



-TINKER'S DAMN-

TINKER'S DAMN

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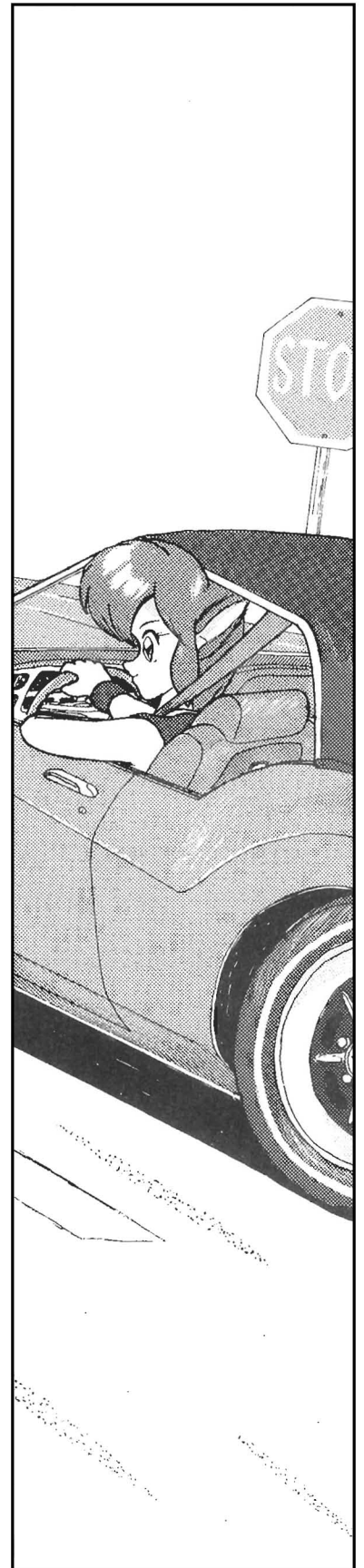
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What do you think?

You are now looking at the first edition of the *Tinker's Damn* role-playing game, as its 1996 release.

Tinker's Damn has been written as a role playing game with the widest range of possibilities for different campaigns. It is a gaming system where science fiction, fantasy, and modern-day adventure can be mixed in any proportion.

We often refer to *Tinker's Damn* as a "flexible" gaming system. That's because, unlike most games, it's not written to follow one specific story or genre. *Tinker's Damn* is intended to let you play a game based on nearly any anime or manga story. These rules contain everything from magic to mecha.

Most campaigns won't use all the rules, just the ones that will establish a certain style for the game. For instance, a game with modern-day bounty

hunters and detectives probably won't use the rules for space travel, psychics, or any of that stuff.

The design of *Tinker's Damn* is taken from the way most people really play RPGs. Everyone has their own style of doing things. For instance, some games will involve a small group of everyday people, like a cop show, while others will be epic struggles for the fate of humanity.

The idea behind this game is to let you do what you really want to do. Duplicate your favorite anime, or be as strange and unusual as you want. If you like it, do it!

Anyway, we hope you enjoy the unique style of *Tinker's Damn*. We wanted a game that was quick and fun without being over-simplified. We got what we wanted. Have fun, and drop us a line sometime, okay?

Thanks!

If you're reading this book, chances are you're already familiar with role-playing games (RPGs). If so, you can skip this page. However, for many people this will be their first RPG. If you are one of those people, this is for you.

There are a few pieces of jargon common to nearly all RPGs. An RPG is kind of like a play or a movie. Each of the players takes on the role of a character (hence, "role-playing game"). Each character has their own personality, physical traits, and skills. These characters are commonly known as "player characters" or PCs.

One player of the game, however, is the "referee" (also known as "game master" or "GM"). The referee provides the setting that the characters will act within, and plays the roles of all the less important people who turn up throughout the adventure.

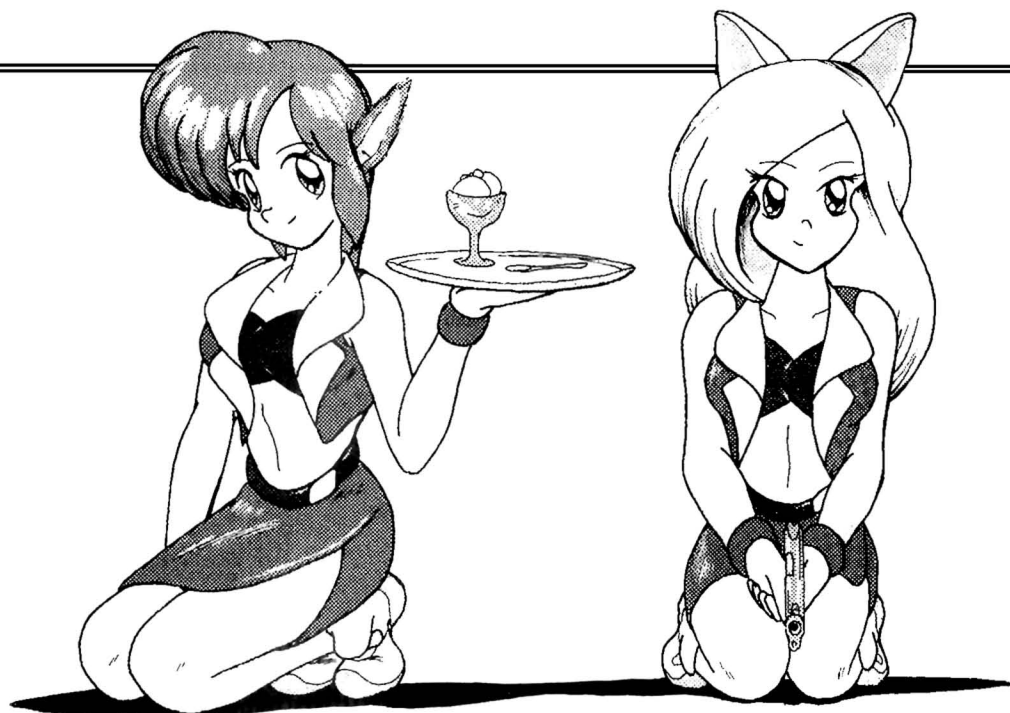
An ongoing game with a specific group of characters is known as a "campaign," and a single episode within that

campaign is a "scenario", much like an episode of a TV show. The referee runs the scenario, giving the players a common problem to solve or goal to reach, with a few planned events or clues to throw in along the way. Other than that, it is up to the players to figure out what to do.

New players usually get started easily. If you've never been a referee before, though, your first couple of games might bomb. Don't worry, it just takes a little experience.

There's one thing, however, that should be kept in mind. An RPG session is really just a bunch of people sitting around somebody's basement, eating junk food and listening to a cheap boom box. If you give the referee a little respect and pay attention to the game, you'll have fun even if the scenario isn't very good. But remember- don't be a tightwad and act like gaming is the most serious, important thing in the world. The idea is to have fun. Even experienced gamers seem to forget that sometimes...





Hi!

By now, you're probably wondering who we are. My name's Allison, and the annoying catgirl is Mittens. As the mascots for *Tinker's Damn*, we hang around in the margins throughout this book.

In theory, we're waitresses for the Armor Club, a near-future organization that serves food, coffee, and desserts. If you have a membership card, however, you can also choose from our wide selection of automotive parts, survival equipment, and munitions. Of course, you can't just sign up for a membership. First, you've got to show us that you're not working for the bad guys.

You see, in the altered universe we live in, people actually think that the police are the good guys (a novel idea, hmm?). However, due to the lack of finances and manpower, the police rely heavily on "investigation services." The Armor Club is one of those services. It's like this, see- Mittens and I are just normal scantily-clad waitresses for all official purposes, right? But in actuality we're agents for one of the most respected private detective agencies in the country. The Armor Club is the hub for a massive web of informants and detectives, piecing together information on anyone the authorities need to keep an eye on.

There's only one real giveaway to our identities in the field. (No, we don't wear these outfits while undercover, and the fuzzy ears aren't anything unusual in our world.) Most of the people who work at the Club like to drive distinctive vehicles. In my case, I run a '71 Buick Riviera with the stock 455 engine and GS handling package. Mittens just bought this cute little military jeep, and she's thinking of getting one of those old 90mm recoilless gun mounts. I bet that sucker would be lots of fun on the firing range...

"Myaaow!"

"Whaddaya want, Mittens?"

"You're not actually gonna drink that, are you?" Mittens gave Allison a dismayed look, hunkering back in her seat.

"It's the same stuff I have for breakfast every morning." Allison drew a long sip from the big foam cup, enjoying the taste of the cheap lukewarm coffee as she pulled it through the straw.

"Ick." Mittens turned her attention to her steak, gnawing purposefully at its edge.

"Hey, just watch it with that thing, okay? You know I hate it when you eat raw meat in the car."

"Caffinated tomboy."

"Declawed fluff."



CHARACTER BASICS

All characters have six basic statistics, which range from 1 to 20 points. Each character has 75 points to distribute between these stats.

Intelligence Brains

Agility Speed & reflexes

Bod Strength and toughness

Will Willpower and cool

Aware Notice ambush, etc.

Social Cash & Charisma

Stat Range: 1-20 Points

Stat Total: 75 Points

Wound Points:

$\text{Bod} \times 2 = \text{Wound Points}$

Wound Points

Damage to characters is recorded in wound points. To determine wound points for a character, double your Bod stat.

Combat Load (optional)

Combat load defines how much weight the character can carry. Most characters don't pack enough equipment to make this a concern.

Combat load equals three times the character's Bod stat in pounds. A character who carries more than this loses one point of Agility for every ten pounds carried over the limit.

SKILLS

Skills, like stats, range from one to twenty points, and also start with a 75-point base. The listing of skills presented here is fairly basic, so feel free to think up your own.

Skill Levels

A skill level of one or two implies a basic familiarity with that skill, but no regular use. Regular usage means a skill of about five (driving skill for most people). Average levels are around ten or so for combat skills. The eighteen to twenty-point range is for top-notch professionals.

For example, a gun skill of one means your uncle let you shoot his .44 once out on the farm. At level five, you shoot your own sidearm on the target range. At ten to fifteen you are a trained professional, such as a police officer. At gun skill eighteen, you regularly saunter into the saloon and shoot the bad guy's sixgun out of his hand.

Veteran Option

Some players may decide to play "veteran" characters- the older guys who have seen it all and love to tell you about it. A player may decide to use up to twenty character points (Bod, Agility, etc.) as skill points gained through experience, at the cost of a little physical deterioration.

Skills List

Art: Should be fairly specific like Sculpt 8, or Write & Draw Manga 2.

Bargain: Can you get that sleazy car salesman down to a reasonable price?

Body Building: Gives a +1 to Bod for every two points of skill. Cannot raise a Bod stat over 22.

Brawl/Wrestle: Your typical bar room fighting with lots of fist work and broken chairs. Wrestling has a different style but the same outcome.

Computer: The use and understanding of computers. At higher levels one can write programs and repair hardware.

Connections: Dealing with politicians, media, etc. Mostly for weaseling favors- there's always someone who has what you want, and wants something in return.

Cook: Yeah, you make good macaroni & cheese, but can you do anything else?

Demolition: How to destroy things properly and efficiently be they cars, buildings, or

bridges. Usually involves explosives or heavy equipment.

Engineering: Must be taken for a specific area of expertise, such as Automotive, Aircraft, Weapons, etc. Gives a bonus to design or improvise.

Guerrilla Warfare: Covers the use of booby traps, small strike teams, etc.

Gymnastics: Gives a +1 to agility for every 2 points of skill. Cannot raise agility stat over 22.

Instruction: In one general area of skill, like "Drivers' Education."

Interrogation: Getting information out of someone through either violent or nonviolent means.

Intimidation: Ability to make an opponent back down in a confrontation.

Knowledge: Should be a specific field, like "Police Tactics", etc.

Language: This is a second language in addition to the character's native tongue.

Martial Arts: Gives a bonus based on skill level, detailed in the combat section.

Mechanic: Must be taken in a specific field, similarly to Engineering.

Medical: A few points allow simple first aid, sixteen or higher is a full MD. Detailed more thoroughly in the "Wounding and Medical" section.

Navigation: Not just the use of a map and a compass, but other navigational aids and techniques such as global

positioning systems, non-directional beacons, stellar navigation, etc.

Perception: Helps determine if people are nervous, lying, or really bored.

Perform: Should be specific, like Harmonica 3.

Pilot: Must be specific, such as Car, Plane, Heli, Tank, etc.

Security: Locks, cameras, etc.

Sing: Ability to sing in places other than the shower.

Slight of Hand: Palming small objects, dealing off the bottom of the deck, simple magic tricks, pick pockets, etc.

Stealth: Make yourself unseen and unheard.

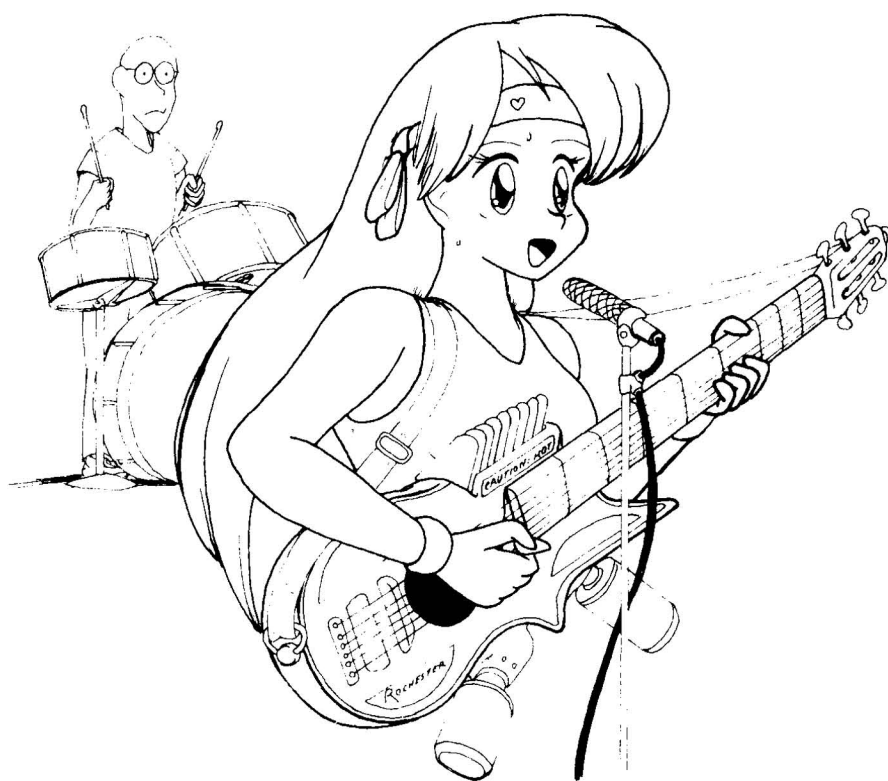
Streetwise: A survival skill for the concrete jungle. Knowledge of who's who on the seedier side.

Style: Give a specific impression by looking the part.

Survival: How to survive in a specific hostile environment, such as Jungle, Arctic, Desert, etc.

Swimming: Most people can swim without this skill, but are unable to swim properly. Includes endurance swimming, diving, and holding your breath for extended periods.

Weapon: Must be a specific type. Examples include gun, sword, halberd, bow, nunchaku, etc. Details of the type of weapon are fairly loose—for instance, gun skill covers all modern firearms. Gun skill also includes vehicular weapons.



Experience

Many gamers have very different opinions on experience systems and their applications in RPGs. Unfortunately, character advancement all too frequently becomes the only reason for playing RPGs in the first place. This can cause serious problems among gamers and create rifts among once close friends. (Okay, that might be pushing it a little.)

If you don't find that this experience system is appropriate for your brand of gaming, go ahead and experiment with it. It is, after all, an optional segment of the game.

Experience points (EPs) are gained for the advancement of a specific skill by using that skill in an intense situation like a gun battle or college entrance exam. Depending on how active the character was during the scenario, general purpose points may also be awarded by the referee. These points may be used to gain new skills, or improve existing ones.

In most cases there will seldom be more than one or two situations during a scenario in which a character can gain experience points for a specific skill. A character gets one EP for each "scene" in which they use the skill. For instance, if a character was involved in two separate bar brawls, he would gain two EPs for his Brawl skill.

Example

Mittens is driving her M151A2 Jeep down the highway at its brisk top speed of 55 when she is nearly forced off the road by a semi-truck doing 80. Startled, the inexperienced driver Mittens is unable to keep her Jeep from being affected by the truck. She fails her driving roll and ends up heading for the ditch. To lessen her troubles she puts on the brakes, which lock up when she hits the gravel shoulder. Again she makes a driving roll, which this time is successful and aims her in the right direction to continue as before.

Although she had to use her driving skill twice for control rolls, Mittens only receives 1 EP towards the advancement of her driving skill.

To gain one level in any skill it requires 10 EPs plus the same number of EPs as the level of the unchanged skill. To get a skill of 1 it only requires 10 EPs since the original skill level was a 0. To raise that 1 to a 2 it would require 11 points, 10 plus the original skill level of 1, and so on.

SPECIAL CHARACTERS

Hey, humans are cool, but what about those girls with the cat ears? Or the Great Dane in that Saturday-morning cartoon you loved to watch?

There are several ways to specialize characters (as if they weren't distinctive already).

Traits

Of course, all characters have various little things that make them unique. However, some characters have distinct finesses or flaws that can influence their actions. These traits make things a lot more fun, especially the flaws.

A finesse is a trait that works to the character's advantage. For instance, an unusually tough (although not necessarily strong) character might have a -1 to all damage. Those brainy characters work well with photographic memories. Some people are just plain lucky.

A flaw is a minor hitch in the character's workings that can occasionally be exploited. Various phobias are a popular one for this, and social problems (like dealing with women) could get a character into more trouble than one might think...

A finesse costs one character point, while a flaw actually gives one character point. Of course, many characters have one or two of each, so it balances out. No

character can have more than two finesses or two flaws, for a total of four of these traits.

Special Abilities

For some campaigns, character points can be spent on special abilities.

For instance, the cat-girl character mentioned above might spend two points on a pair of cat ears, giving her a +2 hearing bonus. This would probably be combined with a high agility stat and a finicky personality for a truly cat-like character.

Combat goodies, like fangs or claws, inflict 1D6 per character point spent. Also, different "options" could be acquired. An example might be a pair of 1D6 fangs (1 pt.) which are retractable (1 pt.) and have a mild 1D6 toxin (1 pt.) for a total of three character points (and a weird character).

Size

Some characters will be unusual sizes. This does not affect the number of character points available, since an unusual size usually has as many advantages as it does disadvantages. A small winged fairy character, for instance, would not be able to fire most guns, but could hide in the bad guy's car, etc.



Limbs

Extra limbs, such as arms, legs, wings, and tails require one character point each. Limbs must have one specific function (flight, balance, grasping, etc.). Like special abilities, bonuses depend on the number of points spent.

Don't forget tentacles for the space aliens.

Animals

Anthropomorphics, characters with animal characteristics, are cool. Every once in a while, however, you see a character who actually is an animal. These characters, typically dogs, cats, or maybe the occasional space fuzzy, have the same number of stat and skill points as a normal character. Animal characters typically have high agility stats.

Animals have several advantages, such as being small and inconspicuous. On the other hand, they usually can't use tools or weapons and can't speak. There will often be one other character in the group who can understand what the animal character is trying to say.

Power Level

The Power Level stat is usually used for characters with magic. However, some campaigns will have characters who all have a power level stat, even though they can't use magic. For instance, net

operators have their own power level, and cyborgs might have \$10,000 for cybernetics per point of power level, etc.

Special Option:

Boosted Characters

[This rule will only be used in certain campaigns as decreed by the referee, in which case all characters must have this option.]

Some stories feature characters who all seem to have some sort of strong knack, such as high agility or mechanic skill. In this case, all of the player characters have a five-point bonus to apply to one skill, stat, or special ability.

Special Option:

Overpowered Characters

[This rule will only be used in certain campaigns as decreed by the referee, in which case all characters must have this option.]

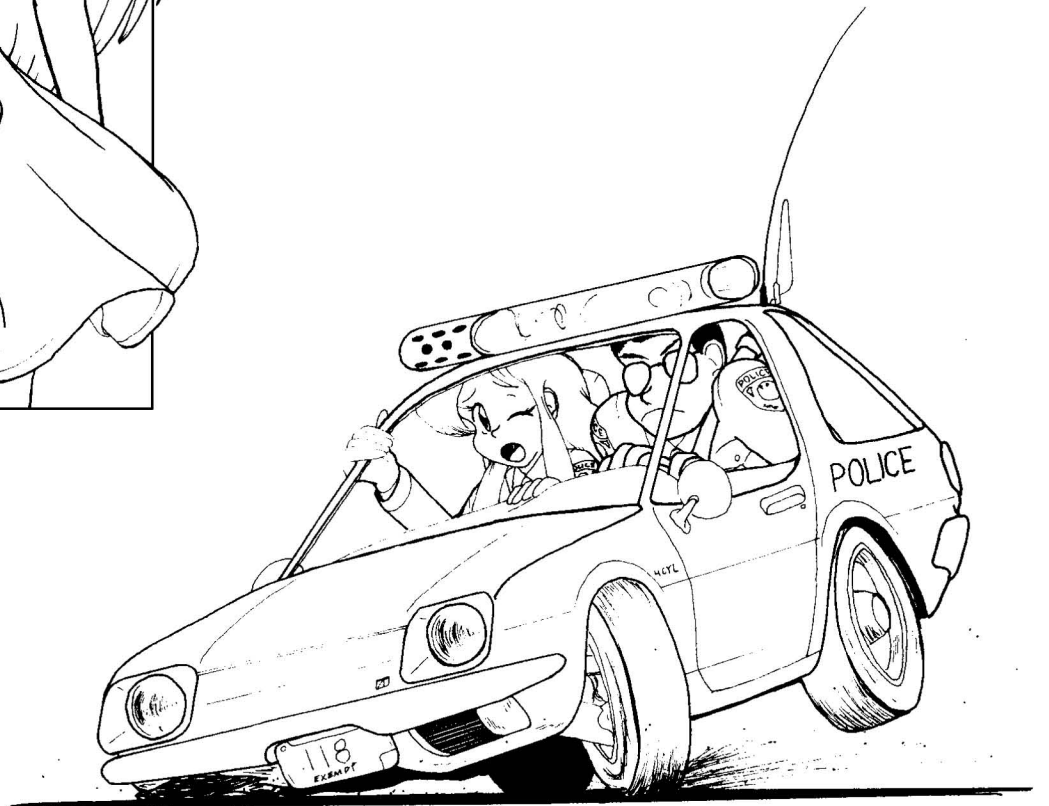
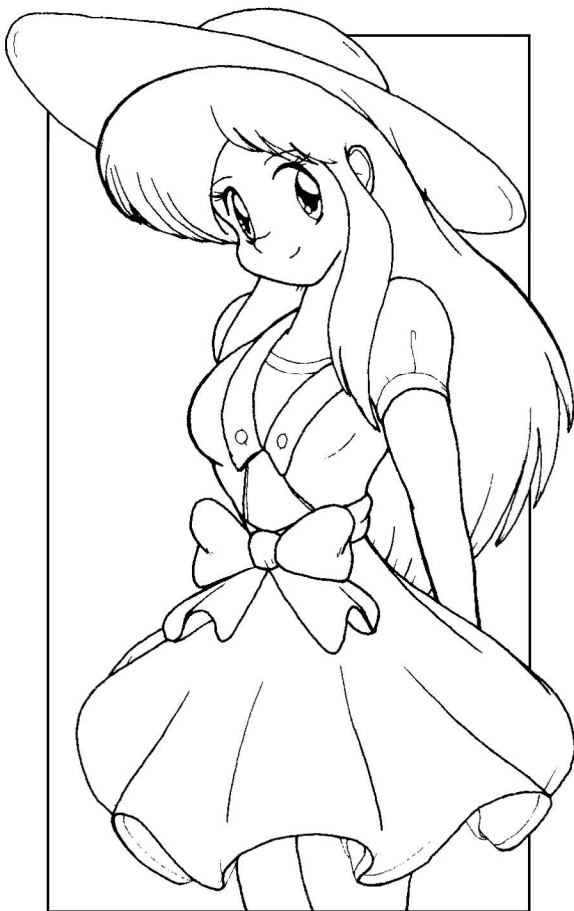
Many popular anime shows feature characters who are mind-numbingly powerful. In a gaming campaign of this sort, each character has one stat or skill which is unusually strong.

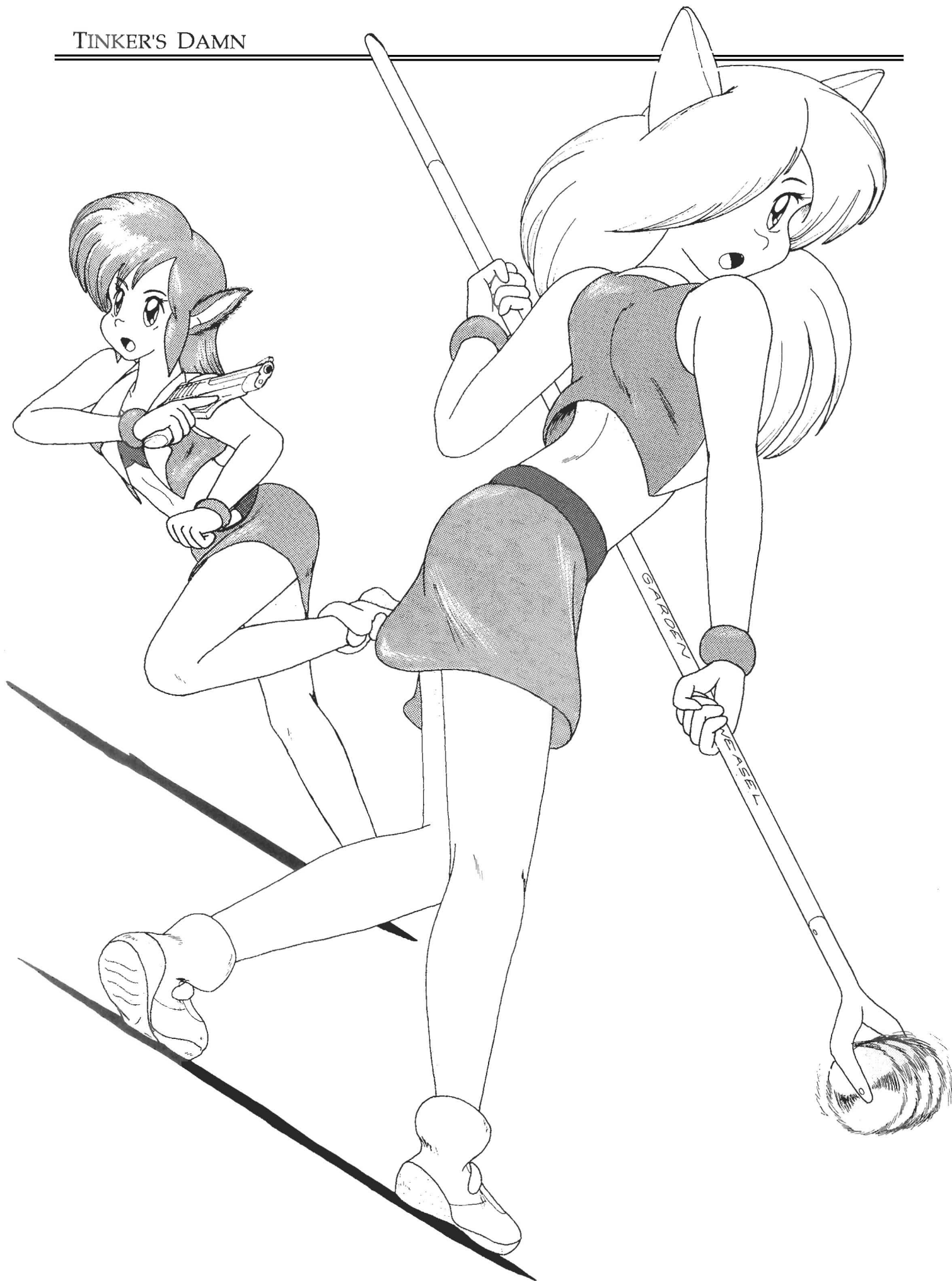
These characters are made similarly to boosted characters. They are written up normally, and then one stat, skill, or special ability is chosen as the powerful one (usually, power level is used).

