of the vehicle's cost. Adding

Space or Time as additional terrain types costs 500% of the vehicle's cost.

Note that adding Dimensional terrain to a vehicle that is not specifically designed for Dimensional travel is only possible if W.A.R.P., Inc., technology is available. If W.A.R.P., Inc., technology is available, the cost of adding Dimensional terrain is 1,000% of the base cost of the vehicle. This means that even a bicycle can be made spaceworthy (though getting around is atrociously slow).

Acme Rocket Boots: The Acme Rocket Boots are just a tad unreliable. Each turn that the boots are being used, there is a 10% chance that the steering controls malfunction, causing the wearer to slam head-on into the largest 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 (and it's suitable for framing).
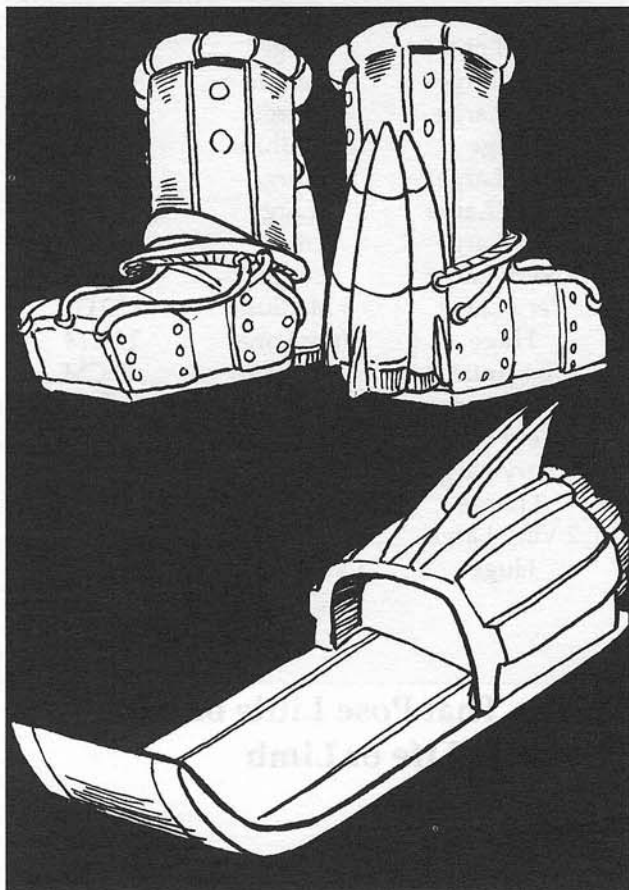
*Acme Rocket Boots and Sled: Climb aboard for the ride of your life.*

Acme Rocket Sled: This is another fine Acme product! It has the same 10% chance of malfunctioning as do the Rocket Boots, and with the same results, except that the passenger takes 3 Oops! Points of damage (and leaves an even more interesting dent in whatever he hits).

Fighter Plane: This is the generic airborne weapon of war. The standard armaments for a Fighter Plane are six Militech Missiles, and two M-60 Machine-Guns.

M-1 Tank: This redoubtable fighting vehicle mounts a Howitzer, an M-60 Machine-Gun, and a Militech Laser Targeting System in its turret. Another M-60 Machine-Gun is provided in an open mount on top of the turret.

Sopwith Camel: This primitive form of air transport utilizes a dual wing structure. In other words, it's a biplane, and a silly design for a silly airplane. The Sopwith Camel is often armed with one M-60 Machine-Gun.

Submarine: This underwater craft is designed to accommodate up to 25 people for several weeks at a time. A Submarine is often armed with torpedoes. Treat these as Stinger Missiles for underwater use only.
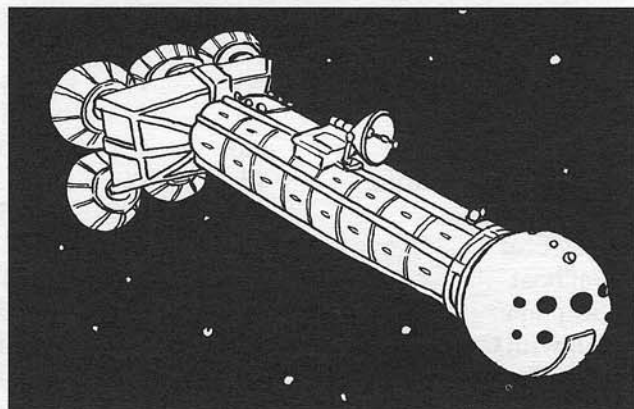

Trask Freighter: All the comforts of home.

Trask Freighter: This gigantic freight vehicle is capable of carrying a whole lot of stuff. It can maintain life support for 200 people for up to one year.
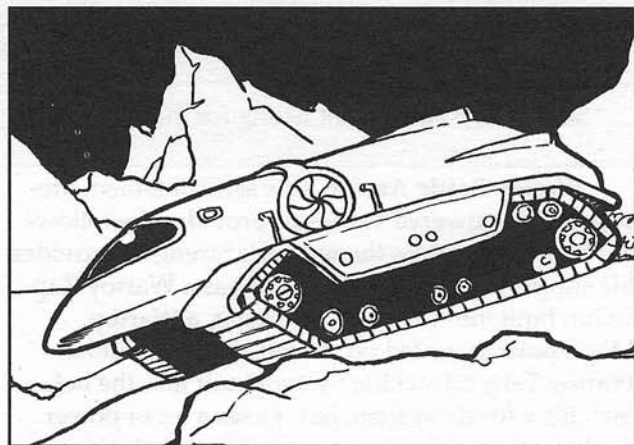

Travtech All-Terrain Multidimensional Transport Vehicle: Neither wind, nor rain, nor dimensional warps.

Travtech All-Terrain Multidimensional Transport Vehicle: This is a vehicle built expressly for travelling to other dimensions. The driver sets the desired coordinates and engages the drive, which sends him anywhere in the thousand dimensions kept in the Transport Vehicle's memory. This vehicle also travels overland as a Jeep.
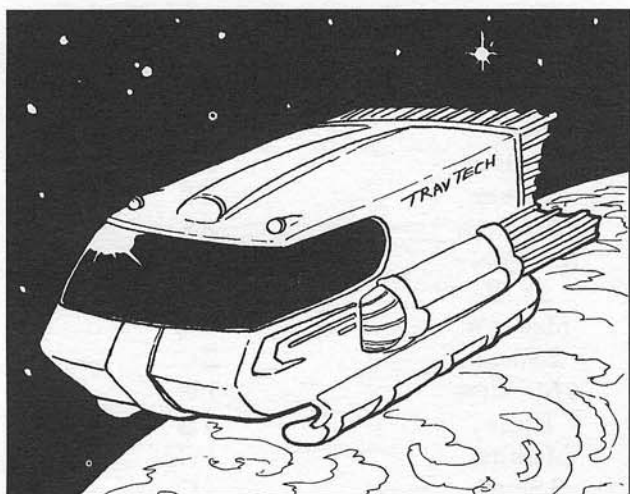
Travtech Personal Shuttle: Don't leave home without it.

Travtech Personal Shuttle: This interstellar transport vehicle carries a maximum of 10 passengers including the pilot. It can sustain full life support for all 10 passengers one month before its life-support systems require a flush and recharge.
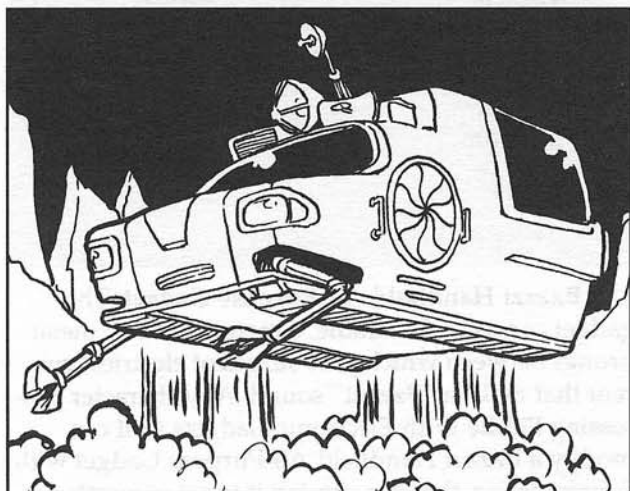

W.A.R.P., Inc., All-Terrain Alternate Reality Recreational Vehicle: A four-wheeler's fantasy vehicle.

W.A.R.P., Inc., All-Terrain Alternate Reality Recreational Vehicle: This Alternate Reality Recreational Vehicle has an edge over the Travtech

Transport in that it can travel to any dimension, not just the thousand kept in the Travtech Transport's machine memory.

W.A.R.P., Inc., Transphere: The Transphere is rumored to have been Professor Walker's last completed project. It's capable of going just about anywhere and at incredible speeds. The Transphere appears to be a 3-meter sphere of bright metal (Arithon's is gold). The inside is an extradimensional space that appears differently each time it's entered. According to W.A.R.P., Inc., records, only three Transpheres were ever made before production was terminated prematurely. Arithon has one, that's for certain, although the details behind this acquisition are shady at best. Rumors hint that Simon Trask owns the second. No one knows who has the third.
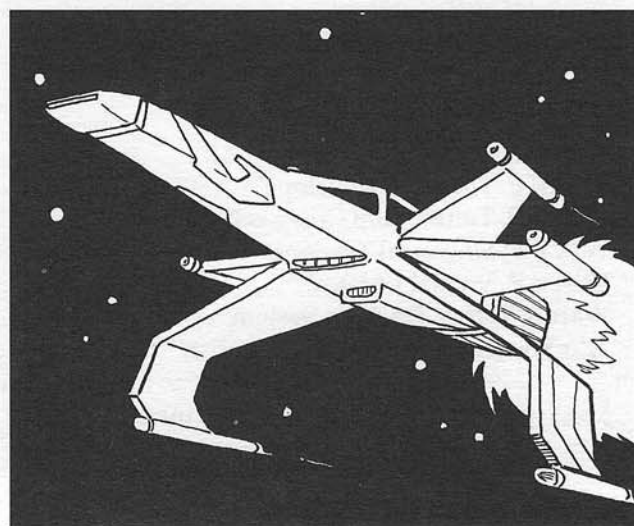
Wartoy Close Escort: The best product for a close save.

Wartoy Close Escort: This high-speed assault/defense Escort has a one-person cockpit. The Wartoy Close Escort is armed with a Wartoy Particle Cannon, 15 Militech Missiles, and four Wartoy Repeating Laser Cannons (firing two shots per round at Really Big Gun damage of +2). A short-range fighter by design, the Wartoy Close Escort is used as support for larger transports.
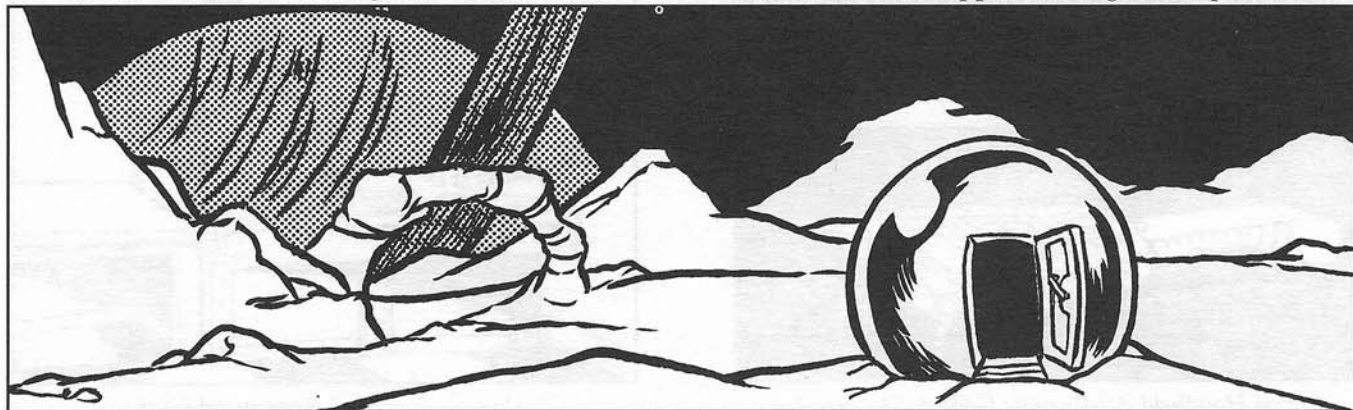
W.A.R.P., Inc., Transphere: Professor Walker's invention adds a new twist to the term "limited edition."

Table 20
Miscellaneous Equipment

Equipment	Mass	Cost
50' Hemp Rope*	3 Medium	5 B
50' Nylon Rope*	Medium	2 S
50' Steel Cable	8 Medium	8 S
Backpack*	Negligible	7 S
Burglar Tools	Small	2 C
Bzzzzt Handheld All-Purpose Gadget*	Medium	4 C
Camera	2 Small	2 C
Console Bzzzzt*	6 Medium	1 G
Full-Sized Bzzzzt*	Large	5 G
Junior Spy Elite Surveillance Kit*	Medium	1 G
Militech Laser Targeting System*	3 Small	1 G
Really Cool Shades	7 Tiny	1 C, 5 S
Running Shoes	2 Small	4 S
Swiss Army Knife	Little	5 S
Trask Extradimensional Tracking Device*	4 Medium	3 C
Trask Monocoil*	3 Small	5 C
W.A.R.P. Evercord*	Small	8 C
W.A.R.P. Grav-Assisted Carry-All*	6 Medium*	1 G
W.A.R.P. Timestop Envelope*	2 Very Large	1 CM
W.A.R.P. Timestream Compass*	3 Small	2 S
W.A.R.P. Universal Translator*	2 Medium	3 C, 4 S
W.A.R.P. Virtual Locator*	7 Medium	8 C
Wartoy Target Tracking System*	3 Small	6 C
"Zo You Vant to Be a Mad Scientist?" Set*	3 Medium	6 C

* See specific equipment listing for more details.

Miscellaneous Equipment

50' Hemp Rope: This primitive rope holds weights up to 5 Medium in mass.

50' Nylon Rope: This rope holds weights up to 1 Large in mass.

**50' Steel Cable:** This cable holds weights up to 2 Very Large in mass.

Backpack: A Backpack has a Carrying Capacity of 4 Medium. Its mass is negligible; thus, the only mass the character need be concerned with is the mass of the item carried in the Backpack. Items carried inside count as half mass in encumbrance. Thus, three Medium objects count as only one and a half Medium objects. The Carrying Capacity for the Backpack is figured by the initial mass carried, not the half mass for encumbrance purposes.
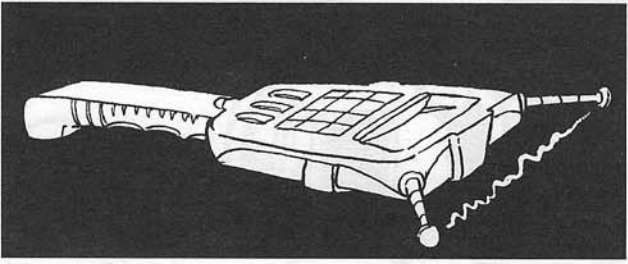

Bzzzzt Handheld All-Purpose Gadget: The original do-anything, go-anywhere, be-anything gadget.

Bzzzzt Handheld 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 a Bzzzzt Handheld All-Purpose Gadget with a screwdriver, thereby altering it to act as anything from a body-heat scanner to an energy recharger. The range of any function is limited to 100 feet.

Console Bzzzzt: This device works in the same manner as its smaller cousin, except that it has a range of five miles.
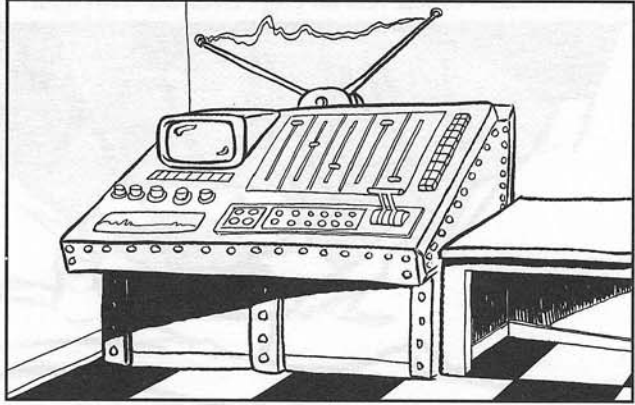
*Console Bzzzzt: A floor model for the up-and-coming mad scientist.*
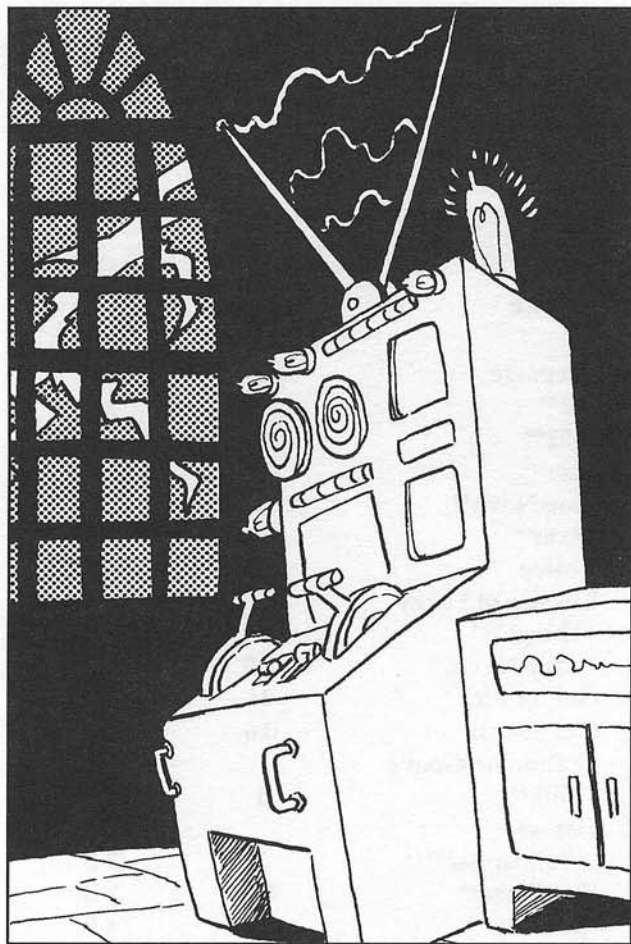
Full-Sized Bzzzzt: As seen in
Better Homes and Castles.

Full-Sized Bzzzzt: This device works the same as the smaller models. The only difference is it has a larger power source and a range of 100 miles.

Junior Spy Elite Surveillance Kit: This Kit includes: oe cyanide capsule, a directional microphone, a fingerprinting kit, 10 knock-out drops, a make-up kit, a miniature still camera, and a wiretapping device — everything the Junior Spy needs!

Militech Laser Targeting System: This laser cannon control system gives a +2 bonus to any missile weapon with which it's mounted.
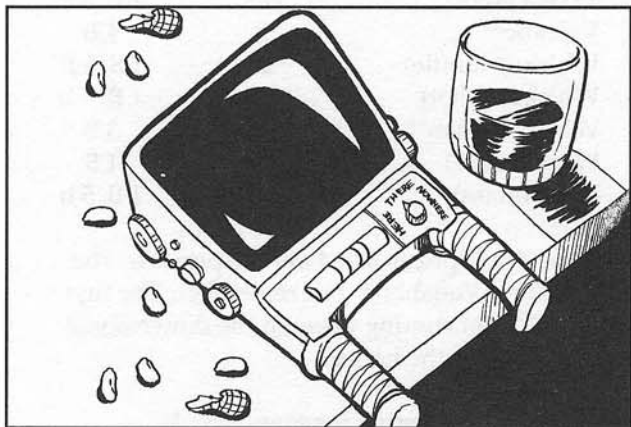
Trask Extradimensional Tracking Device:
*Cable TV access optional.*

Trask Extradimensional Tracking Device: This device can tell the direction an object has gone within the timestream and its location if it's within three dimensions of the device.

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 holds weights up to 1 Large in mass.

W.A.R.P., Inc., Timestop Envelope: This device stops time in a limited area. In effect, this timestop puts life, death, and all other natural laws on hold. Since individuals don't usually like being on hold, they'll probably complain. Complaining about Life, Death, and other Natural Laws can be dangerous. This is reflected in the fact that the envelope of null-time can only be maintained for three weeks before the machine is shut down. If it is not shut down, it explodes with force equal to that of a One-Kiloton Nuke. The envelope is created within the machine, which has a capacity of 1 Very Large. The device cannot be moved while in operation unless it is mounted on a vehicle.

W.A.R.P., Inc., Evercord: This is a container of monofilament wire that never runs out. The container is a doorway into a universe made up of monofilament wire and nothing else. It holds weights up to 1 Large in mass.

W.A.R.P., Inc., Gravity-Assisted Carry-All: This device is similar to a Backpack; the main difference is that it contains a small antigravity generator. Items placed in the Carry-All count as only a quarter their normal mass for encumbrance purposes. The Gravity-Assisted Carry-All has a Carrying Capacity of 6 Medium.
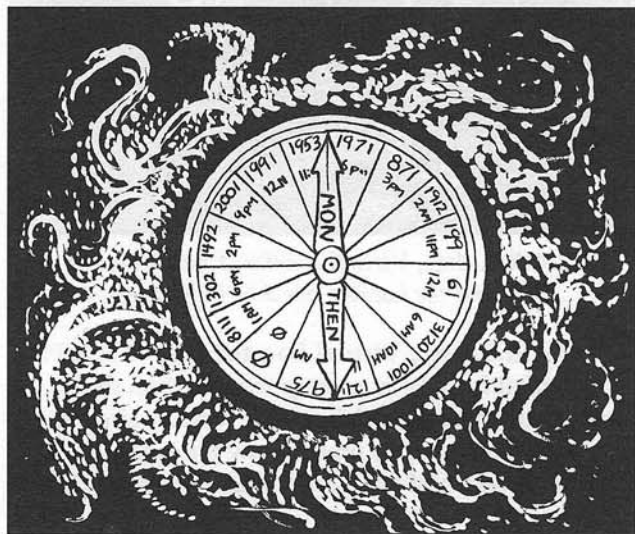

W.A.R.P., Inc., Timestream Compass: Simple
navigation for simple navigators.

W.A.R.P., Inc., Timestream Compass: This device indicates a character's present location in the timestream to within 50 years. It doesn't tell a character, however, the dimension in which he's located.
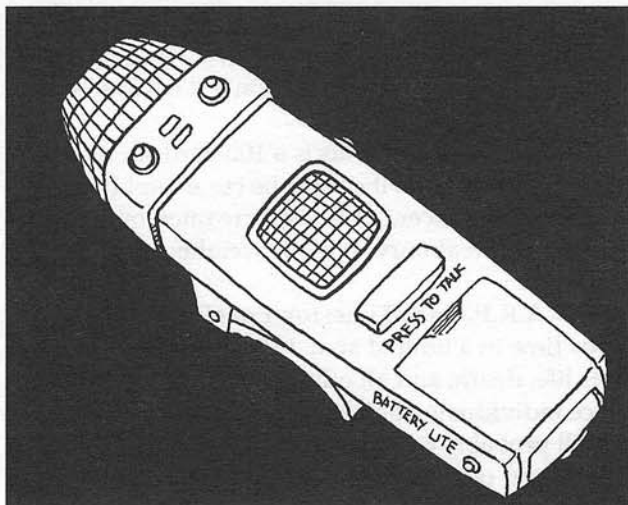
W.A.R.P., Inc., Universal Translator: When words alone cannot express the feeling.

W.A.R.P., Inc., Universal Translator: This device translates any languages used in the immediate vicinity into a single preset language. The Universal Translator has a large, bell-shaped microphone that receives any and all communication signals and translates them into words. This includes smells, sounds, sights, touches, and even tastes.
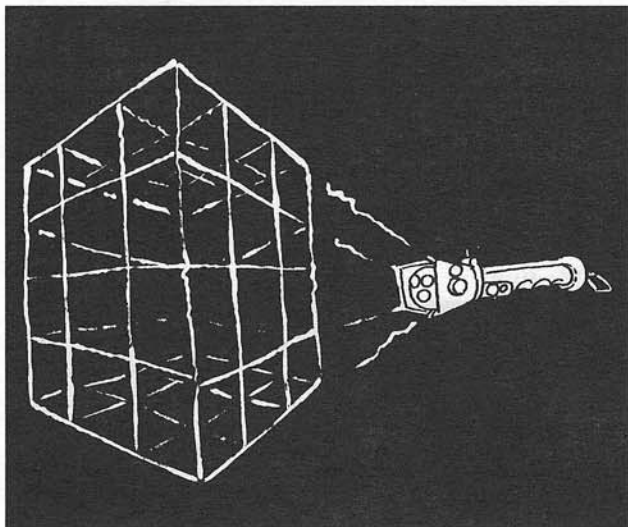
W.A.R.P., Inc., Virtual Locater: Now, if I could only find the Locator, we'd be in business.

W.A.R.P., Inc., Virtual Locator: The W.A.R.P., Inc., Virtual Locator is more powerful than the Trask Extradimensional Tracking Device, since it can locate an object no matter how far away it is in the timestream and no matter what dimension it is in at the time. The object in question, however, must have a transmitter on it. The W.A.R.P., Inc., Virtual Locator comes with four such transmitters. They attack via the best adhesive substance in the universe: velcro strips.

Wartoy Target Tracking System: This Wartoy fire-control system gives a +1 bonus to any missile weapon on which it's mounted.

"Zo You Vant To Be a Mad Scientist?" Chemistry Set: This suitcase-sized kit contains beakers, bunsen burners, test tubes, and lots of chemicals. Whenever a character needs a certain chemical, there's a 60% chance that there's some in the kit.

Table 21
Booze

Beverage	Intoxicant Points	Cost*
B-2**	2***	3 B
B-52**	2***	1 B
Beer	0.1	1 B
Blue Nova**	5	4 B
Brain**	2	3 B
Coffee	-2	2 b
Essence of Fuzzy Things***	1	2 B
Fuzzy Navel**	1.5	3 B
Gin (bottle)	24	1 S, 5 b
Gin (glass)	0.6	1 B, 5 B
Goltranian Goat's Milk***	1	2 B
Harvey Wallbanger**	2	3 B
Kamikaze**	1.5	3 B
Lead Sap**	5	4 B
Light Beer	0.05	1 B
Milk	0	4 b
Mysterious Blue Stuff	3	3 B
Noxious Green Stuff	3	3 B
Old Time Warp	1	2 B
Scary Red Stuff	3	3 B, 10B
Smelly Sock**	5	4 B
Snake Charmer**	5	4 B
Tequila (bottle)	32	1 S, 5 B
Tequila (shot)	0.8	1 B, 5 b
Tequila Sunrise**	2	3 B
Vile Yellow Stuff	3	3 B
Vodka (bottle)	32	1 S, 5 B
Vodka (shot)	0.8	1 B, 5 b
Volcano**	5	4 B
Whiskey (bottle)	20	1 S, 5 B
Whiskey (shot)	0.5	1 B, 5 b
White Russian**	2	3 B
Wine (bottle)	3.6	1 S
Wine (glass)	0.3	1 B, 5 b

* The drink prices listed are the prices in The Floating Vagabond. But remember: The first drink after coming through the dimensional portal is on the house.
** Mixed drink.
** See specific listing for more details.

Liquor is Quicker

B-2: The B-2 is a drink designed to bring out the barbarian in even the most harmless consumer. This brainmixer does the same thing as a B-52, only you don't see it coming. For this reason, the B-2 is known in some circles as a Stealth Mixer.

B-52: This cousin of the B-2 has the same effect of that mixer, only you *do* see it coming. Because of its stronger, longer-lasting effects, this drink is known in some circles as a Stratomixer.

Essence of Fuzzy Things: No self-respecting Patron who calls him- or herself a man would be caught drinking this liquor in The Floating Vagabond. The drink choice of grade school teachers and paralegals the multiverse over, Essence of Fuzzy Things is a gentle, sweet, and unassuming liquor that goes down smoothly and gives its host a warm and tingly feeling. If that description isn't enough of a deterrent, here's another: It tastes suspiciously like gummi bear ice cream.

Goltranian Goat's Milk: It's weak, it's white and it's creamy, and it's good for you. Yukkk! Still, 400,000,000 Goltranians can't all be wrong.

Singularity: Now we're talkin'! This bacchanalian godsend is The Floating Vagabond house specialty, since no one but Spit knows how to mix it without killing the person ordering it. When someone is fool enough to drink a Singularity, the Bartender has two options before dialing the rescue squad: either roll 1d100 on Table 22, or apply the result of his choice. A character can only be affected by a Singularity once per game session.

Table 22
Singularity Effects

1d100	Result
1-20	Imbiber takes 5 Intoxicant Points.
21-3	Imbiber takes 10 Intoxicant Points.
31-45	Imbiber falls unconscious for 1d20 turns.
46-60	Imbiber is instantly Blotto.
61-70	Imbiber is instantly Soaked.
71-75	One attribute (Bartender's choice) goes up by 1 for 1d20 turns.
76-78	All physical attributes go up by 1 for 1d20 turns.
79-80	All mental attributes go up by 1 for 1d20 turns.
81-85	One attributes goes down by 1 for 1d20 turns.
86-88	All physical attributes go down by 1 for 1d20 turns.
89-90	All mental attributes go down by 1 for 1d20 turns.
91	Hair grows all over the character's back.
92	Skin turns a different color for 1d10 days.
93	Clothes come alive and are sentient for 1d30 turns.
94	A past life reasserts itself on the character if he fails to pass a Normal Smarts test.
95	An extra arm grows for 1d6 days.
96	Personality switches to the exact opposite for 1d10 turns.
97-98	Roll again twice.
99-100	Roll again three times.
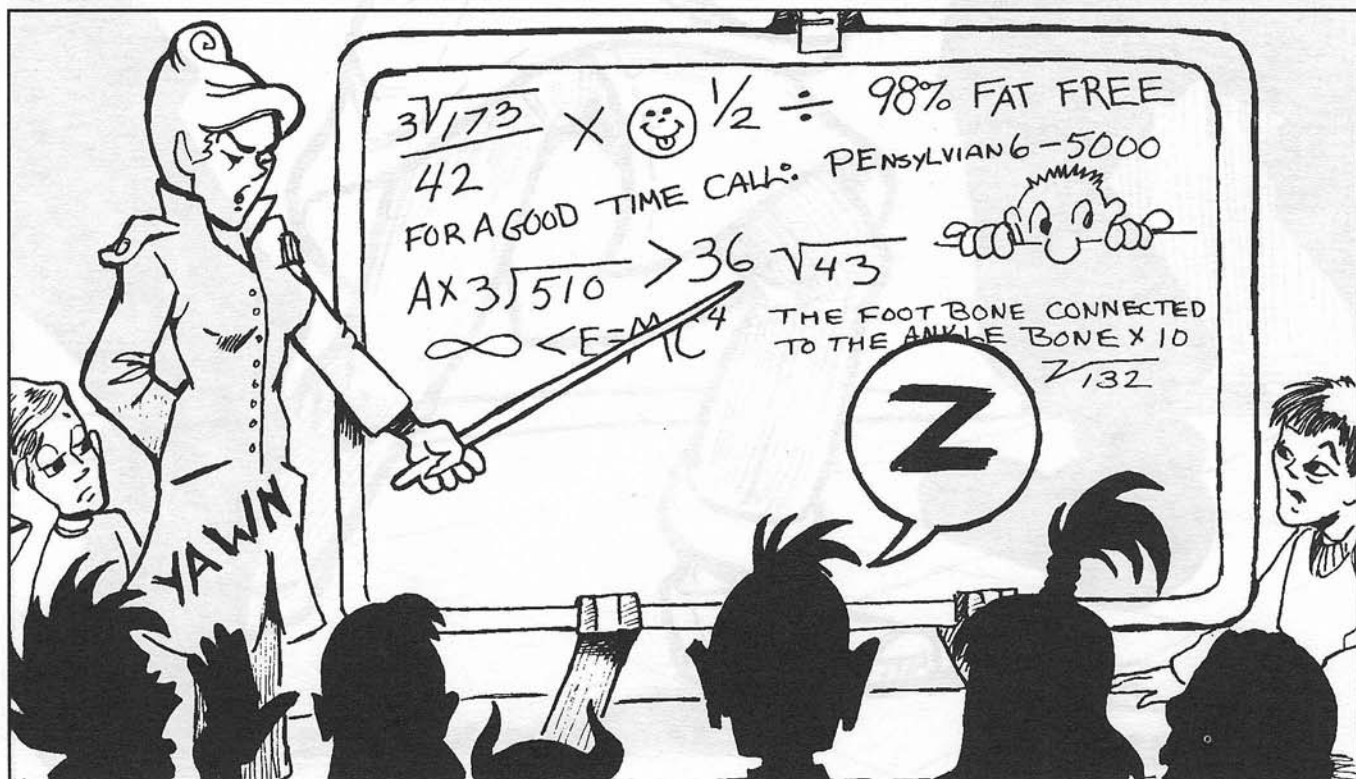
Equipment Briefings: Dr. Stekker lectures the merits of W.A.R.P., Inc., technology to a group of avid listeners.

CHAPTER 5: GETTING REAL

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

Dr. Elizabeth "Liz" Stekker, PhD

Homo Sapiens
Smart Gal
"Looks like a Xzuvian 9-legged Man Mangler. If we're lucky, it'll be dormant. If not, I can finally do that dissertation on the Xzuvian digestive system."

Strength: 2   Nimble: 4   Aim: 5
Smarts: 6   Cool: 2   Common Sense: 4
Luck: 1   Oops! Points: 20

Shtick: Newton Effect
Abnormal Physics (Smarts) Dabbler 7
Drive Vehicle: Spacecraft ([Nimbleness + Aim] ÷ 2)
    Professional 9
Duck (Nimbleness) Expert 7
Hurt People (Strength) Expert 5
Hurt People Really Badly (Nimbleness) Hack 6
Shoot Things: Big Gun (Aim) Expert 8
Specific Knowledge: Anthropology (Smarts)
    Professional 10
Specific Knowledge: Biology (Smarts)
    Professional 10
Specific Knowledge: Chemistry (Smarts) Expert 9
Specific Knowledge: Cooking (Smarts)
    Professional 10
Throw (Aim) Dabbler 6
Trivia (Smarts) Dabbler 7

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. It fits their needs.

Allow me to introduce myself. I am Dr. Elizabeth Stekker, PhD of Anthropology, Biology, Chemistry, and Uniqueology. In addition, I am an exceptional gourmet chef and a veteran in the mercenary arts; my specialties are Blue Artralthian Souffles and small undeclared police actions in Southeast Asia, but I digress.

The Floating Vagabond Universe

The first reality of which I must make you aware is that of The Floating Vagabond universe. The Floating 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 shattered. This chaotic nature is actually an intrinsic part of the cosmic structure. Without it, there would be only entropy.

The malleability of natural laws affects every facet of the universe. It allows for a "center of the universe" to truly exist, and for infinite dimensions to have adjoining borders. For the sake of reference, the universe is set up in a globular honeycomb pattern, with dimensions extending out to infinity in three spatial dimensions: height, width, and depth.

The following sections are not necessarily the history of our particular universe, but rather a generalization of the pattern usually followed in the historical records of well over 96.8% of the known dimensions within the universe.

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 degrees Fahrenheit, and so on. If you are looking for a particular type of world, it is most likely out there, somewhere.

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. The dimensional borders can be reached and surpassed using any vehicle capable of dimensional travel. This form of transportation is considered obsolete, but it is still in use in certain low-tech dimensions (often found mounted on the most inappropriate vehicles). Travel via this method often ends up taking a long time. 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. (Time, though considered the fourth dimension by most dimensional scholars, is not a spatial dimension.) This fourth spatial dimension is often referred to as "D-Space." This method of transportation is employed by the W.A.R.P., Inc., Transphere, Portal Generator, and All-Terrain, Alternate Reality Recreational Vehicle, as well as by the Travtech All-Terrain, Multidimensional Transport Vehicle.

Space

Space makes up the bulk of most dimensions. As its name suggests, space is just that — empty space with chunks of matter (planets, stars, and other large heavenly objects) floating around inside. There is a large degree of travel between the planets, and
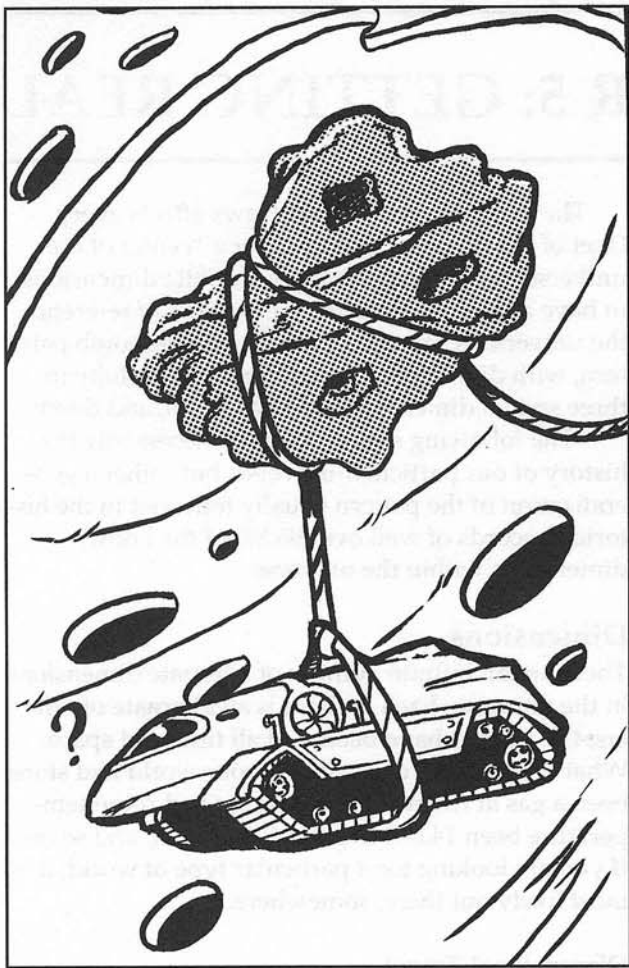
Now that's what I call a parking orbit.

this is usually conducted through space. Because of this, there are often fights over who is allowed to travel through certain regions of space. Once out of sight of The Floating Vagabond, however, most space action occurs within spacecraft or protective pressure suits. This is due to the fact that few beings can survive the stresses of a vacuum at a temperature of absolute zero without air to breathe.

Planets, Stars, and Other Large Heavenly Objects
Within the myriad miles of space 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 gravitational fields dependent upon their mass. Many are also spherical. In most dimensions, there is an infinite or nearly infinite number of these objects. Generally speaking, these worlds are where most intelligent life originates and where most activity takes place.

Life as We Know it
On many worlds, in some areas of space, and in almost all of the dimensions, life began as chemicals combined into new combinations. These combinations grew in complexity, and began to act according to their senses as opposed to physical laws

alone. After some length of time, these forms developed large brains, and dubbed themselves both alive and intelligent — two definitions of great conjecture when used as freely as they are. For a time, this was enough to qualify a lifeform. After some time, however, the intelligent lifeforms responded to certain needs (see Introduction). This response marked the beginning of civilization as we know it.