An overpowered stat is generally about one hundred points higher than normal. This

places the ability completely out of the league of characters who do not have the same stat overpowered. Opposing characters who have the same stat overpowered treat those stats as normal, since they cancel each other out. For

instance, two characters who are fighting with overpowered strength stats would act as if they had normal statistics. After all, they can each punch through concrete, but they can also both be slammed into walls without being hurt.





COMBAT

Personal Combat

When two characters engage in combat with modern firearms, a basic procedure is followed.

1. Roll Initiative: If both combatants see each other at about the same time, each player rolls 1D20 and adds their Agility stat. Whoever rolls highest fires first.
2. Roll to Strike: When using ranged weapons, the attacker rolls 1D20 + weapon skill, and the defender rolls 1D20 + agility. If the attacker rolls higher, the shot hits.
3. Roll Random Hit: If the shot hits, and unless the attacker tried to aim specifically, roll 1D20. The results are compared to the random hit table to determine where the shot hit.
4. Roll Damage: Damage is rolled, using the number of dice listed for the weapon fired.
5. Record Damage Against Target: If the target is wearing armor over the body area which was hit, subtract the strength of the armor from the damage. The remaining damage is subtracted from the target's Wound Points. If the shot struck the target in the head, the damage is doubled (after subtracting armor). If the shot hit an arm or leg, damage is halved.

Random Hit

Torso	1-11
Right Arm	12-13
Left Arm	14-15
Right Leg	16-17
Left Leg	18-19
Head	20

Special Option:

Agility in Defense

There has been an age-old debate in the world of role-playing. In a gunfight, should a defender's agility be considered? One school of thought is that even though nobody can dodge bullets, a fast-moving catgirl is harder to

hit than a big slow barbarian. With this in mind, agility is added to the defender's roll, as outlined above.

The other argument is that human targets have roughly the same surface area, and movement is always difficult to follow regardless of actual speed. Therefore agility

has nothing to do with it. This is often used in dark, hard edged games with bloody one-shot combat. For campaigns of this sort, a constant value of 10 is added to the defender's roll instead of agility. It all depends on your own opinion, and what style of game you want to run.

Range

Most combat takes place at short range, but this isn't always the case. At short range, a +2 modifier is added to the firer's skill. At point blank, a +4 is given. At medium range no modifier is given, with -2 at long range and -4 at extreme range.

Other Bonuses

The referee may decide that other bonuses or penalties may apply to strike. Examples include +2 for ambush, -2 for a specific body location, etc. Also, the firer may aim for up to two turns, getting a +1 to strike per turn.

Critical Hit

If the attacker rolls a natural 20 to strike before adding skills and other modifiers, it is an automatic hit. Also, the attack is assumed to have hit something vital, and damage is doubled. This can be especially scary with head shots, where damage is doubled again.

Recoil

To put it simply, when a gun is fired, the expanding gasses will not only propel the bullet forward, but push the gun back, as well. Each gun in *Tinker's Damn* produces a certain amount of recoil, expressed as a number. If the recoil is higher than a character's Bod stat, the difference is used as a negative modifier to strike.

Double Fire

Guns can be fired twice in the same turn, but at double recoil. Some vehicular weapons (like mecha rifles) can fire twice in one turn, but the pilot's skill counts as half.

Overpenetration

Sometimes, a slug will enter a target and pass out the other side. This can be particularly nasty in crowds, where one might engage in combat with bystanders nearby. To see if the round overpenetrates, compare the damage to the Bod stat of the target. Subtract armor, and if the remaining damage is higher than the target's normal Bod stat, the shot overpenetrates. This assumes the gun is using normal ball ammunition. Armor-piercing slugs are twice as likely to overpenetrate (Bod stat counts as half, round up), while hollowpoints and shotshells are half as likely to overpenetrate (Bod stat counts double, compared to the

damage roll before adding mods for hollowpoints).

Selective-Fire Weapons

Most military weapons such as submachine guns and assault rifles have a selective-fire ability. These weapons can fire one round, a three-round burst, or full continuous fire. Striking and damage for each round is rolled separately. On full automatic, the gun fires five rounds per turn, although this does not mean that the gun stops firing. This is simply as many rounds as it can fire in one turn, so if the character is still pulling the trigger next turn, another five rounds are fired.

A three-round burst has triple normal recoil, and full automatic fire multiplies recoil by five. Obviously, this will make a difference to many characters.

Hand-to-Hand Attacks

To strike a character with a punch or kick, each player rolls 1D20 and adds their agility, plus any brawl or martial arts skill. If the attacker rolls higher, he strikes. Hand to hand attacks always strike the main body unless a specific target is chosen (-2 to hit).

Damage from a punch or kick equals $1D6 + 1/4 \text{ Bod}$ (round down). Attacks can be made more damaging, suffering a -1 to hit in exchange for each +1 to damage (for that Spinning Crescent Dragon Fury Special Death Kick). Conversely,

damage points can be sacrificed to make the attack easier. This is where that martial arts skill comes in handy, because it gives you an additional bonus to hit.

Example: Mittens wants to make a spinning kick at a dissatisfied customer. She decides to take a -5 to hit for +5 to damage. Mittens rolls a 9 to hit on 1D20, then adds her agility (20- she's a catgirl, you know) and martial arts skill (10), and subtracts five for the difficulty of the kick. This gives her a total of 34. The dissatisfied customer rolls an 11 on 1D20, adds his agility (12) and martial arts (6) for a total of only 29. Whak.

Mittens rolls a 4 on 1D6 for damage, and she has a Bod of 12. One quarter of 12 is three, and she took the -5 to hit for +5 to damage, so total damage is 12. The dissatisfied customer buckles and drops to the floor.

Super Martial Arts

Many anime shows feature martial arts masters whose kicks deliver massive chi blasts enshrouded by flame (they what?), allowing them to kick through four-foot cement walls.

It's the referee's decision if this sort of thing is possible in his game. If it is, the character could have a Power Level stat representing his "inner chi strength," or possibly better yet, use his Will stat the way one would use power level (again,



this is the referee's decision). This power level is used just like a magic power level, and is multiplied by their martial arts skill for super attacks, defenses, etc.

Melee Fighting

Melee combat involves the use of close-in weapons, such as swords, knives, pole arms, etc. In a melee fight, the combatants must each make a roll of 1D20 + Agility + Melee Skill.

Like in hand-to-hand combat 1/4 the attacker's Bod (round down) is added as a damage modifier.

Most easily concealable weapons such as small knives do 1D6 base damage, with 2D6 for slightly larger weapons such as combat knives, nunchaku, etc. A light sword or staff does around 3D6, a two-handed blade or pole arm would do around 4-5D6, and a big broadsword or battleaxe will inflict about 6D6 damage. Of course, this will always depend on the specifics of the weapon.



WOUNDING & MEDICAL

Shock Rolls

When a character is wounded, a "Shock Roll" must be made to see if they lose consciousness.

Shock Rolls

When a character takes damage, the player must roll under his remaining wound points on 1D20 to remain conscious.

When a character takes damage, their Bod stat drops to match their current number of Wound Points. In other words, take the character's remaining wound points, divide by two, and that's their current Bod.

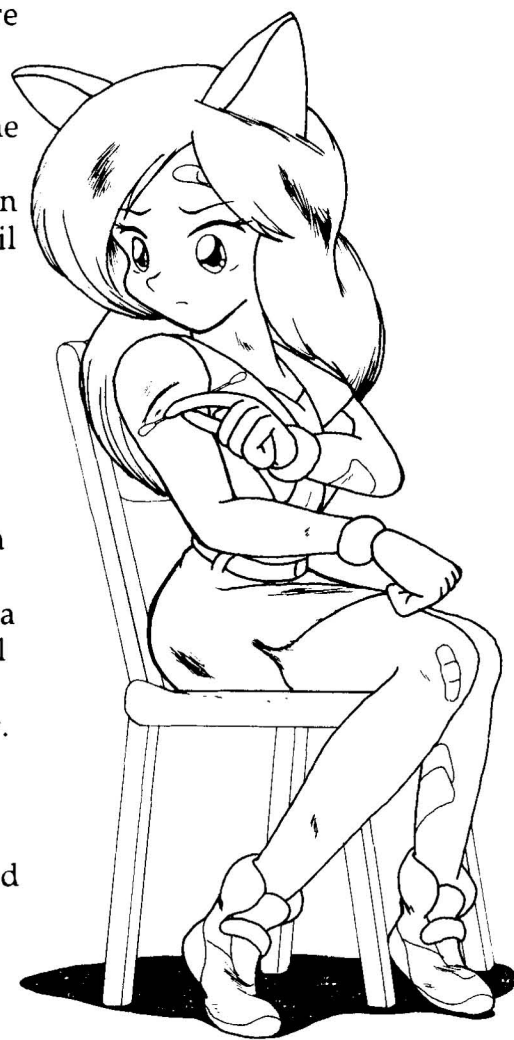
Remember that an arm or leg hit does half damage (after subtracting armor).

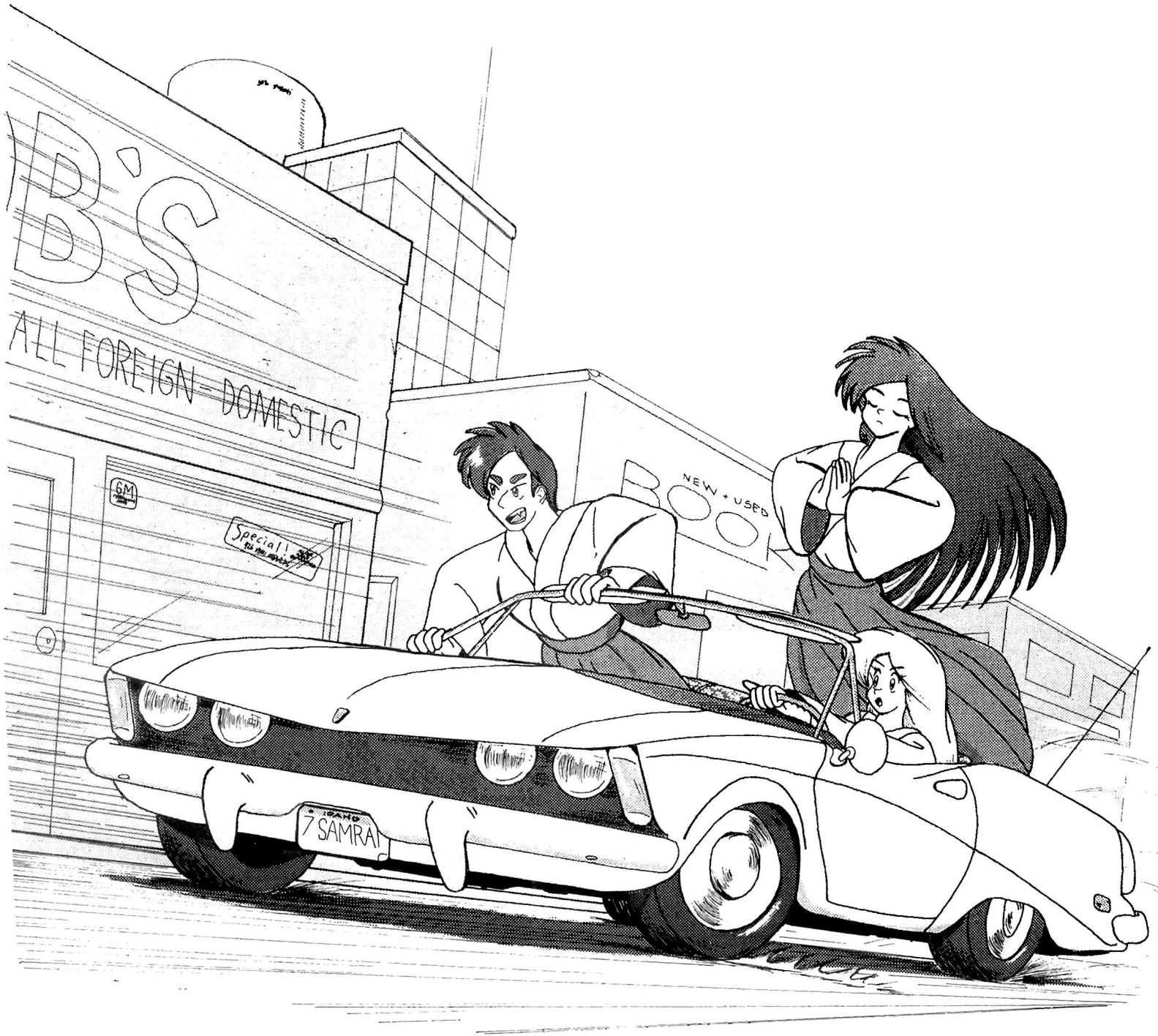
Those somewhat gorier referees among us might use the following rule: When damage is inflicted, compare the damage (before halving for limbs) to the character's normal wound points. If it is more than double the character's normal Bod, the arm or leg is broken. If it is equal to four times the character's Bod, it is severed. Ick.

Medical

Unless they receive medical attention or otherwise make some attempt at first aid, severely wounded characters continue to take damage from system shock and blood loss. If a character has lost half or more of their wound points they continue to lose one wound point every five minutes, or one point every ten minutes if the damage was only inflicted to an arm or leg. This continues until the character is medically stabilized. In any event, a character dies at -1 wound point.

Anyone with medical skill can stabilize a wounded character to reduce blood loss and prevent further harm from broken bones and damaged organs. Also, they can restore a number of wound points equal to their skill level at a rate of two points per hour of surgery. However, even if all the character's wound points are restored, this does not mean that the character is fully healed (-1 to all combat rolls). If all wound points aren't restored (which is probably the case), characters heal at a rate of one point every two days if medical supplies are available. If not, healing is at one point every week.





VEHICLES

Vehicle Agility

"Agility" refers to a vehicle's acceleration and maneuverability. Most vehicles have a zero or one for agility, while more maneuverable vehicles, such as expensive sports cars and Cheyenne helicopters could have as much as three or more. More sluggish rigs, like tanks and bombers, would have more like a -2 or -3.

Vehicle Maneuvering

Whenever a vehicle pilot is trying to accomplish a difficult maneuver, the player has to roll 1D20 + pilot skill + pilot agility + vehicle agility. They must roll over a specified difficulty given by the referee, usually around 30-35. The referee may also give positive or negative modifiers depending on the difficulty of the maneuver.

If two pilots are trying to out-maneuver each other, each player rolls as above. Whoever has the highest total succeeds.

Wrecks

When a player doesn't make his piloting roll (unless he's rolling against someone else), there's usually a fender-bender involved.

Base damage in a collision is 1D6 per 10 mph of net speed. Thus, two cars hitting head on at 30 mph each

would inflict 6D6 damage on each other.

There is a damage modifier involving the mass a vehicle. Divide the vehicle's weight by 1000 and add it to the damage inflicted on whatever it hit.

If a vehicle runs into a solid object, there is no mass modifier.

If a player has not failed a piloting roll but is forced into a wreck (loss of wheels or whatever), the character's skill is subtracted from the damage taken.

People inside a vehicle take 1D6 damage for every 20 mph of speed, although this is halved if they are wearing a seatbelt or cut to 1/3 for a full racing harness or pilot's harness.

Frames

All vehicles have some sort of frame strength, which protects against collisions and combat damage. A civilian vehicle, like a car, would have around four to ten. Tanks will actually have two strengths, for the hull and turret armor.

Turret strengths will usually be about 3/4 of frame strength.

Frame strengths for more sophisticated stuff, like space fighters and mecha, will have strengths based on what kind of weaponry is typically used in the campaign.

SINCE WHEN
AM I A HUEY
PILOT?



Combat

When a character attacks a vehicle, there are a couple of differences from normal combat.

Frame Strength: Every vehicle has a certain strength for the frame and body. Subtract the frame strength from the damage.

Roll Random Hit: If there is any remaining damage after subtracting frame strength, roll 1D20 and compare it to the random hit table for the target vehicle. If the shot hits an internal component and destroys it, a 50/50 roll is made. If the result is "yes", any remaining damage goes on to another random component. If the result is "no", the shot goes out the other side of the vehicle and does no further damage.

Random Hit and Strength

A set of suggested random hit charts is listed at the end of this section.

Each internal component of a vehicle has a certain strength for when it takes damage. Guns have two points of strength for each die of damage (a .50 caliber gun (4D6x5) has 40 points of strength). Engines have one point of strength per five horsepower or 50 lbs. of thrust. Every gallon of fuel absorbs one point of damage, and has a 50% chance of catching fire. Crew members are on their own...

About 50/50 Rolls

Often in vehicular combat, a "50/50 roll" will be called for. This means a roll of 1D6 is made to determine the result of a 50% chance. When making a 50/50 roll, first declare which half of the die (either 1-3/4-6 or odd/even) will be "yes".

Example

Allison's helicopter is hit with a 20mm gun. The frame strength of the Huey is subtracted from the damage, and a roll is made to see what internal component is hit (in this case, the engine). The damage is greater than the strength of the engine, so it is destroyed, and a 50/50 roll is necessary to see if the shot passes on to another component or goes out the side of the helicopter. Allison's player picks up a die, says "1-3 for further damage," and rolls. The result is a 4, so the remaining damage passes through without effect. Of course, with no engine, Allison still has a few problems...

Losing Pieces

If all the internal components in a major section of a vehicle (turret, sponson, aircraft wing, whatever) are destroyed, there is a 50/50 chance of that part of the vehicle being totally demolished or severed. Did someone mention wings? Hmm...

Firing in Volleys

Many vehicles (especially historic aircraft) have several identical automatic weapons firing in a single volley. Since six machine guns would require rolling to hit for thirty rounds, it's better just to simplify this. Just roll to-hit for the five rounds fired by one gun, then for each shot that strikes assume one shot out of every gun in the volley strikes. Damage can be handled the same way.

Example: Mr. President is pursuing a microwave oven in his P-51D Mustang. Somewhere over northern Germany he opens fire with his six .50 caliber machine guns. Since the guns are all fully automatic they fire five rounds each, so Mr. President will roll five times. The first roll is a two, missing wildly. The second shot gets a sixteen to hit, nailing his target. He rolls a seventy for damage, so all six guns inflict seventy points of damage each. Damage must be handled separately for each round, since the frame strength of the microwave must be subtracted from the damage of each round. The third shot hits, inflicting sixty seven points per round, and the fourth and fifth shots miss. The microwave oven, wounded, banks sharply to the right and dives into the clouds.

Miniguns and Vulcans

Guns with a very high fire rate (FR) are usually known as miniguns, vulcans, or Gatling guns. These employ multiple rotating barrels and firing chambers.

Fire rate refers to the number "groups" of rounds the weapon fires per turn. The gun is treated like a volley of identical automatic weapons, with one gun for every point of fire rate. For instance, a gun with an FR of six would be treated like a volley of six identical automatic weapons, firing a total of thirty rounds per turn. Rolling damage for this gun would be exactly the same as for Mr. President's P-51 described in the previous section.

Ablative Armor

For some campaigns, standard frame strength just doesn't fit the genre. This most commonly occurs with mecha that lose giant slabs of armor when hit, but operationally are not effected until they have no armor left. In this case, vehicles should have ablative armor- armor which is destroyed when hit, but stops damage from reaching internal components until it is totally gone. To find how much ablative armor a vehicle has, multiply its frame strength by ten. This new number takes place of the original nonablative frame strength. That's not to say you couldn't have both ablative and nonablative armor,



I HATE ANTIGRAV SNEAKERS!



but two separate frame listings would be needed.

When do you use ablative armor? Well, the problem with normal armor is that it's a little too realistic. Any attack that doesn't pierce the armor has no effect on the vehicle, but if the armor is pierced, the innards of the rig are usually gutted. While this is perfectly normal for something like a WWII campaign, a high-technology space warfare game will probably use ablative armor. This way, fighters and mecha can be hideously damaged by blistering energy weapons, but you won't go through as many characters in the long run...

Screens

In many campaigns, spacecraft and mecha carry screens, also known as shields or deflectors. They are the classic energy barriers, seen in all your favorite movies. Screens work like ablative armor.

Gravetics

In many futuristic settings there are vehicles which seem to fly without any obvious means of support. This is where gravetics (anti-gravity generators) come in. Gravetics can be used to lighten or propel all sorts of equipment, from guns to cyborgs.

One point of gravetics costs \$50, weighs .1 lb, and provides 1 lb of thrust. Thrust

is allocated for three separate uses- lift, speed, and agility. For gravetics to lift any object they must have thrust equal to 1/10 of the object's weight.

Top speed is found as $(\text{Thrust Allocated}) / ((\text{Total Weight} \times 2) / \text{Thrust Allocated})$, and agility equals $(\text{Thrust Allocated} \times 25) / (\text{Total Weight})$.

An example might be a personal flight harness. First you have to calculate how much thrust you need just to lift the person and flight pack. The average person weighs about 150 lbs. One tenth of 150 lb is 15 lb so 15 pounds of thrust is required for lift. Twenty points of gravetics are used (Five extra to accommodate for the gravetics themselves and any gear that might be carried), requiring \$1000 and 2 lb weight. To make the pack a nice even weight, 180 pts of gravetics are added which cost \$9,000, weigh 18 lb, and provide 180 lb thrust.

The total cost of the pack is \$10,000, it weighs 20 lb, and provides 180 lb thrust toward top speed and agility.

For top speed, 165 lb of thrust is allocated giving the pack with a 150 lb pilot a top speed of 80 mph, $(165 \text{ lb thrust}) / ((170 \text{ lb} \times 2) / (165 \text{ lb thrust}))$. This leaves 15 lb thrust for agility, giving the pack an agility of 2 $(15 \text{ lb thrust} \times 25) / (170 \text{ lb})$.

Mecha

One major distinction of mecha is that they have a "chassis." This has the same value as the "frame" stat, and refers to the strength of the mech for punching, crushing, etc. When a mech takes damage to the chassis on the random hit chart, the damage is subtracted from its strength.

For hand-to-hand combat damage, divide a mech's chassis (or frame) by 20 and multiply by 2D6 for punches and kicks. For instance, a mech with a frame of 8000 would do $8000/20 = 400$ or $2D6 \times 200$ damage. This is also used as a damage modifier for mecha melee weapons.

Like in normal hand-to-hand, a mecha pilot can sacrifice accuracy for damage or vice versa. Every -1 to strike gives a $2D6 \times 25$ damage bonus. For instance, the mecha above could take a -2 to strike for $2D6 \times 250$ total damage.

Many mecha are "variables," mecha which can transform themselves into different configurations. These mecha are much more expensive than normal, and require one turn to change modes.

Some mecha are known as "divers." These mecha can use hand weapons and hand-to-hand attacks while entering an atmosphere, unlike normal soldier or fighter mecha. They are also much faster than normal soldiers, but not as fast as fighters. In addition, a

variable diver does not require a turn to switch to soldier or fighter modes. However, switching directly from soldier to fighter still requires a turn. The drawback to all this is that hand-to-hand attacks for a diver are limited to half damage.

Vehicle Guidelines

On the next page is a chart of suggested vehicle guidelines.

For cars, tanks, prop planes, and helicopters, "power" refers to horsepower. For all others, it refers to pounds of thrust generated by thrusters or antigrav engines.

TINKER'S DAMN

BASE VEHICLE GUIDELINES

CARS	FRAME	ENGINE	AGILITY	SPEED	WEIGHT
Bikes	4	60-120	+2	100-150	400-600
Subcompacts	3	50-100	+2	80-100	1200-1800
Sedans	6	100-250	+1	100-140	2500-3500
Muscle Cars	7	200-400+	+2	120-160+	3000-4000
Sports Cars	5	150-400+	+3	120-160+	2000-3500
Luxury Cars	8	200-350	0	100-140	4000-5000
Pickups	10	200-300	0	100-140	3000-4000

TANKS	FRAME	ENGINE	AGILITY	SPEED	WEIGHT
WWII Medium	1000-1500	200-500	-2	20-40	50K-100K
WWII Heavy	1250-2000	400-800	-3	20-30	75K-140K
Armored Car	500-1500	100-400	-1	50-70	10K-30K
Modern Heavy	2000-2500	750-1500	-2	25-60	100K-120K

HELICOPTERS	FRAME	ENGINE	AGILITY	SPEED	WEIGHT
Anti-Tank	30-40	1500-3500	+3	200-450	10K-15K
Heavy Lift	30-40	2000-4000	0	100-400	10K-25K
Autogyro	15-20	250-300	+1	100-200	1500-2500

PROP PLANES	FRAME	ENGINE	AGILITY	SPEED	WEIGHT
WWII Fighters	20-30	1500-3000	+2	350-500	10K-15K
WWII Bombers	30-50	4000-6000	-2	300-450	35K-65K

JETS	FRAME	ENGINE	AGILITY	SPEED	WEIGHT
Modern Fighters	30-50	20K-40K	+1	1200-1600	20K-50K

SPACE CRAFT	FRAME	ENGINE	SCREENS	AGILITY	SPEED	WEIGHT
Light Fighters	50-500	20K-80K+	0-2000	+2	1500-6000+	20K-60K
Heavy Fighters	100-2000	50K-200K+	0-8000+	+1	1500-6000+	30K-70K+

MECHA	FRAME	ENGINE	SCREENS	AGL.	SPEED	WEIGHT
<u>Powered Suits</u>						
Light (6 ft)	25-100	100-1000	0-100	+3	50-100	50-300
Heavy(7-9 ft)	50-500	100-4000	0-1000	+2	50-200	100-2000
<u>Mecha</u>						
Lt. (10-15 ft)	50-1000	1000-15K	0-2500	+1	50-500	2000-10K
Med. (15-30 ft)	1000-2500	10K-100K	0-8000	0	50-500	10K-100K
Hvy. (30-60 ft)	2000-5000	100K-400K	0-15K	-1	100-500+	100K-300K
Superhvy. (50+ ft)	5000+	200K-700K	0-20K+	-2	100-500+	200K-500K+

RANDOM HIT GUIDELINES

CARS

Driver	1
Passengers	2-5
Engine	6-11
Fuel	12-13
Cargo	14-19
No Effect	20

TANKS

Crew	1-4
Engine	5-11
Fuel	12-13
Weapons	14-17
Non Combat	18-19
No Effect	20

HELICOPTERS

Crew	1-2
Engine	3-9
Fuel	10-12
Weapons	13-18
Non Combat	19
No Effect	20

WWII FIGHTERS

Pilot	1
Engine	2-7
Fuel	8-12
Weapons	13-16
Non Combat	17-18
No Effect	19-20

WWII BOMBERS

Crew	1
Engine	2-5
Fuel	6-10
Weapons	11-15
Non Combat	16-17
No Effect	18-20

SPACE FIGHTERS

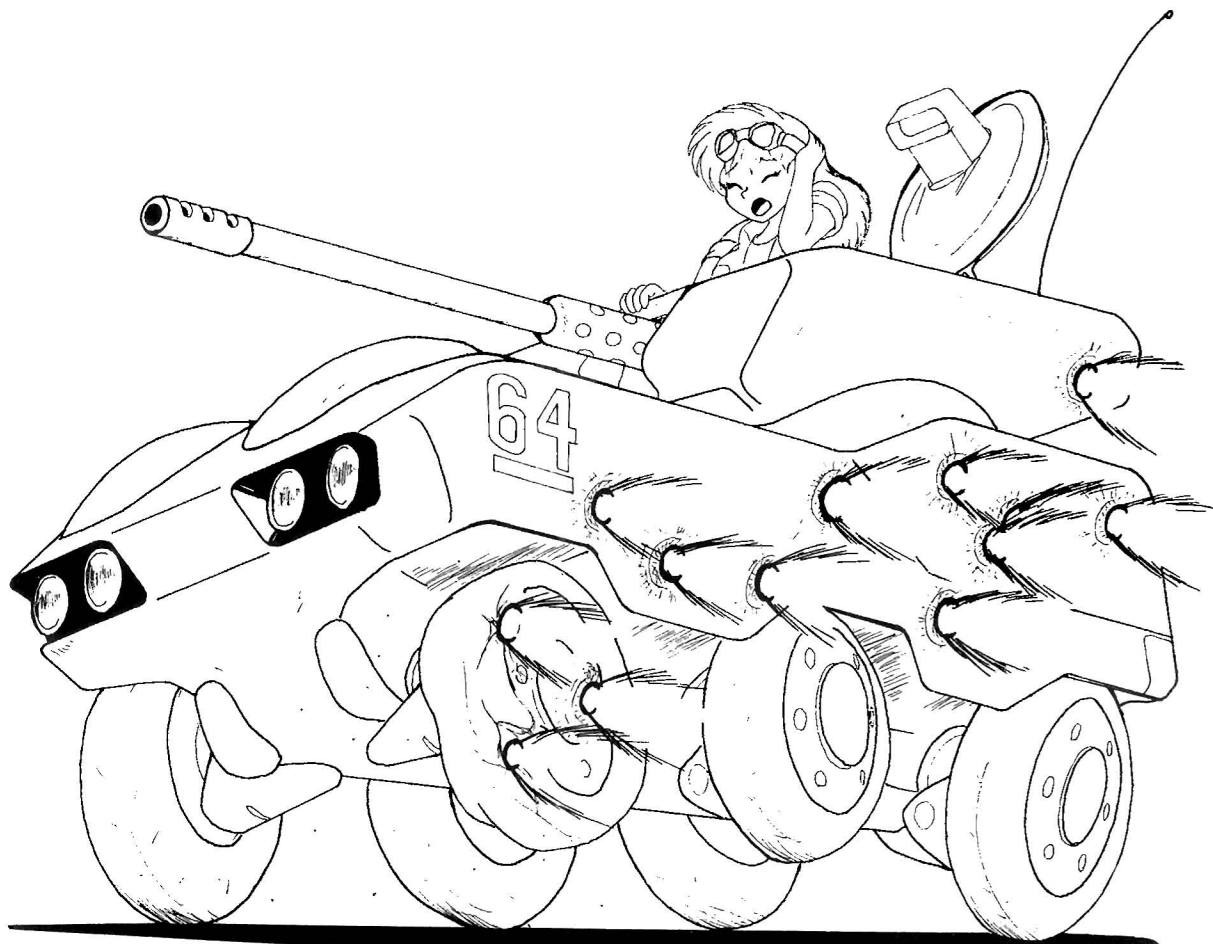
Pilot	1
Engine	2-8
Fuel	9-14
Weapons	15-18
Non Combat	19
No Effect	20

POWERED SUITS

Pilot	1-8
Chassis	9-14
Engine	15
Fuel	16
Weapons	17-18
Non Combat	19
No Effect	20

MECHA

Pilot	1
Chassis	2-9
Engine	10-13
Fuel	14-15
Weapons	16-18
Non Combat	19
No Effect	20





MAGIC

Depending on the campaign, magic can take on several forms. However, the basic rules are always the same.