Technology
Many of these self-proclaimed intelligent beings reached a point in their evolutions 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 ever-darker places in which to gather and consume things their mothers told them not to. Several of these intelligent races got together on this problem and invented a 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 to discover what this fascinating new word meant. At first, technology was simple: altars used to phone the gods, special dances to control the weather, and so on. As time went on, these simple (but effective) techniques were not enough. It was at this time that one being suggested the possibility of

The bar concept didn't catch on until some time later, with the invention of beer and booze.
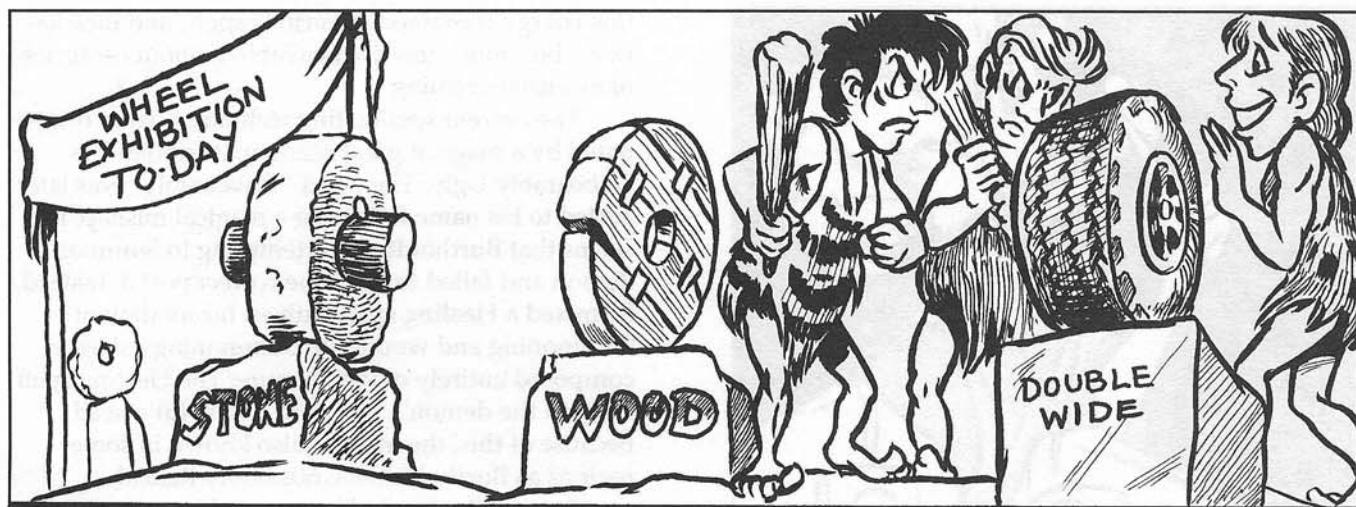
Another inventor about to receive "praise" for his latest technological breakthrough.

machines with moving parts. He was immediately stoned to death for his insight. Eventually, however, the idea stuck. People began to build and experiment, and to this day, the process continues. To this day, progress marches ever onward.

Government and Politics

Even before the rise of technology, there was simple government. The leaders usually beat everyone else into submission, until the others learned to take his orders. Unfortunately, as the people achieved higher and higher levels of technology, they wanted more. The constant whines of the Common Man — "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 birth of a multi-headed creature known as "Bureaucracy."

Bureaucracy so divided the leadership and so confused everyone involved in it that, for the next 1,000 years, virtually nothing got done by anyone (except for the red tape manufacturers and the printers of official governmental 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, the Age of Progress. (Brass, because it wasn't good enough for gold or silver, but it still shined when polished.) Now, the Brass Age has passed. The bureaucrats keep to themselves, content to shuffle their papers back and forth without bothering anyone.

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 auspices. This was done not by the time-honored technique of violent control, but rather by offering the employees something they wanted (food, shelter, cable TV). When bureaucracy bared its ugly head, the business world seized upon its organization, all the while keeping the strong profit motive. Gradually, businesses became what many 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 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 and promoted to a high-paying managerial job for his
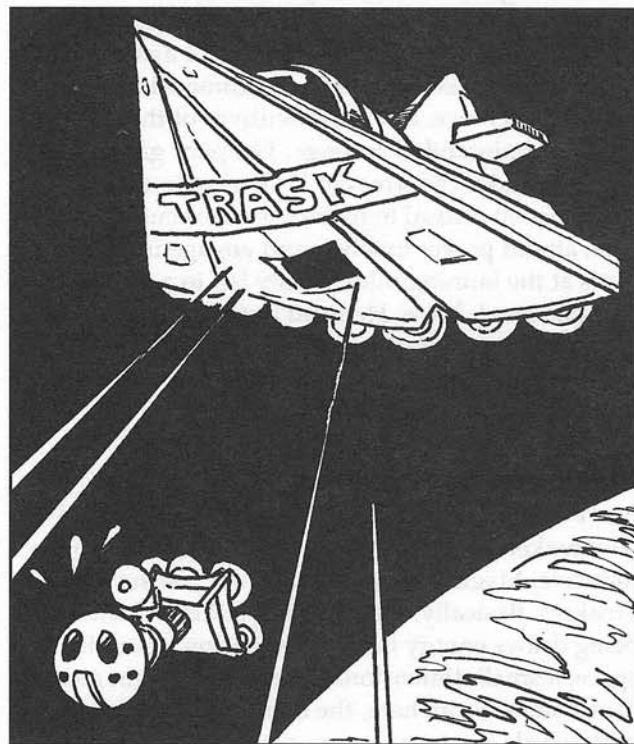
Talk about your hostile takeovers!

Well, then I suppose a kiss is out of the question.

bold, new idea. The name was universally accepted as the name for all higher management personnel.

Through all of this, only a few of the creative employee's friends ever knew the term "executive" was meant as an archaic form of insult 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 sessions 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 pretty much the same.

Magic and Spellcasting

Into every set of physical laws there must come a lawbreaker, an exception to the rules that guide the universe. Magic and spellcasting are just such lawbreakers. Basically, magic is the skill by which a being draws energy into its dimension from M-space, a small dimensional pocket present in most dimensions. From here, the being shapes this energy with words, gestures, runes, plastic rods, and pointed hats. There are an unlimited number of uses for

this energy contained in various spells and incantations, but only a few are available without centuries of extensive training.

The current spellcasting techniques were originated by a mage of great renown, Burtholdt the Unbearably Ugly. The word "Unbearably" was later added to his name following a magical mishap. It seems that Burtholdt was attempting to Summon a demon and failed to open the correct portal. Instead, he mixed a Healing spell with an Incantation of Summoning and wound up Summoning a demon composed entirely of yak manure. The Healing spell merged the demon's face with Burtholdt's head. Because of this, the mage is also known in some regions as Burtholdt the Unbearably Rancid.

Eventually, Burtholdt managed to overcome this handicap. His remarkable, groundbreaking research into magical fertilization farming fed the starving populations of several dimensions. Before he was able to share his discovery with sentientkind, Burtholdt died a horrible death. On the very day of his crowning achievement, Burtholdt was set upon, torn into pieces, and rolled away in little balls by a monstrous horde of dung beetles. Conse-quently, his final achievement — a bold breakthrough into magical growth inducement — remains a mystery to this day.

Are you aware that I clocked you doing over negative 70 years per hour in a residential zone?
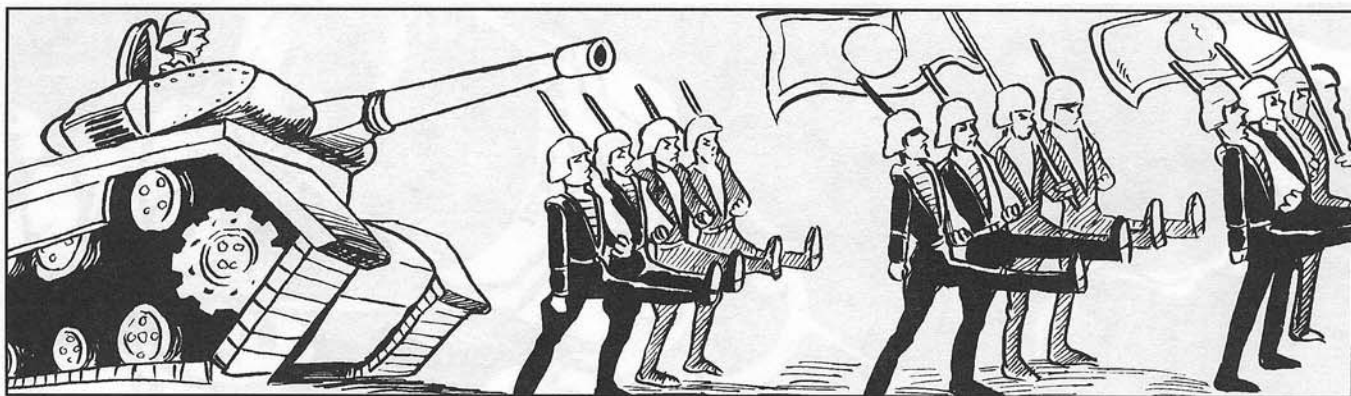
Just another wild goosestepping chase.

Time Travel

Once dimensional travel became commonplace, it was learned that time could be travelled with the same relative ease. Problems arose immediately. The gambling industry saw an instant deluge of reverse speculation cases — cases that nearly bankrupted the entire industry. Several major stock markets crashed as millions took advantage of this new means of insider trading advance information. Paradox ran rampant as entire worlds ground to a halt. All this was finally brought under control by new governmental and corporate laws banning this form of time tampering. To enforce these laws, the powers that be created an organization to police the highways and byways of time: The Time Police.

The Time Police

The Time Police is an organization dedicated to maintaining the proper flow of time. They are men and women of action, bold and daring. Committed to enforcing the laws of time, these mighty agents of truth and justice always serve with a sparkle in their eyes, a gleam in their smile, and a spring in their step. The standard Time Police officer is outfitted with the following equipment: a Spacesuit, a bubble helmet with antennae that serve no purpose whatsoever, an Acme version of the Wartoy Zap-a-Gun, a Trask Close Escort equipped with a time-travel engine, Time Police decoder ring, wrist radio, and a Wartoy Laser Rifle. Otherwise, use the Space Marshall generic attributes in Chapter 9.

Alcohol and Drinking

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

The People's Revolutionary Temperance League

The People's Revolutionary Temperance League was formed about 25 years after the introduction of alcoholic beverages. The League 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 (including such notables as Carry Nation). Their performance is often hampered by two things. The first is the extreme and excessive violence of their methods. 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, and neither should you!" or "Death to all alcohol-swilling scum!" or even "Alcoholic beverages cause venereal diseases. It's the truth!"

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 spirit of everybeing. Space Nazis enjoy throwing their weight around, and generally achieve their goals only through a mixture of brute force and wanton cruelty. However, even these depraved sociopaths have their good points. For instance, they all love the music of Richard Wagner (especially *Die Niebelungenlied*).

Where You Come In

If you are a Patron, this is probably the universe setting for your misadventures. On the other hand, if you're the Bartender, then you come in with the creativity to take what's here and make it work. In other words, you have to devlop your own universe. The information in this chapter is only a set of simple guidelines. If you, the Bartender, want to chuck them and start from scratch, that's up to you. These are your rules now that you've paid for them. Feel free to do with them as you see fit.

IF YOU CAN READ THIS... YOU'RE TOO SOBER

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 accident."

Hawk "Spit" Luger

Homo Sapiens
Bartender
"You wanna bleed, do it outside. I got a bar to run and a buncha boozehounds in needa medication."

Strength: 3   Nimble: 2   Aim: 4
Smarts: 2   Cool: 4   Common Sense: 6
Luck: 3   Oops! Points: 18

Shtick: Bylaw Effect (BartAB)
Intimidate (Cool) Professional 8
Look Ugly At All Times (Cool) Professional 8
Mess With Dangerous Goop (Common Sense)
   Hack 8
Mix Drinks (Common Sense) Professional 10
Psychoanalysis (Common Sense) Hack 8
Shoot Things: Big Gun (Aim) Dabbler 5
Specific Knowledge: Local Bus and Train Schedules
   (Smarts) Professional 6

As the Bartender, you'll probably want to know 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!** Are you gone? Well, if you're gonna cheat, you may as well get comfortable. Let's get started

Chapter 6 is designed to familiarize you with the dimension in which The Floating Vagabond floats, as well as to acquaint you with the rules. First, there are three broad types of adventures that can be run in TFFV:

1. Adventures that take place almost entirely within another dimension (Lost Weekends).

2. Adventures that lead the Patrons through several dimensions (Road Trips).

3. Adventures that take place entirely within The Floating Vagabond's dimension (Bar Hops).

Lost Weekends depend on their own background information. If you're going to do a Road Trip that spends any time at all in The Vagabond's dimension, or if you plan on doing a Bar Hop, you'll need to know about The Vagabond Universe.

The Old Gods

Before the advent of man upon this cosmic crawlspace dimension known as The Floating Vagabond Universe, there dwelt gods who cared little for the dictates of the Laws of Physics or the Forces of Nature (well, not quite gods, but definitely forces with which to be reckoned). These gods were divided into four distinct factions:

1. The freedom-loving Writers, who enjoyed playing with reality for their amusement

2. The manipulative Agents, who attempted to reap profit from the Writers' toils.

3. The cruel Editors, who twisted the creations of the Writers given to them by the Agents.

4. 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!" He decreed that upon this universe, sentientkind 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 gods didn't listen — especially when it turned out that the dominant sentient species as 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 the hearts of men and gained their trust. Entire solar systems began worshipping the Critics. These systems sent invasion fleets to other systems and began whomping them.

The Writers saw this, and rather than gain human allies to aid their cause, they warped the reality around the fleets so 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.

In the end, the Old Gods decided not to meddle *too much* in the affairs of mankind. The Writers vowed to keep their readers' lives interesting, the


A Writer and his Editor discuss manuscript revisions.

Agents vowed to sell the stories in other universes, the Editors vowed to keep continuity flowing, and the Critics vowed to make sure everything was reviewed. All this had little to do with what went on in this dimension over the next few millenia, which is exactly what the Big Guy Upstairs wanted.

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 extradimensional sciences.

At first, he worked for various governments perfecting stardrives, designing matter transporters, and debugging phone systems. At the age of 68, he
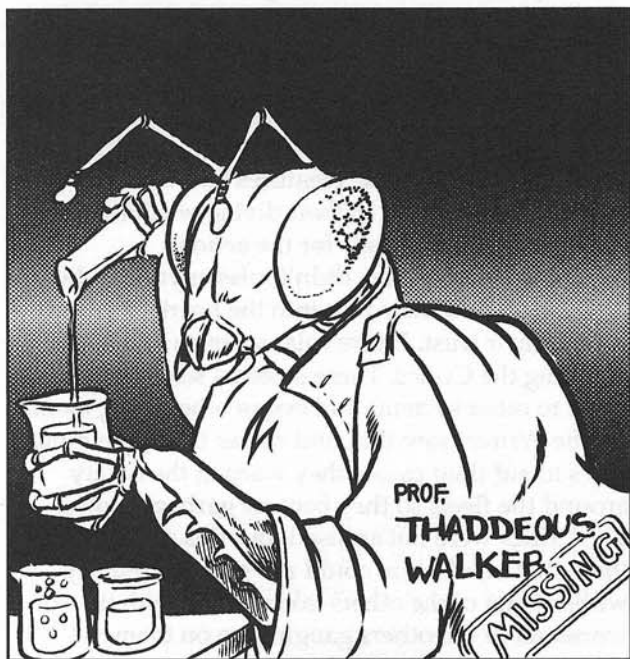
Professor Walker: Currently sharing a beachfront villa with Amelia Earhardt.

founded Walker Alternate Reality Products, Inc. (W.A.R.P., Inc.). Not only was this his own personal think tank; it was a company specializing in ultra-high-tech concepts far ahead of those of their competitors. Under Professor Walker's guidance, W.A.R.P., Inc., rose to the top of the financial universe in a matter of months. W.A.R.P., Inc., leveraged buy-outs of a lot of companies and hired on their employees with generous raises.

There were hard times along the way. For instance, there was a bit of a scandal when an entire division of the company was fired for producing weaponry — one of W.A.R.P., Inc.'s strictest rules. Most of those fired went to work for Trask Industries. The next big scandal was the big insider-trading hubbub caused when one of the senior officers

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. Hereafter, Professor Walker went into retirement, to work on a personal project.

It turned out that Professor Walker's personal project had a direct link with the fabric of reality itself, not just its loose threads like most of his inventions. The only witness to Walker's last experiment, Rick O'Shea, describes the scene as "one of the strangest nonchemical experiences" of his life. "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 Prof, 'round and 'round. The Prof, he was laughing his head off. Then he got kinda fuzzy around the edges, like he was out of focus or somethin'. Then, he faded away."

That was the last time anyone had seen Professor Walker. W.A.R.P., Inc., posted a reward of 10 CM for his return, and this instantly became the life's work of bounty hunters in over a hundred universes. Rick O'Shea was even held by authorities on suspicion of homicide, but later set free on the basis of insufficient evidence. All this led to no avail. Professor Walker was never seen again.

Without Walker behind the scenes, W.A.R.P., Inc., began to crumble. It staggered on for 10 more desperate years, but everyone knew management was just going through the corporate motions. Unwise (and often dangerous) experiments, lower quality standards, and corporate raiders from Trask Industries all contributed to the downfall of W.A.R.P., Inc. So ended the 112 year saga of Professor Walker's ingenious corporation.

Simon Trask

A few years before Professor Walker's disappearance, a human named Simon Trask appeared on the financial scene, seemingly coming from nowhere. Smart, quick, and ruthless, Trask founded the parent corporation, 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 W.A.R.P., Inc., employees was a tremendous technological windfall for Trask Industries. Trask hired all the developers he wanted and set about diversifying his corporation. A puppet corporation was set up to research interdimensional merchandise.

When Walker disappeared, Trask aimed all his corporate guns at the task of acquiring the remaining talent Walker had spent so much time and effort nurturing. With the final collapse of W.A.R.P., Inc., Trask made a blanket offer to the former R&D teams from the now-defunct corporation. A lot of them accepted, swallowing pride and dignity for a good

Simon Trask, owner of Trask Industries:
The man, the myth, the monopoly.

meal on a fat salary. The ones who didn't buckle under the pressure soon found they couldn't find work anywhere else. This was due to the fact that nearly all the technology producers in human space were subsidiaries of Trask Industries.

So What Does This Have to Do With a Grungy Little Bar in an Asteroid?

We were just getting to that. Because of the trade routes, shipping lanes, and car pools that all go by the asteroid field, the location of The Floating Vagabond is ideal. Employees from a number of intergalactic/interdimensional companies stop in the bar routinely.

Spit personally has a bit of nostalgic affection for W.A.R.P., Inc., products, given their wonderful service record. His W.A.R.P., Inc., Home Gravity Field Generator has never had so much as a hiccough, and his W.A.R.P., Inc., Virtual Life-Support System has also been a problem-free, pleasant surprise. An intriguing device, the Virtual Life-Support System provides life support for any being in sight of it. The disturbing physical paradoxes this device instigated were skillfully ignored by the W.A.R.P., Inc., scientist who invented it. Though it was originally designed for planetary use, Spit installed it on

his asteroid, right under the neon sign on top of the bar, so anyone within sight of the sign could breath in space. No one is really sure how long Spit has had the system there, but figuring the speed of light, people as far away as 400 light years have discovered they could breathe in space once they were able to spot The Floating Vagabond. Thus, Spit did his part (albeit unwittingly) to advance space travel.

The W.A.R.P., Inc., Random Dimensional Portal Generator Spit installed on his door was a huge success, so he ignored the fact that the "Off" switch disintegrated during a power surge. The Portal's been on ever since.

Crane's Nest

Crane's Nest is another interesting location in The Vagabond Universe. It is located on the nearby planet Hooch, a world ruled by His Excellency, The Grand Poobah, Hieron the Flatulent. Hooch is an extraordinarily corrupt world, so corrupt that the police declare bribes on their income tax forms. Solomon Crane, the owner of the Crane's Nest, seems to like it there, however. His bar sits on a piece of marshland well away from the cities. As a result, the bar caters to a questionable clientele: smugglers, slavers, used-car salesmen, and the worst of them all, the Space Nazis.

Crane's Nest also happens to be a popular hangout for Trask Industries' employees. This is due to the fact tat the Hooch system is only four light years from Traskworld, the home planet of Trask Industries.

As a final note, the rivalry between Crane's Nest and The Floating Vagabond is legendary. Even within the Intergalactic Bowling League, the other bars tend to polarize into two distinct factions: one favoring Spit and the other favoring Crane.

Some gamers have trouble with the
concept of a 40' electric penguin.