Power Level

Characters in magic-using campaigns can choose to put a few points into a seventh stat, "Power Level" (commonly abbreviated as "Pow"). This represents the character's inborn magic strength. Characters still receive only 75 character points, even though they have one more stat to spend them on.

Spells

Spells are the skills of the magic-user. They represent incantations and techniques learned over time, from books or teachers. Skill points from the character's 75-point base are used to acquire spells like any other skill- and with the usual 20-point maximum. A player can choose how powerful the spell is when used, up to a maximum of the spell's level.

Sorcerer characters have an instinctive affinity for magic, represented by their power level stat. The player can choose to use their spells at higher levels than normal by multiplying their spell level by their power level (or part of it). In this way, spells can easily exceed level 20.

Spell Energy

Magic characters have a "pool" of spell energy that they can use until it (and the character) is exhausted. A character's spell energy is equal to their power level multiplied by ten. When a spell is used, it's level (after multiplying power level) is subtracted from the spell energy pool.

Example: Allison has an attack spell of 6 and a power level of 4 for a an actual attack spell of 24. This is subtracted from her total spell energy of 40, leaving her with 16 points remaining.

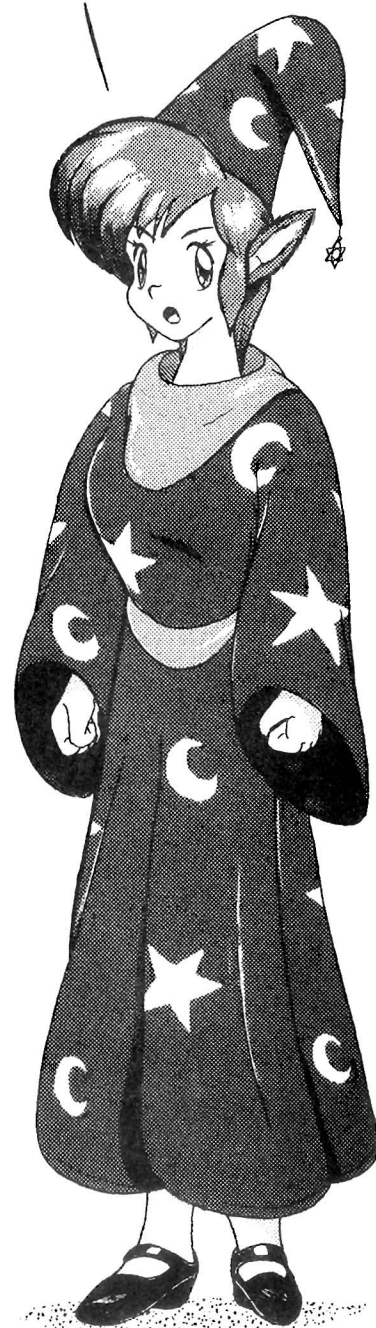
Spell energy is recovered at a rate of one point per minute. Spell energy tends to run out quickly, so it often makes sense to use spells at lower levels than what they are really capable of. Save those big attacks for when you really need them.

SPELL LIST

Attack: Spell attacks have to manifest themselves some way (it looks cool), but the appearance is up to the user. Magic attacks are made like normal weapon attacks, but the spell level (without multiplying by power level) is used in place of a weapon skill. Spell attacks do damage at a rate of 1D6 per level.

A non-magic attack always gets initiative over a magic attack, or at least a normal initiative roll in the case of an ambush. A successful

WOULD YOU CUT
OUT THESE DUMB
EXAMPLES?! I'M NOT
A MAGICIAN!
(OR A HUEY PILOT!)



non-magic attack also has a 50% chance of interrupting the spell, causing them to lose a turn.

Shield: A shield will provide ten damage points of protection per level of the spell. When under attack from another sorcerer, there is always time to activate a shield spell. Even if the sorcerer is ambushed, a shield spell may be raised at half strength (although this only works against magic attacks.) The shield remains in place until it is lowered by the spellcaster or destroyed. The spellcaster cannot have more than one shield active at a time.

Regenerate: A regeneration spell can restore one wound point per level of spell. It can only be used once on a character, unless they are wounded again. Some regeneration spells will even revive comrades who are technically dead. As long as the body is mostly in one piece, the spellcaster can try to revive them. They must roll 1D20 and get a result lower than their spell level, -1 per minute that they've been dead. The spellcaster only gets one opportunity to make this work. You normally can't revive yourself once dead, but some anime characters do it, so it's up to the referee.

Stasis: Places a pocket of stasis around an item, for a number of hours equal to the level of the spell. Inside the pocket, time is frozen from the moment the spell was cast. The size of the pocket is a number of feet in

diameter equal to the level of the spell (or less). The item to be put in the pocket must be in immediate contact with the spellcaster. A stasis pocket cannot be placed around part of an object, it must be the whole thing (so don't even think of trying to kill someone this way).

Trace: Will give a general idea of where someone is and how far away they are, at a range equal to a mile per level. Can only be used to find one person at a time, and will only determine where they are for a brief moment- it won't constantly track them.

Detect: Will detect any use of magic nearby. It can be used to determine if a person or object has magic abilities or has been affected by magic, if the result on 1D20 is lower than the level of the spell.

Barrier: Will place a stationary barrier around an area, with ten damage points of strength per level. Can be specified to keep out magic, normal stuff (like people), or both.

Plane Shift: This ability may be too powerful for some campaigns. It allows the spellcaster to transport himself and one other person or thing into an alternate plane of existence, a small "pocket dimension" of sorts. The spellcaster can stay there for a number of hours equal to the level of the spell. However, if they bring someone or something in with them, they cannot leave unless they bring

whatever it was with them (or destroy it).

Levitate: Telekinetic movement of objects. Low level spells can pick up light items like tools, where a level 20 or more could heave a small car around.

Telepathy: The character can talk at up to ten times the spell level in miles, or from a different plane of existence. The other person need not use the spell to receive, but must have it to respond.

Summoning

Spells can be strengthened by summoning other magical forces or entities. A bonus of one spell level is awarded for each turn spent summoning, up to a maximum number of turns equal to the original level of the spell. The number of turns spent summoning must be declared before starting, and if there is an interruption during this time

the spell is ineffective. The bonus is added before multiplying by power level.

Magic Artifacts

Character points may also be used to acquire a magical artifact (probably handed down from ancestors) which has a number of spell points equal to twice its level. However, these points can only be used towards one type of spell. The level of an artifact is added to the power level to determine spell energy the character has available.

PSYCHICS

Psychic characters are generated the same way as sorcerers. Depending on the referee's decision, artifacts may be allowed and the summoning rules could be used as "concentration" or "meditation."





NET OPERATORS & HACKERS

Nowadays in the world of "cyberpunk" and "virtual reality" stuff, you'll often find network operators (net ops). They're the guys with the neural jacks in their wrists. They can "move" through net space as the computer feeds simulated physical action directly to the brain.

In net space, these people have programming powers resembling alchemy. A small blue can opener can appear in the operator's hand, representing a complex codebreaker program to access restricted files.

Power Level

As stated, net programming resembles alchemy. In fact, rules for net ops closely resemble those for sorcerers.

The more powerful net ops have a power level stat. In this case, it represents the sophistication of their implants, hardware, software, and their own affinity for net programming. This stat works as a multiplier on net op skills, much as a sorcerer's power level effects his spells.

NET SKILLS LIST

This is only a basic listing of skills and programs.

Surge: This is a basic attack program, using decryption programs and electrical surges to inflict 1D6 damage per point of program to any other net op or A.I.

Shield: Special encryption and shunts form a barrier which will protect the net op from ten points of damage per level of the program. The program can be re-activated after it is penetrated, but this takes one turn.

Break: Fuzzy-logic decryption and decoding is used to try and break into protected computers and files. An opposed roll must be made against the level of the barrier to be broken. Cannot be used as an attack program.

Stealth: Makes a net op undetectable to other net ops, A.I.s, and programs. An opposed roll is made against a detection program.

Detection: Used to find stealthed net ops, as described under "stealth."

Interface: Allows the character to run any vehicle or piece of equipment set up to accept neural control. Level of program is used in place of normal driving skill.

Isolate: Keeps any net op or program from moving or dropping out of the net.

Soapbox Time...

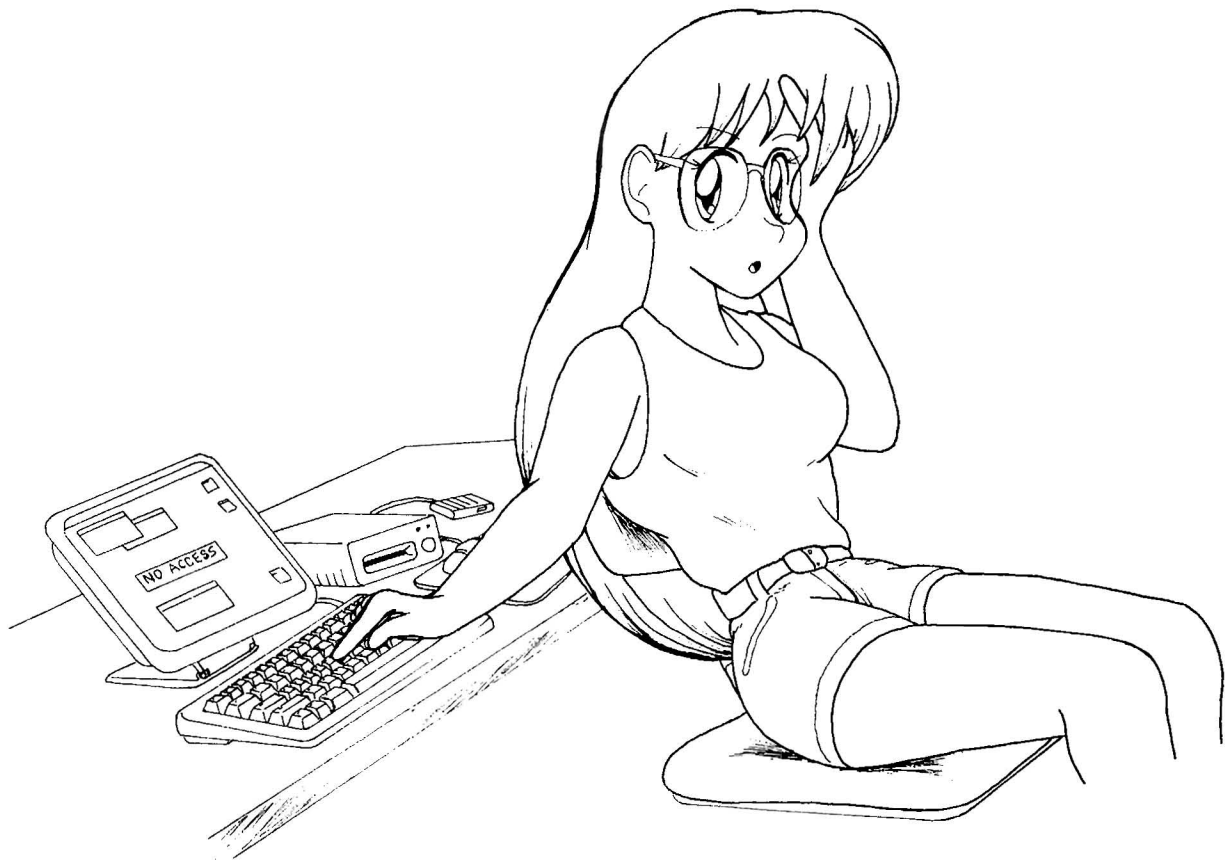
Hey, does anyone remember the "hacker" thing from the eighties? Well, these days the modems are faster, the net is bigger, and not everything is text-based anymore, but all this "cyberspace" crap is really just the same thing we've been doing for years. After all, this might seem like a big shock to a few people, but nobody's going to be running any icebreaker programs through their neural interfaces anytime soon. Yes, I've got books on nanotech, and I still think it'll be quite awhile before anyone will be mass producing the stuff. Do you really think the government would approve neural interface implants for anything other than paralysis victims? We'll see...

Okay, fine, I'll quit preaching, especially since I admit that there are some really good cyberpunk novels and RPGs out there (I used to run one on a regular basis). But remember- you can get some pretty good tension from an "old" hacker scene. Sure, the Southern Oregon Cyber-Samurai can't incinerate your forebrain, but when the bad guys track your modem linkup back to your apartment, you'd better split before the men in black show up at your door...

A Note on Hacking

If you're running a hacker character, the rules are pretty much the same as for net

ops. The only difference is that you can't get hurt. Yet...





CYBORGS

Cyborgs are found in various types, from those with enhanced neural links or grafted muscles to the heavy combat types who consist of an armored cybernetic body with a central pack containing the major organs. Many cyborgs aren't distinguishable from normal humans, even on thermographs.

Strength

Base cost for an enhanced body is \$1000 and 10 lb. per point of Bod. This strength is added to the original Bod of the character. The character's limbs are obviously cybernetic, but can be easily disguised with the right clothing. If the character's new strength is more than double his original strength, the spine and pelvis must be reinforced and power-actuated to handle the stress. This requires an additional \$10,000 and 25 pounds. A character with this much enhancement can be recognized as a cyborg no matter what he wears.

An individual limb or pair of limbs can be enhanced, rather than the entire body. Each limb requires \$250 and 2.5 lb per point of Bod, which only applies when that limb is being used. The combined strength of all enhanced limbs can't be more than the character's original Bod without

reinforcing the spine as listed above.

Individual limbs can also be added onto a full cyborg to function as third and fourth arms or whatever. (Weird, man.) This requires a \$2000 graft mount, plus the limb itself.

Wound points are determined by doubling Bod like normal, based on the character's new Bod stat. If the character has individual cybernetic limbs, add half the average strength of these limbs to the character's Bod, then double for wound points.

Gear

A cyborg can carry internal gear and equipment, squeezed in between various body systems. This can include anything from weapons to gravetic engines. A cyborg can carry three times their Bod stat in pounds of gear, which does not count against combat load.

CYBORG GEAR LIST

None of the following equipment weighs anything, unless listed otherwise.

Armor: Armor can be purchased for any of the major body areas. Torso armor requires \$20 and one pound per point of armor. Arms or legs can be armored for \$10 and one half pound per point, which protects one pair of limbs. Head and spine armor requires \$20 and one half pound per point. If any single body area has more points of armor than

the character's Bod stat, the armor must be mounted outside the endoskeleton and is readily visible. Otherwise, it can't be immediately noticed.

Natural Appearance: Cost $\times 2$. A cyborg can be built to look like a normal person, doubling the overall cost of the 'borg. However, a real close look at the character will still point them out as a cyborg (heavy clothing helps, though), and they will still be obvious to anyone with thermograph equipment.

Improved Natural Appearance: Cost $\times 4$. This is the same as the "natural appearance" option, but is more effective. The character will appear completely normal to any visual inspection and even on thermographs. Only sensitive medical equipment can tell the difference.

Neural Link: \$2000. This allows the character to use a standardized interface and a cable jack to link into cars, computers, weapons, etc. and control them with neural impulses. The item that the character is linking into must be equipped with a neural control system, which doubles the cost of that item. Neural links allow much faster operation and reaction than normal, giving the character a +2 to agility when using that item. Cable jacks are normally placed behind the ear, behind the neck, or in the wrist.

Optics: \$1500+. Basic cybernetic eyes only receive normal light wavelengths, but can be improved to pick up infrared and ultraviolet wavelengths for \$500 each. Normal organic eyes can be modified to view these wavelengths, at \$750 each. At least two eyes (at least?) must have the same modification for depth perception, otherwise a -1 penalty is taken when using weapons while operating on that wavelength only. More sophisticated systems such as light amplification (A.K.A. "starlight") sight and thermograph are available for \$750 each.

Statistical Bonuses: \$500 per +1. There are various little improvements that can be made to a cybernetic character's abilities, purchased in +1 increments. Examples might include Amplified Hearing +2, Wide Frequency Hearing +1 (able to hear higher or lower frequencies than normal), Smell +3, Hand Dexterity +1, Extending Arms +2, etc. These bonuses can not be used to improve the character's basic statistics (strength, agility, etc.), but things like "Running +2" are okay.

Internal Gear: Item Cost $\times 2$. Weight varies. Items such as communications gear, small weapons, and tools are common choices. The cost of an internal item is doubled, since it now operates from neural

command. It can also be made concealable, bringing the total cost of the item to 4x normal.

Lock Mounts: \$2000 + \$250 per added setup. A lock mount is an external "hardpoint" on the 'borg, to which weapons, sensory gear, or other equipment may be attached. These have a quick-change ability, as equipment on a lock mount may be attached or removed in seconds. The "\$250 per added setup" means that each additional item that can be attached to a lock mount adds \$250 to the cost of the mount. However, a mount can only carry one piece of equipment at a time. Lock mounts can be purchased for cybernetic limbs, so that different limbs can be interchanged for different purposes.

Simple Appendages: \$500 + integrated systems. Simple appendages are exactly that—relatively unsophisticated "add-ons" such as miniature arms, stalks or "rabbit ears" for sensory gear, tails, etc. Integrated systems are things like sensors or other equipment mounted in the limb. Simple limbs do not have any strength for hand-to-hand combat, and can not hold weapons.

Reflex Bonuses: \$10,000 per +1. This hardware gives a statistical bonus to the character's Agility stat.

Lightweight Build: \$50 per pound. Lightweight materials and components can be used to reduce the weight of a cyborg (especially those big armored suckers). Cost depends on how much the weight is reduced.

Network Processor: \$1000. This option, when combined with a neural link, allows the character to operate within a world network like a net operator with a power level of one.



A.I.s AND ROBOTS

Artificial intelligences (A.I.s) are written largely like normal characters. They are often found as sentient starship computers or in other similar roles, and are therefore rarely used as player characters. They have stats for intelligence and usually power level (for use as a net op), and sometimes others depending on the A.I.

Robots make good player characters, and their bodies are written just like those of cyborgs. Note that emplaced A.I. computers often have robot bodies controlled remotely.

Any A.I. / robot has 150 points to use for stats, skills, bonuses, etc.

An A.I. net operator has a number of "integrity points" equal to twice their power level. This is how much damage they can take from attack programs.

"Hey, Allison!"

"What?"

"This page is blank."

"Uh-oh. Maybe we can
pass it off as an artistic
effect or something."

"Okay."

AS YOU CAN SEE,
MY PARTNER MITTENS
IS DEMONSTRATING
THE PROBLEMS WITH
OVER-POWERED
HANDGUNS...



WEAPON DESIGN

In RPGs, style has a lot to do with what sort of weapons are used. For some campaigns, there won't be any interest in gun specifics ("Bang! He shoots you."). Others, however, will focus a little more on what sort of guns are used ("He swings around with his .357 Magnum and plugs you with a hollowpoint!"). The *Tinker's Damn* system allows you to design weapons to your own specifications. Obviously, depending on the campaign, some types of guns will be difficult or impossible to find. For instance, if the characters are all members of the police or military, fully automatic weapons might be readily available. This might not be the case for other characters.

Gun Design

Guns are purchased in increments of 1D6 or +1 point of damage, with each die or point costing a certain amount of money and adding to the weight of the gun.

Most modern weapons are loosely rated by their caliber. The table shown later in this section gives the suggested damage for many different calibers.

Gun

1D6 = \$200, 1 lb
+1 = \$75, .5 lb

To illustrate how this works, a .45-caliber pistol does 2D6+1 damage. Therefore, it would cost \$475 (200+200+75) and weigh 2.5 lbs. (1+1+.5).

Another thing to consider is the ammunition capacity. A certain number of rounds of ammo must be chosen as the gun's normal magazine capacity (usually about 10-15 rounds for pistols, 25-35 rounds for automatic weapons). More rounds can be carried by using longer magazines (up to double the norm) but this will make the weapon bulky and hard to conceal. It's usually better to just carry multiple magazines if extended combat is expected.

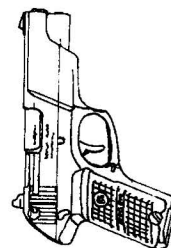
Once the number of rounds has been chosen, determine how much the ammunition costs and weighs. Remember to add the weight of ammunition to the weight of the firearm.

*ammo normally comes in boxes of 20 or 50 rounds.

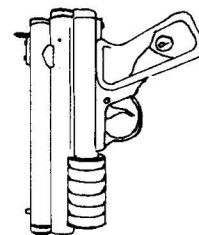
Ammo

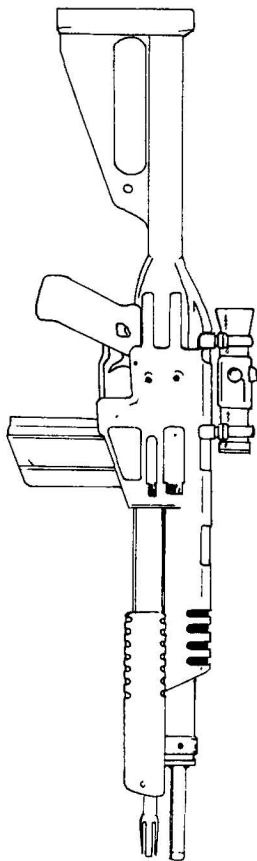
\$.125 and .015 lb
per D6 damage for each shot

Ruger P91DAO
.40 Caliber, 2D6 damage
11 rounds, recoil 4
2.33 lb loaded, \$400



Pursuit PGP
.68 Cal Paint Ball, 2D6 each point
10 shots, no recoil
2.3 lb loaded, \$150





SSA Crossfire Model 88P
 .308, 5D6 damage, semi-auto
 12-gauge, 3D6 damage, pump action
 20 rounds .308, recoil 10
 7 rounds 12 ga., recoil 6
 stock (recoil 6 for .308, 2 for 12 ga.)
 universal mount (top), scope, flash suppressor
 11.96 lb loaded, \$1735

Determining Recoil

The effects of recoil were discussed in the combat section. A gun will deliver two points of recoil for every 1D6 of damage.

There are various devices available to reduce recoil, particularly for selective-fire weapons (incidentally, selective fire capability costs nothing by itself, but often requires recoil-damping equipment, and the availability of selective-fire weapons is often very limited).

Note that some items will say things like "\$40 xD6." This means that the cost of the item is \$40 for every D6 of damage the weapon inflicts. For example, this item would cost \$80 for a 2D6 gun.

Forend Grip: Costs \$50, weighs .25 lb, reduces recoil by 1. A forend grip or handguard is seen on most shotguns, submachineguns, or rifles. In combat situations, a rifle is often held by the grips at waist level, to eliminate the initiative penalty by not using the stock.

Gravetic Compensator: Cost \$500, weigh .1 lb per point of recoil suppressed. Usually seen on those really big personal artillery cannons combined with enough gravetics to make them man portable. Obviously, this is an item for science fiction campaigns.

Light Weight Build: Costs \$100 per .5 lb saved. No more than 70% of a gun's base weight can be removed. Increases recoil by 1 per every two pounds saved.

Added after other modifications.

Long Barrel: Costs \$40 xD6, weight .3 lb xD6. When you really want to reach out and touch someone. Makes a gun heavy and hard to conceal eliminates range penalties. Works like a weighted compensator and reduces recoil by -2.

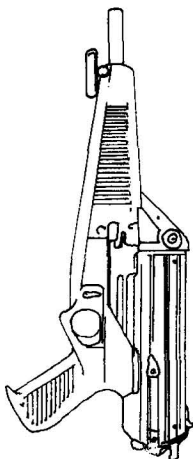
Muzzle Brake: Costs \$40 xD6, no weight, reduces recoil by 1/2 (before other bonuses). A muzzle brake works similarly to a ported compensator, but involves cutting more ports around the barrel.

Ported Compensator: Costs \$20 xD6, no weight, reduces recoil by 1/4 (before other bonuses). When a gun is fired, it tries to point upwards. Muzzle porting works by cutting a pair of slots in the top of the muzzle. Gasses from the bullet are forced up, pushing the barrel back down. It can not be combined with a muzzle brake.

Short Barrel: Costs \$-40 xD6, weight -.3 lb xD6. This makes the weapon easier to conceal, but increases recoil by half and doubles range penalties.

Stock: Costs \$10 xD6, weight .1 lb xD6, reduces recoil by -4. Most modern combat stocks are synthetic, although wood stocks are still seen on hunting or target-shooting weapons.

Quality wood stocks cost \$30 xD6, weigh .5 lb xD6, and drop recoil by -5.



Calico 950
9mm, 2D6 damage
50 rounds, recoil 4
3.5 lb loaded, \$400

than one turn (most armorers place a tracer round every 5 rounds) there is a +1 to hit on each consecutive turn. A total bonus of +3 is possible. Can be combined with any ammo type other than shot.

Jacketed Hollow Points: Cost x 2. Does double damage to unarmored targets and full damage to armored ones. Also known as dual purpose ammo.

Shotshells: Cost x 2, weigh x 2. For shotguns, these inflict normal damage at medium range, but add 2D6 damage for each closer range and subtract 2D6 for each longer range. Note that shotgun slugs (no damage modifier for range) are also double cost and weight.

Other Accessories

There are a few other goodies available for the combat firearm.

Bipod: Costs \$10 xD6, weighs .1 lb xD6. This consists of a pair of folding legs mounted under the front of the gun. It allows the firer to get double the normal aiming bonus, or +2 per turn (for no more than two turns). The disadvantage is that the gun has to be resting against something, so the firer can't be moving. This is a popular item for snipers.

Flash Suppressor: Costs \$15 xD6, no weight. Eliminates muzzle flash, making the firer more difficult to see at night. Often combined with silencers.

Laser Sight: Costs \$200, 1/2 lb. Gives a +5 to strike at medium

range or less, but penalizes initiative by two.

Rifle & Pistol Scope: Costs \$300, 1 lb. This reduces range penalties by five for targets at medium range or more. Penalizes initiative by ten when one is looking through the scope. Light amplification or infrared capability is available for \$300 and an 1 lb.

Rifle Sling: \$10, no weight. A must for a rifle with any serious weight. Reduces initiative by 4 when rifle is slung over shoulder. A combat sling which supports the rifle at hip level costs \$20 and has no initiative penalties.

Universal Mount: Costs \$20, no weight. An under-barrel socket for attaching laser sights and flashlights. Commonly seen on shotguns. A slide-on type supports attachments such as bayonets. Weapon flashlights cost \$20 and weigh 1/2 pound.

Silencers: Costs and weighs 1/2 that of the basic gun. Also known as suppressors, these reduce the speed of escaping gasses to make firing difficult to hear. What noise remains is usually altered so that it isn't recognizable as a gunshot, if it can be heard at all. Silencers reduce the damage of a weapon by 1 point per D6 and are usually removable.

Slow-Loaders

Simple, traditional weapons such as revolvers and shotguns (breakopen or pump action) are 1/2 normal cost (this



EAA Windicator
.357, Snub Barrel, 4D6 damage
6 rounds, recoil 12
3.16 lb loaded, \$640

affects only basic gun cost, not accessories). However, they are slow to load, taking at least one turn for every two rounds.

Bolt action rifles also fall in this category, but many use magazines which do not require any extra time to change. By virtue of design bolt action rifles are only able to fire 1 round per turn.

Typical Gun Calibers

.22 (5.7mm)	= 1D6
9mm	= 2D6
.45 Auto	= 2D6+1
.357 Magnum	= 4D6
.44 Magnum	= 5D6
.223 cal. Rifle	= 3D6
.30 cal. Rifle	= 6D6
20 Gauge	= 2D6+1
12 Gauge	= 3D6
10 Gauge	= 4D6
.50 cal. BMG	= 4D6x5
20mm Cannon	= 6D6x10
30mm Cannon	= 4D6x20
30mm (GAU/8)	= 4D6x50
75mm Cannon	= 5D6x50
88mm (German)	= 5D6x60
105mm (Patton)	= 5D6x100
120mm (Abrams)	= 5D6x150

Muzzle Loaders

Not very common, but you never know when the ol' smoke pole might come in handy. They weigh twice as much, cost one fourth and have twice the recoil. They are typically single barrel rifles and revolver type pistols. Double barrel rifles exist but their weight is a serious drawback.

Common calibers are .44cal for pistols, .50cal and .54cal for rifles. Although they fire a big hunk of lead, the .50cal rifle only performs like a .357.

This sort of weapon requires the supplies necessary to reload and fire, such as balls, patches, powder, powder measure, caps, ball starter and ramrod, not to mention decent weather. If it's raining, forget it. By far the largest drawback is the time required to reload one of these fire breathing cannons. A well practiced loader can reload in about a minute and a half.

Vehicular Guns

Due to their rugged construction, mounts, ammo feeds, etc., guns mounted in vehicles weigh three times normal (ammo weight is not changed).

Miniguns and Vulcans

Vulcan guns are vicious weapons, as described in the combat section.

The cost of a vulcan equals the basic cost of the gun multiplied by its fire rate. The weight of one of these guns is the normal weight (including x 3 for vehicle mounts) times half the fire rate.



Grenades and Launchers

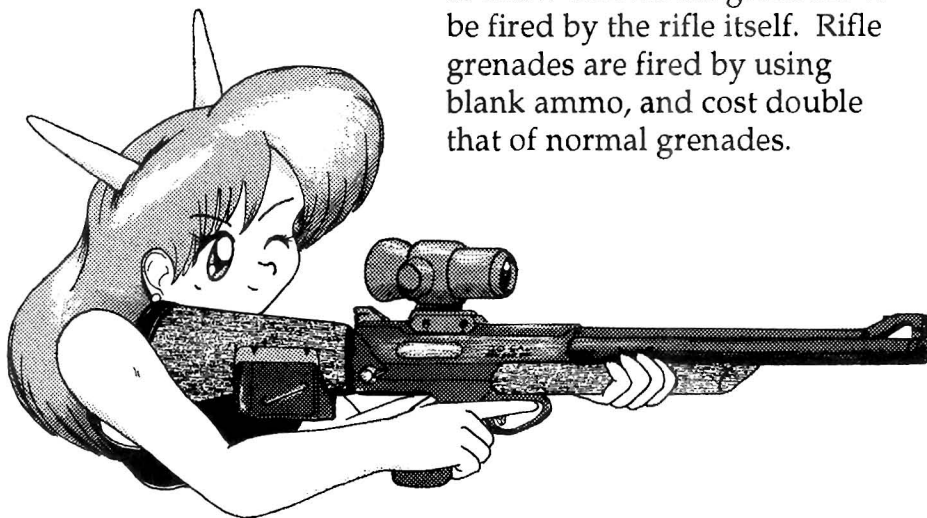
Hand grenades and grenades used in launchers are actually very different. However, their basic cost and size is fairly similar. Grenade launchers tend to be quite simple in construction compared to guns. They are usually single-shot, with the cost of multiple-shot versions being multiplied by the number of rounds carried. Grenade launchers typically require some sort of stock, or can be mounted beneath a rifle.

Grenade Launchers

1D6 = \$10, .08 lbs.

Basic explosive grenades, either of the thrown or launched variety, are \$.25 and .025 lbs. per D6. Damage is usually around 20D6. Grenades of any sort have a -4 to directly strike a man-sized target.

For \$100, any rifle (or other weapon of at least 1/8 the grenade's damage) can be modified with a muzzle adapter to allow individual grenades to be fired by the rifle itself. Rifle grenades are fired by using blank ammo, and cost double that of normal grenades.



More sophisticated versions have a bullet-trap device, allowing normal ammo to be used. These grenades cost four times that of normal hand grenades.

Launched grenades can be made armor-piercing (shaped charge) or flare for double the normal cost.

Mortars

Mortars are powerful infantry weapons when in the hands of trained soldiers. The mortar is good for medium sized stationary targets, or targets which are obscured when used with a forward observer.

Mortar Tubes

1D6 = \$25, .8 lbs.

Mortar rounds cost \$.25, and weigh .1 lb per D6. They usually have damages upwards of 100 D6 and can be made armor piercing for double cost.

Rockets and Missiles

Many different types of rocket launchers are available, including single-shot disposable varieties like the LAW. Rocket launchers have a hazard area of about 20 feet behind them when fired. They have no recoil, of course.

Rocket Launchers

1D6 = \$25, .25 lbs.

Rocket loads are \$.50 and .2 lbs per D6. One-shot rocket

weapons are 1/10 normal cost. Typical damage for man-portable rockets is about 40D6. They can be made armor-piercing for double cost.

If a rocket launcher holds more than one rocket, weight does not increase per rocket. The cost of multiple-shot versions, however, is multiplied by the number of rockets carried.

Short-Range Missiles

1D6 = \$50, .25 lbs.

Short-range guided missiles, such as the TOW, are a common anti-tank or ground-assault weapon. These are usually radar, infrared, or wire guided. Guided missiles receive an automatic +4 to hit.

Beam Weapons

There are many forms of beam weapons in anime, including lasers, particle beams, plasma weapons, and others.

Beam Guns

1D6 = \$500, .5 lbs.

Beam weapons, although requiring no ammunition, soak up a lot of energy. A beam weapon expends one "point" of energy per 1D6 each time it is fired. A beam gun uses "capacitors" as a normal gun would use magazines. Many vehicles draw power off their engines to fire beam weapons, providing near-infinite ammunition.

Capacitors

\$.25 and .2 lb
per D6 damage per shot

There are also several options for beam guns, to make them more useful.

Cutter: (\$200 per D6) This is a separate setting for the weapon, where it produces a steady beam used to cut through doors, bulkheads, etc. Size and power of the gun dictates what sort of materials it can cut through, and how fast.

Silent: (\$1000 per D6) This tunes the gun so that it does not disrupt air molecules or do anything else that would cause it to produce a loud sound.

Invisible: (\$2000 per D6) Specially tuned light wavelengths and reduced air disruptions make the gun's discharge invisible. Very popular for sniper weapons, in conjunction with the "silent" option.

Targeting: (\$2000) Used to guide rocket volleys (does no damage), giving rockets a +2 to hit, but this increases the cost of each rocket by \$200

Rapid Fire: (\$500 per D6 x Fire Rate) Makes the gun fire like an automatic weapon or vulcan. Extremely vicious, but requires a massive amount of power to fire. Has the added affect of acting like normal tracer ammo for sustained fire bonus as long as the weapon does not also have the 'invisible' option. If fired for more than one turn there is a +1 to hit on each

consecutive turn. A total bonus of +3 is possible.

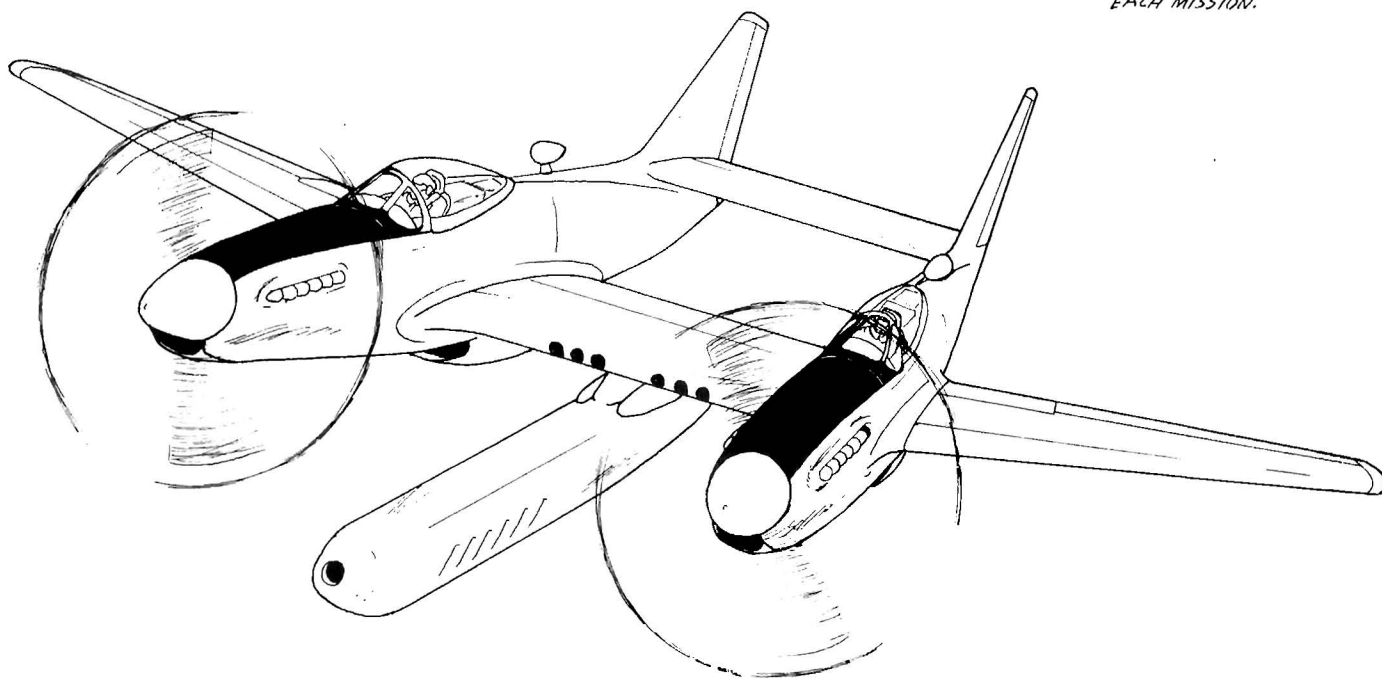
Wide Beam: (\$1000 per D6)

Doubles the amount of power used by the gun. Focuses the gun to fire a 45-degree conical beam. Gives a +10 to hit the intended target, and can even sometimes hit additional nearby targets (-5 to hit) as decreed by the referee. Also has the potential to accidentally nuke your friends.

Beam Saber: (1/2 cost and weight) This is actually a completely different weapon, where a confined energy beam is used as a sword. As you are well aware, these are great for both people and mecha. Energy consumption is half that of a beam gun.

P-82B TWIN MUSTANG

FITTED WITH B-BB PARTICLE
AGITATION BEAM CANNON.
GROUND CREWS HATE THESE
THINGS, SINCE THE 462 VACUUM
TUBES MUST BE REPLACED AFTER
EACH MISSION.





HOT ROD APOCALYPSE

Blazing Sorcery & Leaded Gasoline

The police have it rough these days. They've dealt with urban violence and organized crime for years, and they've fought hard to keep the peace. But when possessed muscle cars are tearing up the streets and demons are incinerating downtown office buildings, they have to turn it over to wizards...

Playing

"Hot Rod Apocalypse"

Most *Tinker's Damn* campaigns are full of comedy, and this one is no exception. However, those comedic elements are usually balanced with serious action and drama. In fact, "Hot Rod Apocalypse" is essentially a detective story, and should have that "gritty" feel to it. Blood and guts are not uncommon, but shouldn't get carried away.

Magic seems the strangest when placed in a modern here-and-now setting, and the referee should use this to its fullest potential. After all, most people would expect to find a mage with a cloak and a staff, not a business suit and a briefcase.

As you've probably noticed, "Hot Rod Apocalypse" is set in the modern day. In fact, it's usually assumed to be the same day that it is in reality.

If you're playing the game in the middle of July, make it really hot weather for the characters. Similarly, if it's January, your characters had better have studded tires...

Also, it's usually fun to set the game in your own city, or one that all your players have been to. It's cool when your characters can have car chases in places you've actually been to.

The World of

"Hot Rod Apocalypse"

"Hot Rod Apocalypse" is set in the modern day, but it could also be considered an alternate reality. Everything is the same as it is in the real world, except magic actually exists. This is common knowledge to everyone, but hasn't really changed society because almost nobody can relate to it. After all, magic is governed by completely foreign physical laws.

Another difference is the existence of a parallel dimension to our own. This is the realm of the demons, a harsh wasteland dotted by castles and the occasional village oasis. It requires a large amount of power to cross from one dimension to another, and the amount of power increases exponentially with the size and power of whatever is crossing over.

The term "demon" simply refers to the denizens of the other dimension, who vary

infinitely in size and shape. The name does not imply that they are evil, it is simply a common name for them. In fact, there are just as many good and evil demons as there are good and evil humans.

A few demons have crossed over out of their own will, because they simply prefer life in this dimension. Unfortunately, there are also a few evil demons who have been forced out of that world, and into this one.

The Group

The player characters represent the city's magic-using inhabitants. They've banded together to defend the town from paranormal disturbances, and just generally hang around each other in their spare time.

The group is usually called in by the police, or by private individuals who need help. They are found though Rick's Detective Agency, which is rather ironic since Rick himself denies the existence of magic.

The Hades' Angels

There are several references to the "Hades' Angels" biker gang in the character descriptions. This is a pack of leather-clad undead skeletons who rampage around the town on Harleys. They're not actually evil, just "really Baad, man." They're stupid, clutzy, and typically drunk, willing to do just about anything for a thrill or a sizable

bribe. They normally don't pose any real threat to the characters, but will get in their way as much as they can, often starting a brawl, shootout, or high-speed chase. They are best used for comic relief, sub-plots, or gathering clues.

The Sorcerers' Guild

The Sorcerers' Guild is an ancient association of demons, most of the members of which are over 200 years old. The entire association is shrouded in myth and secrecy, and little is known about their operations or goals. They have a reputation as being extremely powerful, although there has never been any real evidence of this. In recent years, rumors have held that the Guild has a tendency for severe greed where magic power is concerned. Nonetheless, it is commonly thought that any really good sorcerer becomes an apprentice for the Guild. Again, this has never been really confirmed.



Ping Obeh

Intelligence: 9 Agility: 15 Bod: 9
Will: 7 Aware: 15 Social: 4 Pow: 16

GENERAL

Sex- Female	Age- 19
5' 4", 112 lb	
Hair- Blonde, Cute	
Eyes- Green	
Cash- \$400	
Combat Load- 27 lb	
Wound points- 18	
Spell Energy- 160	

SKILLS

Gun	9
Drive	12
Mechanic	1
Cook	3
Martial Arts	8
Medical	1
Demon Lang.	6
Chinese Lang.	8

SPELLS

Attack	12
Shield	9
Regenerate	6

TRAITS, ETC.

Cute	+1
Draws Attention	-1

CHARACTER NOTES

Approximately 200 years ago, the paranormal demon Obeh led an extensive family clan. Although seemingly gruff and immoral, Obeh was a good natured, honest leader, and the Obeh clan became one of the most influential demon clans.

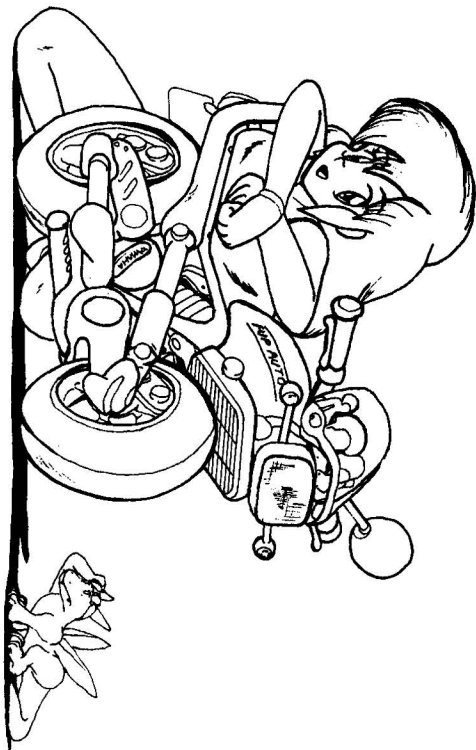
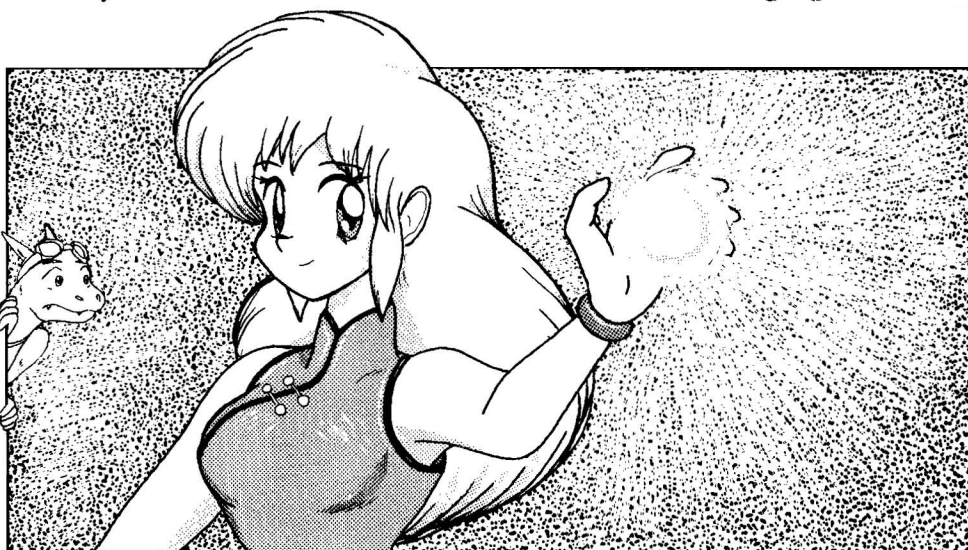
Unfortunately, Obeh was betrayed by his brother Kehr who lusted for the family riches. Calling upon an army of demonic mercenaries, Kehr ignited a bloody battle with the clan that lasted for months. The loyal Obeh clan was defeated, and the surviving members were scattered across the world in both dimensions. Obeh himself completely disappeared.

Over 180 years later, Ping was born to a Chinese mother as the second daughter of Obeh. Ping and her half-sister Len are proof that Obeh survived, and although Ping knows her history, she doesn't know anything about the whereabouts or health of her father. After Ping was born, her mother knew that Ping's existence might become known to the wrong people. Fearing for Ping's safety, she immigrated to the United States where she learned basic English and worked on an American Motors assembly line in Detroit.

At the age of twelve, Ping met Ollie in a Detroit alley. As the last retainer of the Obeh clan, Ollie vowed to protect Ping for life.

Ping is one of those girls who is almost annoyingly cute. Her appearance is rather Caucasian, presumably inherited from her father, which tends to contrast strangely with her preference for Chinese clothing. Her somewhat "fluffy" personality and fixation for small animals tends to keep her at a constant rivalry with her half-sister.

"I may be into rock and roll, but I'll never be a brutal headbanger girl like Len."



Ping's Bike
(Fup Auto Special)
Weight: 93 lb
Engine: Yamaha 2-Stroke
(Heavily bored and tuned)
Horsepower: 45
Top Speed: 128 mph
Agility: 6
Frame: 1
Color: Orange
License: LIL 1

Ping's GEAR

Ingram M10 .45 caliber submachinegun
2D6 dam, 30 rounds

Len Obeh

Intelligence: 9 Agility: 12 Bod: 12
Will: 12 Aware: 11 Social: 2 Pow: 13

GENERAL

Sex- Female	Age- 20
5' 7", 126 lb	
Hair- Long, Black	
Eyes- Green	
Cash-\$200	
Combat Load- 36 lb	
Wound points- 24	
Spell Energy- 140	

SKILLS

Gun	6
Drive	12
Melee	15
Brawl	13
Martial Arts	2
Connections	2
Demon Lang.	3
Chinese Lang.	1

SPELLS

Attack	12
Shield	9

TRAITS, ETC.

Demon Ears	+1
Horns (1D6)	+1
Cause Fear/Respect	+1
"Bad" Reputation	-1
Volatile Temper	-1
Daddy's Sword	+2

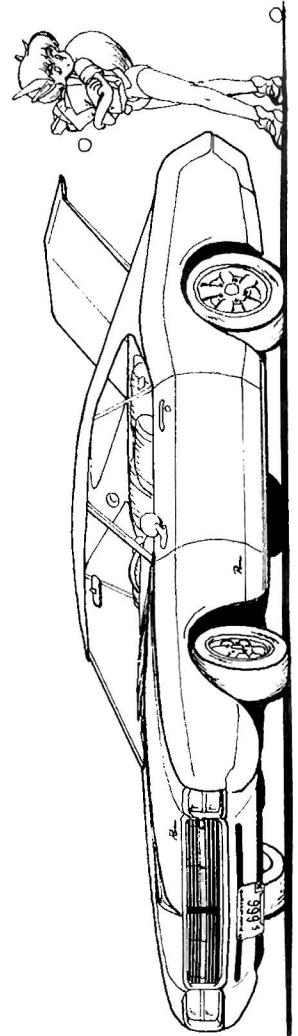
CHARACTER NOTES

Len is Ping's half sister, and the first born daughter of Obeh. Originally born in China, her mother was killed by a rogue demon after rumor escaped that Obeh had fathered a successor. Obeh himself had left before Len was even born, possibly to protect her by trying to remain anonymous. An unidentified individual (possibly Obeh himself) brought the infant Len to America, entrusting her upbringing to Chester Fup.

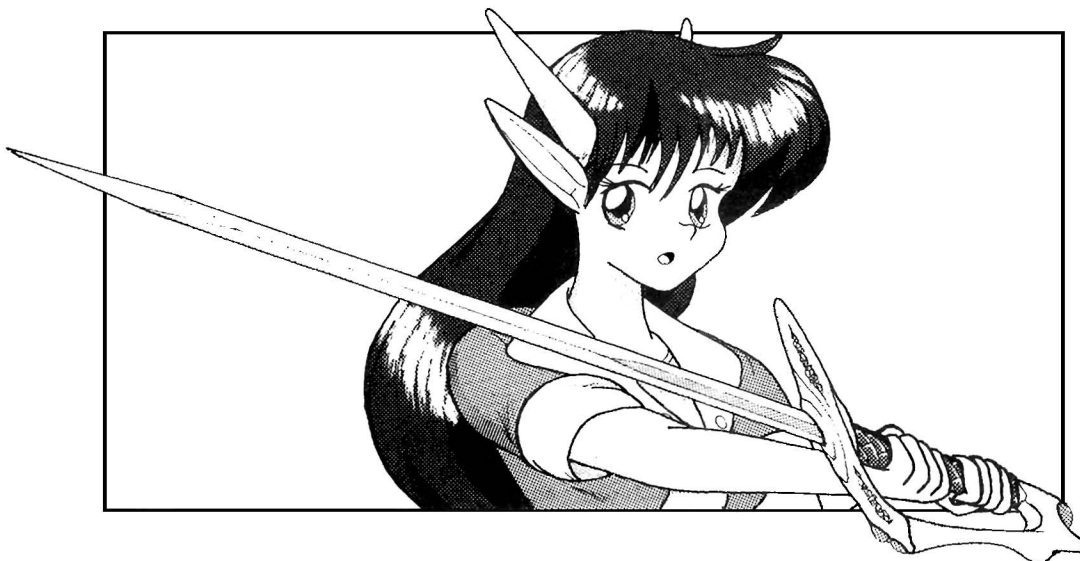
"Uncle Chester" taught her to develop her magic abilities for her own defense. Chester had been given the original sword of Obeh, previously kept by Len's mother until she became old enough to wield it. Chester gave it to her when she turned seventeen, and Len's talents quickly surpassed his own (he's really a mechanic, after all).

When she finished high school, she bought a trashed Ford Grenada for \$150 and headed for the West Coast. Once she arrived in Seattle, Len met up with the Sorcerer's Guild and was instantly awed. She was accepted as an apprentice and began training, but was soon disappointed. She discovered that the Guild had only accepted her because of her family, knowing that she carried the sword of Obeh. She dropped out after four months, and wandered the coast taking odd jobs to make money. Drawn by what she thought of as a "hunch," Len finally ran into her half-sister Ping and her companion Ollie, and the three decided to return to Len's home town.

Len currently works as a waitress at a waffle shop during the day, and raises hell with the group by night. She shares an apartment with Ping and Ollie, spending most of her time arguing with Ollie or going to heavy metal concerts.



1967 Buick Riviera
Weight: 4190 lb
Engine: Buick 430
Horsepower: 360
Top Speed: 138
Agility: 1
Frame: 8
Color: Dark Red
License: 666



Len's GEAR

Obeh Sword (Attack +2)
EAA Windicator
.357 Snub Revolver
4D6, 6 shots

Ollie

Intelligence: 12 Agility: 18 Bod: 7
Will: 11 Aware: 8 Social: 4 Pow: 13

GENERAL

Sex- Male	Age- 212
32" with tail, 12 lb	
Hair- None	
Eyes- Gray	
Cash- \$400	
Combat Load- 21 lb	
Wound points- 14	
Spell Energy- 130	

SKILLS

Melee	12
Perception	6
Martial Arts	9
English Lang.	6
Chinese Lang.	4
Sing	1

SPELLS

Attack	14
Shield	11
Detect	6
Telepathy	6

TRAITS, ETC.