CHAPTER 7: HOW TO DEAL WITH ANTISOCIAL BEHAVIOR

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

Combat happens very often in roleplaying games. This is 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 TFFV is simple. Just follow the rules and consult Table 23 when advised and everything should work out right.

Combat Procedure

Actions in Combat

Combat is conducted in rounds, each representing five 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 away up to his Nimbleness score in yards, or anything else the Bartender deems reasonable). Note, however, that certain skills allow multiple attacks per round. Also, certain automatic weapons allow for multiple firings in a round. These weapons are the exception to the single-action rule.

Combat Sequencing

Both PCs and NPCs attack in descending order based on their Nimbleness scores (highest goes first). In case of a tie, roll 1d6 for each character; the highest roll goes first. Do this every combat round.

Attack Procedure

The following procedure should be followed in every attack.

   1. The attacking character adds together all of the following modifiers:

        A. His rating in the appropriate Attribute.

        B. Any skill levels he has with the weapon being used (or the penalty if he has no skill with it).

        C. The weapon's Hit Bonus.

        D. Range and cover modifiers (in ranged combat only).

        E. Modifications for special items (telescopic or laser sights, magical bows or swords, etc.).

Table 23
Combat

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

* Requires Hurt People Really Badly skill.
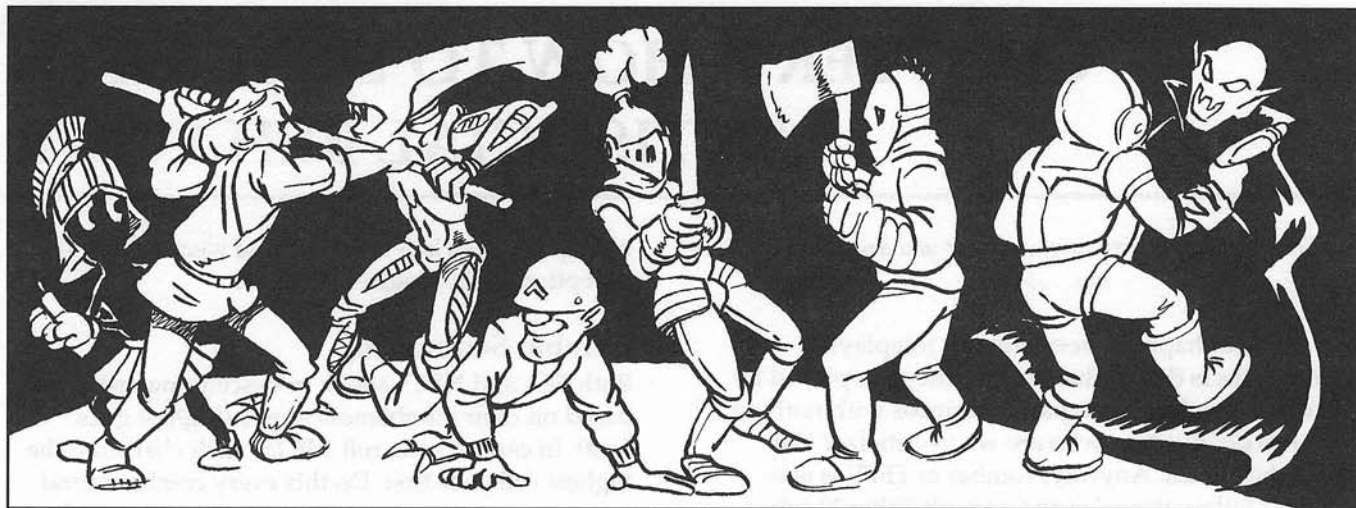
Rule #1: Do unto others – then run real fast!

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

3. Roll 1d10 and compare it to the Attack Score. If the number rolled is equal to or less than the Attack Score, the attack has hit its target. Keep in mind the following circumstances:

    A. 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 Dodge 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.

    B. In ranged combat, if the target character has Duck skill, he may roll a Duck skill test. Subtract the number rolled from the Duck 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 Table 23 for the weapon used and apply the modifiers outlined below. The result is the Oops! Point damage applied to the target.

    A. Add the weapon's Damage Bonus (if there is any).

    B. Add the character's Strength Damage Bonus (hand-to-hand combat only).

For example, a Wartoy Megazooka has hit some poor slob. Since it is a Really Big Gun, it does 1d6 + 3 Oops! Points in damage. The 1d6 roll is 4, giving a result of 7 (4 + 3). Now add the weapon's Damage Bonus of +3 (as shown in Table 16) for a total of 10 Oops! Points damage.

5. If the target enjoys any armor protection, subtract its Armor Value from the Oops! Point damage. If this reduces the Oops! Point damage to zero or less, 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.

For example, a character wearing a bulletproof 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 wearing plate armor (Armor Value 3) is crouching behind a cinder block wall, to which the Bartender assigns an Armor Value of 5. Suddenly, a grenade lands on the other side. A total Armor Value of 8 (3 + 5) is subtracted from the damage inflicted by the grenade.

Blind Fighting

This section applies when a character cannot see what he is fighting. For normal Homo Sapiens, there is a blanket Attack Score modifier of -4 for hand-to-hand 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, the modifier is improved by 2. The exception to this rule is if there is a high level of ambient noise in the combat

Zark the Warrior finds a rules discrepancy.

area. In this case, the modifier for exceptional hearing does not apply.

Blowing Things Up

This section is everyone's favorite 'cause it lets characters act in the most indiscriminately destructive fashion possible. For instance, a single character with the right amount of explosives could destroy the Trask Tower in a matter of minutes. What an ego boost that would be!

To use explosives, one must first have the Blow Things Up skill and lots of guts (or very few brains). As shown in "Things That Go Bang in the Night" in Chapter 4, each type of explosive is rated according to the number of Oops! Points a block or stick of that explosive inflicts. To demolish larger objects requires a number of blocks or sticks of explosive wired together.

Like other Combat Skills, Blow Things Up skill tests are always made on 1d10. However, the amount of Oops! Points inflicted depends upon the die roll result of the skill test. For example:

1. If the roll is 6 or greater less than the skill score, the explosives inflict triple damage.

Or maybe the black wire was positive. . . .

2. If the roll is from 3 to 5 less than the skill score, the explosives inflict double damage.

3. If the skill test is passed by no more than 2 less than the skill score, the explosives inflict normal damage.

4. If the Blow Things Up skill test is a failure, roll a Normal (1d10) Luck test. If the test is made, the explosives only inflict one-half the normal number of Oops! Points damage. If you fail the Luck test, the explosives detonated with full damage while they were being wired up. Tough luck, eh?

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

For example, five blocks of Plastique are laid against the outside of a bunker you're trying to destroy. The explosion inflicts 45 Oops! Points of normal damage. Anything within 22 feet (45 ÷ 2) suffers 22 Oops! Points (again, 45 ÷ 2) damage.

Miscellaneous Combat Rules

Ranged Weapon Scatter

When an explosive shell, grenade, Molotov cocktail, or flamethrower misses its target, it still hits somewhere, causing damage to objects and hapless characters who happen to be in the vicinity. Roll 1d6 for direction from the target, and 1d10 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 Table 24.

Table 24
Distance Multipliers

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

Private Robert Neck demonstrates the ranged weapon scatter rules.

Ignition and Burning

If you hit a flammable object with an explosive shell, a flamethrower, Molotov cocktail, laser weapon, or if you deliberately try to torch it, there's a 50% chance the object ignites. Bartenders may modify this chance for special circumstances. Burning characters and/or objects suffer 1d4 Oops! Points of damage per round that they are on fire. Unless the flames are fed by some extremely volatile substance (such as gasoline, jet fuel, napalm, etc.), there's a 25% chance per round that the fire goes out. Again, this chance should be modified by the Bartender for special circumstances (such as one where a burning character rolls on the ground, where large volumes of water are applied, etc.).

Falling Damage

A character who falls more than five feet suffers 1d6 Oops! Points of damage for each 10 feet he falls (Armor Value is 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. For example, a character falls 20 feet on a planet with 0.5 G gravity. This character rolls for damage as if he had

fallen only 10 feet (20 feet x 0.5). On the other hand, a character who falls only 10 feet on a planet with 3 G gravity rolls for damage as if he has fallen 30 feet (10 feet x 3).

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 Strength x 30 seconds. For each 30-second period that passes beyond this limit, the character is damaged for 1d4 ÷ 2 Oops! Points (all fractions rounded up). This is the case for simple asphyxiation.

Note that no one can asphyxiate or drown when they are within sight of The Floating Vagabond's neon sign. As long as they can see it, (even if they're using binoculars or telescopes), there is air to breathe. This special case does not apply to strangulation, however.

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

For example, a character is drowning in quicksand. His Strength is 2. After one minute, he begins to take damage. Drowning has a base Oops! Points
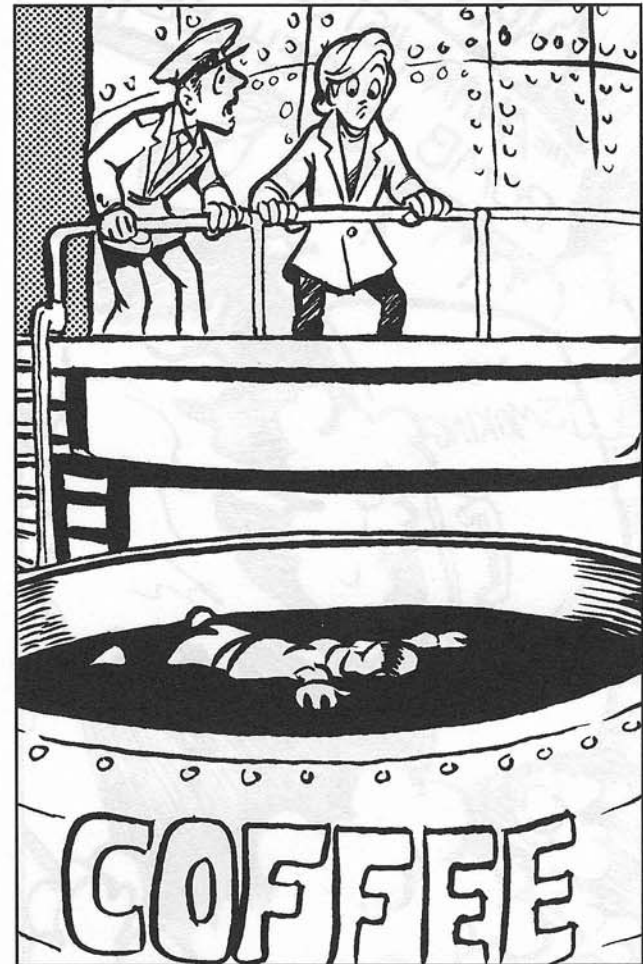
My God, man! Why didn't anyone think to toss him a donut?

damage of 1d4 ÷ 2, and quicksand causes an additional 1d4 Oops! Points of damage. He rolls the first 1d4 and gets a 2. This roll of 2 divided by 2 equals 1 Oops! Point of damage. He now rolls the second 1d4 and gets a 3 for the quicksand damage. He then adds the two die results for a total damage of 4. This process is repeated for every additional 30 seconds the character is submerged in the quicksand.

Table 25 Drowning Damage	
Substance	Additional Damage
Water	1d4 ÷ 2
Mud	1d6 ÷ 2
Oil	1d6 ÷ 2
Trask ConfectionTech Chocolate Fudge	1d6 ÷ 2
Quicksand	1d4
Trask Model Glue	1d6
Weak Acid	1d6 + 2
Tar	1d6 + 2
Strong Acid	1d6 + 6
Molten Gold	5d6 + 6

High-Speed Collisions

When travelling in high-speed vehicles, there are bound to be occasional unfriendly meetings with large and relatively immovable objects. There is one rule for these circumstances. For each 20 MPH increment of speed, the damage from the collision is 1d10 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 one to get the final speed for damage calculation.

Note that the damage done in the collision is done to the vehicle's Oops! Points. However, 0.25 of this damage is inflicted upon the passengers. Once the vehicle's Oops! Points total has been reduced to zero, the passengers take the full damage. In a two- or more-vehicle collision, the damage is done to both or all vehicles. In addition, each collision requires a Drive Vehicle skill test for the character to remain in control of the vehicle.

For example, two cars are travelling along a dusty road. The first is moving at 40 MPH. 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 = 40 MPH. Thus, the second car strikes the first car at 40 MPH. This inflicts 2d10 Oops! Points of damage 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 pas-

sengers take 3 Oops! Points damage. Both drivers must make a Drive Vehicle skill test now to maintain control of their respective vehicles.

Wounds and Healing

Shock Test

Each time a single attack inflicts a number of Oops! Points of damage greater than a character's Strength, that character must undergo a Shock test to see if physical trauma and shock cause him to fall unconscious. The Shock test is performed by rolling a Normal (1d10) Strength test. Failure indicates the character falls unconscious.

First Aid

At the end of one game hour after an injured character received his injury, roll a Normal Strength test to determine if his condition worsens. If the test is not failed, the character is hit for an additional 1d6 Oops! Points damage and does not recover any Oops! Points through Rest and Recuperation (see below). A character's condition does not worsen if his injuries are 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 to.

Table 26 First Aid Skill Test	
Damage as % of Oops! Points Total	Difficulty Level
25% or less	Easy (1d6)
25% - 50%	Normal (1d10)
51% - 75%	Hard (1d20)
76% or higher	Very Hard (1d30)

The Final Test?

When a character's Oops! Points total is reduced to zero or less, he undergoes a test to see whether or not he dies. This Final Test is performed by rolling a Normal (1d10) Luck test. This test is modified by the number of Oops! Points that character's Oops! Point total is below zero. If the character passes the test, he is unconscious until healed or until a Dramatically Appropriate Time comes along (see Chapter 8). If the character fails, he's dead, Jim. The Patron should begin generating another character.

Healing Oops! Points Damage

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 two points per game hour

during which the character rests undisturbed. A character does not heal if he is forced to partake in any kind of physical activity, or if he 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 rests undisturbed (as outlined above). The difficulty level of the Medicine skill test is determined by the same procedure used for First Aid. A successful Medicine skill test heals 1d4 Oops! Points. Only two Medicine skill tests can be made per day for a single patient.

    3. Magic or High-Tech Devices: This method employs high-tech medical equipment, Heal spells, or Healing devices (see "Magic" in Chapter 3).

Damage to Inanimate Objects

As we have seen, each vehicle or piece of equipment is assigned an Oops! Point total on the tables in 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 in Table 14 in Chapter 4.

    Each time an attack or series of cumulative attacks inflicts a number of Oops! Points damage equal to or greater than 30% of an object's Oops! Point total, roll a Normal (1d10) test using a generic Attribute of 6. Failure indicates that the object has been seriously damaged. A vehicle so damaged is incapable of travelling; a weapon damaged in this manner is unable to fire; a building damaged in this way becomes dangerously structurally unsound; and so on.

    If an inanimate object's Oops! Point total is reduced to zero or less, the object is completely and irreparably destroyed. 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 (1d30) Luck test. If the character passes the test, he has managed to survive structural collapse totally unscathed. If not, he must make a Final Test to determine whether he is dead or just unconscious.

Hand-to-Hand Combat Modifiers

In addition to the usual ignorant bliss musclebound characters enjoy, nonthinking muscleheads enjoy an extra bonus in hand-to-hand combat. Based on the character's Strength, this bonus is known as a

Table 27
Strength Damage Bonuses

Strength	Damage Bonus
1-2	0
3-4	+1
5	+2
6	+3
7-8	+4

Strength Damage Bonus. These bonuses are listed in Table 27. Note that the Strength Damage Bonus goes up 1 for every 2 points of Strength over 8.

Ranged Combat Modifiers

Many weapons can hit their targets from a distance. For those unsporting enough to use such weapons, we have Tables 28 and 29 which list modifiers to Attack Score rolls. On Table 29, "Partially Obscured" means a view of the target is obscured by some form of light cover (bushes, moving people, picket fence, meteor shower, etc.). On that same table, "Half Hidden" means a view of the target is obscured by some form of heavy cover (four-foot wall, computer console, car, planet, etc.).

Table 28
Ranged Combat Modifiers

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

Table 29
Cover and Movement

Cover and Movement	Modifier
Partially Obscured	-2
Half Hidden	-4
Target Moving	-4
Shooter Moving	-5
Both Target and Shooter Moving	-8
Called Shot*	-4

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

Drinking

Seeing as the game is built around a bar, we were bound to get to this section eventually. To simulate the effects of drinking, each drink is assigned an Intoxicant Factor. If a character imbibes a number of Intoxicant Factors equal to or greater than his Strength, he must make a Normal (1d10) Strength test. Failure indicates that his sobriety goes down two levels as shown in Table 30.

Table 30
Sobriety Level Modifiers

Sobriety Level	Die Type	Modifier*
Sober	—	—
Happy	1d4	-1
Tipsy	1d6	-2
High	1d10	-3
Wasted	1d20	-4
Blotto	1d30	-5
Soaked	1d100	-6

* This modification is made to Smarts, Common Sense, Aim, and Nimbleness.

If the character passes the test, his sobriety goes down only one level. There is an exception to this rule. Characters who have the Power Drinking skill do not have to make a Strength test until they've consumed a number of Intoxicant Points equal to their Strength plus their Power Drinking skill level bonus (see Chapter 3).

Once a character's Sobriety Level is reduced to "Happy" or less, he rolls another Normal (1d10) Strength test for each full Intoxicant Factor he drinks. Also, each game hour, roll the die corre-

sponding to the character's Sobriety Level as listed in Table 30. If the roll is higher than the character's Strength, he passes out, or throws up. This is determined by rolling 1d6. A result of 1-4 means the character passes out; 5-6 means he throws up instead.

Take for example, Lewd the Barbarian. Our superhuman drink-guzzler has just finished chugging a Blue Nova (Intoxicant Factor 5). Lewd's Strength is 5, thus he is required to make a Normal (1d10) test against his Strength to see how the drink affects him. Nonchalant, Lewd rolls his die; it's a 6, which means he fails the test in spite of his great Strength. Lewd moves two levels down in Sobriety Level on Table 30 from Sober to Tipsy. Much to Lewd's surpise, he is now having difficulty thinking and moving as his Smarts, Common Sense, Aim, and Nimbleness are all reduced by 2. Lewd must now roll 1d6 to see if he passes out or throws up. He rolls another 6, and now must roll again on 1d6 to see which of the two actions he performs. To his surprise, Lewd rolls yet another 6, not only blowing his roll, but blowing his lunch as well.