Wings	+1
Hard to Hit	+1
Knows Demons	+1
No Drive, Shoot	-1

CHARACTER NOTES

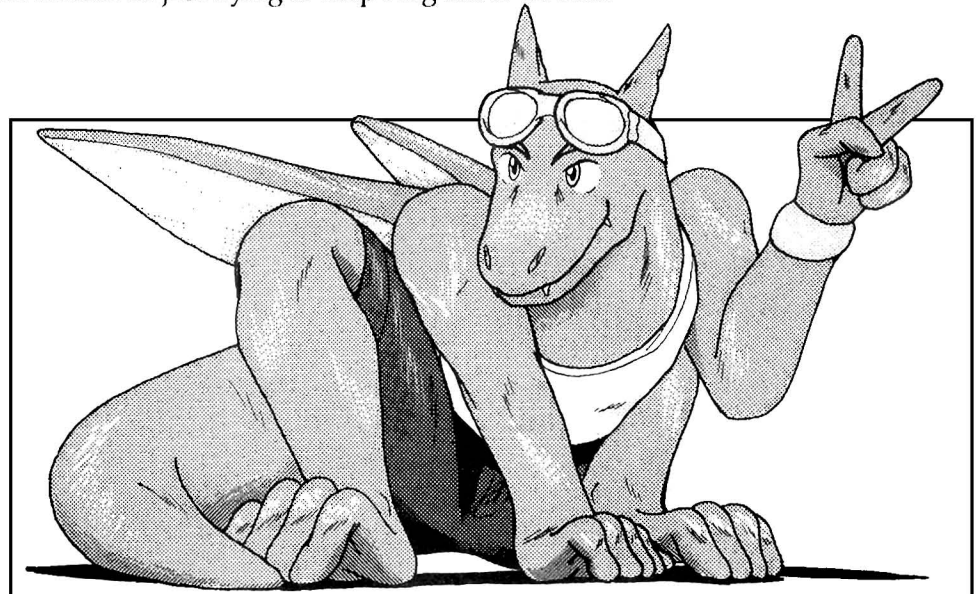
Ollie is the last loyal retainer of the Obekh clan. After the battle with Kehr and the destruction of the clan, Ollie found himself a dragon without a purpose.

Ollie began wandering, slipping between the real world and the demon plane, eventually finding himself in the United States in 1952. He arrived in Memphis, Tennessee, where he began to take an interest in rock and roll. He started living in nightclubs, hanging around the bands and charming people out of their drinks. He continued this scrupulous behavior for years, convinced that there were no remaining members of the Obekh clan, and therefore nothing for him to do.

On a wet Saturday morning in 1989, Ollie awoke from an inebriated slumber to find himself in a back alley of Detroit. He also found himself face to face with a twelve-year-old girl who called herself Ping. Deciding that Ollie was the cutest little critter she had ever seen (alcohol smell notwithstanding), she took him home to show her mommy. Skeptical at first, Ping's mother allowed him to stay in the house until he recovered.

Once Ollie had sobered up, he learned that Ping was the daughter of Obekh. Amazed that his old master had survived long enough to have a child in the modern age, Ollie instantly snapped out of his sleaziness and vowed to protect Ping for life. Back to his old reliable, upstanding self, he taught Ping how to use her magic abilities.

Many years later they met Len in a gas station, and immediately figured out the family connection. Now, Ollie argues regularly with Len. Although he wants to protect her, she insists that she doesn't need any help. Ollie also knows that he has his hands full just trying to keep Ping out of trouble.



"Now, see here, little lady!
Your father would never approve of this!"

Ollie's GEAR

Flight Goggles
(made by Ping)

Chester Fup

Intelligence: 12 Agility: 8 Bod: 12
Will: 14 Aware: 9 Social: 12 Pow: 5

GENERAL

Sex- Male	Age- 68
5' 10", 182 lb	
Hair- Brown, balding	
Eyes- Blue	
Cash- \$1200	
Combat Load- 36 lb	
Wound points- 24	
Spell Energy- 50	

SKILLS

Gun	10
Drive	17
Mechanic	19
Perception	6
Play Banjo	5
Auto Engineer	7

SPELLS

Attack	3
Shield	9
Barrier	2

TRAITS, ETC.

Inspires Respect	+1
Always Grumbles	-1

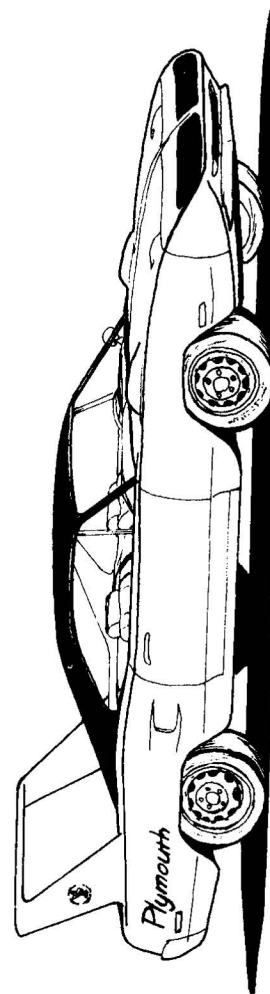
CHARACTER NOTES

Chester knew he had magic abilities since he was a kid. However, he realized as a teenager that his spells were good for little other than combat, so he ignored them. After all, young Chester was far more interested in chasing girls and taking cars apart than incinerating people.

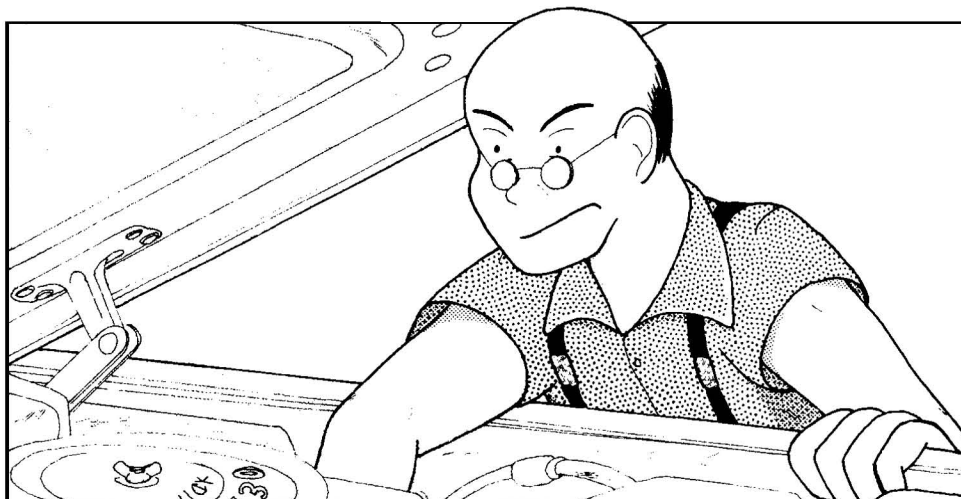
In the early 1950's, Chester went to work as an engineer for Chrysler Corporation. He worked all the way through the musclecar era from beginning to end, loving every minute of it. He kept the job for over twenty years, developing TorqueFlite transmissions and Max Wedge engines.

Early in the summer of 1969, Chester and his accomplices rolled their experimental 426 Hemi Dart off a trailer and onto the test track. Chester heated the tires, and the car sprinted in record time. However, on the second run Chester smelled gas. Halfway down the quarter-mile, he cast a "barrier" spell around the car's gas tank. Seconds later the Dart shuddered as the tank exploded, barely contained by the spell. Needless to say, Chrysler canned the project when they found that the car's gas tank was reduced to a charred mass- with no damage to the rest of the vehicle except blistered paint. Chester, preferring at that time to keep his spellcasting abilities under wraps, quit Chrysler before they could figure him out.

Chester moved to a new town and opened his own garage in 1974, but he started noticing the increasing number of paranormal disturbances. He occasionally wondered if he should try to use his magic abilities to help counter the new demon attacks, but decided not to get himself involved. However, when the infant Len Obek was brought to him by an old friend, he had no choice. As Len began to mature, however, and the Sorcerer's Guild became more scrupulous, he found that he loved getting into the fray.



1970 Plymouth
Road Runner Superbird
Weight: 3785 lb
Engine: Chrysler 426 Hemi
Horsepower: 425
Top Speed: 172 mph
Agility: 3
Frame: 7
Color: Yellow
License: s46237



Chester's GEAR

Full Garage & Tools
S&W Model 4506 (.45)
2D6+1, 8 shots

Belle Intren

Intelligence: 15 Agility: 14 Bod: 9
Will: 11 Aware: 13 Social: 7 Pow: 6

GENERAL

Sex- Female	Age- 22
5' 8", 130 lb	
Hair- Short, Charcoal	
Eyes- Blue	
Cash-\$700	
Combat Load- 27 lb	
Wound points- 18	
Spell Energy- 60	

SKILLS

Gun	15
Drive	13
Mechanic	4
Brawl	5
Computer Op	9
Interrogate	2
Connections	3
Police Know.	6

SPELLS

Attack	7
Shield	5
Summon Car	6

TRAITS, ETC.

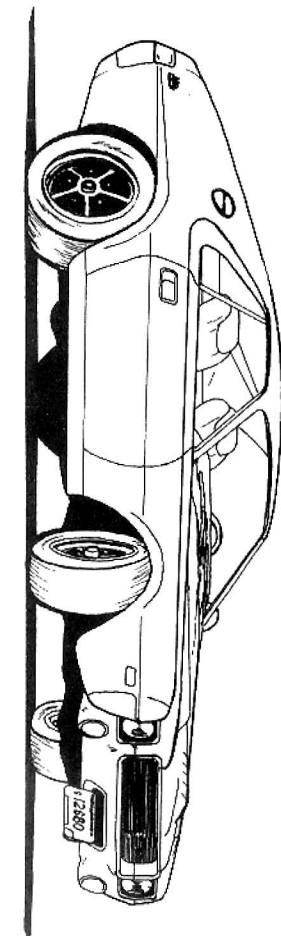
Car Backs Her Up	+1
Car Tags Along	-1

CHARACTER NOTES

Some people might consider Belle the least useful member of the investigation team. She's not especially strong or agile, and her combat magic is relatively weak (although she is good looking). However, she has the distinction of being a plainclothes police officer, with good common sense. It's largely because of Belle that the police overlook so much of the havoc that tends to follow the group.

Three years ago, Belle's '76 Gremlin was on its last legs. Once she began shopping, however, she found a '69 AMX for sale. She immediately fell in love with the car, especially since it was fitted with a 401 engine. While closely examining it, however, she found herself developing a strange fascination for the car as if it had a distinct personality. Every night it appeared in her dreams, until she finally purchased it two weeks later. The old guy who owned it was desperate to get rid of the car, claiming it was "possessed," but Belle discounted his claims as bad luck. This was until she drove the car home, parked it, and went to check the oil. No sooner did she open the hood than a massive doglike tongue reached out and licked her face. Stumbling back, she realized that the AMX had indeed been possessed by a demon. As the weeks progressed, she learned that the car was actually the one point in the normal universe where a particular inhabitant of the demon plane could partially cross into this dimension.

Belle soon found that the demon, although possessing the mentality of a half-crazed Doberman, was quite fond of her. She named him Harvey (after the invisible rabbit in the Jimmy Stewart movie by the same name) and learned how to summon him. She figured out that Harvey was just a normal AMX until his demon half was summoned, or a high concentration of magic was in the area. This latter fact turned into a problem, as Harvey began barking and feeding carnivorously on other cars whenever the Hades' Angels rode by. But hey, it's just a normal story of a girl and her dog, right?



**1969 American Motors
AMX**
Weight: 3038 lb
Engine: AMC 401 (390 was
stock)
Horsepower: 330
Top Speed: 144 mph
Agility: 2
Frame: 7
Color: Black
License: s12680

Belle's GEAR

Miscellaneous Police Stuff
Sig/Sauer P-225 (.45) 2D6+1, 7 shots
Modified Ithaca MAG-10 10 gauge 3.5" Magnum 5D6, 5 shot, real heavy



Rick Bolon

Intelligence: 10 Agility: 12 Bod: 18
Will: 15 Aware: 12 Social: 8 Pow: -

GENERAL

Sex- Male	Age- 26
5' 10", 198 lb	
Hair- Short, Black	
Eyes- Brown	
Cash- \$800	
Combat Load- 54 lb	
Wound points- 36	

SKILLS

Gun	15
Drive	16
Brawl	15
Know. Detective	5
Know. Police	4
Connections	8
Intimidation	5
Stealth	7

TRAITS, ETC.

Dog (Max)	+1
Brick Brained	-1

CHARACTER NOTES

Rick was born to a combative family. His father fought in Vietnam before becoming the chief of police, and his mother teaches Kung Fu. Although his mother failed to get him interested in martial arts, he did decide to join the police department when he left high school.

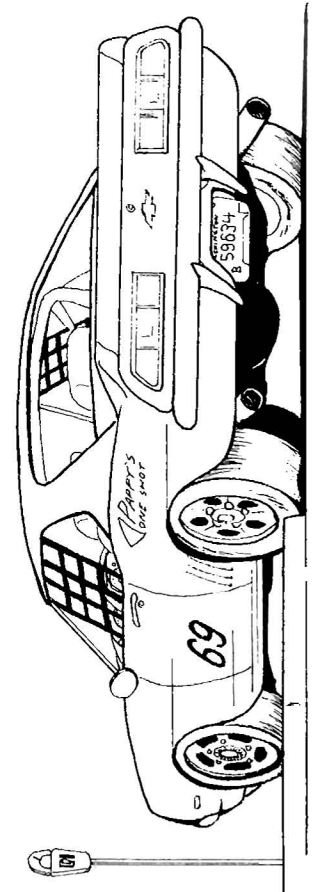
Rick enjoyed his career as a police officer, having a strong sense of justice and a desire to "beat bad guys." He started to pick up a reputation for overzealousness, often breaking regulations to get the job done. After six years, he decided to drop out of the police and become a private detective. Besides, he figured it would finally give him an excuse to wear a trenchcoat and a low-slung hat. Rick even found a secretary who quits and rehires herself at regular intervals.

Soon after starting out, he ended up inheriting his grandfather's endurance racer which is now his only transportation. Of course, he soon found that the profits of his agency were largely going into replacement parts and maintenance.

Rick's success as a detective is partially because he has a good friend in Belle Intren. As a member of the police department, Belle is often able to slip a little information to Rick when he needs it. Although she tends to find him incredibly brash and thick-headed (which he is), she will help him out as much as she can.

Belle is also responsible for dragging Rick into the group, and hooking him up with his faithful dog, Max. Although nobody knows where he came from, Max is much more than your average "really big German Shepherd." Not only is he quite intelligent, he can speak telepathically to Rick. Of course, Rick doesn't really realize that it's telepathy, he just thinks he can understand Max's barking for some reason.

Rick's stubbornness can be found in his everyday dealings with the rest of the group. Although he knows magic exists, he refuses to admit it, and always tries to think up some sort of rationalization for the magical phenomena around him. Last time he tried to explain Len's horns and ears, she hit him with a tire iron.



1969 Chevrolet Camaro
(Full Race Build)

Weight: 3687 lb
Engine: Sonny's 723
Horsepower: 750
Top Speed: 208 mph
Agility: 5 (racing chassis)
Frame: 5
Color: Silver
License: s59634

Rick's GEAR

Flak Jacket (10points)
Survival Knife (1D6)
Boot Knife x2 (1D6-1)
AMT Hardballer (.45)
2D6+1, 7 shots
Stoeger 12 ga. (sawed-off)
3D6, 2 shots (slow)

Chet Chex

Intelligence: 10 Agility: 12 Bod: 12
Will: 12 Aware: 11 Social: 9 Pow: 9

GENERAL

Sex- Male	Age- 20
6' 1", 178 lb	
Hair- Brown	
Eyes- Blue	
Cash- \$900	
Combat Load- 36 lb	
Wound points- 24	
Spell Energy- 90	

SKILLS

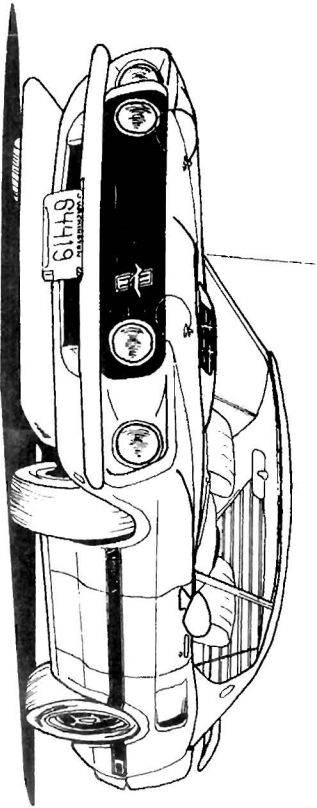
Gun	13
Drive	12
Mechanic	3
Medical	4
Computer Op	9
Stealth	3
Know. K-Mart	2

SPELLS

Attack	10
Shield	7
Trace	1
Levitate	11

TRAITS, ETC.

Inconspicuous	+1
Bores People	-1



1969 Ford Mach 1 Mustang
Weight: 3140 lb
Engine: Ford 428 Cobra Jet
Horsepower: 360
Top Speed: 146 mph
Agility: 2
Frame: 7
Color: Blue
License: s64419

CHARACTER NOTES

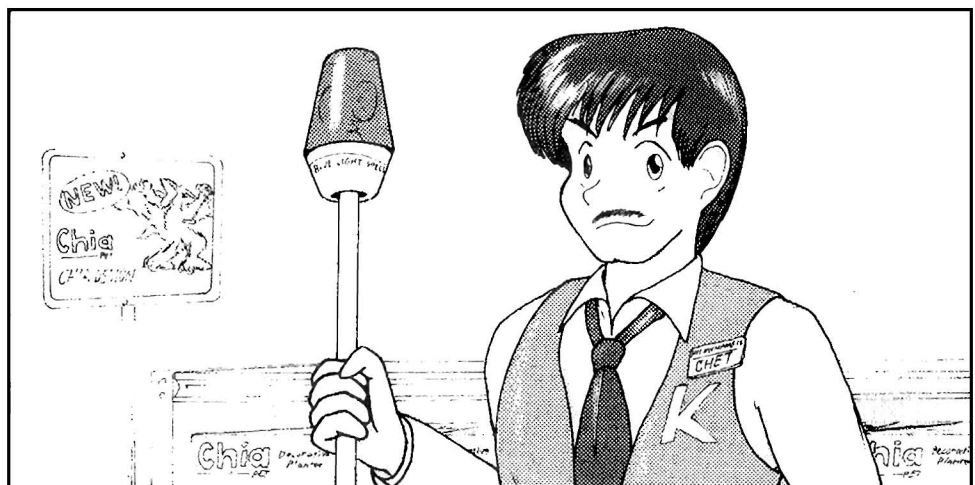
Other than his magic, Chet is just an ordinary, average guy. He works at K-Mart, goes bowling, and lives in an average-sized apartment that he shares with his girlfriend. In fact, Chet has a reputation of having no outstandingly superb or distasteful characteristics. Of course, he still has to get out once in a while and raise hell (or banish it) with the rest of the group.

Chet's current "throttled back" lifestyle is fine by him. Although he doesn't mind helping his friends get in and out of fights, he figures he's seen enough action as it is. He doesn't talk much about it, but most of Chet's friends know that he was trapped in the demon world for four years. The story goes that he wandered the wastes, fighting with mercenary groups until he could find a way back to this plane. He even met his girlfriend in the demon plane, who came back with him. Rumor has it that she was some sort of adopted princess in that world, wanting to return to her plane of origin. Chet supposedly met her while defending her castle from evil hordes.

"Yeah, I even got to be the 'Knight in Shining Armor' over there. But to be honest, I think I'll stick to being the 'Man in the Red Vest' for now."

Of course, Chet can't ignore the paranormal disruptions in the city. He's been a part of the group ever since he encountered Chester Fup. He first met Chester while driving the Hades' Angels biker gang out of the local bowling alley. Since then he's made friends with all the group members and helps out whenever he can.

Through Chester, Chet found the '69 Mustang that he now drives. Again, there was nothing unusual about the deal. Chet was able to purchase the car at a reasonable price, since the 'Stang was starting to show its age rather badly. He immediately had the drivetrain rebuilt, and now just fixes minor problems on weekends.



Chet's GEAR

Airhead Girlfriend
Ruger P91 DAO (.40)
2D6, 11 shots
Red Vest

Noah Bromden

Intelligence: 13 Agility: 6 Bod: 16
Will: 13 Aware: 8 Social: 10 Pow: 7

GENERAL

Sex- Male	Age- 25
6' 5", 240 lb	
Hair- Dark Brown	
Eyes- Gray	
Cash-\$1000	
Combat Load- 48 lb	
Wound points- 32	
Spell Energy- 70	

SKILLS

Gun	16
Drive	14
Mechanic	11
Brawl	9
Intimidation	4
Style	3

SPELLS

Attack	9
Shield	6
Regenerate	3

TRAITS, ETC.

People Trust Him	+1
Obsessed With Rig	-1
Runes (see text)	+2

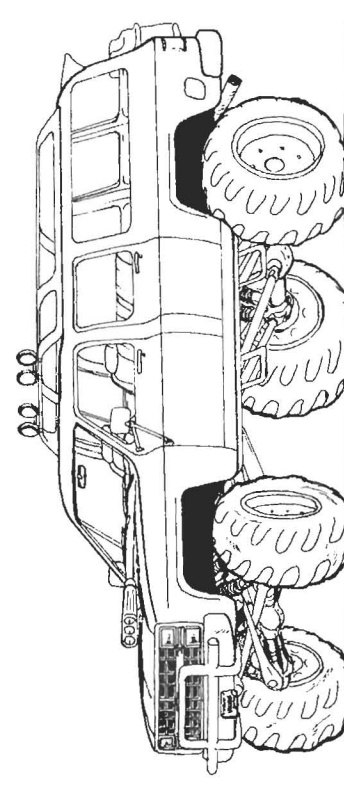
CHARACTER NOTES

Noah was raised on an Army base in the Arizona desert, where his father was involved in a classified military project involving magic. Noah's mother is mostly Celtic while his grandfather is an Apache shaman. It is from his grandfather that Noah inherited most of his magic. Any connection with the military exists remains unclear, as apparently Noah's father also possessed these same inherited traits.

While living in the desert, Noah acquired his fascination for Baja racing. "My first racer was a beat up '69 Volkswagen Bug with a 180 horse turbo engine out of a Chevy Corvair. Overall it wasn't anything great, but it could really haul ass on the straights. Of course, it was a little cramped for a big guy like me to run duration races, so I decided to go bigger. After all, bigger is better, right?"

Once he moved to his current home, he began to assemble his new race machine and daily driver. Massive suspension and chassis modifications allow his '85 Suburban to go most anywhere, with a godlike engine to drive those not-quite-legal tires (where he got those mystic runes on his valve covers remains a mystery, but they seem to give the supercharger a little more boost), and a 4 1/2' by 6 1/2' American flag painted on the roof to show where his loyalty lies. Typically referred to as the "Ark," Noah's rig is the closest thing he has to a kid. Although normally a mild-mannered guy, he will get more than a little disturbed if it's damaged, barely keeping his temper in check for the lawyers.

Noah currently works for Mechanics North. He has a unique distinction among the group in that he has bought his own home in a nice, clean suburb (a pun, perhaps?), where he tries to enjoy a "typical American" lifestyle. He mows his lawn every Saturday, has backyard barbecues with the neighbors, and ambles around his home growing houseplants in upside-down valve covers. Of course, this is usually interrupted by the occasional trip down to Baja or a massive paranormal crisis somewhere in town.

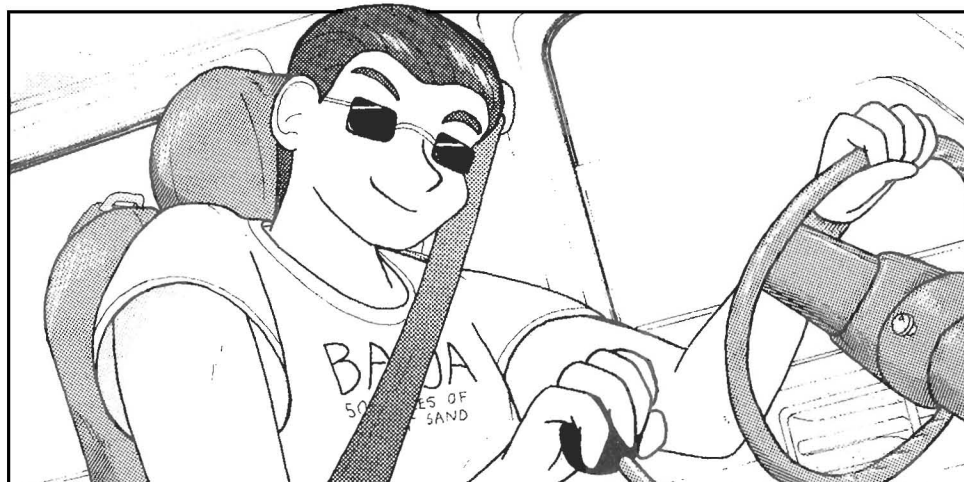


1985 Chevrolet Suburban

Weight: 7175 lb
Engine: Chevy 502 (mild supercharger)
Horsepower: 600
Top Speed: 128 (+10 in 2WD)
Agility: 1
Off-Road: 5
Frame: 10
Color: Black
License: VOLLGAS

Noah's GEAR

Toolkit
Freedom Arms .454
5D6, 6 shots
Colt King Cobra .357
4D6, 6 shots
Real House





ALLIED PATROL

Gunners of a Psychic War

Allied Patrol is a story of the distant future, a tale of interstellar warships and cute cat-girls.

A small military group fights to hold off a nearly omnipotent alien force. Although they are equipped with sleek fighter mecha loaded with massive engines and scathing armament, they are barely a match for the Black Hats...

Playing "Allied Patrol"

This campaign is intended to be a combination of heavy action and light comedy. It's an example of the "clean" space opera of the sixties and seventies, before everyone started writing nothing but "dark future" stuff. Although massive space battles might decimate thousands of naval officers, or a main character may be standing in a pool of his own blood, very rarely will anyone's innards be hanging out. Serious scenes are offset with comedy, and there are many clichés from science fiction (such as fiendishly effective armored bikinis that look like they couldn't even keep out the weather).

Note that all of the characters are "boosted," and have a 5-point bonus for stats or skills.

The World of "Allied Patrol"

This campaign is set in the late 2220's, where interstellar travel is common, and over a thousand worlds have been colonized by the Terran government.

Eighty years ago, the fringes of Terran space expansion ran headlong into those of another intelligent species- the Ferroné "cat race". The Ferroné had colonized their own region of space, and after initial tensions had eased, the Terran and Ferroné governments formed a strong coalition between themselves.

Now, few people are aware of the turmoil that threatens to shatter the alliance between the two worlds, and possibly even civilization itself. A few powerful officers in the political structures of the two governments have started a tense power struggle among themselves. Preoccupied with their plans to overpower and engulf each other, neither government realizes that they're both in much bigger trouble...

The Black Hats

A few top government officials know of the "Black Hats," a race of nearly omnipotent interdimensional beings.

These beings have rarely been seen, as they can only appear in this dimension for a few moments at a time. Reports

suggest that they resemble small black spheres around four inches in diameter.

To "shift" themselves into this dimensions requires that they permanently change their forms, usually into the guise of a human. Of course, they still possess incredible power on this side, with psychic abilities capable of destroying mecha.

The Black Hats are definitely hostile. In fact, there are rumors that they could be indirectly causing the political instability hidden within the government.

The Black Hats also make use of "flunkies," monstrous organic constructs designed only for combat. Their appearance, mostly claws and teeth, is also intended for psychological warfare. Smaller ones are used to attack ship's crews or colonies, while larger ones can be a match for Terran or Ferroné mecha.

The White Hats

If it weren't for the White Hats, the Black Hats would have destroyed civilization centuries ago.

The White Hats are a semi-omniscient race similar to the Black Hats, although when they show themselves it is usually in the form of (predictably) a white sphere.

Although their motives are uncertain, the White Hats have been working to preserve civilization from the Black Hat menace. They have formed their own liaison with this

dimension by creating "elves." While far more sophisticated than the Black Hat "flunkies," they are not nearly as common by at least a thousand to one.

The Allied Patrol

When the Terran and Ferroné governments declared allegiance eighty years ago, they also forged their amalgamated militaries into the Allied Service, an organization which would become a distinguished, honorable force.

About a year ago, a handful of pilots were selected from all over the Service's jurisdiction. They were brought together by Harmony, an elf who accompanied them into a small "pocket" dimension to meet with the White Hats.

They are now the Allied Patrol, which is a separate military force from the Allied Service. Their mission is "to thwart any attempt by an outside intelligence to harm the populace." Of course, in actuality, the governments view them as the pawns of the Service, and they are sometimes caught between the Terran and Ferroné factions. They often receive dirty little missions which have suspicious side effects, damaging the reputation of one government party or another.