On this note, the ever-responsible barbarian decides tomorrow's a big day and that it's best to go back to the room and get some sleep. Lewd excuses himself from the table and staggers to the door.
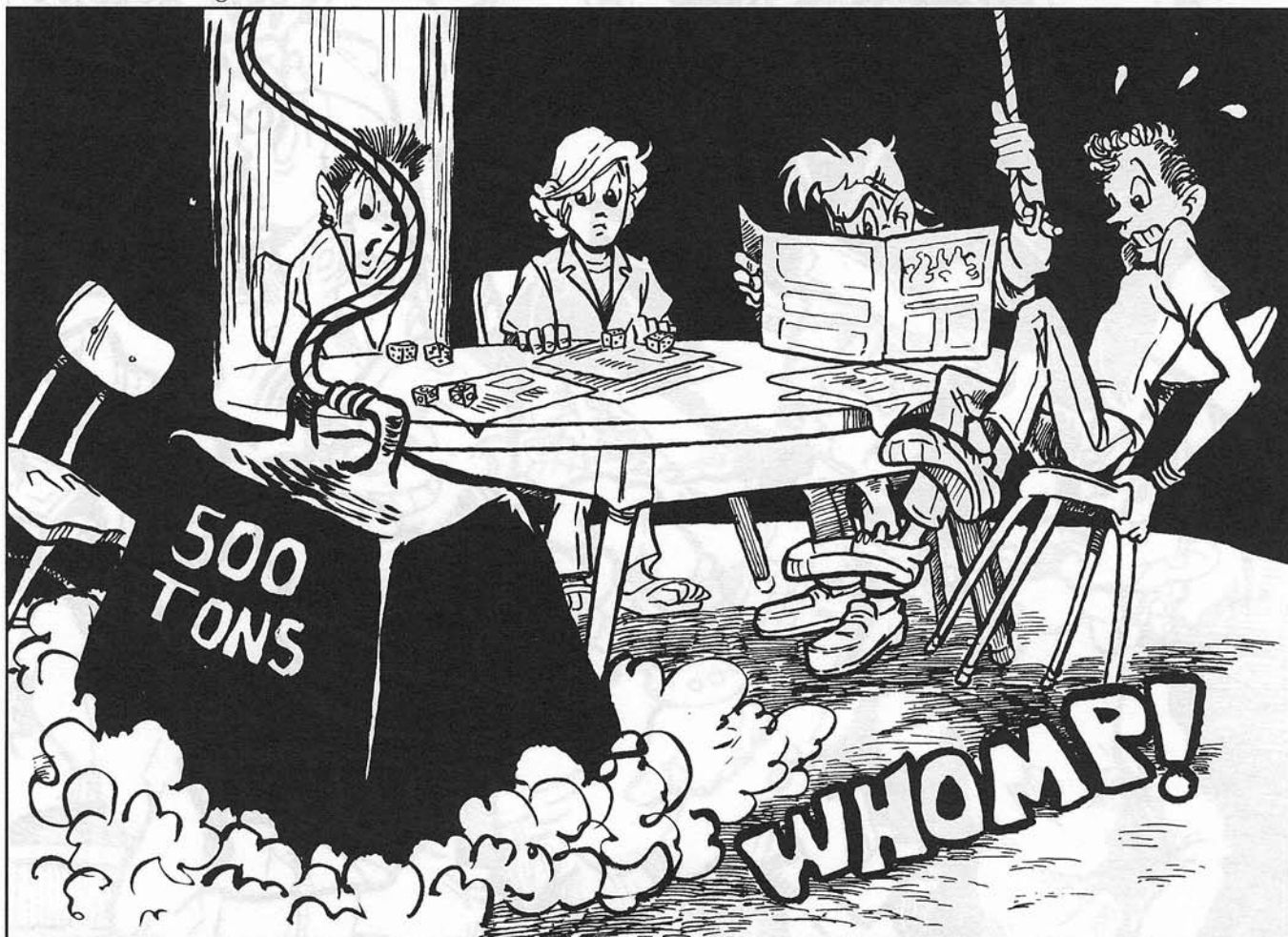
Encourage the players to participate at every opportunity of play.

CHAPTER 8:
KEEPING THE BALONEY ROLLING

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

This is a comedy game, so it's important to keep things funny. Come on, you can do it. Just think about the things that make you laugh and interject them into the adventures. Another way to keep the Patrons laughing is by employing running gags. In a long campaign, little things that continue to happen can keep the Patrons laughing and help hold their attention. The best thing to do is to let the players have fun. Count on the Patrons surprising you. Also, let the Patrons play character types they want to. When the Patrons are allowed this freedom, they'll amuse themselves and you to no end.

Travel

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

Patrons have an almost unlimited opportunity for travel in TFFV, 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. For example, "You're headed for Newark, N.J. You get in the car and drive for six hours. As you pull into Newark. . . ."

Extradimensional travel is also simple, believe it or not. Most methods of travel between dimensions are mechanical, and require setting dials and turning knobs. 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 these coordinates must be preset for the machine to operate. Provided they know the coordinates, Patrons can 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 Patrons' fat out of the fire (or to deep fry them, if he chooses). This rule covers timely rescues, clever resolutions, and general fun stuff. In other words: If it feels right, wing it!

Campaigns

"Don't look at me like that. How was I to know he was a major character?"

A campaign is a series of connected adventures forming an epic and sometimes not-so-epic tale. Everyone knows it's no fun to have a character who remains the same and stagnates, so most roleplaying games (including this one) have a system that allows for character improvement. Experience points are awarded after each adventure based on each character's performance. Most adventures should yield 50 to 100 experience points, plus up to 20 experience points as a bonus for good roleplaying. Table 31 provides simple guidelines for doling out experience points. These are by no means hard-and-fast rules. They are simple guidelines to help maintain the sacred balance of the game.

Experience points can be spent on adding skills and improving Attributes. To buy a skill level, the
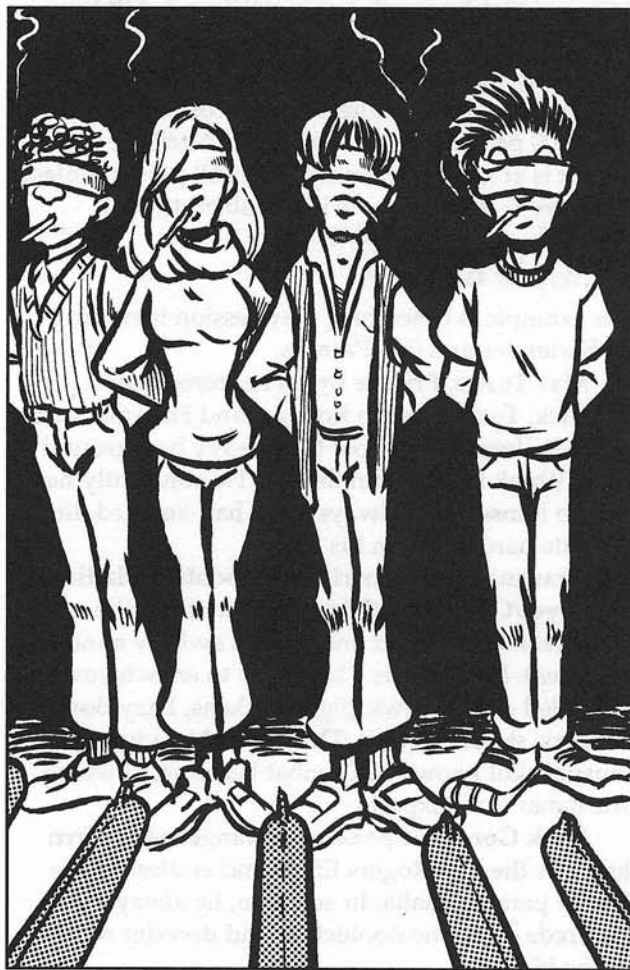
A party of adventurers about to receive their just rewards for surprising their Bartender.

Table 31
Experience Points

Achievement to Earn Experience Points	Experience Points
Penalty for poor roleplaying; deduct for every time the Bartender must pull the Patrons' fat from the fire.	-10
Bonus for each Sawbuck retained at the end of the adventure.	1
Bonus for decent roleplaying. Also, a good idea that has no results whatsoever.	5
Bonus for good roleplaying. Also a good idea that helps to accomplish the overall goal.	10
Bonus for 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 (for example, a Transphere).	20
Bonus for roleplaying beyond the call of duty. Making everyone laugh frequently through good roleplaying. For retaining a special item at the end of the adventure.	30
Award for an easy adventure.	50-100
Award for a tough adventure.	100-200
Award for a very tough adventure.	200-300
Award for an adventure that's actually a threat to the very fabric of reality due to its sheer difficulty.	300-500
Award for destroying the Universe.	1000

costs are the same as when the character was created. Remember that no character can be at Professional level in more than four skills, and those four skills must be from at least two different skill lists.

Improving Attributes is a bit different. To increase an Attribute by a value of 1 costs 500 points up to a value of 6 (or wherever the cost doubles), and 1,000 per point after that. If the Attribute the bought is at half-cost, it only costs 250 points (unless it's above 6, in which case it's doubled to 500).

Example of Play

This example is based on a play session involving the Bartender and five Patrons.

Max Turbo, Private Eye: The stereotypical private dick, Turbo has the Rodgers and Hammerstein Effect. It always plays low bass-heavy background music (think Peter Gunn theme). He constantly narrates to himself and always has a half-smoked, lit cigarette hanging from his lips.

Grashnar the Barbarian/Freebooter/ Gladiator/ Destroyer/Conqueror/King: Grashnar has the Schwarzenegger Effect and and an awfully annoying accent. He also has a tendency to eat whatever's not nailed down (cows, pigs, chickens, Lazy Boy recliners, starships, etc.). This has led to a new and unusual skill known as Combat Feasting, at which, Grashanar is an Expert.

Buck Gordon, Spaaaaaace Rangeeeeeeerrrrr: Buck has the Roy Rogers Effect and endless Space Ranger paraphernalia. In addition, he always has hundreds of plastic doohickies and decoder rings for the kiddies

Guzzyk the Sentient Slime Mold: Guzzyk has the Escher Effect. He likes to hide inside 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.

Crazy Annie the Sorceress: Crazy Annie is an elf and a sorceress with the Merlin Effect (what else?). She is also in a perpetual bad mood, and is thoroughly psychotic as well. Being elven makes her ecologically conscious. This, combined 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 see the secret bunker. There are two Space Nazi goons standing guard 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 (whispering): Shut up, you idiot!

Max: She said.

Grashnar: 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 at a Space Nazi.

Guzzyk: I ooze behind the guards and underneath the door.

Annie: I'll use a Freeze spell to Freeze that Space Nazi's shorts

Bartender (cringing): All right, 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.

Grashnar: (Rolls a 3.) Made it! Grashnar lunge at gun, leading with mouth.

Bartender: You take a large bite out of the gun and the Space Nazi turns a lighter shade of pale.

OK, 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, you should be able to zap one of the Space Nazis. Guzzyk, make a Normal Sneak Around test. Roll them bones or bone them rolls.

Guzzyk: I need a 1. (Rolls a 5.) Arrrggghhh! I boned my roll!

Bartender: OK, one of the Space Nazis sees you coming and steps on you. (Rolls damage.) He stomps you for 4 Oops! Points. Make a your Strength test to stay conscious.

Guzzyk: (Rolls a 6.) Arrrggghhh! I blew it again! 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 successfully Freeze his shorts. He turns a very pretty shade of blue and grabs himself — urgently. (Rolls for Space Nazi and fails a Cool test.) He falls to the ground.

Annie: Yee-Haw!

Bartender: All right. This is a new round! Everyone get ready.

Guzzyk: I lay on the ground like a good puddle.

Annie: Do you have a choice?

Grashnar: Grashnar Headbutt Space Nazis!

Bartender: You need a 7 or less. Roll.

Grashnar: (Rolls a 5.) Grashnar bashed him.

Bartender: (Rolls a 1 for the Space Nazi's Dodge.) Add 4 to that roll. Do you still hit?

Grashnar: Mumble, grumble. (Thinks about lying, then comes clean at the last minute.) No.

Bartender: It's my ruling that since your Headbutt missed, you Headbutt the wall behind the Space Nazi instead. Take 3 Oops! Points damage and leave a nice size 9 dent.

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 still looked surprised. (Rolls a 1.) The bullet hit him square in the forehead —

Bartender: (Rolls a 7 damage.) —Square in the chest. And he's down.

Max: Square in the chest 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 skirt you!

Max: She replied.

Annie: I'll kill him! Lemme at 'im!!

Grashnar: Grashnar hold Annie back.

Annie: Lemme at 'im! I'll rip his lips off!

Bartender: Calm down. It's not your turn yet.

Annie: Next turn then.

Bartender: Deal.

Buck: I use my First Aid on the mold.

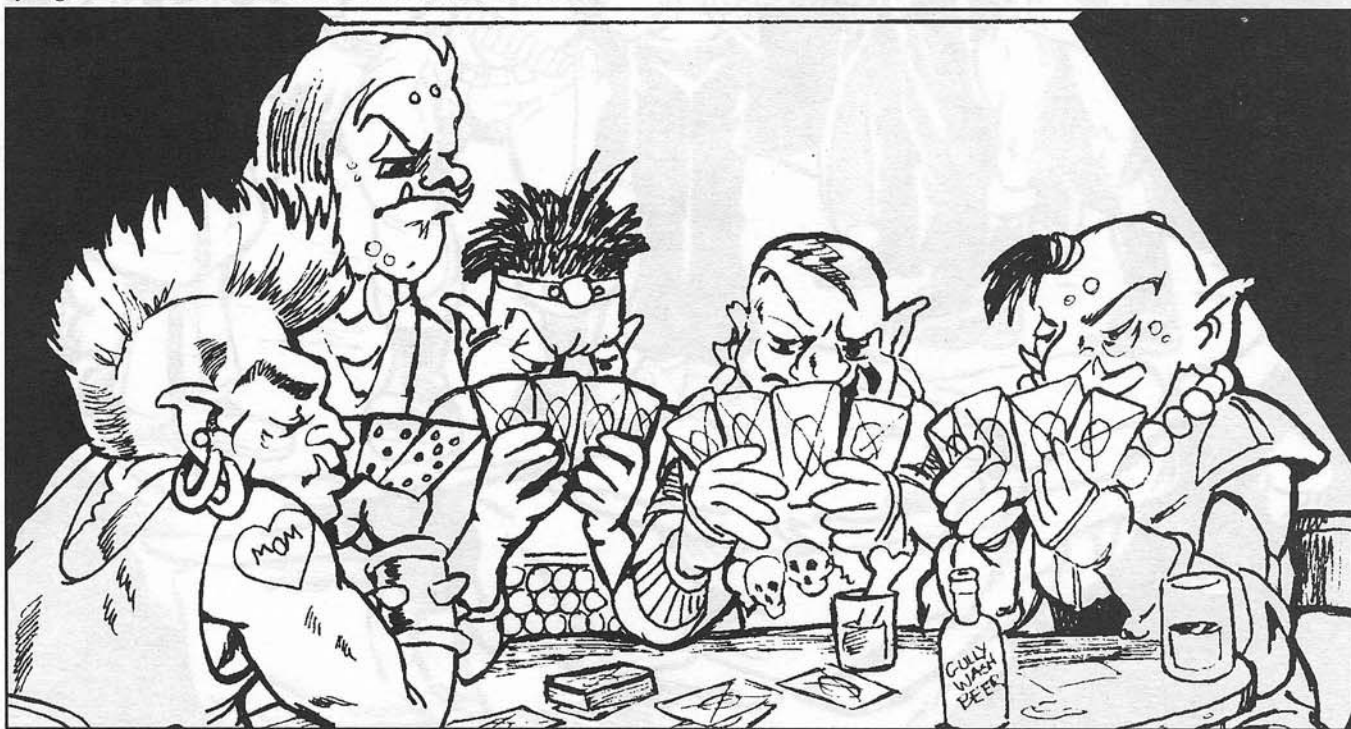*Bartender*: He's hardly a candidate for human bandages.

Buck: Does this mean your not going to let me bind his wounds?

Bartender: That's what it means.

Buck: OK, then, I open the door instead.

Bartender: It opens. You all may now enter the corridor that lies behind it. . . .

That's how the game plays. If the players play their characters to the hilt, you'll have lots of fun.

Starting the players off with the simple gaming concepts is a great place to start.

CHAPTER 9: INTERESTING PEOPLE AND THINGS

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

This chapter that tells you a little about the major NPCs and a few of the monsters races. 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.

Good Guys

Arithon Kinkade

Arithon arrived in The Vagabond universe several years ago, around the time Spit first started to have business trouble. The bar was almost belly-up. Arithon liked Spit and spent a lot of time in The Vagabond, 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 Space Nazis couldn't say much about the heist, as they had stolen the gold to begin with. Arithon has never told anyone how he managed the heist. He claims he may use the same trick again someday. Arithon used the money to bail Spit out of his business troubles, and thus became a silent partner in managing the bar.

Arithon has the large apartment behind The Vagabond and runs an Adventurer-for-Hire service out of the bar. Whenever he's too busy to do jobs himself, he 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 his Transphere, but there is no doubt that it's his. He even has the legal documents to prove it. Whether or not these documents are forged, however, is anyone's guess.

Spit (aka Hawk Luger)

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

Bugshoe

Bugshoe has always been a hard case, which is probably why people don't like to be around him. Bugshoe has been a bounty hunter for 10 years, ever since he was fired as head of security for Trask Industries. This is one topic of which he is very sensitive, so people who are fond of not having their ears bitten off don't ask about it. Bugshoe is one of the best there is at what he does. Arithon is Bugshoe's closest friend, and is the only one other than Trask himself who knows why Bugshoe 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, money, and an occasional place to crash.

Biff Cantrell

Originally from Earth, Biff is an accidental adventurer at best. But somehow, good things keep happening to him. Biff spends his Wednesdays at the Wandering Eyeball (it's Ladies' Nite), but can usually be found any other time at The Vagabond working with Arithon. Biff likes life in this dimension, and he has adjusted well. The thought of real work frightens Biff, so he can often be found accompanying Arithon, Bugshoe, and Myron on some treasure hunt or another. Biff is very proud of achieving every college student's dream: a lifestyle that revolves entirely around irresponsible behavior.

Myron Dubro

Myron is one of those rare people who has no depth whatsoever. He's entirely one-sided, but that's okay; it's a good side. Myron is a beer swilling, potbellied, storytelling ex-mercenary with a friendly demeanor and a story for every situation.

Dr. Elizabeth "Liz" Stekker

Liz is a professor of Biology at the Goltranian University of Science, Technology, and Fine Cuisine. A woman who wears many hats, Liz holds PhDs in several sciences. She is a veteran mercenary and a gourmet chef. All of this has taken time to achieve — in fact, almost two-thirds of her already-extended lifespan. At last count, Liz was 140 years old (although she doesn't look a day over 40). In spite of her great drive and intelligence, Liz does have a side that's softer and more vulnerable, but it's usually well hidden beneath a facade of professional "machisma" (female machismo). Liz is seen as something of an older-sister or den mother figure to the guys at The Vagabond — that is, with the exception of Spit, who she physically forces onto the dance floor during her rare attacks of femininity.

It's a dirty job, and we know just the guy to do it.

Bob Willbol

Homo Sapiens
Bartender

"Lessee, Jenny at 6, Sabrina at 9, Suzie at 11 — and
 I'll still be able to meet Rhonda afterbar."

Strength: 2	Nimble: 2	Aim: 3
Smarts: 2	Cool: 5	Common Sense: 5
Luck: 3	Oops! Points: 17	

Shtick: Bylaw Effect (BartAB)
Dress in the Dark (Nimbleness) Professional 6
Mix Drinks (Common Sense) Expert 8
Seduce (Cool) Professional 9
Shoot Things: Gun (Aim) Hack 5

Bob Willbol is the ultrasmooth bartender of The
Wandering Eyeball. He is often seen escaping from
young ladies' homes just as their husbands are com-
ing back. Bob tries to remain neutral in the constant
bickering between The Floating Vagabond and
Crane's Nest, but usually ends up siding with Spit.

Bad Guys

Simon Trask

Homo Sapiens
Corporate Executive

"No, I'm not offended that you've refused my offer.
 Atkiss, show our guest to the window, will you?"

Strength: 2	Nimble: 2	Aim: 2
Smarts: 6	Cool: 7	Common Sense: 4
Luck: 1	Oops! Points: 19	

Shtick: Bylaw Effect (E.V.I.L.)
Behave Ruthlessly (Cool) Professional 11
Invent (Smarts) Expert 9
Invest (Smarts) Professional 10

Simon Trask's major driving force is greed. This
is what he lives for: not just to have more, but to
have it all. In his defense, Trask has a great appreci-
ation of beauty and genius, and does his best to pro-
tect and reward these qualities. For Simon Trask,
however, "protect" means "possess" and "reward"
means "buy off." Trask has an enormous collection
of nearly everything imaginable. No one is quite
sure where he keeps these items, but it would be
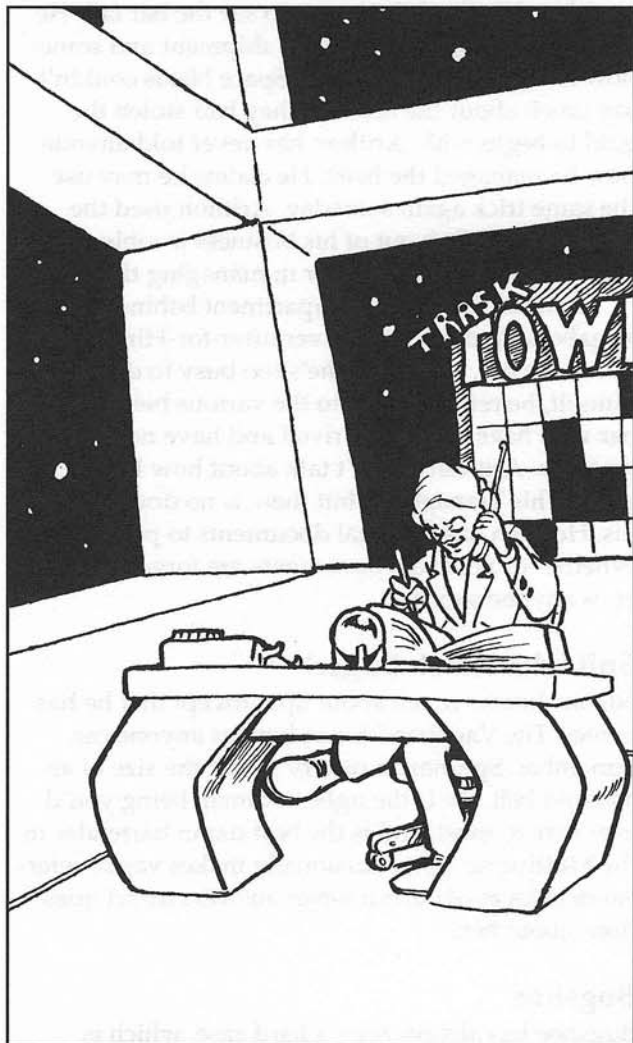
*And make sure Henshaw's widow doesn't get the
insurance check until* after *his death.*

Only the best for our customers here at Crane's Nest.

foolish to attempt to steal them anyway. Trask would waste no time in setting his entire security force, as well as most of his subsidiaries' security forces, on the job. A bit of good advice: Don't cross Simon Trask. Spit crossed him once, and only once. Trask has the distinction of being one of only two people ever thrown out of The Floating Vagabond.

Solomon Crane

Homo Sapiens
Bar Owner
"Just ignore those expiration dates and toxic waste symbols; they're misprints."

Strength: 2   Nimble: 2   Aim: 3
Smarts: 3   Cool: 6   Common Sense: 6
Luck: 2   Oops! Points: 17
Shtick: Bylaw Effect (BartAB)
Con (Smarts) Professional 7
Mix Drinks (Common Sense) Professional 10
Shoot Things: Gun (Aim) Expert 6
Specific Knowledge: All Ongoing Criminal Activity (Smarts) 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 as well. If not, Crane's been getting better at covering his tracks. Solomon Crane's bar, Crane's Nest, caters to the sleaze element. Crane uses this element of sleaze to gather information on his patrons in order to blackmail them into his service.

Hans Gelber

Homo Sapiens
Space Nazi
"Corporal, hand me my *special* riding crop."

Strength: 3   Nimble: 3   Aim: 6
Smarts: 3   Cool: 6   Common Sense: 1
Luck: 1   Oops! Points: 20
Shtick: Roy Rogers Effect
Dodge (Nimbleness) Professional 7
Hurt People (Strength) Professional 7
Intimidate (Cool) Expert 9
Look Good at All Times (Cool) Dabbler 7
Shoot Things: Gun (Aim) Professional 10

Hans is a truly despicable person. As the blond-haired, blue-eyed leader of the local chapter of the Space Nazis, he has hated Arithon deeply since the

I said no *onions, corporal.*

He hates "horny" jokes.

gold shipment incident (he caught hell from his superiors for that). Nearly everyone hates Hans, but most tolerate him because of his Space Nazi goons. Hans is forever plotting the downfall of all of the "inferior" people of the universe. His plots are just as frequently foiled. Hans is the only other person besides Simon Trask to be thrown out of The Floating Vagabond, so he and his goons usually drink at Crane's Nest.

Crudd

Rhinoceros Sapiens
Bartender
"Course I know how to make a beer! It's two jiggers of lime juice and a shot of Old Crowbar."

Strength: 6	Nimble: 1	Aim: 2
Smarts: 1	Cool: 2	Common Sense: 1
Luck: 1	Oops! Points: 25	

Shtick: Schwarzenegger Effect
Headbutt (Strength) Expert 9
Hurt People (Strength) Expert 9
Look Stupid at All Times (Cool) Professional 6
Mix Drinks (Common Sense) Dabbler 2

Crudd is the rhinoskin assistant bartender at Crane's Nest. As an assistant, he is not entitled to membership in BartAB. Crudd does whatever Crane tells him without question. The only exception is that he will not go anywhere near Bugshoe (he still bears the scar from their first encounter). Crudd is plain and simply a Thug, a mindless servant ready to beat and pummel for Crane's pleasure. Like all rhinoskins, Crudd's hide has an Armor Value of 3.

Generics and Thugs

The following character templates represent large groups of beings, so the attributes, shticks, and skills are simple standards. Only the major skills are listed. Assign any others you believe appropriate.

Security Troops

Any Race

Strength: 3	Nimble: 3	Aim: 4
Smarts: 2	Cool: 5	Common Sense: 1
Luck: 2	Oops! Points: 12	

Shtick: Trenchcoat Effect
Intimidate (Cool) Hack 7
Shoot Things: Gun (Aim) Hack 6

These guys almost always wear black suits with dark sunglasses, and carry badges and a standard gun (usually a .38). The major companies that use or provide Security Troops are Trask Industries, Starline Securities, SecureCo, Spartan Bodyguards, and Red Line. A group of four Security Guards is usually accompanied by a Security Chief.

Security Chiefs

Any Race

Strength: 3	Nimble: 3	Aim: 5
Smarts: 3	Cool: 6	Common Sense: 2
Luck: 3	Oops! Points: 14	

Shtick: Trenchcoat Effect
Hurt People Really Badly (Nimbleness) Expert 6
Intimidate (Cool) Expert 9
Shoot Things: Gun (Aim) Expert 8

Security Chiefs carry the same equipment as Security Troops. In addition to leading small groups of Security Troops, these extremely professional people are often assigned to special duties as V.I.P. bodyguards or covert operations managers.

Space Nazis

Homo Sapiens

Strength: 3	Nimble: 2	Aim: 4
Smarts: 1	Cool: 2	Common Sense: 1
Luck: 1	Oops! Points: 10	

Shtick: Bylaw Effect (T.H.U.G.)
Harass Innocent People (Cool) Expert 5
Look Like Stereotype: Nazi (Cool) Hack 4
Shoot Things: Gun (Aim) Dabbler 5

These mindless minions do Hans Gelber's bidding no matter what it entails. Space Nazis usually

From left to right: Space Nazi, Acme Rent-a-Thugs, Bikini Girls with Machine Guns, Redline Security, Space Marine, and Space Marshall.

appear in groups of 2-10. Their standard armament is the Guttem Laser Luger.

Space Marines

Homo Sapiens

Strength: 4	Nimble: 3	Aim: 4
Smarts: 1	Cool: 1	Common Sense: 1
Luck: 3	Oops! Points: 17	

Shtick: Rambo Effect

Hurt People (Strength) Hack 6

Shoot Things: Big Gun (Aim) Hack 6

The Space Marines are the protectors of democracy, the very best that humanity has to offer. They are combat-hardened guardians of the weak, and often, just a bunch of morons with heavy weapons. Standard detachments include one Sergeant and seven Space Marines. These troops are all armed with a Militech Bangmaker (with bayonet). Two of the seven troops also carry a Militech Dockwork-er. All eight carry 1d6 Militech Hand Grenades.

Another type of detachment is the "Bug Hunt" Task Force. This detachment includes one Sergeant and nine Space Marines armed in the following manner: six armed with Dockworkers, two with Militech Thumpguns, and one with a Guttem Housecleaner Flamethrower. Bug Hunt squads all carry 1d6 Guttem Cutedeath Grenades.

Space Marine Sergeants

Homo Sapiens

Strength: 3	Nimble: 3	Aim: 5
Smarts: 2	Cool: 3	Common Sense: 3
Luck: 1	Oops! Points: 20	

Shtick: Rambo Effect

Give Orders (Cool) Professional 7

Shoot Things: Big Gun (Aim) Hack 7

Shoot Things: Gun (Aim) Expert 8

Space Marine Sergeants are veteran Space Marines with loads of experience that give them the ability to make decisions for their troops. Sergeants are armed with a .45 automatic and a Militech Thumpgun.

Cops

Any Race

Strength: 2	Nimble: 2	Aim: 3
Smarts: 2	Cool: 1	Common Sense: 1
Luck: 2	Oops! Points: 10	

Shtick: Bylaw Effect (C.O.P.)

Drive Vehicle: Cop Car ([Nimbleness + Aim] ÷ 2) Hack 5

Shoot Things: Gun (Aim) Dabbler 4

Specific Knowledge: Local Laws (Smarts) Hack 4

There are several varieties of local law enforcer, and this profile fits most of them. They are usually armed with a standard Gun and have a distinctive uniform unique to their jurisdiction. 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. Large numbers of Cops may be seen hanging out at local donut establishments.

Space Marshalls

Homo Sapiens

Strength: 3	Nimble: 3	Aim: 5
Smarts: 3	Cool: 3	Common Sense: 1
Luck: 6	Oops! Points: 30	

Shtick: Roy Rogers Effect
Hurt People (Strength) Expert 6
Look Good At All Times (Cool) Professional 7
Look Like Stereotype: Hero (Cool) Professional 7
Present Good Example for Children (Cool)
    Professional 7
Shoot Things: Gun (Aim) Expert 8

This is what every kid wants to grow up to be: a Space Marshall. They can do no wrong. Space Marshalls are the elite law enforcers in whatever universe they happen to be in. Their uniforms are always impeccably clean and pressed, even after chasing an evil-doer through a grungy swamp for nine days. The Space Marshalls 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, Space Marshalls are equipped with a Wartoy Close Escort. They always make their exit with a socially conscious slogan to inspire any youngsters who may be present.

Acme Rent-a-Thugs

Any Race

Strength: 5	Nimble: 2	Aim: 1
Smarts: 1	Cool: 1	Common Sense: 1
Luck: 1	Oops! Points: 20	

Shtick: Bylaw Effect (T.H.U.G.)
Hurt People (Strength) Expert 8
Intimidate (Cool) Expert 4

Thugs vary greatly from case to case. Equip them as befits each situation. Rates for Thugs are as follows: 1 C per day per Thug, 3 G per month. There is 15% discount if over 20 are rented; a 25% discount if over 100 are rented. Need we say more?

Bikini Girls With Machine Guns

Homo Sapiens

Strength: 2	Nimble: 2	Aim: 4
Smarts: 1	Cool: 4	Common Sense: 2
Luck: 3	Oops! Points: 15	

Shtick: Trenchcoat Effect
Look Good in Bikini at All Times (Cool)
    Professional 8
Shoot Things: Gun (Aim) Professional 8

These mysterious women come from a distant world that is dominated by a female ruling class that also serves 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. Their reasons for this activity are their own, and their allegiance is anyone's guess.

Bureaucrats

Any Race

Strength: 1	Nimble: 1	Aim: 2
Smarts: 4	Cool: 1	Common Sense: 4
Luck: 1	Oops! Points: 10	

Shtick: Merlin Effect
Find, Lose, or Shuffle Paperwork (Smarts) Hack 6
Infuriate (Cool) Professional 5
Intimidate (Cool) Dabbler 2
Specific Knowledge: Finding and Filling Out
    Standard Forms (Smarts) Expert 7

These are the men, women, and things that keep the Multiversal Bureaucracy rolling. They rarely fail in their attempts to ruin the day of anyone with whom they come in contact.

Former W.A.R.P., Inc., Scientists

Any Race

Strength: 1	Nimble: 1	Aim: 1
Smarts: 6	Cool: 1	Common Sense: 5
Luck: 4	Oops! Points: 15	

Shtick: Newton Effect
Abnormal Physics or Physics (Smarts)
    Professional 10
Fiddle With Electronic Gadgets (Smarts)
    Professional 10
Invent (Smarts) Expert 9
Mess With Dangerous Goop (Common Sense)
    Hack 7

These are the scientists who worked for W.A.R.P., Inc., until it collapsed. Most of them sold out, and now work for Trask Industries, but there are a small number of renegades out there who work out of their garages and basements, and still manage to come up with new and better ways to save the universe.

Men Off the Street/Bar Patrons/Innocent Bystanders

Any Race

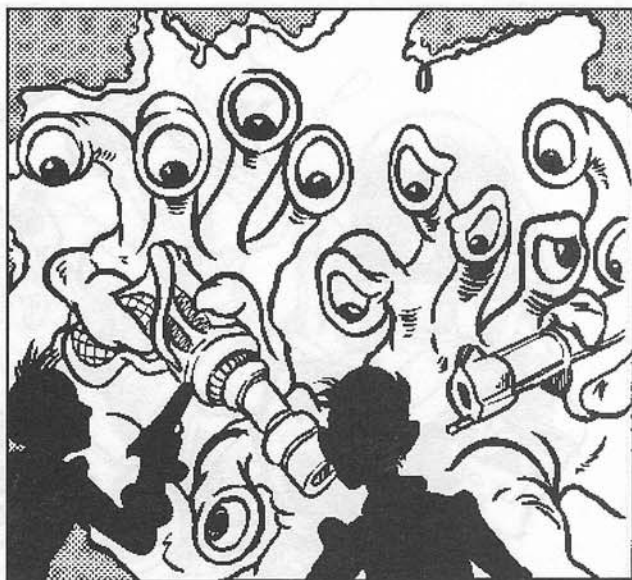|		
Strength: 2	Nimble: 2	Aim: 2
Smarts: 2	Cool: 2	Common Sense: 2
Luck: 2	Oops! Points: 11	

Shtick: John Doe Effect
Look Like Stereotype: Bartender's Choice (Cool)
    Dabbler 3

Monsters and Things

This section is handled a lot like the previous section, except that some creatures have no scores for certain Attributes. This simply means the ability does not apply to them. Also, Monsters and Things do not have shticks. Since TFFV games usually revolve around roleplaying and dealing with people, this list of creatures is provided merely as a model. Most adventures with Monsters and Things describe the creatures in the adventure.

Do you have any jalapeno and hamster dip?

Aliens

Strength: 6   Nimble: 8   Aim: 6
Smarts: 2   Cool: 3   Common Sense: 1
Oops! Points: 18
Give People the Willies (Cool) Expert 6
Hurt People (Strength) Hack 8
Party Like a Madman ([Strength + Cool] ÷ 2) Hack 7
Target Vomiting (Aim) Hack 8

These extraterrestrial party animals are an entomologist's nightmare: they're black and spikey with slime oozing all over their chitinous exoskeletons. Unfortunately, Aliens don't let most people's reactions to their appearance hamper their desire to party. They crash any party they get wind of, grab the most beautiful women present, rapidly drain any beer kegs, and inhale all food in sight. The Aliens then attempt to leave with anything they can get their hands on. Any attempts to stop them are met with violence in the form of hand-to-hand combat and a special brand of Target Vomiting: The Aliens spit forth a stream of acid spittle that does 1d10 Oops! Points of damage when it hits. This attack has a maximum range of Near. Alien hides have an Armor Value of 3. These creatures never appear in numbers smaller than 15.

A typical Sunday night meeting of the Bug-Eyed Monsters Anti-Pacifists' League.

B.E.M.s

Strength: 3   Nimble: 2   Aim: 3
Smarts: 2   Cool: 2   Common Sense: 1
Luck: 1   Oops! Points: 12
Shoot Things: Gun (Aim) Dabbler 4

Bug-Eyed Monsters, or B.E.M.s, for short, can be found anywhere and anywhen you find a grilled-cheese sandwich. B.E.M.s are the perfect race to use anytime you need an intelligent, gun-toting monster. B.E.M.s aren't so much one species as they are a grouping of several species.

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

Brain-Eaters

Strength: 1   Nimble: 5   Oops! Points: 8
Jump (Strength) Professional 5

These little insectoid creatures can be found in the caves on several planets. They are often used as pets in many places. Brain-Eaters attack by leaping onto the head of any nearby, unprotected character, and commencing to devour the contents unless stopped. This devouring takes a three rounds to penetrate the skull. The unfortunate object of this feast suffers 3 Oops! Points of damage per round. After the initial three rounds, the creature reaches the brain and munches down 1 Smarts per round. When the target's Smarts is nibbled down to zero,

All right, now. Everybody smile and say, "Cheese Wiz."

he dies. Brain-Eaters attack in packs of five or more. The only way to stop them from completing their feast is to kill them — pronto. Wearing a helmet or shielding thoughts often prevents these creatures from chowing down in the first place.

Swamp Beasties

Strength: 10   Nimble: 1   Cool: 4
Oops! Points: 50
Hurt People (Strength) Professional 14

These shapeless masses of protoplasm have no recognizable skills and offer no signs of intelligence. Next to game show hosts, they are categorized as the least-intelligent, multicellular lifeform in the universe. Until disturbed, Swamp Beasties lay 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 Swamp Beastie attempts to slime the victim. Like the average Gamer, it then proceeds to eat it, ignoring all else until it's through (including additional targets). Thus, a Gamer, er, Swamp Beastie will not attack while it's feeding. The Swamp Beastie's diges-

tive fluids take five minutes to dissolve tissue. A target rescued before that time feels disoriented and funky, but is unharmed. After five minutes, the victim takes 3d6 Oops! Points damage per round until rescued, or digested (i.e., dead).

Bonzo the Swamp Beastie indulges in a light midnight snack.

CHAPTER 10: EXCEDRIN HEADACHE #186,000

Read the following aloud to the geeks — er, gamers across the table from you:

Due to a quirk of physics, all of you pass through the doors of your local pubs at the exact the same moment and materialize at the same time in front of the revolving door of The Floating Vagabond. A well known fact of physics is that no two objects can occupy the same space at the same time — a fact carefully sidestepped by those charming men who pack passengers into the Tokyo Subway System. The Portal Generator at The Floating Vagabond is nevertheless aware of this fact and neatly disposes of the problem by shifting your arrivals by several nanoseconds. The resultant heat and displacement of air has a distressing effect on you, especially since you're naked. You see three familiar signs on three doors across the bar. One is marked "Male," another is marked "Female," and the last is marked "?." All three doors lead to the same room.

Seeing the familiar signs, the Patrons undoubtedly scurry into the loo (a funny British word for "toilet"). The bathroom at The Floating Vagabond has facilities for all races. These include stalls of varying sizes for humanoid races, a fire hydrant for doggie races, and a large sandbox with a shovel attached by a large chain for cat races. Dispensers hang on the wall for all kinds of interesting objects (some are recognizable, others are not). The recognizable dispensers offer:

1. Souvenirs of The Floating Vagabond;
2. Bedroom Slippers (fuzzy bunny models);
3. Gamer-Sized Bath Towels (i.e., large and extra large);
4. Paper Overalls (a sign on the machine reads "Out of Order");
5. Ammunition;
6. Headache Cures;
7. Dr. Ralph's Universal Purgative.

A first-time Vagabond party models the latest fashions in the Vendo-Matic Birthday Apparel line. (Towels and slippers not included).

A doglike biped in overalls is cleaning out one of the stalls, occasionally lapping from the bowl. He notices the group, "Harumphs," shows his teeth momentarily, then walks out of the bathroom.

A short interval occurs while the Patrons size each other up. To those who notice such things, all that remains of their clothes are smoking tatters. All hardware is still intact. If a player has the Trenchcoat Effect, their coat is intact as well. Strangely, in this case, the trenchcoated character cannot find any clothing under his coat.

At this point, the bartender enters. He is possibly — (Bartender's Note: Look at the book, roll a die, ignore the result.) — No, definitely the ugliest man 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. Keep this in mind: You break anything, you buy it. You kill anything, you get ridda the body. When you're dressed, you can come up to the bar for your drinks."