Colonies

To further complicate matters, there are nearly a thousand interstellar colonies, each consisting of a star system with one or two terraformed planets, or occasionally several star systems. Most of these colonies were started when the two races joined, for political or economic reasons. Some of these governments are good, fruitful organizations while others are fascist dictatorships looking for power. Intentionally or otherwise, these guys can really make things hell for the Patrol.

The Kittens

Like most of their race, Ferroné mecha pilots Filene and Ferron were born to a very large family. They have seven brothers and sisters from their "litter", out of which only a couple still keep in touch. In addition, there is a younger litter of ten little sisters and eight brothers, between the ages of seven and twelve.

Their parents, diplomats of the Ferroné government, raised their children mostly on Earth. Two years ago, however, they disappeared during a massive interdimensional accident that vaporized the orbital space station they were on. Since then, Filene and Ferron have worked to take care of their little siblings with the help of an old friend of their parents, Lady Edna.

The kittens are great for comic relief, bumming Allen for

ice cream or using Tex's body for a scratching post. The fact that they're viciously cute always works to their advantage, and can become a serious problem if the referee so desires. Of course, they can also be a genuinely useful plot device.



Typical Black Hat Drone

Gun Skill: 10
 Agility: 10
 Flight Skill: 10
 Gun: 3D6 x100, unlimited shots
 Armor: 10,000
 Weight: 48 ton
 Speed: 3000 mph

Filene

Intelligence: 8 Agility: 25 Bod: 11
Will: 9 Aware: 16 Social: 8 Pow: -

GENERAL

Sex- Female	Age- 18
5' 2", 118 lb	
Hair- Real Long, Black	
Eyes- Green	
Cash-\$800	
Combat Load- 33 lb	
Wound points- 22	

SKILLS

Gun	12
Pilot	16
Drive	5
Brawl	11
Style	4
Stealth	3
Melee	7
Ferroné Lang.	17

TRAITS, ETC.

Cat Ears	+2
Mini Fangs (1D6)	+1
Tail (Agility)	+1
Danger Sense	+1
Short Temper	-1
Hates Snow, Rain	-1

CHARACTER NOTES

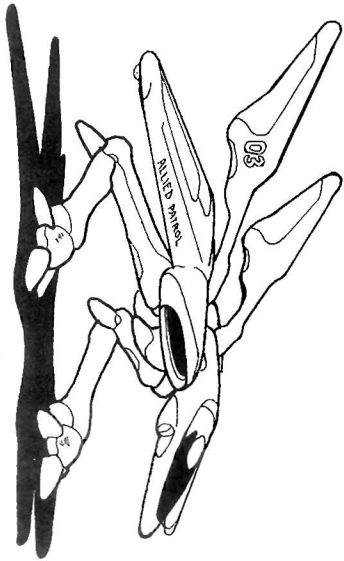
Filene is a truly catlike individual. She's cute, agile, finicky, short-tempered, and about as sharp as a brick. This last item often confuses Lady Edna, who knows that Filene's parents were quite intelligent.

As a child, Filene always had an interest in fighter mecha. She didn't really care what made them tick, but they sure looked cool in flight. When her parents disappeared, she became determined to join the Allied Service as a fighter pilot, with hopes that she could help prevent similar accidents in the future.

Soon after joining the Service with her brother Ferron, Filene was transferred to the new Allied Patrol. Since almost nothing about the Patrol was known at the time, she had no idea what she was getting into. She was quickly recruited by Harmony, along with the rest of the team.

Filene follows the traditional combat techniques used by Ferroné women for centuries, emphasizing light weight, speed, and agility. Her mech is a new-model ultralight female fighter, with the ability to link physically with Ferron's fighter for increased engine and weapon power. Also, Filene can concentrate on piloting while Ferron handles weaponry, shielding, and point-defense.

As far as that body armor is concerned, of course it's cliché.



Filene's GEAR

Semi-rigid composite armor bikini, flight vest (total 5 points armor)

Ferrone Light Pistol
4D6 Damage, 4 shots



Ferron

Intelligence: 8 Agility: 14 Bod: 25
Will: 11 Aware: 11 Social: 8 Pow: -

GENERAL

Sex- Male	Age- 18
7' 3", 288 lb	
Hair- Brown Fur	
Eyes- Green	
Cash-\$200	
Combat Load- 75 lb	
Wound points- 50	

SKILLS

Gun	9
Pilot	15
Drive	4
Brawl	14
Melee	15
Intimidate	3
Cook	2
Ferroné Lang.	13

TRAITS, ETC.

Cat Ears	+1
Fangs (2D6)	+2
Claws (1D6)	+1
Tail (Agility)	+1
Acts, Then Thinks	-1
Inept With Girls	-1

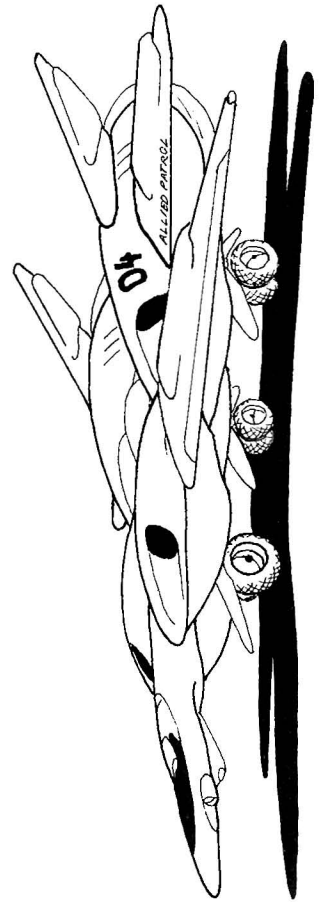
CHARACTER NOTES

Ferron is basically just a big kid- a really big kid. He likes to spend his time pestering his sister and watching movies with Fonrus or Tat'yana. Ferron is something of a hero figure among his little brothers, often leading them in mischievous raids against their sisters. Of course, since the sisters tend to follow Filene, this often turns into more of a retreat than anything.

Ferron is not without a serious side, however. He is a strong follower of the old traditions of Ferroné sword fighting, now seen as little more than ceremonial by many of his peers. In fact, Ferron and his siblings travel from their home on the Texas coast to their grandfather's place in the Rocky Mountains once a year for a jolly round of visiting and sparring.

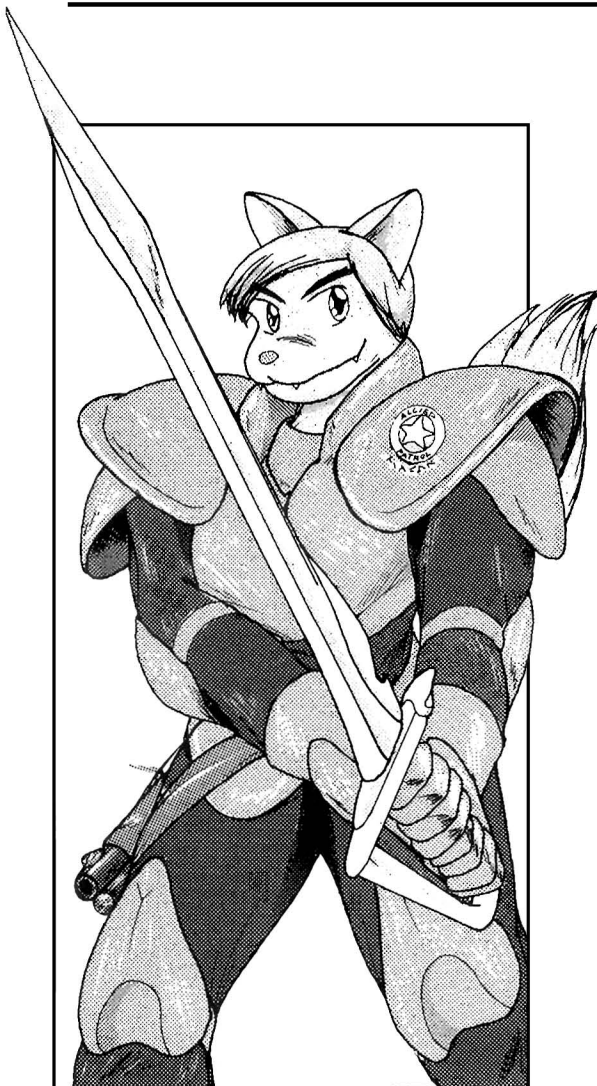
Although Filene and Ferron's parents are presumably dead, there is something very unusual. There have been instances where the two have received vague "warnings" telepathically, from the distinct psychic voices of their parents. In addition, the parental voices have come from a semi-omniscient perspective, not unlike that of the White Hats...

Although Ferron may be gung-ho and combative, he still likes to get back home where he can lounge on the beach and practice his style of semi-suicidal surfing. What could be more relaxed and intellectual than that?



Ferron's GEAR

Battle Armor (15 pts)
Service Sword (5D6)
Ferrone Heavy Pistol
6D6 damage, 4 shots



Helen "Harmony" Ianthe

Intelligence: 20 Agility: 15 Bod: 8
Will: 7 Aware: 16 Social: 9 Pow: 5

GENERAL

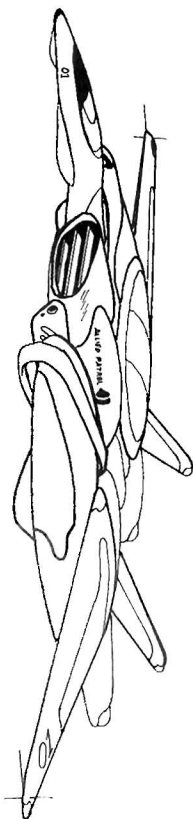
Sex- Female	Age- 19
5' 7", 122 lb	
Hair- Blonde	
Eyes- Blue	
Cash-\$200	
Combat Load- 24 lb	
Wound points- 16	

SKILLS

Gun	9
Pilot	12
Drive	3
Mechanic	12
Computer Op	10
Sensor Op.	15
Telepathy	5
Empathy	3
Telekinesis	6

TRAITS, ETC.

Elf Ears	+1
Cute- Get Favors	+1
Cowardice	-1



Harmony's GEAR

Flight Suit (5 pts. armor)
Heavy Pistol (14mm)
4D6 damage, 10 shots

CHARACTER NOTES

Helen, more commonly known as "Harmony," is unusual among the group in that she is really neither Terran nor Ferroné. She is one of the hundred or so known "elves," genetic constructs created as a joint effort between the two species.

Twenty years ago, geneticists from both governments completed a highly classified project which created an entirely new intelligent species. Little did anyone realize that the entire project was actually controlled indirectly by the White Hats, who used "shifted" members of their race to discreetly provide the necessary technology. The official government purpose for creating the elves was "to solidify alliances by creating a politically impartial intelligence." The actual reason was, however, to create a liaison between the White Hats and the normal inhabitants of this dimension without the need to permanently "shift" members of their own race. The elves were endowed with extraordinary intelligence and strong psychic abilities, the latter of which is unknown to most.

Harmony acquired her nickname because she is undoubtedly the most quiet and peaceful of anyone in the Patrol. Although she is not hard to rattle or confuse, nobody has ever seen her angry. Of course, that's not to say it's impossible to tick her off, just *nearly* impossible.



Allen Burton

Intelligence: 12 Agility: 10 Bod: 15
Will: 7 Aware: 12 Social: 24 Pow: -

GENERAL

Sex- Male	Age- 22
6', 180 lb	
Hair- Slick, Black	
Eyes- Blue	
Cash- Plenty	
Combat Load- 45 lb	
Wound points- 30	

SKILLS

Gun	15
Pilot	12
Drive	11
Brawl	9
Computer Op	4
Connections	9
Bargain	6
Perception	9

TRAITS, ETC.

Charisma	+1
Near-infinite cash	+1
Overconfident	-1
Lecherous	-1

CHARACTER NOTES

As the prince of an influential colony world, Allen has been raised in a life of absolute boredom. His father, King Jay, spends most of his time dealing with matters of state. Meanwhile, Allen has had little to do except satisfy his childhood fascination with fighter mecha. He eventually joined the Allied Service, knowing that it would be the only thing that could really interest him.

Allen was transferred into the Allied Patrol after a short duty with the Service, where he discovered that there was actually something useful he could do for others. He is a loyal fighter for the Patrol, completely dedicated to his career of helping to save civilization from the Black Hat menace. As a useful byproduct, his virtually unlimited resources can often influence corporations or small political groups to the Patrol's benefit, when needed.

Never the one to overextend his influence, Allen satisfies himself with a few expensive toys (like his restored Jaguar XJ-220) rather than living out his every whim. Preferring to occupy himself with his friends than schmooze with politicians, Allen spends a lot of his spare time helping Filene and Ferron take care of the kittens. Although he enjoys helping out (especially with Filene around), this has driven him to hide under the couch at the slightest sound of an ice cream truck.



Allen's GEAR

Flight Suit (5 pts. armor)
Medium Pistol (10mm)
3D6 damage, 10 shot
Heavy Rifle (.308)
6D6 damage, 50 shot
4D6x10 Grenade, x3

Tony Aven

Intelligence: 6 Agility: 15 Bod: 13
Will: 25 Aware: 13 Social: 8 Pow: -

GENERAL

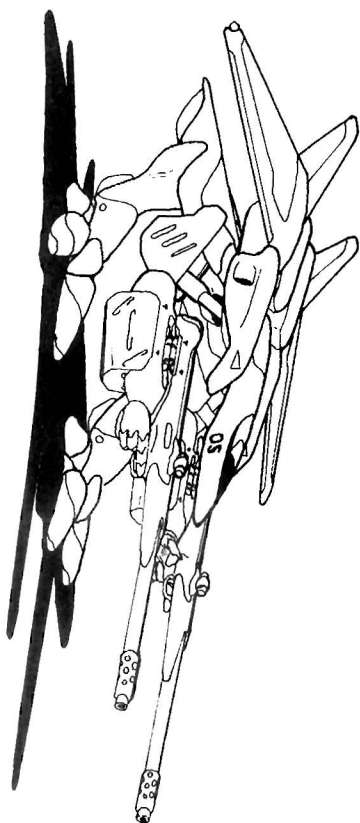
Sex- Male	Age- 21
6' 2", 178 lb	
Hair- Brown, Wild	
Eyes- Blue	
Cash-\$300	
Combat Load- 39 lb	
Wound points- 26	

SKILLS

Gun	15
Pilot	18
Drive	12
Brawl	7
Medical	7
Space Survival	3
Style	2
Sing (sort of)	2
Electric Guitar	9

TRAITS, ETC.

Just Plain Cool	+1
Massive Ego	-1



Tony's GEAR

Flight Suit (5 pts. armor)
Medium Pistol (10mm)
3D6 damage, 10 shots
Submachine gun (9mm)
2D6 damage, 30 shots

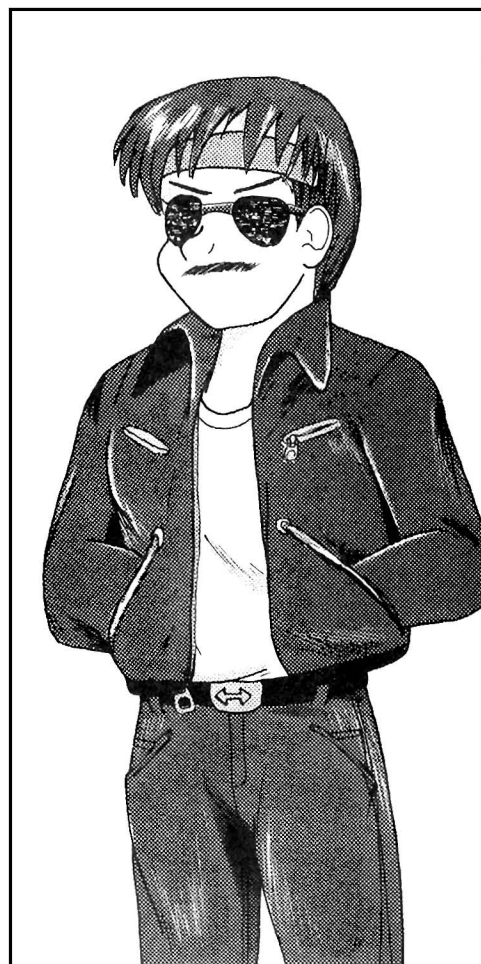
CHARACTER NOTES

Tony might not seem like prime Allied Patrol material. He's not unusually strong, and about as intellectual as your average Twinkie. However, Tony was one of the Allied Service's top test pilots until he was transferred into the Patrol, for one primary reason- his cool is almost impossible to crack.

The slick Italian has been through an incredible number of close calls, yet has never been shaken. Admittedly, some have wondered if this is because he isn't always bright enough to realize what's happening to him.

Tony has a "cool" attitude in more ways than one. He is hesitant to do anything that he doesn't view as cool, and always wears cool stuff like leather jackets and red headbands. Don't forget the shades. Tony doesn't say much other than "no sweat" and "hmpf," because it's cool that way. On the other hand, his sense of "cool" is slightly warped from the norm. He does things like ride on the roof of Filene and Ferron's station wagon, because it's not cool to get caught riding *in* something with faded green paint and peeling fake wood panels.

Tony (like most cool people) wants to start his own rock band someday. He spends a lot of his time wailing from some obscure part of the ship or the porch of his spartan apartment, playing his axe.



Tat'yana Alexeyava

Intelligence: 11 Agility: 13 Bod: 12
Will: 15 Aware: 16 Social: 8 Pow: -

GENERAL

Sex- Female	Age- 23
5' 10", 138 lb	
Hair- Brown	
Eyes- Gray	
Cash-\$800	
Combat Load- 36 lb	
Wound points- 24	

SKILLS

Gun	15
Pilot	14
Drive	6
Demolition	3
Brawl	12
Guerrilla War	9
Interrogate	2
Martial Arts	8
Stealth	3
Russian Lang.	8

TRAITS, ETC.

Big Gun	+2
Stubborn	-1
Antisocial	-1

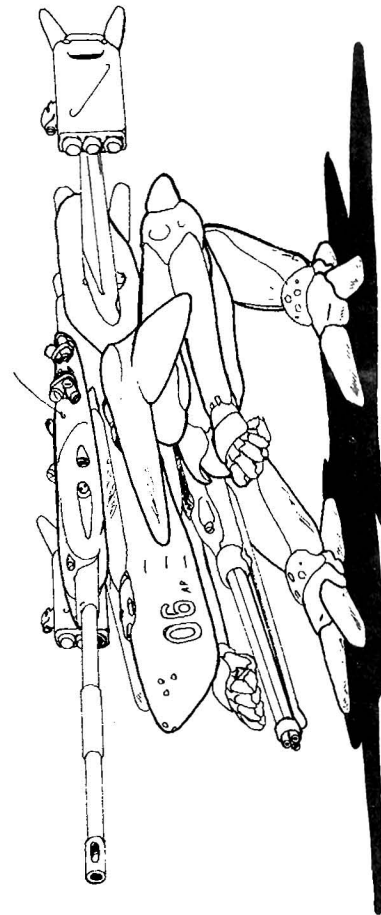
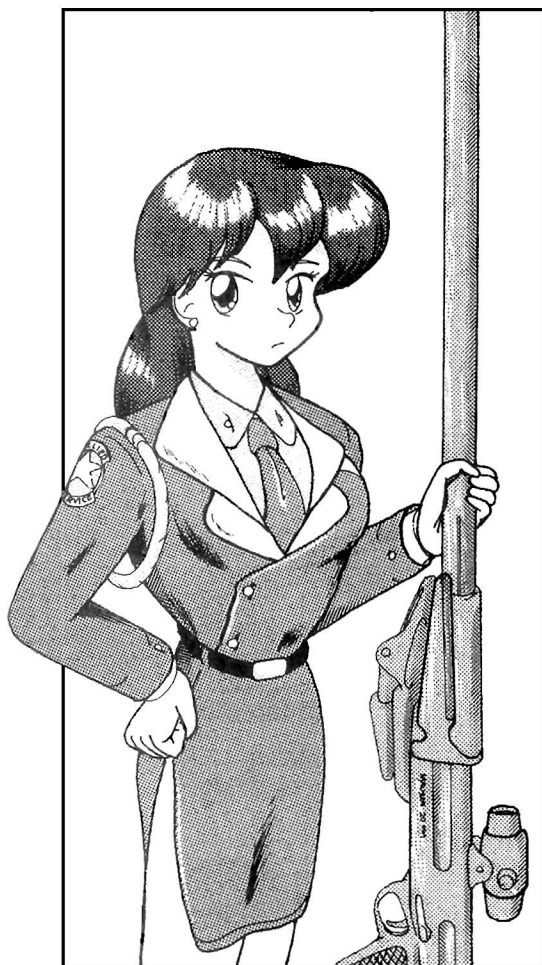
CHARACTER NOTES

Tat'yana was born in northern Russia, and joined the Allied Service as soon as she finished school. A specialist in heavy support mecha, she was quickly lifted in rank to become leader of her own squadron.

At age 21 she was sent into a hot "police action" that had escalated from a border skirmish with the colonial government of Garsen. She was able to complete her mission successfully, but most of her squadron was decimated in a friendly-fire accident. The commander of the offending squadron was well-known to her superiors, and Tat'yana became a scapegoat for the incident. She was pulled from her rank as squadron leader, although on paper she was promoted to become an officer so that she could be given a new assignment. Transferred into the Allied Patrol as a "liaison," she would remain out of the way.

Tat'yana remains bitter about the entire fiasco, and she is extremely distrustful of people who carry a lot of social influence. Although she has finally learned to trust Allen, she still feels that he's not really a "pro".

Although she doesn't really understand what's going on, Tat'yana now knows the importance of the Patrol, and will fight to the death to protect it.



Tat'yana's GEAR

Flight Suit (5 pts. armor)
Heavy Pistol (14mm)
4D6 damage, 10 shots
Mauser 20mm HV
4D6x10 dam, 6 shots

Fonrus

Intelligence: 11 Agility: 17 Bod: 20
Will: 10 Aware: 14 Social: 8 Pow: -

GENERAL

Sex- Male	Age- 12
4' 10", 104 lb	
Hair- Light Brown Fur	
Eyes- Blue	
Cash-\$300	
Combat Load- 60 lb	
Wound points- 40	

SKILLS

Gun	9
Drive	3
Pilot	4
Security	8
Brawl	11
Stealth	12
Slight-of-Hand	15
Melee	6
Ferroné Lang.	7

TRAITS, ETC.

Cat Ears	+1
Fangs (1D6)	+1
Claws (1D6)	+1
Tail (Agility)	+1
Cat Curiosity	-1
Stowaway	-1
(if caught by officials)	

CHARACTER NOTES

Fonrus is not a member of the Allied Patrol, but actually Filene and Ferron's little stowaway brother. The eldest of the kittens and basically just a rambunctious kid, Fonrus is always sneaking aboard Tex when his brother and sister leave on assignment. His strength and tendency for "cat's curiosity" often get him into bigger trouble than anyone else, but Filene and Ferron usually don't mind if he comes along. Of course, they'll never admit it.

Fonrus is probably the most adventurous member of his family, and (like his brother Ferron) rarely thinks before acting. Fortunately, his self-taught sneakiness often helps get him out of whatever he gets into. Better yet, he often gets the rest of the group out of it too.

Fonrus usually wears an oversized vest loaded with all sorts of useful junk, such as a ball of twine, paper clips, a rubber ball, simple tools, a stale candy bar or two, etc. In fact, whenever the group needs a common item, half the time Fonrus will have one (if he can find it).

Although he is already involved in the Patrol, Fonrus can't wait until he can become a mecha fighter pilot. Of course, the White Hats also have plans for him...



"Aw, c'mon, guys!
I won't even touch the grenades this time!
Honest!"

Fonrus' GEAR

Vest with whatever item he might need (25-75% chance, ask the referee)

Tex

Intelligence: 16 Agility: 16 Bod: -
Will: 13 Aware: 10 Social: 3 Pow: 22

GENERAL

Sex- Male	Age- NA
No Physical Stats	
Hair- Under Hat	
Eyes- Brown	
Cash- Doesn't Get Paid	
Combat Load- 220V	
Integrity points- 44	

SKILLS

Pilot	12
Gun	6
Mechanic	4
Navigation	12
Shield	12
Surge	9
Break	6
Stealth	5
Interface	9

TRAITS, ETC.

Skinny Droid Body	
(Hard to Hit)	+2
Slow-Moving Body	-1
Cowboy Wannabe	-1

NOTE

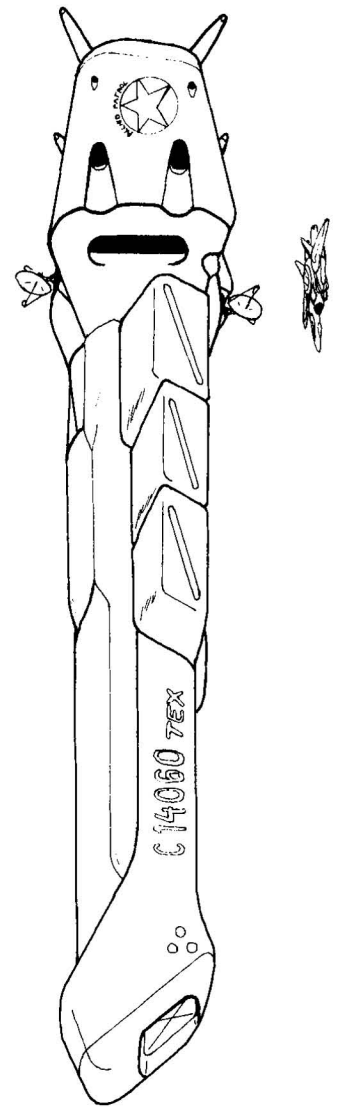
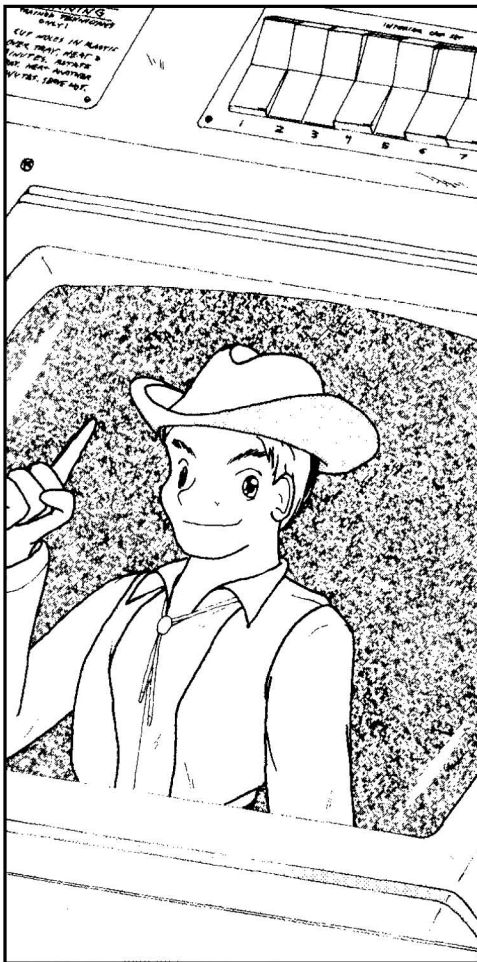
Since Tex is an AI, his Pow stat refers to his net abilities, as does his agility.

CHARACTER NOTES

After considerable success with installing AI computers in small spacecraft, the Allied Service wanted to experiment with using them in larger assault carriers. This would theoretically enable a carrier to require no crew other than the fighter pilots themselves. A *Roberi* class assault carrier was selected as a prototype for this concept. Although more ships were planned, the program was canceled due to budget considerations. The one ship that was refitted became Tex.

Tex spent several years in active duty with the Service, but was usually assigned to menial ferrying tasks. Eventually, when the Allied Patrol was formed, the Service reassigned the "oddball" Tex to the group, to give him a permanent assignment (and reduce the number of personnel required for the "expendable" unit).

Tex is basically a fun-loving guy. He has that cheap sense of humor inherent to most AI's, which led him to take on his atrociously cliché persona. He has adopted one of the ship's maintenance drones to function as his "body" when he wants to interact outside the ship. This is why Tony can often be found in sleazy bars with a sixgun-toting hatrack.