The players can use their money to buy items from the dispensers. The vending machines accept any form of currency or credit device. Once the Patrons are suitably attired in towels and bunny slippers, they may grab their possessions and saunter back into The Floating Vagabond. Read the following aloud:

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 space beyond. There are two doors: the revolving door through which you arrived, and a normal, swinging door. The bar is about half full. There are beings and creatures of many strange, interesting, and even bizarre configurations drinking at the bar. A group of octopoids is drinking shots at a table. There is a card game going on in the corner. The knight appears to be winning big, the werewolf looks frustrated, and the Centaurian's "poker face" tells you he has a great hand. The bartender chimes in at this point again: "The house speciality is the Singularity. What'll ya have?"

After the drinks are served and the effects suffered, Arithon Kinkaid, adventurer and part-owner of The Vagabond, spots the group and motions them over. He comments on their stylish dress and asks if they're new in town. Within reason, he answers any questions about where they are and what they're doing here. Where are they? Well if you don't know by now, someone's in a lot of trouble. What are they doing here? Well, now; that depends on you, doesn't it?

Depending on how the party acts to him, Arithon does one of two things. If he's wary of them, he directs them to the Misplaced Persons Bureau at the Bureaucratic Station on Uronus. (An aside: It seems every solar system in the Multiverse has a planet called Uronus, Urinus, Urenus, or something similar.) If he feels comfortable, he offers them a C-note per person to help him 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 sends them to the Misplaced Persons Bureau.

Bureaucracy World

On the planet Uronus, every action is tangled up in red tape. The residents thrive on it. Procuring a bus ticket can take two days, and filling out the forms could give even Stephen King writer's cramp. 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. Asking the question could be disastrous (see the Newton Effect). Once the Patrons land on Uronus, they are directed to Red Tape Square.

Red Tape Square

The following is a location key for Map 1.

1. Ghould Building: This building houses the Clerk Typists Union and Offices of Upper Management.

2. Jhoanes Building: This building houses the Misplaced Persons, Patent Office, and Office of Unequal Opportunities and Employment.

3. Phrankony Building: This building houses the offices of Immigration and Unnaturalization.

4. Kwrtrmstr Office: This office contains the Department of Office Supplies and Cafeteria.

5. FNF Building: This building houses the Office of Odor Identification, Orphaned Socks Administration, Small Animals Administration, and Superhero Trademark Registry.

6. Lyditekter Building: This building contains the Law Enforcement Division, Pan Galactic Holding Facilities, and the Pan Galactic Files on Everything and Everybody.

7. Zhume Building: This building houses the Motor Vehicle Registration and Operation Office.

8. Bierce Building: This building holds the Metaphysical Affairs Office, Gum Machine Refund Division, and Defenders of Dead People's Rights.

Clerk Typists Union

The party arrives in the Ghould Building, heart of the Clerk Typists Union. All applications to do anything on Uronus 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 Astrodome) filled with row upon row of typists. Each typist works at an Underwood Standard Model #5 typewriter. The noise of thousands of them echoing is nearly deafening. As a result, all Patrons have their Smarts and Common Sense scores reduced by one while they are in the main hall. Doggie people

Map 1
Red Tape
Square

Legend
— Thick Wall
ⱱ Gate
▢▢ Sidewalk
🌳 Tree

1" = 600'

N

to the Commuter Portal

Key
1. Ghould Building
2. Jhoanes Building
3. Phrankony Building
4. Kwrtrmstr Building
5. FNF Building
6. Lyditekter Building
7. Zhume Building
8. Bierce Building
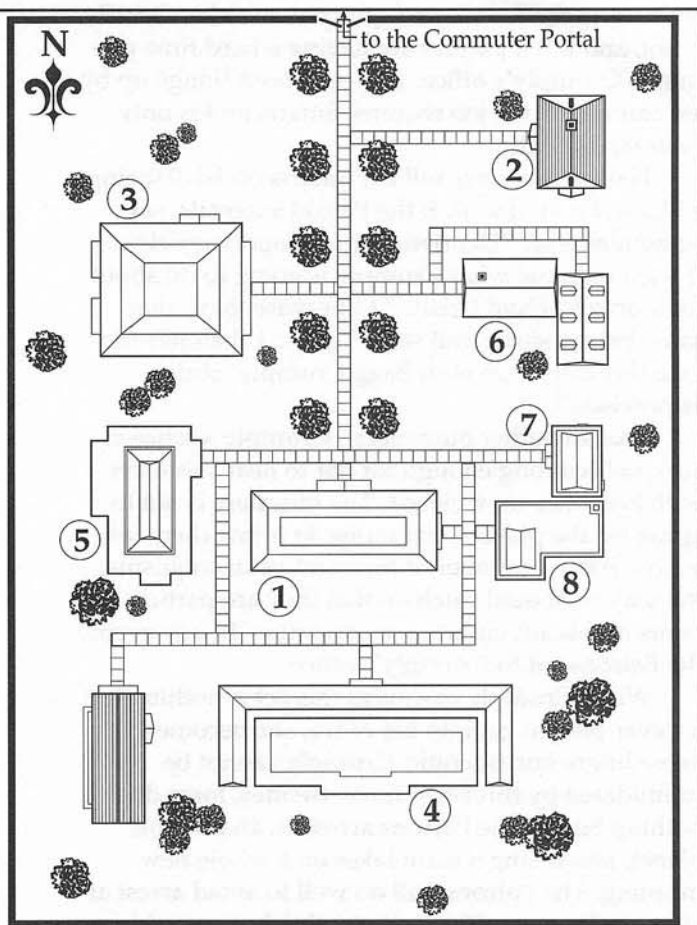
reduce their scores by two.

The first task is to get someone's attention. If the Patrons annoy enough typists, they are directed to the supervisor's office at the end of the hall. Results are easier if the Patrons speak like government employees. If the players speak in bureaucratic tongues by using the Specific Knowledge: Bureaucracy skill, reduce all tests against it by one difficulty level; this should ease any communication attempts.

Note that any male character with the Valentino Effect has an easy time, and may even leave the main hall in a state of utter chaos. Remember: There are 11,000 bored females of all races in this building. You get the idea. At the Bartender's option, if the Valentino Effect is possessed by a female Patron, you may fill the hall with 11,000 bored male typists.

Bagg Crumply, the shift supervisor, sits in a soundproof office at the far end of the building. There is a bench in front of her office. One way to get in to see Crumply is by causing a scene which might embarrass her in the eyes of Upper Management. Crumply is seeking career advancement, and any screw-up on her part is another Black Mark on her Permanent Record. It takes a resident of the station years to clear a Black Mark off their Permanent Record.

Likewise, a casual comment about Crumply's torrid affair with a Bug-Eyed Monster from another planet might suffice to oil the wheels of govern-

ment. The task should be gauged by the novelty of the story. Another method the players may employ is breaking down the door (a Hard test against their Break Things skill). Whatever the case, don't be too surprised by what the players come up with.

Bagg Crumply
Homo Sapiens
Shift Supervisor
"This lavish misuse of correction fluid will go down as a black mark in your permanent record."
Strength: 1   Nimble: 1   Aim: 1
Smarts: 3   Cool: 4   Common Sense: 4
Luck: 2   Oops! Points: 9
Shtick: Newton Effect
Intimidation (Cool) Professional 8
Shuffle Paper (Nimbleness) Expert 4
Specific Knowledge: Bureaucracy (Smarts) Expert 6

Bagg Crumply is the paragon of bureaucratic stereotypes: ultraconservative, out-of-date fashion with colors that clash like ignorant armies, cateye glasses (with decorative neckstring), and a beehive mound of hair that defies gravity (courtesy of Vidal Saffron Nozone Hair Spray). Bagg also has the usual furrowed brow, accusative glare, and tight-lipped sneer patented by librarians and bureaucratic staff the Multiverse over.

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, and if the players are having a hard time getting to Crumply's office, you can speed things up by assuming that the job requires Smarts and is only Normal difficulty.

Have a character roll her Smarts on 1d10 (being a Normal sort of test). If the Patron succeeds, say something like, "Henrietta Patron loudly proclaims: 'I want to know what Crumply is going to do about the Correcto-Fluid Crisis.'" Otherwise, have that same Patron shrug and say, "I guess I shall have to take this matter up with Bagg Crumply, Shift Supervisor."

Like any other bureaucrat, Crumply's sense of survival is strong enough for her to hear this even with her office door closed. The idea here is not to speak for the players, but rather to prime them into action. After a number of tests and ventriloquisms, the players should catch on that they are participants in this adventure, not spectators. In any event, the Patrons get to Crumply's office.

When Crumply discovers this act is nothing but a clever ploy to get into her office, she becomes exceedingly bureaucratic. Crumply cannot be Intimidated by threats of force. Besides, force does nothing but get the Patrons arrested, and on this planet, processing a felon takes on a whole new meaning. The Patrons will do well to avoid arrest at all costs. If none of the Patrons' shticks succeed in affecting Bagg, the Patrons may try any appropriate skills. Failing skill tests means the group goes away empty-handed.

Successful negotiations 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 calls the police, who show up immediately (use Security Guards statistics listed in "The Commuter Portal").

Misplaced Persons Bureau

The Jhoanes Building is covered with row upon row of bronze plaques, and has a large, plate glass sign in front which reads: Jhoanes Building, Proper Attire Required. In fact, the Patrons are denied access to all of the buildings because of the towels and slippers. Patrons may try using a Really Big Gun or better on the building, but they quickly learn the buildings are immune to every known force in the universe *except* fiscal cutbacks.

The Patrons may try to rob one of the workers of their clothes. In doing so, they may use any means at their disposal. If they use non-physical skills, it is a Hard test. If they use Physical Skills, it is a Normal test on their Strength. If a shtick is applied, use your best judgment.

Once access is gained to the Jhoanes Building, the employee at the Information desk happily supplies the 2,300 page "Misplaced Persons: Request for Assistance" form and a black Skillcraft PermaFlow ballpoint pen. If the Patrons press you for more specific information on the contents of these forms, get very specific. For example, Question 12,342 asks: What is the genetic coding for your left big toenail? Feel free to use the form as a running gag throughout the game, or as the object of a *very* extensive campaign to find the answers. In any case, the Patrons find their way to the Commuter Portal.

The Commuter Portal

The Commuter Portal is a long concrete pier. Above the pier is a floating hologram which shows the destination to which the portal is currently set. All destinations are indecipherable to the Patrons.

There is a computerized schedule showing departure times to selected destinations. Listings are available on command and are accompanied by pictures of each destination requested. Note that the Patrons will always have just missed their departure time by a few minutes; the next departure time is always 20 minutes away. This is due to a new shtick known as the MTA Effect — a shtick that exists in and around all public transportation terminals.

The pier opens into a bottomless chasm. As the destinations flash by, hordes of people jump into the pit and disappear. The Patrons see a statue of a commuter in the center of the pier. The statue holds a salute; a plaque below bears the inscription: "Tomb of the Unknown Commuter. Long May They Wait."

The Commuter Portal is brightly lit by thousands of clear plastic globes. Each globe is beautifully elegant. Unfortunately, the man who made the globes had the Rambo Effect. Thus, any projectile fired or thrown has an 80% chance of breaking one of the globes.

Guarding the gate to the Commuter Portal are two security officers. They do not allow anyone 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 with a pad of Restraining Orders. There is no obstruction at the gate. Assuming the Patrons can avoid being shot or restrained, it is possible to slip by and get lost in the crowd. The guards do not bother fighting their way into the thousands of people headed for the gate.

Security Guards

Homo Sapiens
Security Guards
"Which way did they go? Which way did they go?"
Strength: 3   Nimble: 2   Aim: 3
Smarts: 1   Cool: 1   Common Sense: 1
Luck: 2   Oops! Points: 15
Shtick: Bylaw Effect (BartAB)
Hurt People (Strength) Dabbler 4
Intimidation (Cool) Professional 5
Shoot Things: Big Gun (Aim) Expert 6
Throw (Aim) Expert 6

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 captive's Strength, he is immobilized. If the captive's Strength is greater than that of the Restraining Order, 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 their combined Strength.

Only a judge can legally remove a Restraining Order. Still, since they are paper, they can be burned or cut off. It takes 10 combat rounds minus the cutter's Strength plus any skill with sharp objects to remove the order. If the cutter has no skill with sharp objects, the captive loses 2 Oops! Points once only for each Order used.

A vast throng passes through the gate in either direction. The attire of the Patrons (unless they have relieved some citizen of his clothes) sparks an immediate reaction from the guards. If the Patrons have stolen clothes and IDs, the guards fail to notice anything odd. Nevertheless, the Patrons must pass an Easy Nimbleness test to see if they are quick enough flashing their passes as they pass by.

If the Patrons are noticed, the guard with the Big Gun calls the Lyditekter Building to see if any citizens in bath towels and bunny slippers are wanted for any reason. If they have committed no crimes on Uronus, they are simply turned away. If, on the other hand, they have made themselves obvious, they are wanted for questioning. Such being the case, a maniacal gleam comes into the guards' eyes. This being the most interesting thing to happen on their shift in years, the guards overreact — that is, the guard with the Big Gun fires warning shots into the air, into the wall, into the crowd. If they think fast enough, the Patrons can use the confusion to bypass the guards and get to the Commuter Portal.

Eventually, the destination times for The Floating Vagabond come up. The Patrons may now return to the bar if they are able to slip through the portal. This may occur as a Dramatically Appropriate Moment to allow the characters an action-packed, dangerous escape.

Arithon's Errand

Shortly before the party arrived, Arithon 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, he could simply return it for the considerable reward. The fly in the ointment is that the insignificant little star system has just become centerstage

for an interstellar conflict. This is what you get for messing around with paradoxes. As a result, the other Patrons have been arrested as looters (since the planet was placed under martial law), and they have been shot.

The party's job now 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 coordinates for Gelcap, the third planet in the system. The eighth planet is, of course, called Urenus.

The previous party of Patrons (aside from being highly alliterative) included a human male and female, two elves, and a creature that resembles 350 pounds of bellybutton lint and answers to the name Sidney. The party was last seen wearing matching coveralls and trying to look like a team of vehicle technicians -- all except Sidney, that is. He was trying to look like an oversized bag of steel wool.

All traffic to Gelcap is conducted through an orbital space station. The coordinates Arithon gives the Patrons lead directly here. The Patrons must now catch a shuttle (at two Sawbucks each) for the city of Fallen Arches.

On Gelcap

Read the following aloud to the players:

Gelcap is an Earth-like 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 Patron with the Newton Effect expresses disbelief, the planet immediately changes to a spherical shape until he leaves. If this happens, the Patrons are harassed throughout their stay on Gelcap by bad weather and earthquakes as the planet tries to get back at them for the inconvenience.

The residents of Gelcap are a good-natured lot. They communicate in puns. If the players want any kind of favorable reaction, they must do so as well. As on Uronus, if the players try to communicate with the locals in puns, all their applicable tests are reduced by one level of difficulty and they receive a bonus of one level on all communication skills. The location of the first group of Patrons is not known at this time, but the location of the vehicle is available.

The Vehicle and Its Location

The vehicle is a sleek, sexy sports car-shaped spacecraft with its own Portal Generator. Not only does it go anywhere and anywhen, it does so with *style*. This spacecraft was custom-built by W.A.R.P., Inc., in conjunction with the famous designer, Aldo Marbles. With the collapse of W.A.R.P., Inc., the vehicle was sold to a collector who, in turn, sent it to the body shops on Gelcap (reputedly the best in the universe) to have a few scratches touched up on the metallic hydrogen finish .

The vehicle is currently at the body shop of Dewey, Dentum, and Howe. The shops of DD&H are in an industrial complex at Leaking Springs, a town a few miles from Fallen Arches. There is a magnetic monorail that shuttles between the two places every half hour. The cost is a Buck a head.

Where the Patrons Come In

As soon as they hit Fallen Arches, the Patrons learn they are being followed by a very incompetent spy. The spy is Alphonso Fatima, former head of security at W.A.R.P., Inc. He is not working for anyone in particular; he just hasn't taken too well to unemployment. Now, Alphonso lives out his little spy fantasies tracking down and following old W.A.R.P., Inc., projects. He is, in spite of his eccentricities, dangerous, well trained, and only a little confused.

Alphonso Fatima

Homo Sapiens
Former Head of Security, W.A.R.P., Inc.
"I'd tell ya more, but this is on a need-to-know basis only. So. . . whaddya need to know?"

Strength: 3	Nimble: 6	Aim: 4
Smarts: 2	Cool: 3	Common Sense: 1
Luck: 3	Oops! Points: 15	

Shtick: Trenchcoat Effect
Blow Things Up (Smarts) Professional 6
Covert Activities (Nimbleness) Professional 10
Hurt People Really Badly (Nimbleness) Hack 8
Keep Secrets Like a Tabloid Journalist (Cool) Hack 5
Look Like Stereotype: Background NPC (Cool)
    Master 9
Security Systems (Smarts) Expert 5
Shoot Things: Gun (Aim) Expert 7
Sneak Around (Nimbleness) Professional 10
Throw (Aim) Expert 7

Sore thumb is the most appropriate description for Alphonso, as he sticks out in any crowd in spite of his Sneak Around and Covert Activities skills. Alphonso is armed with a .38 Special and a Wartoy Zap-a-Gun. Alphonso wears a trenchcoat, hat, and dark glasses, and carries with him a Handheld Bzzzzt and W.A.R.P., Inc., Timestream Compass.