Tex's GEAR

Carrier C14060 "Tex"
Drone "Body"
.357 Revolver
4D6 damage, 6 shots

MECHA PROFILES

Note that the frame listings for these mecha are for ablative armor.

Filene's Diver

Class "C" Ferroné Female
Variable Diver/Fighter

Impossibly fast and agile, but weak armor and armament. Features the ability to physically link with the Class "D" male fighter.

2D6 x100 Beam Gun (117mm)
Unlimited Shots, Cutter
Option
(4D6x200 linked to Ferron)
Speed: 6500 mph (8800 linked)
Agility: 4 (1 linked)
Frame: 2500
Screens: 2000 (8000 linked)
Pilot Armor: 200
Weight: 4.3 ton
Component Strength
Engine: 400 Gun: 200

Ferron's Soldier

Class "D" Ferroné Male
Variable Soldier/Fighter

Intended largely for hand-to-hand combat. Simple, stout design. Beam gun and beam saber will not operate in same turn.

5D6 x100 Beam Gun (208mm)
Unlimited Shots, Cutter
Option
5D6 x200 Beam Saber
Unlimited Use
Speed: 4000 mph
Agility: 2
Frame: 11,000
Screens: 8000
Pilot Armor: 300
Weight: 30 ton
Component Strength
Engine: 1200 Gun: 500

Harmony's Soldier

F-886 "Daisy Mae"
Variable Soldier/Fighter

Based on the same mecha as Allen's F-880 Missile Platform. Intended for reconnaissance, it carries virtually every piece of sensor and detection equipment available.

3D6 x100 Rifle (90mm)
10 Shots, works in both modes
1D6 x100 Missiles
50 Missiles, can fire any number in a volley
5D6 x100 Experimental Beam Cannons
2 Cannons, 1 shot each
Wide beam
Speed: 3200 mph
Agility: 0
Frame: 10,000
Screens: 10,000
Pilot Armor: 300
Weight: 51 ton
Component Strength
Engine: 1500 Gun: 300
Missiles: 100 Cannons: 50 ea.

Allen's Soldier

F-880 "General Lee"
Variable Soldier/Fighter

Based on the same mecha as Harmony's F-886 Recon Platform. Most missiles are carried in external packs that can be jettisoned.

3D6 x100 Rifle (90mm)
10 Shots, works in both modes
1D6 x100 Missiles
250 Missiles, can fire any number in a volley
Speed: 2500 mph
Agility: 0
Frame: 10,000
Screens: 10,000
Pilot Armor: 300
Weight: 60.5 ton
Component Strength
Engine: 1500 Gun: 300
Missiles: 500

Tony's Diver

XP-78 Experimental Intercept
Variable Diver/Fighter

Fast and powerful, but sometimes unpredictable. On lease from Lockheed/Farrcher Aerospace for extended field testing.

3D6 x100 Auto Cannon x2 (90mm)
10 Bursts each, Selective Fire
Ammo carried in arms
1D6 x100 Missiles
20 Missiles, can fire any number in a volley
Speed: 4800 mph
Agility: 3
Frame: 7500
Screens: 6000
Pilot Armor: 300
Weight: 22 ton
Component Strength
Engine: 1400 Guns: 300 each
Missiles: 40

Tat'yana's Diver

KG-14 "Rudenko"
Ground-Attack Diver

Intended as a heavy gunship for anti-tank and jungle suppression duty, but still effective against fighters. Tough and toothy, but ponderous.

5D6 x200 Heavy Cannon (120mm HV)
15 Shots
2D6 x100 Missiles
6 Missiles
2D6x100 Vulcan Gun (30mm HV)
Fire Rate 5, 5 Bursts
Speed: 1200 mph
Agility: 0
Frame: 14,000
Screens: 12,000
Pilot Armor: 500
Weight: 43.5 ton
Component Strength
Engine: 1100 Cannon: 1000
Vulcan: 1000 Missiles: 24

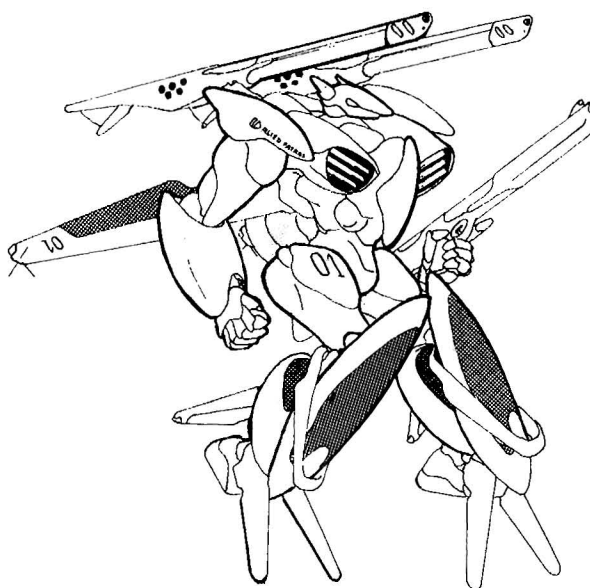
Tex- C-14060

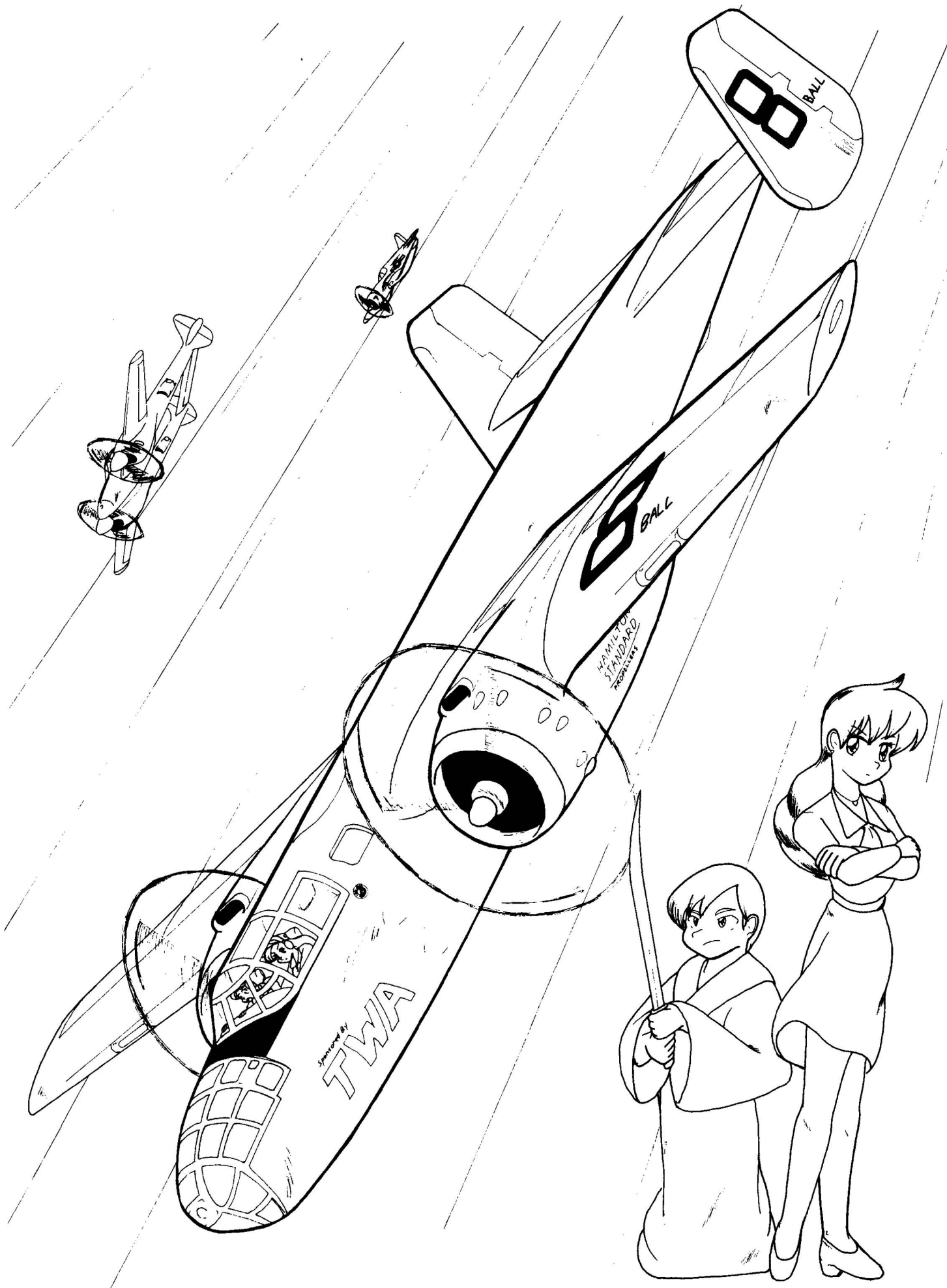
"Roberi" Class
Assault Carrier

A launch deck runs down the length of the ship, but fighters are usually launched and recovered from the modular bays mounted on either side.

Fitted with normal thrusters, grav engines for planetary landing, and a fast FTL drive.

5D6 x200 Beam Cannon (40cm)
Unlimited Shots, Concealed
2D6 x100 Missiles
50 Missiles, Concealed
Speed: 6000 mph
Agility: -2
Frame: 25,000
Screens: 150,000





Luke Baldwin's

WARBIRD

UNLIMITED

More Fun than a Barrel of Nazis!

1947...

Well, the war has been over for two years, and things have gone back to normal. More or less, anyway...

For one thing, the Allies didn't really finish the job, and that ever so newsworthy incident at Roswell is still fresh on everyone's mind. People want to get back to the things they enjoyed before the war; Mom's back at home, the World Series is going again, and everybody's favorite destructive spectator sport has returned- air racing.

Howard Hughes has come out of seclusion with a big wad of cash to revitalize the fading sport. Adventurous pilots from all backgrounds and nationalities have turned out at the first national Las Vegas / Grand Canyon Air Race for a chance at the Million Dollar Pot. And who in their right mind wouldn't risk life, limb, and a fifteen hundred dollar surplus airplane? (Remember, this is 1947. Keep inflation in mind.)

Playing "Warbird Unlimited"

This campaign is a little different in that the player characters aren't necessarily allies. Although they stick

together and help snatch each other from the jaws of death, they have a constant rivalry among themselves. They aren't above a little sabotage if it means winning a race.

Race courses will typically include all sorts of bizarre obstacles, such as flying under the Golden Gate Bridge or running the Grand Canyon. Stopovers along the way will give the characters a chance to rest (yeah, right...).

Note that this campaign will probably require a little more experience in gaming than others. It takes a little creativity to come up with a good scenario, since there aren't any weekly alien invasions. However, the additional effort to come up with something good usually pays off, giving the players a good change of pace.

Also, the straight "race and sabotage your friends" premise is only good for a scenario or two. If you want to run an extended campaign, you'll need additional material to make for an exciting game. Keep in mind that these characters require a constant supply of parts and fuel, so they'll probably be going all over the world in search of the ultimate scrapyard.

Also note that none of the planes are armed, which should keep the scenario from degenerating into a constant dogfight. Shy away from concealing weapons in the planes, although the characters

do carry hand weapons, if they are desperate enough (and close enough) to use them. Planes might get shot up, but try not to have the characters kill each other off in a gunfight. It sort of puts a damper on the fun...

The Nazis

One plot device (albeit a rather overused one) to employ occasionally would be a rogue group of renegade Nazis. These guys, while extremely evil, are also essentially debt ridden and misty eyed. Perhaps they want to enter the race with their flying wing, or convince the players to join them "to create a new world order."

The group of Nazis is mostly made up of hard-line ex-SS troops. They try not to bring to much attention to themselves, but it's hard when they're attempting to recruit a new army of loyal followers for their Reich (and getting nowhere). They truly believe that once they form their mighty army their Führer will come out of hiding and lead them to total victory. Their numbers are few and far between, so they aren't considered a serious threat. They, like the player characters, are always searching for a way to make money and find parts for their equipment. After all, it takes money to form an empire and used German military equipment is hard to find, especially torpedoes for their U-boat and V-2 missiles.

One of their favorite haunts is the sleepy South American country of Uruguay. Surprisingly, to this day it would not be uncommon to find a swastika adorned flag flapping in the breeze.

The Chateau

Evelyn LaRocque resides in a twenty bedroom resort home in the French Alps. The Chateau sports a ballroom, swimming pool, gardens, 6000 foot airstrip with hangar facilities and Evelyn's large, well-hidden junk pile. The estate is fairly secluded and is uninhabited most of the year except for the caretaker, since her father only uses it for occasional diplomatic functions. There is also a small collection of fine automobiles (like Evelyn's red 1942 Saab) and aircraft (J-3 Cub, Do17, and Electra).

Obviously, this place would make a fine hideout for the group during an extended campaign.

Trisha Finnegan

Intelligence: 13 Agility: 16 Bod: 11
Will: 15 Aware: 13 Social: 7

GENERAL

Sex- Female	Age-26
5' 6", 134 lb	
Hair-Lt. Brown, Long	
Eyes- Blue	
Cash-\$700	
Combat Load- 33lb	
Wound points- 22	

SKILLS

Drive	6
Pilot, Prop	12
Navigation	7
Brawl	17
Mechanic, Plane	6
Swim	5
Play Guitar	9
Style	8
Cook	4
Gun	1

TRAITS, ETC.

Unladylike	-1
Adventuresome	+1

GEAR

Pocket Knife (1D6-1)
Coffee Thermos
Tool Set (tools and parts, like spark plugs)
Guitar

CHARACTER NOTES

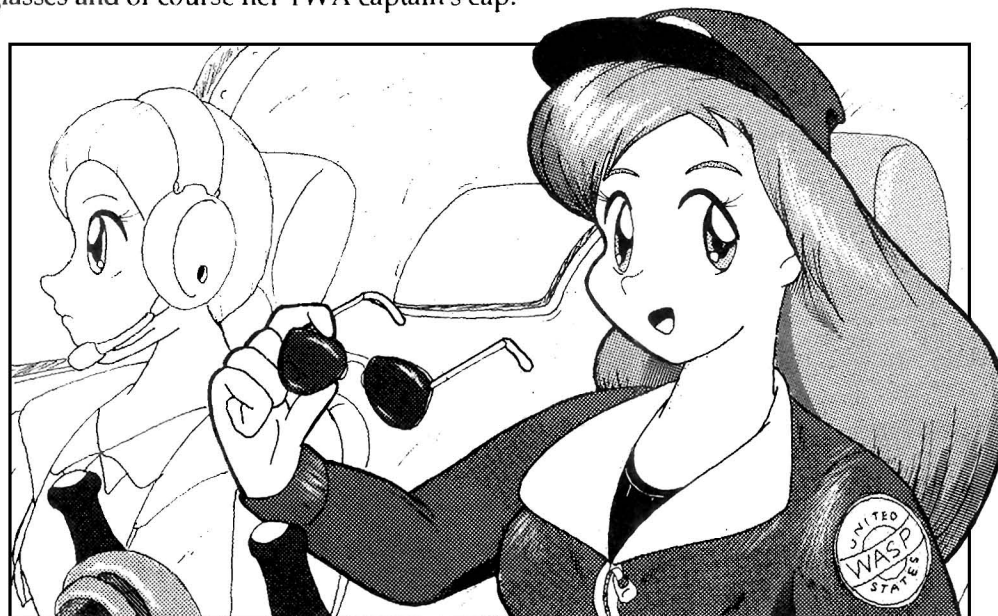
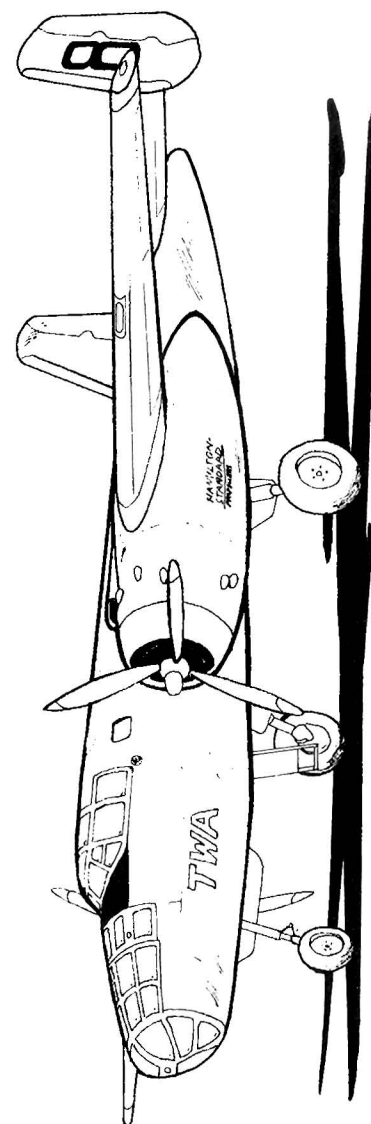
Trisha is the proverbial all American girl next door who got caught up in the war movement. As soon as Uncle Sam called she applied for service in the Womens' Active Service Pilots (WASPs) and was trained as a ferry pilot. She has over 7000 hours in everything from Stearman Kadets to B29 Superforts. She has ratings in just about every military airplane that was produced in the United States since the beginning of the war. "I even got to fly one of those egg-beaters. Those darn things are just about as crazy as trying to break the sound barrier."

In 1944 she learned that her fiancée was killed in the Normandy invasion and has not been romantically involved since. She tries to surround herself with good friends and good times to keep her mind on brighter things. Trish has hardened herself both mentally and physically as a result of her boyfriend's death.

Her current occupation as a TWA cargo pilot flying DC-3's and her knowledge of the B-25 got her the job of flying TWA's race plane. Along with Trish on the race is her copilot/navigator, Gretchen Finnegan, her cousin, also a former WASP.

"The WASPs gave me the only chance to fly and actually get paid for it. The TWA job was just a streak of good luck, flying cargo in a war weary Gooney Bird. It was mostly out of sight stuff, like flying cabbages to the interior of Alaska, but it was flying"

Her normal garb consists of a pair of her boyfriends camo pants (just a little large on her) a black sleeveless stretch top, Her WASPs B-2 jacket, dark aviator glasses and of course her TWA captain's cap.



North American B-25J
Span 53 ft 7 in, Length 51 ft, Height 15 ft 9 in
Top Speed 510mph
Agility 1
Crew 2
Weight 26139 lb
Value \$5217
Fuel 612 gallons

Gretchen Finnegan

Intelligence: 8 Agility: 13 Bod: 9
Will: 12 Aware: 16 Social: 13

GENERAL

Sex- Female	Age-25
5' 8", 139 lb	
Hair-Light Brown	
Eyes- Green	
Cash-\$1300	
Combat Load- 27 lb	
Wound points- 18	

SKILLS

Drive	8
Cook	6
Pilot, Prop	6
Navigation	14
Auto Mechanic	4
Gambling	10
Gun	12
Style	8
Sing	7

TRAITS, ETC.

Luck	+2
Major Looks	+2

GEAR

.357 Revolver (4D6)
Box of 50 rounds
Pack of Poker Cards
Navigator's Briefcase

CHARACTER NOTES

Gretchen was born and raised in a small midwest farm town. Her family went to Las Vegas on vacation when she was 15 and her father lost their farm gambling. Unable to support their child, Gretchen's parents sent her to live with her uncle's family back east.

After her cousin, Trisha, joined the WASPs Gretchen decided to join to be with her. She failed the flight exam three times, and on her last flight Gretchen destroyed the trainer and put the instructor in the hospital for a month. "Gee, did I do that?"

She changed her game plan after being permanently banned from flying and went for a navigator/flight engineer position, the exam for which she passed with flying colors and no casualties.

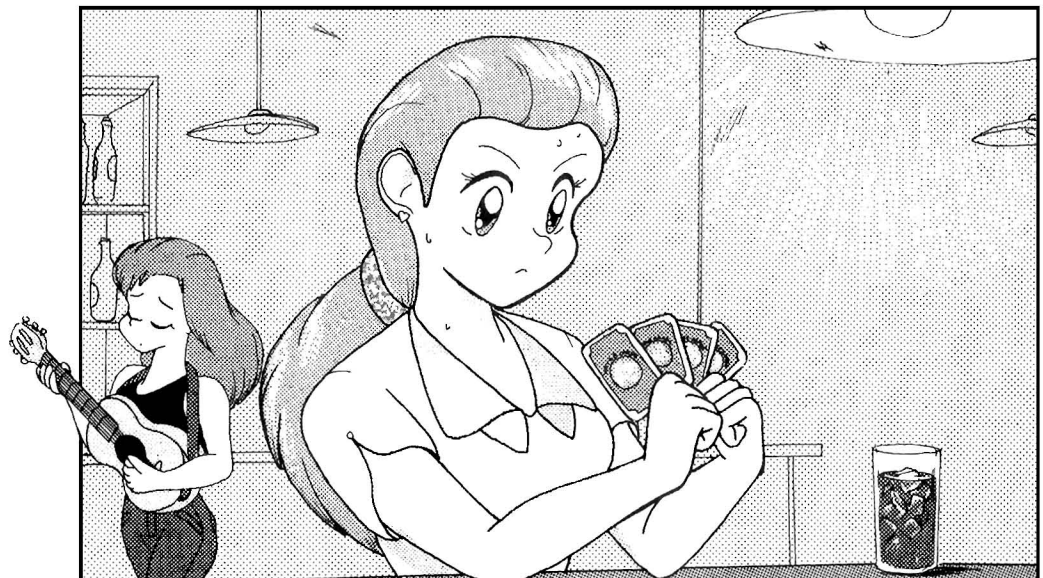
"Of course I know where we are, I just don't know where the plane is."

Gretchen did eventually become a competent pilot, but not without an extra dose of empty minded accidents, forgetful fuel, lacking landing gear, and superfluous supercharger just to name a few. With the help of her cousin she got over her flight problems and earned a private pilot's license.

When the WASPs were dismissed in 1945 she went on a road trip to Hollywood to become an actress, only to take a wrong turn and end up in Las Vegas. There she quickly learned to gamble the hard way. She lost all that she had, but managed to win it all back plus some once she figured out how to play.

Gretchen is not the smartest person alive, but she's kind and generous until it comes to gambling- then she's just plain malicious. She wears her old WASPs A-2 (that's a flight jacket) blue slacks and a white top.

"How 'bout a little wager?
I know where there's a hundred gallons of gas..."



Sho Miagi

Intelligence: 11 Agility: 18 Bod: 8
Will: 19 Aware: 16 Social: 3

GENERAL

Sex- Male	Age-14
4' 5", 98 lb	
Hair- Black	
Eyes- Brown	
Cash-\$300	
Combat Load- 24 lb	
Wound points- 16	

SKILLS

Bicycle	7
Sword fighting	13
Martial Arts	10
Stealth	10
Slight of Hand	7
Cook	7
Knowledge, Rice	5
Pilot Prop	8
Mechanic, Plane	5
Navigation	3

TRAITS, ETC.

Group-Dependent	-1
Temper	-1
Loyalty	+2
Unthreatening	+1

GEAR

Samurai Sword (4D6)
Rations for three days
Folding Bicycle
Picture of Family

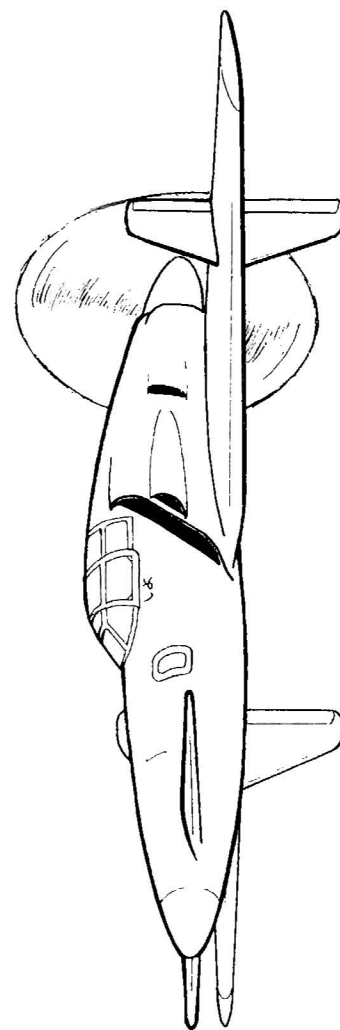
CHARACTER NOTES

Sho was too young during the war to qualify for the Kamikaze Special Attack Force but he was insistent on flying. He fell in with the Yakuza after his parents were killed on a trip to Tokyo during an allied fire-bombing. Sho and his new "family" stole a J8W1 fighter plane from a secret Japanese military base and kept it from being captured by the allied forces.

Although his family has consisted of peasant rice farmers for several generations, Sho comes from a long line of Samurai warriors. He carries the sword that has been in his family for over three hundred years, and he's pretty good with it too. Sho wears an oversized black silk kimono with dragon and flying saucer patterns covering it. Along with the kimono Sho wears a Kamikaze headband and a new pair of Converse tennis shoes, the latter provided by the Yakuza.

Sho is generally a pretty sociable guy even though he can't speak English or hold any liquor. Once he makes a friend, it's for life. Sho speaks no English other than a few phrases to convey his thoughts. Throughout his adventures Sho learning more about American society and language, although at a slow pace. Some of his learning probably comes from going to the movies while stopping over for the night. Lets just hope he stays away from John Wayne movies, aright Pilgrims?

Sho's vocabulary includes things like, "Me land", "I take off now!", and perhaps "Shinei Amerika-jin!"



Kyushu J7W1
Span 36 ft 6 in, Length 31ft 9 in, Height 12 ft 10 in
Top Speed 532 mph, 496 mph w/ drop tank
Agility 2
Crew 1
Weight 8244 lb
Value \$9720
Fuel 160 gallons
Drop Tanks, 90 gal

Franklin Slessor

Intelligence: 12 Agility: 10 Bod: 13
Will: 15 Aware: 10 Social: 9

GENERAL

Sex- Male	Age-34
6' 2", 150 lb	
Hair- Black, Short	
Eyes- Brown	
Cash-\$900	
Combat Load- 39 lb	
Wound points- 26	

SKILLS

Drive	9
Pilot, Prop	16
Navigation	7
Desert Survival	6
Hand to Hand	9
Medical	10
German Lang.	10
Connections	7
Perception	6

TRAITS, ETC.

Resist Pain	+1
Natural Leader	+1
Blind Right Eye	-1

GEAR

Sawed-off 12 Gauge (4D6 Damage, 5 shots)
Box of 20 rounds
Canteen

CHARACTER NOTES

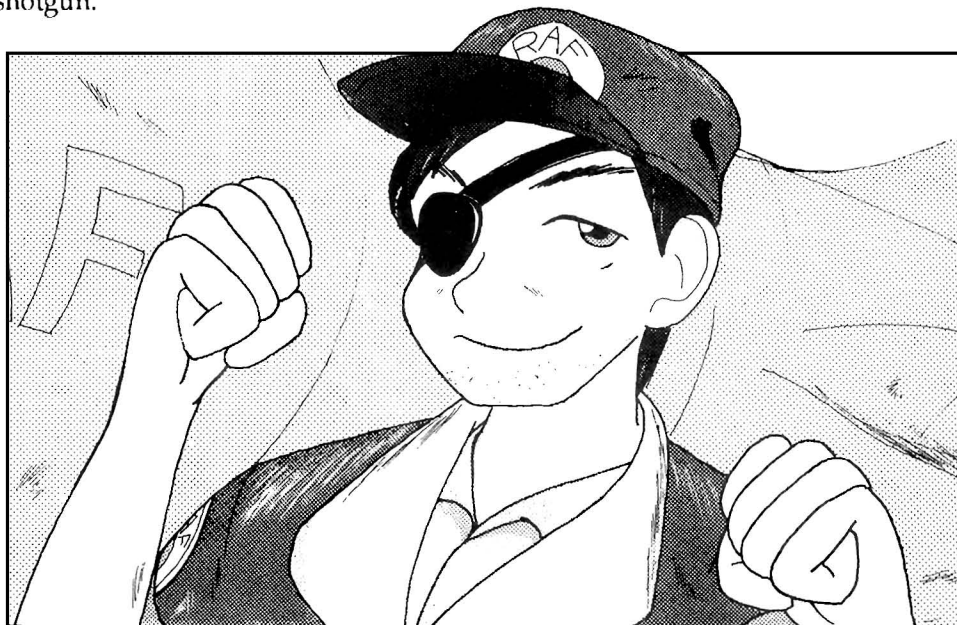
As long as he can remember, Franklin always wanted to fly. The stories that he got from his father of the great war in the air over France during World War One thrilled and inspired him. When he was eighteen, Franklin joined the Royal Air Force and graduated at the top of his class.