Bartender's Note: As stated earlier, the residents of Gelcap are known for their puns and bad taste in practical jokes. If the Patrons haven't done anything about their clothes, this is a great time to have some fun. Also, to help you in this time of need, we have included a map of Fallen Arches (Map 2) and Leaking Springs (Map 3). The map of Fallen Arches shows the Shuttle Port, Monorail Terminal, Publike Library, and Liberal Libation. The map of Leaking Springs shows the relative location of DD&H, the Monorail Terminal, Military Police Station, and the Holding Pen. Unfortunately, the chronology of events has been messed up again , 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 has hap-

Map 2
Fallen
Arches

to Leaking
Springs

Legend
.... Road
++++++ Monorail Track
1" = 600'

Key
1. Shuttle Port
2. Monorail Terminal
3. Publike Library
4. Liberal Libation

N

Map 3
Leaking Springs

Legend

- ········ Road
- +++++ Monorail Track
- – – – Fence
- ▭ Gate
- **1" = 600'**

to Fallen Arches

Key

1. Dewey, Dentum, & Howe
2. Monorail Terminal
3. Military Police Station
4. Holding Pen
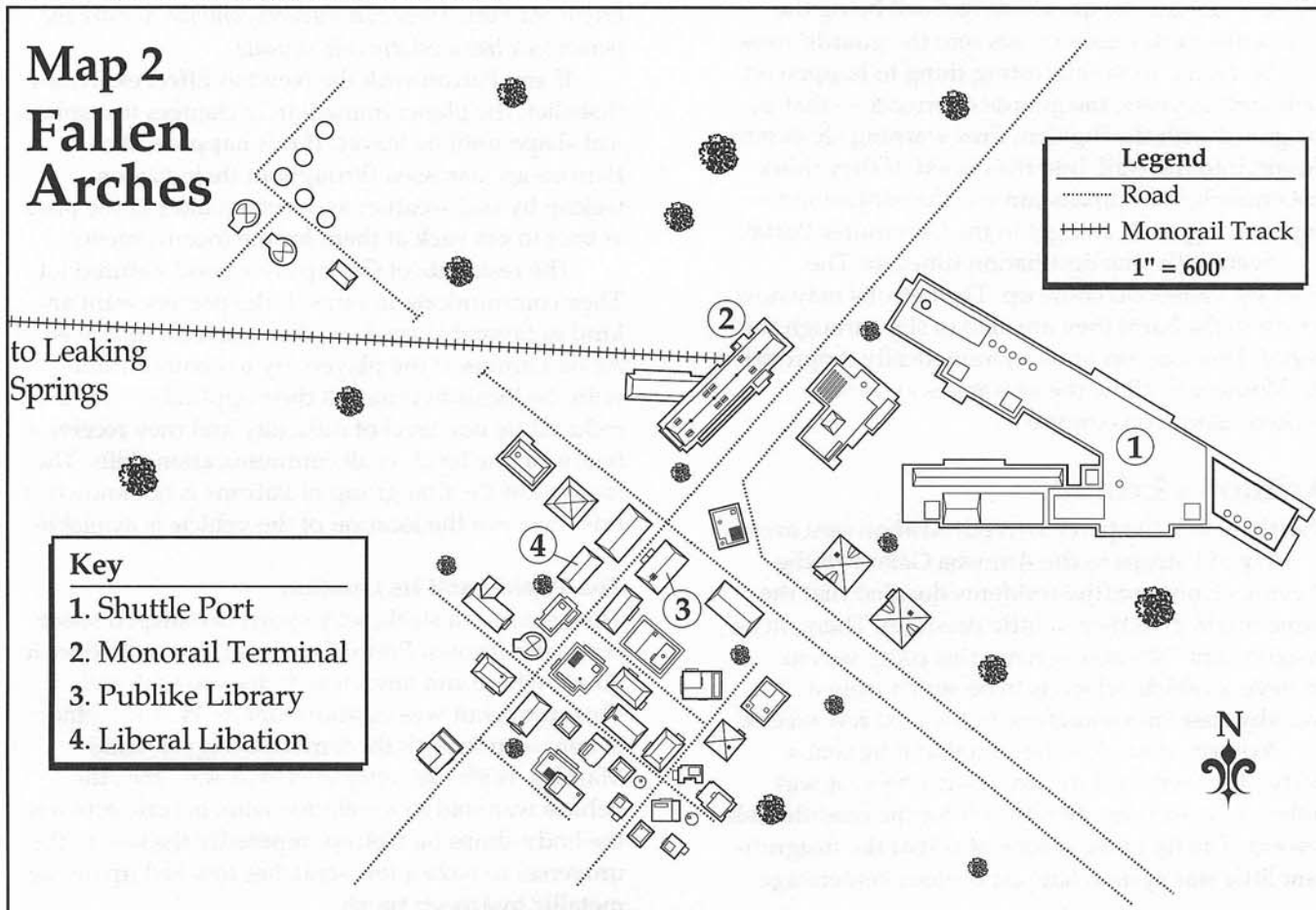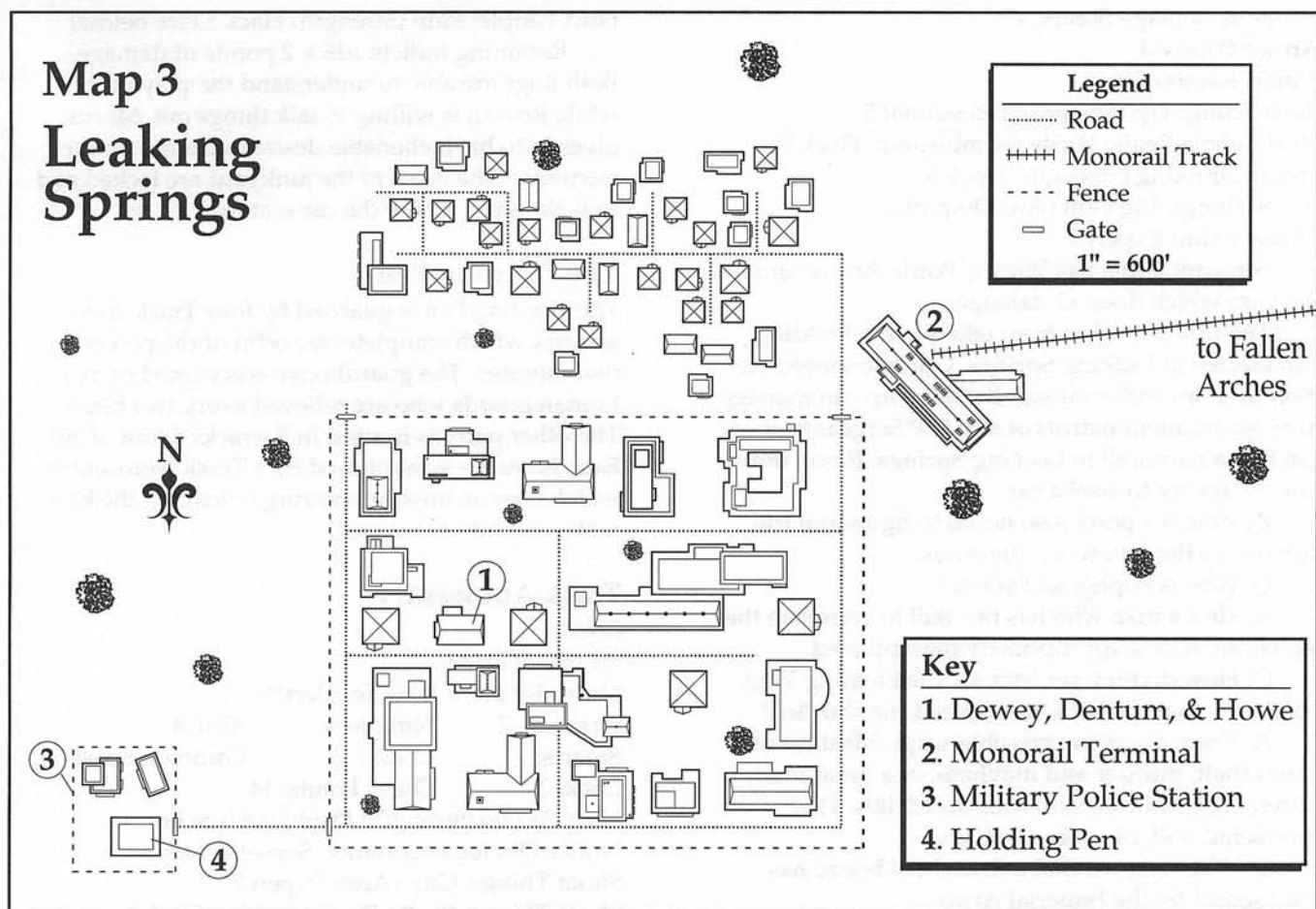
pened before the party has even left Fallen Arches!

The Patrons probably do what they always do in a new city: Head straight for the nearest pub. If not, read the following aloud as as they pass a bar:

As you arrive at the first bar, The Publike Library, four vehicle technicians in matching coveralls are being escorted out of the Liberal Libation, a bar next door, by four Trask Autosentries. Another group of Autosentries is escorting a large human in combat armor over to the players. The following is being blared over the combat armor's built-in megaphone:

"All right now, listen up! All civilian scum are officially ordered to vacate the streets. Civilian scum are to remain indoors until advised to come back out. Any civilian scum on the street are subject to summary execution. You have 60 seconds to comply, starting, . . . now! And don't try anything tricky. This combat armor is way too tight, and I'm itching 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 joy rounds in the general direction of the fleeing party. After all, it helps while away those dull hours, and it's more challenging than shooting up road signs.

The Publike Library has rooms to rent, and lots of space to sit if the party doesn't choose to rent a room. Whatever happens, contrive things so the party meets Sidney. He is still stuffed in a bag

labeled "Scuff-Ex Brand Steel Wool. ("The most abrasive substance in the Multiiverse.")

Once the Patrons separate Sidney from the wool, he explains 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 apprehended and 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 Floop wants to do with these looters."

There is one battle-armored sergeant outside the bar. He is Sergeant Gutts. Sergeant Gutts may be reasoned with, but he is generally an unpleasant human being. This could be attributed to the fact that the lower half of his combat armor is one size smaller than the upper half. Gutts can tell the Patrons where the first party has been taken, but he must either be convinced or coerced to do so.

Sergeant Gutts

Homo Sapiens
Staff Sergeant, Imperial Military Police
"I'm warning you: don' try my patience. This
  armor's mighty tight. . . ."

Strength: 6	Nimble: 3	Aim: 4
Smarts: 1	Cool: 1	Common Sense: 1
Luck: 2	Oops! Points: 20	

Strength Damage Bonus: +3
Armor Points: 4
Shtick: Rambo Effect
Blow Things Up (Smarts)Professional 5
Hurt People Really Badly (Nimbleness) Hack 5
Power Drinking (Strength) Hack 8
Shoot Things: Big Gun (Aim) Expert 7
Throw (Aim) Expert 7

Sergeant Gutts has Wartoy Battle Armor and a Big Gun which does +2 damage.

The first party has been taken to the Holding Pen erected at Leaking Springs. Oddly enough, the monorails are still running. If the group can manage to avoid frequent patrols of two MP Sergeants, they can hop a monorail to Leaking Springs. If not, they can always try to steal a car.

By now the party also needs to figure out the answers to the following questions:

Q. Who is Alphonso Fatima?

A. He's a man who has the skill to complete the adventure if he's appropriately manipulated.

Q. How do they get back to The Floating Vagabond now that the MPs have seized the shuttles?

A. There are many possible ways. Most involve grand theft, murder and mayhem, or a great many extremely good Con skill rolls on 1d100s. The sportscraft will, of course, suffice.

Q. Where do we find a drink? All booze has been seized by the Imperial Army.

A. This is a matter for Bartender discretion.

The ideal solution is to meet Alphonso Fatima, "persuade" him to help free the other Patrons, and "convince" him to help steal the craft, but who knows what the players will wind up doing?

Getting the Vehicle

The facilities of DD&H are defended by two robotic junkyard guard dogs (a DoberMachine and Robo-Schnauzer). One is made from old bulldozer parts, the other from parts of some sort of flying machine.

Rowan

DoberMachine
Robot Dog
Strength: 3 Nimble: 3 Aim: 4
Smarts: 4 Cool: 1 Common Sense: 1
Luck: 1 Oops! Points: 5
Bite Things (Nimbleness) Expert 7
Hurt People (Strength) Hack 5

Martin

RoboSchnauzer
Robot Dog
Strength: 3 Nimble: 4 Aim: 2
Smarts: 1 Cool: 2 Common Sense: 1
Luck: 2 Oops! Points: 5
Bite Things (Nimbleness) Expert 7
Fly Vehicle: Self ([Nimbleness + Aim] ÷ 2) Hack 5

Hurt People: Ram (Strength) Hack 5 (see below)

Ramming inflicts 1d6 + 2 points of damage. Both dogs are able to understand the players, but while Rowan is willing to talk things out, Martin gives in to his inalienable desire to chomp on the intruders. The gates to the junkyard are locked and so is the shop where the car is stored.

The Holding Pen

The Holding Pen is guarded by four Trask Auto-sentries which complete one orbit of the pen 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). Each barracks is monitored by a Trask Autosentry, which fires on anyone entering or leaving the barracks without clearance.

Trask Autosentry

Robot
Security Guard
"Intruder alert! Intruder alert!"
Strength: 7 Nimble: 4 Aim: 4
Smarts: 1 Cool: 7 Common Sense: 1
Luck: 2 Oops! Points: 14
Hurt People (Strength) Dabbler 8 (see below)
Notice Obvious (Common Sense) Professional 5
Shoot Things: Gun (Aim) Expert 7
Shoot Things: Really Big Gun (Aim) Hack 6
(see below)
Use Sensory Things (Common Sense) Professional 5

The Trask Autosentry does 1d6 + 3 points of damage on Shoot Things: Really Big Gun attacks. It also receives a +1 damage bonus on Hurt People attacks due to its electrified casing.

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 (Colonel Floop) 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 Autosentries. 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 nine miles apart; two minutes by monorail, two hours on foot.

Resolution

If the group gets out with the first party and back to The Vagabond safely, they get their C-Note each. If they get out and bring the car, and want to give it to Arithon, they get a 5 C-Note bonus each.

AFTERWORDS

"Oh, what a long, strange trip it's 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 10 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 roleplaying 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 rolelaying 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

It was about six months ago, while on vacation in Quebec, that I walked into a little out-of-the-way tavern in a one-dog town with a name like Caansais — one of those French names that sounds nothing like it looks in print. Well, the bar was dark and smelled like a neglected sock basket (or your average gamer), but I didn't care much at the time. Most gamers — er, bars smell that way. It took a little while to realize things weren't what they seemed.

Being in Quebec, you expect people to be a little different — being French and all. You expect they'll speak a different language, look different, dress different, even swill beer a little different. How different was beyond my wildest expectations. I never knew the French Canadians were so, well, mutated: the bar was full of bug eyes, tentacles, lobster-claw hands. In fact, it looked more like a Beach Party at Love Canal than an evening in Quebec. And talk about weird fashion! I thought redcoats and Louis XIII bustles were long, long gone. But not here. Not in Caansais.

This big ugly guy behind the bar caught my attention. "Welcome to The Floating Vagabond," he said with something midway between a grin and a grimace. "Name's Spit. This is my place. First drink's always on the house. What'll ya have?" That's when I knew I wasn't in Caansais any more.

I took the big, ugly guy up on his offer, and had a few drinks with the locals. They filled me in on the situation, told me all about the W.A.R.P., Inc., Random Dimensional Portal Generator. I found it hard to swallow, at first. Then they showed me a

copy of a game based on the bar and all the people in it. I read it, laughed at it, spilled a beer on it. They told me they needed an editor, someone sharp-eyed, intelligent, meticulous. They asked if I knew anyone like that. I told them I was all those things and more: I was an editor. They just smiled and asked again if I knew anyone like that.

Well, here we are, nearly six months after I begged for a job and six months after the first edition of Tales From the Floating Vagabond was released. Now, we're launching the second printing. That's what you have in your hands. If you've seen the first, you'll probably see a few changes. We took the time and extra effort to sweep up some of the dust, trim a few of the hedges, and wash some of the windows. We think you'll like what you see.

And that's just the beginning. Interest in TFFV continues to grow as the game proves itself more and more fun with every new release. The past six months has seen the release of three hilarious modules: Bar Wars, The Reich Stuff, and Adventure With No Name. The next six months hold even more in store: HyperCad 54, Where Are You?, Weirder Tales From the Floating Vagabond: A Space Opera, The Cosmic Paternity Suit, The Return of Tales From the Floating Vagabond, and lots more. It's been a blast working on all these, and it promises to be moreso in the months to come. We have big plans for TFFV. Join us and see just how far this game can go.

And if you're ever in Caansais, tell 'em the big, ugly, sweaty guy behind the bar said you could drink for free.

Robin Jenkins, 1992

GLOSSARY OF TERMS

Associated Attribute: Each skill has an Attribute that is its basis. This Attribute is the base number to which the Skill Level Modifier is added to determine the skill score. For example, the Run Real Fast skill has Nimbleness as its base. Thus, a character with a Nimbleness of 6 adds his Skill Level Modifier to 6 to find his skill score.

Attack Roll: A skill test for combat usage. This type of test is always rolled on 1d10.

Attack Score: This combat-based skill score is altered by the following combat modifiers: range, cover, and the hit bonus of the weapon used.

Attribute: One of the seven numerical figures used in TFFV as a means of representing a character's physical and mental abilities. The seven Attributes are: Strength, Nimbleness, Aim, Smarts, Cool, Common Sense, and Luck.

Bartender: The Game Master, da Big Cheese, the guy with the rules.

Big Gun (BGUN): This gun is of larger size or damage capability than a Gun. The following are Big Guns: hunting rifle, M-16 assault rifle, and Shotgun.

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 Difficulty Levels are Pitifully Easy (1d4), Easy (1d6), Normal (1d10), Hard (1d20), Very Hard (1d30), and Nigh Impossible (1d100).

Don't Point That at My Planet! (DPTMP!): This is an absolutely monstrous Gun. This type of Gun is capable of taking out an entire planet with a single shot. A DPTMP! Gun may only be fired from space. Likewise, it must be built in space and mounted in a gigantic space station the size of a small moon. The most popular example of this size of Gun is the Guttem Planetkiller Defense System.

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, Electroknux, and claws.

Gun: A small firearm or technological energy weapon. The size of the average Gun is generally that of a handgun. The lowest technology Gun is 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, Police Issue .38 Special, .44 Magnum, and so on.

Incredibly Big Gun (IBGUN): This is a Gun so large that it is self-transporting or mounted on a large armored vehicle (see "Gun"). This type of Gun is too large for any human to carry. The following are Incredibly Big Guns: Howitzer, Militech G-47 Townbeater, and Wartoy Particle Cannon.

Long Nasty Pointy Thing (LNPT): A longer version of a Nasty Pointy Thing. This category includes polearms, spears, staves, and so on.

My God That's a Big Gun (MyGod): This is an absolutely huge Gun. All Guns of this type must be mounted on a 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 MyGod Gun are: Militech G-50 Pounder, ICBM Launcher, and Guttem Orbital Rail Gun.

Nasty Pointy Thing (NPT): Any item used as a handheld weapon. Note that an Nasty Pointy Thing is not necessarily pointy. Examples are swords, baseball bats, nunchaku, etc.

Non-Player Character (NPC): An imaginary person played by the Bartender, usually (but not always) in situations contrived to thwart the players plans.

Patron: The player.

Player Character (PC): An imaginary person played by the Patron. At some point in gaming, the dividing line between these two distinctions fades.

Primitive Missile-Chucker (PMC): Any pregunpowder weapon that is used to hurl missiles at a target. Some examples of a Primitive Missile-Chucker are Bows, Crossbows, Slingshots, etc.

Really Big Gun (RBGUN): A Gun that is even larger and more damaging than a Big Gun. The Really Big Gun is the largest Gun classification that may be carried by a human-sized character. Some examples of this large weapon are: Guttem Housecleaner Flamethrower, Militech G-23 Dockworker, and M-60 Machine-Gun.

Short Nasty Pointy Thing (SNPT): Any Nasty Pointy Thing of lesser length. This includes a dagger, switchblade, icepick, blackjack, etc.

Shtick: A special ability, power, or quality.

Skill Level: These are descriptive words used to indicate four degrees of ability in a given activity. In order, the four skill levels are: Dabbler, Hack, Expert, and Professional.

Skill Level Modifier: A Skill Level Modifier is a number added to an Associated Attribute 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, etc.

Skill Score: The skill score is a numerical value calculated by adding an applicable Attribute to a Skill Level Modifier. This number is used in any skill tests and skill matches a character must make during play.

Skill Test: This roll of a die is made to determine whether or not an attempted use of an ability succeeds. The skill test roll is made 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, the usage is successful.

Thrown Rock: Any missile weapon propelled by muscle alone, that is, without any range expanding devices like blowtubes or bows. Some examples are rocks (No kidding!), hand grenades, javelins, throwing axes, and throwing hammers.

INDEX OF IMPORTANT TABLES

(Actually all of the tables in the book, but who's counting?)

Restrooms

Pool Tables

Private

Seating Area

Window

Window

Stockroom

Crane's Nest

Dance Floor
(sunk-in)

Bar

Window

Front Door

Dart Board Track

...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."

Greetings, Heavily Sweating Gamer Person. The name's Hawk Luger, but you can call me Spit. This fine-looking book is something we call a roleplaying game—more specifically, a *comedy* roleplaying game. It takes place in a bar called The Floating Vagabond. If you've never been there, well, it's at the Center of the Universe. (I should know; I measured it.) Anyway, it's easy to get to The Floating Vagabond: just take a left at the next corner and walk through the door with all the Harleys parked in front of it. Pretty soon, you'll be seein' stars. If that don't work, well, you'll just havta buy this book. It tells ya everything ya need to know about The Vagabond; comedy roleplaying, quantum physics, Belching for Effect. . . .

The idea's amazingly simple: You and a bunch of friends get together for a night of fun, roll up characters from any time, world, genre, or *other* game system, have them meet at The Floating Vagabond for a coupla stiff drinks, and from there, take anywho or anywhat for anywhy and go anywhere anywhen. It's really that simple. Hell, even Myron understands it, and he plays Mah-Jongg for excitement.

Tales From the Floating Vagabond
...Ludicrous Adventure in a Universe Whose Natural Laws Are Out To Lunch! Get It Before It Gets You!

Here's What You Get for the Price of a Large Pizza:
- Consecutively numbered pages for easy reference;
- An attractive cover that stays glued in place;
- Shticks and skills that make you as unique as the next guy;
- Funny words to decipher and neat pictures to drool on;
- Advice on how to be funny—and look it;
- An introductory adventure, "Excedrin Headache #186,000";
- Neat-looking business cards that serve no purpose whatsoever;
- A character sheet for you and your players to fight over;
- And a response card so we know where you live.