By the time the Nazis had invaded France, Franklin was a Squadron Leader commanding a squadron of Hurricanes on the mainland. He later transferred to Hawker Tempests but wound up in a German POW camp after an aerial collision in April 1944.

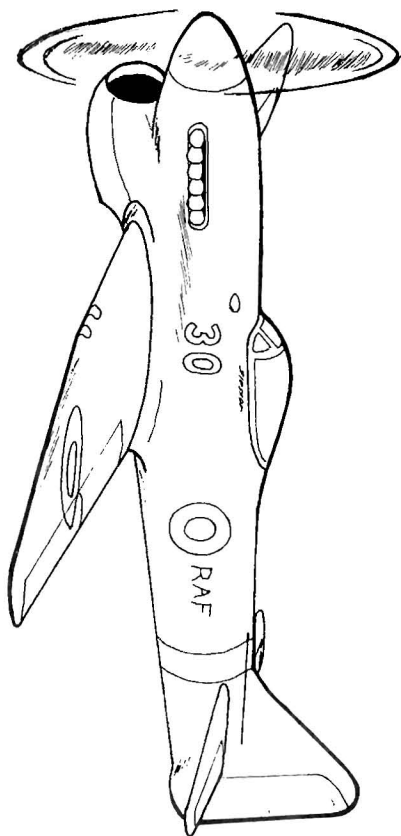
"After I was captured the Nazis had some kind of fear of me, but after all, it was not my fault that their Focke Wulf 190 got in my way." Franklin lost his right leg and his right eye in the crash but gains, as he says, "A great deal of respect for British engineering."

He was put in the American side of the prison camp and was Americanized during his term. "I like the American chaps, they have something that we British don't. Maybe it's American women." Throughout the entire course of the war he totaled 14 kills (not including the one he ran into), five tanks, three trains, two bridges, a field full of cows, and "a guy on a bike."

Franklin is a gruff adventurous man with a kind heart and a good sense of humor. He is always on the prowl for a prospective Mrs. Slessor but is not currently involved. He wears his Royal Air Force uniform (more or less), a black eye patch covering his missing eye, and his false metal leg conceals a sawed off twelve gauge shotgun.



THEY SAY HE WAS A MEAN FIGHTER IN SCHOOL



Hawker Tempest Mk V
Span 41 ft, Length 33 ft 8 in, Height 16 ft 1 in
Top Speed 512 mph, 480 mph w/ drop tank
Agility 2
Crew 1
Weight 9812 lb
Value \$1876
Fuel 290 gallons
Drop Tank, 100 gal

Hannalore Schweiger

Intelligence: 12 Agility: 12 Bod: 13
Will: 16 Aware: 14 Social: 8

GENERAL

Sex- Female	Age-18
5' 11", 162 lb	
Hair- Real Long, Blond	
Eyes- Blue	
Cash-\$800	
Combat Load- 39 lb	
Wound points- 26	

SKILLS

Drive, Cycle	5
Pilot, Jet	10
Navigation	6
Know. Aircraft	4
Stealth	7
Security	5
Streetwise	10
Brawl	6
Knife	13
Gun	4
English Lang.	5

TRAITS, ETC.

Lethal Cute	+1
Reputation	-1

GEAR

Broom-Handle Mauser (2D6 dam, 10 shots)
Combat Knife (1D6)
Lock Pick Equipment

CHARACTER NOTES

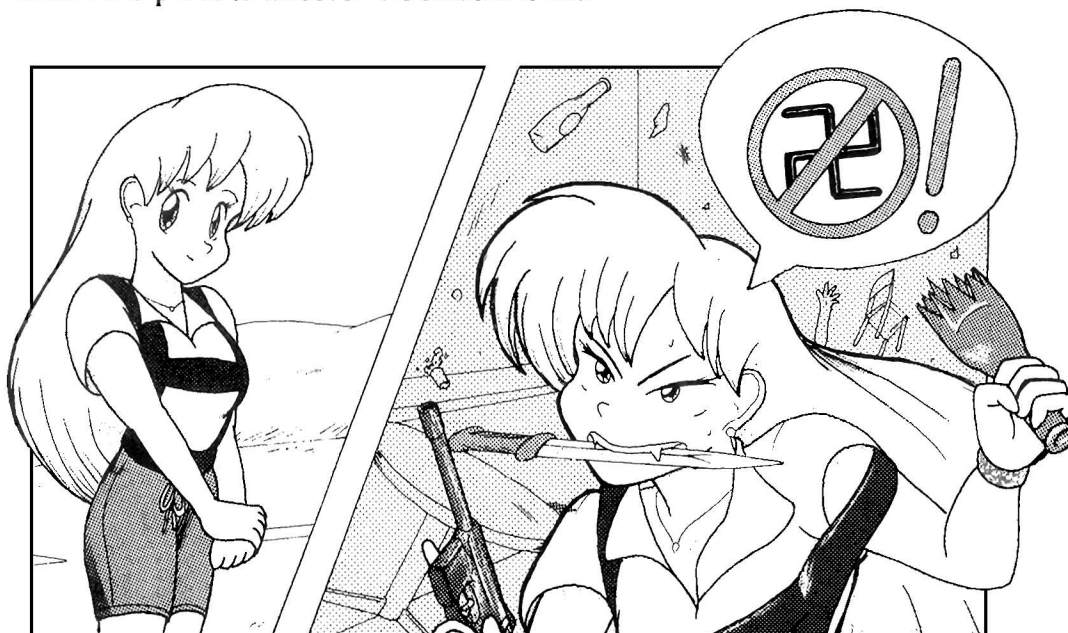
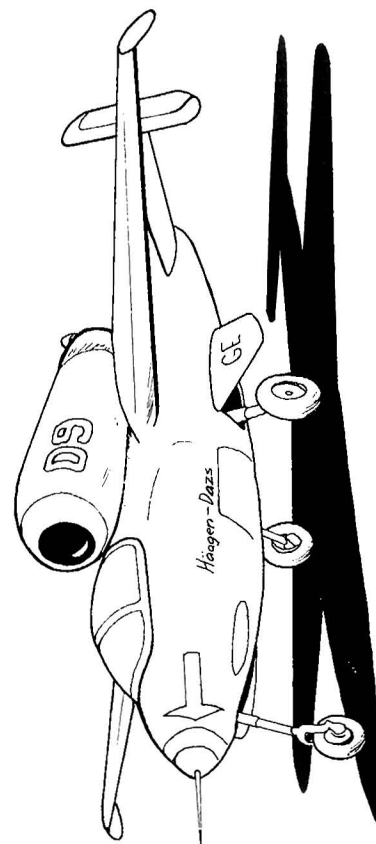
Hannalore grew up in Berlin during the reign of Hitler. Both of her brothers went into the military and were killed at the Battle of the Bulge. Although one of her grandparents was Jewish she was forced to join the 'Hitler Girls' when she was 13.

"I hated the Hitler Girls. All they ever did was fill us with Nazi propaganda and teach us how to have babies. I wanted to do something for the Fatherland-fight." She got her wish in early 1944. The Luftwaffe was in desperate need of pilots and activated her 'Hitler Girls' squad for training in the new He 162. Her entire group was shot down on their first mission when they crossed paths with a group of marauding P-51's over Berlin. Her second, less eventful mission was flown on the last day of the war.

"On the last day I got to fly for a few hours during and after the war. The sky over Europe was no place for beginners in 1944."

After the war Hannalore's father, who owns a textile factory, helped her obtain a Heinkel 162 from General Electric in the United States. They had replaced the original jet engine with an improved one of their own design and agreed to donate the plane if she flew the upcoming air race under their name.

Hannalore is quite shy, and believes that people will not like her because she's German. If someone accuses her of being a Nazi she will fiercely stand up for herself and prove to whoever it is that she is not.



Heinkel He 162A-2

Span 23 ft 8 in, Length 29 ft 9 in, Height 8 ft 4 in

Top Speed	534 mph
Agility	2
Crew	1
Weight	5178 lb
Value	\$14127
Fuel	193 gallons

Rodger Cooney

Intelligence: 16 Agility: 11 Bod: 12
Will: 12 Aware: 16 Social: 7

GENERAL

Sex- Male	Age-24
6' 1", 190 lb	
Hair-Brown, Crewcut	
Eyes- Blue	
Cash-\$700	
Combat Load- 36 lb	
Wound points- 24	

SKILLS

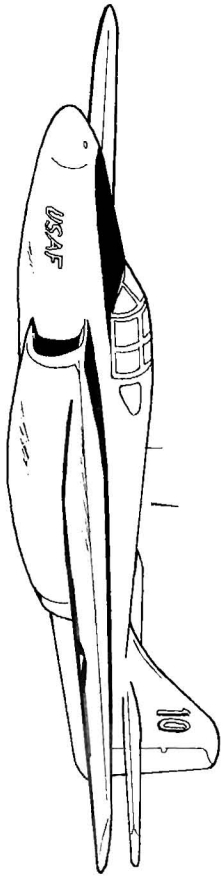
Drive	5
Pilot, Prop	15
Pilot, Jet	12
Plane Engineer	12
Air Mechanic	6
Hand to Hand	7
Gun	8
Security	5
Play Piano	5

TRAITS, ETC.

Eye For Detail	+1
Gambling	-1
Good With Women	+1

GEAR

1911 Colt .45
2D6 damage, 2 clips,
7 rounds each



CHARACTER NOTES

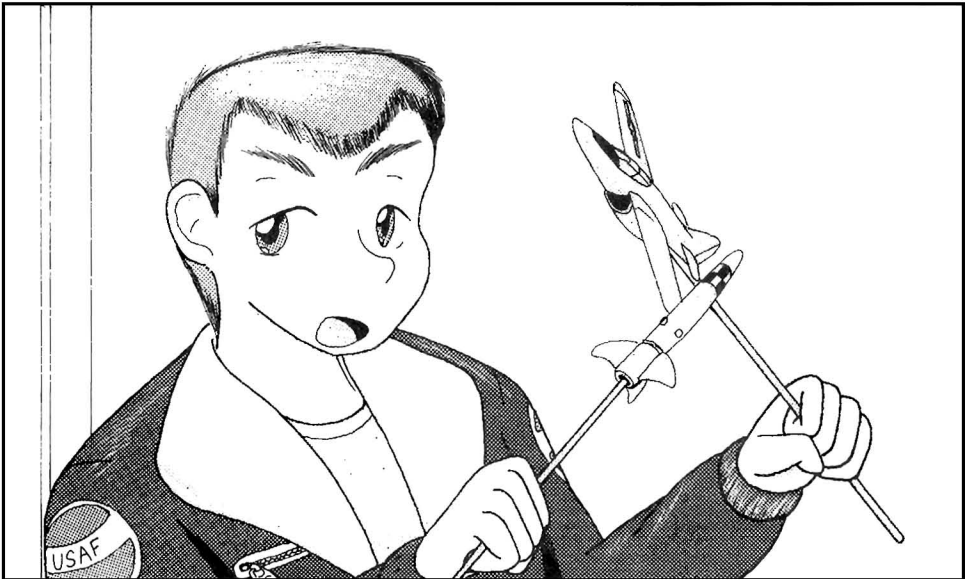
Rodger is a Lieutenant Colonel in the newly formed United States Airforce. As a military test pilot he has had the opportunity to fly all of the captured German jets after the fall of the Axis, including the Me 262, He 162, and the Ar 234. "I have flown some real *weird* things since the war has ended." He flew P-47's and P-51's during the war in the European theater but was pulled from combat duty to test pilot the Bell P-59 and Lockheed P-80. He has seven confirmed kills, four in the P-47 and three in the P-51.

Rodger is military to the core but a fun-loving guy nonetheless. He doesn't like talking about his life during the war because he witnessed a close friend killed by a passing Luftwaffe Bf 109 while parachuting from his disabled plane.

Rodger likes games of chance and wagers, especially if they involve airplanes. He bet his entire life savings of \$1200 in hopes that he would win this air race and purchase his raceplane from the military. After he finishes with the military he plans to start up his own aircraft design and production business.

His airplane is a modified Bell Airacommet that the Air Force had decided to scrap until it caught wind of the race, giving them a chance at beating the Navy sponsored Corsair. Since he is in the Air Force Rodger wears his flight uniform while he participates in the race.

"I don't get myself involved in the competition between the Air Force and the Navy, even though I'm right in the middle of it, testing airplanes. The only reason I care is that they're going to give me a bigger portion of the winnings if I do beat that Navy pilot."



Bell P-59

Span 45 ft 6 in, Length 38 ft 2 in, Height 12 ft
Top Speed 532 mph, 480 mph w/ drop tanks
Agility 2
Crew 1
Weight 9259 lb
Value \$3317
Fuel 270 gallons
Drop Tanks, 75 gal each

Warren Johnson

Intelligence: 12 Agility: 12 Bod: 20
Will: 12 Aware: 13 Social: 8

GENERAL

Sex- Male	Age- 26
5' 10", 225 lb	
Hair- Black, Crewcut	
Eyes- Brown	
Cash-\$800	
Combat Load- 60 lb	
Wound points- 40	

SKILLS

Drive	5
Drive, Cycle	6
Pilot, Prop	13
Mechanic, Car	5
Survival, Ocean	4
Swimming	5
Hand to Hand	14
Body Building	6
Intimidation	7
Streetwise	4
Navigation	4
Medical	2

TRAITS, ETC.

Determination	+1
Politeness	+1
Family Priority	-1

GEAR

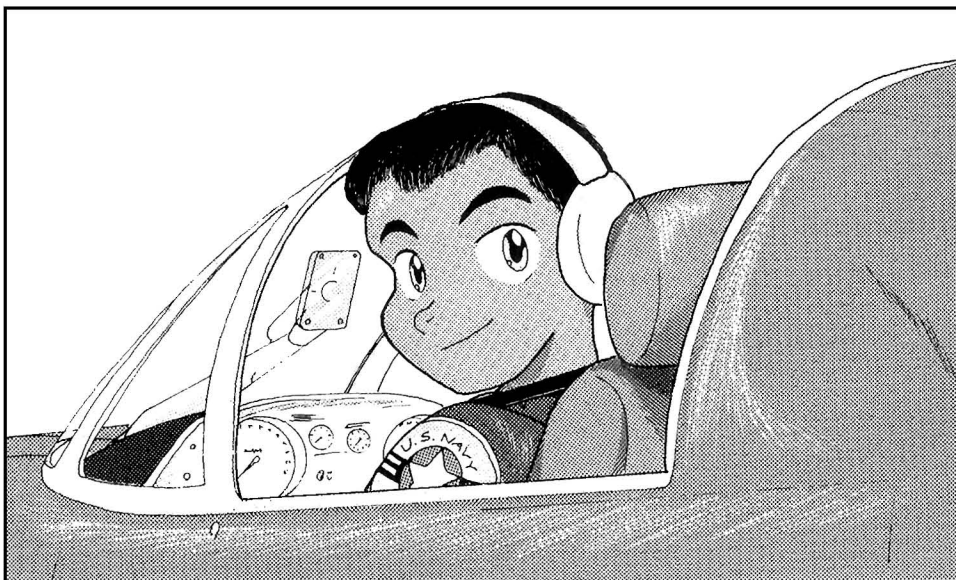
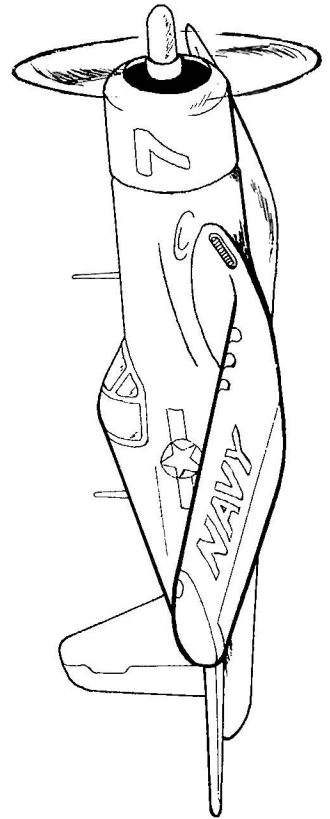
1911 Colt .45
2D6 damage, 2 clips, 7 rounds each
Brass Knuckles (1D6)

CHARACTER NOTES

Warren grew up in a poor black family on the Mississippi river delta in Louisiana. With the war looming in the future, Warren joined the Navy as a fighter pilot and shipped off for the west coast in early 1941. He was aboard one of the aircraft carriers that the Japanese had planed to destroy when they attacked Pearl Harbor in 1941. Warren's career in the Navy is quite distinguished, with nearly 100 missions flown over enemy territory where he encountered the Japanese nearly half of the time. He is credited with 12 kills and eight aircraft destroyed on the ground.

"The cat crew started callin' me 'Meatball' 'cause they said I didn't ever need the landing light on the carrier. Also, I was the biggest ball o' meat that they'd ever seen."

After his service with the Navy, Warren plans to become the first black commercial airline pilot in the United States. He has already had offers for positions within TWA and Pan American airlines. Currently he lives in the San Diego Naval base with his wife Betty and their two small children, Richard and Laura. Warren is a very friendly, polite man who wants nothing but the best for his friends and family. He holds no hate for the Air Force, but like his opponent it is his job to compete and he plans to do his best at winning. No matter what it takes.



Chance Vought F4U-5

Span 41 ft 1 in, Length 33 ft 9 in, Height 4 ft 9 in
Top Speed 515 mph, 483 mph w/ drop tank
Agility 3
Crew 1
Weight 10056 lb
Value \$2520
Fuel 250 gallons
Drop Tank, 100 gal

James McDonald

Intelligence: 12 Agility: 11 Bod: 13
Will: 11 Aware: 18 Social: 10

GENERAL

Sex- Male	Age-40
5' 4", 173 lb	
Hair- Black, Balding	
Eyes- Brown	
Cash-\$1000	
Combat Load- 39 lb	
Wound points- 26	

SKILLS

Drive	4
Pilot, Prop	16
Navigation	4
Stealth	7
Wrestle	8
Knowledge, Cars	8
Bargain	8
Gun	12
Japanese Lang.	3
Medical	5

TRAITS, ETC.

'Smell' Money	+1
Sleazy	-1

GEAR

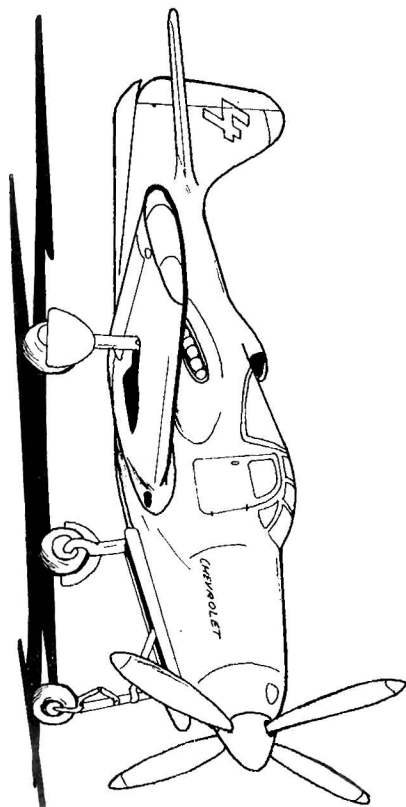
1911 Colt .45
2D6 damage, 7 shots
Box of 50 Rounds
Survival Knife (1D6)
Chevrolet Dealership
Keychain

CHARACTER NOTES

James is one of the original Airmen of the Flying Tigers and wears his old flight jacket with blood chit in place every time that he flies. During the course of the war he flew P-40 Warhawks, P-38 Lightnings, and B-25 Mitchells. His victories consist of six confirmed kills in the Pacific theater, and twenty thousand tons of Japanese shipping. James has over 10,000 hours of flight time in over thirty different types of aircraft, including his personal Beech Staggerwing.

The native Hawaiian is a very lively, if somewhat obnoxious little man who currently spends his time as a car salesman. He is a little past his prime, balding, and a bit overweight, but this doesn't stop him from believing that his classic Hawaiian beach garb and cool salespitch can win over any woman anytime. James is the perpetual bachelor, spending his money on big boy toys and living in a parked Airstream trailer that he likes to call his "home on wheels." The thought of where he's going to go on the island of Hawaii must not have come up to him.

"I had a hard time getting sponsors for my flight, but after all, the P-63 is a Chevrolet in a way. Hell, I even convinced them to buy it for me!" In all it cost James and General Motors a total of \$2200 for the purchase and modification of the P-63. The Allison division of GM 'donated' the massive 24 cylinder V-3420 that replaced the original Allison V-1710-E11 engine, nearly doubling the race plane's power. James's P-63 has the highest power to weight ratio off all non-jet aircraft in the race, at one horsepower per 3.3 pounds.



Bell P-63C-1

Span 30 ft 4 in, Length 32 ft 9 in, Height 12 ft 7 in

Top Speed 540 mph, 507 mph w/ drop tank

Agility 3

Crew 1

Weight 8013 lb

Value \$8933

Fuel 188 gallons

Drop Tank, 75 gal

Evelyn LaRocque

Intelligence: 15 Agility: 13 Bod: 7
Will: 8 Aware: 13 Social: 19

Worldly Skills

Survive Jungle	3
Survive Desert	3
English Lang.	3
Japanese Lang.	7
Spanish Lang.	3
German Lang.	5

GENERAL

Sex- Female	Age-26
5' 7", 138 lb	
Hair-Brown, Curly	
Eyes- Hazel	
Cash-\$1900	
Combat Load- 21 lb	
Wound points- 14	

SKILLS

Drive	9
Pilot, Prop	10
Streetwise	5
Sword Fighting	7
Gun	8
Mountain Climb	6
Connections	6

TRAITS, ETC.

Family Name	+1
Risk Taker	-1

GEAR

1911 Colt .45 (Ivory)
2D6 damage, 7 shots
Sword (3D6)

CHARACTER NOTES

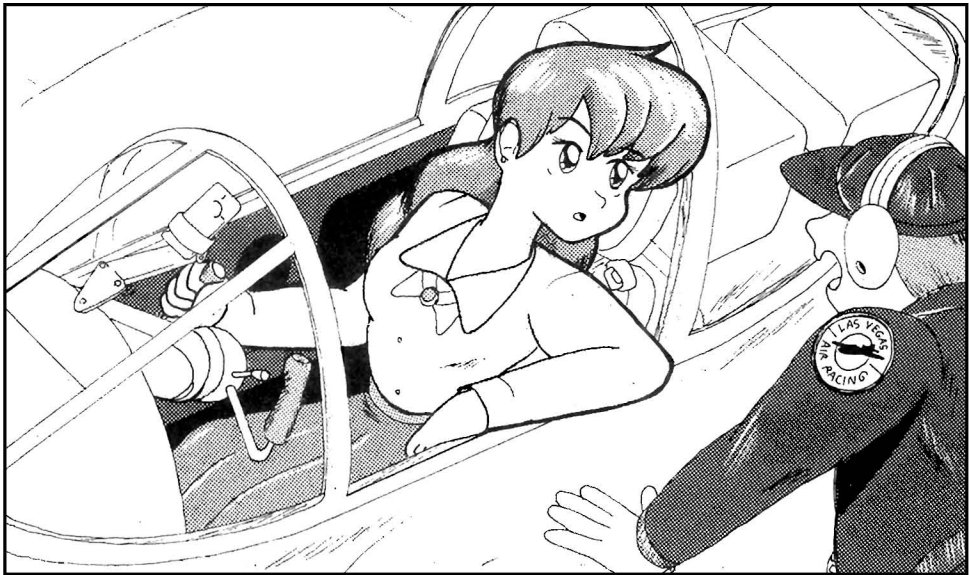
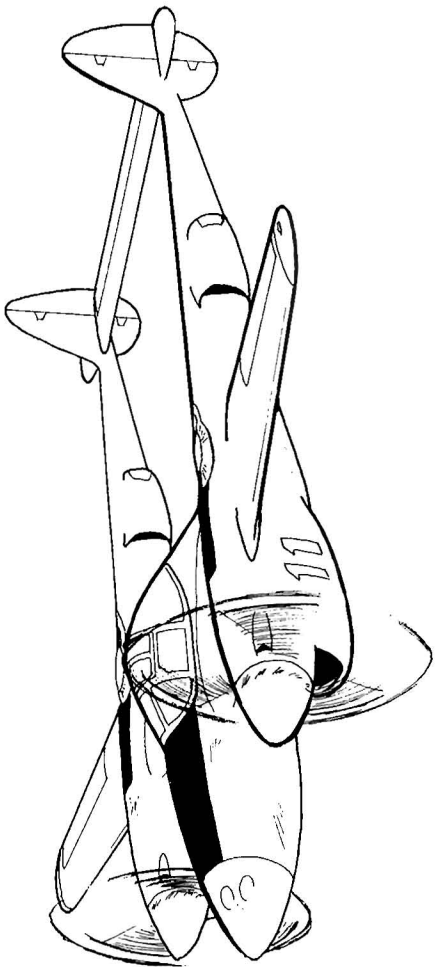
Whether in Tokyo during her father's ambassadorship or in Africa on safari, Evelyn grew up a highly pampered girl. She grew up with expensive tastes and toys which she would rather not give up due to her family's money drying up. Her reason to fly in the race is obvious, to replenish the family coffers, and what better way for a proper French Baroness to do it than a chivalrous sport like air racing.

At 17, seeking adventure and having enough money to pay for it, Evelyn left the French Embassy in Japan where she had grown up and headed for adventure in South America. On her three year stay in South America she learned to fly from a Luft Hansa pilot in Uruguay and purchased her first airplane, a nearly worn out Dornier Do 17. After exploring South America her adventurous heart took her to Africa for a year where she became an accomplished hunter and survivalist.

Evelyn eventually made it back to Southeast Asia with World War Two in full swing where she traveled extensively in enemy territory for the duration of the conflict. "Having a German plane with Luft-Hansa markings and being able to speak both Japanese and German saved my skin more than once while I was in Asia."

Evelyn is a product of royalty that can't stand it at all. She would rather fall in with a greasy pack of bikers for an entire summer other than spend an evening with Britain's Queen Elizabeth. Her adventures have molded her life into a "live fast never die" style.

Evelyn's plane is a modified Lockheed P-38 Lightning. "When I was in the Philippines after the war the USAAF was destroying brand new P-38's. I knew how nice they were to fly so I... well, obtained a few."



Lockheed P-38L

Span 38 ft	Length 37 ft 10 in	Height 12 ft 10 in
Top Speed	526 mph	492 mph w/ drop tanks
Agility	2	
Crew	1	
Weight	14607 lb	
Value	\$3255	
Fuel	410 gallons	
	Drop Tanks, 75 gal each	

AIRCRAFT

RANDOM HIT

North American B-25J

Frame Strength	36
Left Engine (170 pt)	1-2
Fuel Tanks (armor 5)	3-10
Right Engine (170 pt)	11-12
Cockpit	13
Non Combat	14-15
No Effect	16-20

Kyushu J7W1

Frame Strength	25
Cockpit	1
Fuel Tanks (armor 5)	2-3
Engine (213 pt)	4-8
Drop Tank (armor 5)	9-10
Non Combat	11-12
No Effect	13-20

Hawker Tempest Mk V

Frame Strength	25
Engine (240 pt)	1-5
Cockpit	6
Fuel Tanks (armor 5)	7-10
Drop Tank (armor 5)	11
Non Combat	12-13
No Effect	14-20

Bell P-59

Frame Strength	20
Fuel Tanks (armor 5)	1-4
Cockpit	5
Left Engine (116 pt)	6-7
Right Engine (116 pt)	8-9
L. Drop Tank (arm. 5)	10
R. Drop Tank (arm. 5)	11
Non Combat	10-11
No Effect	12-20

Chance Vought F4U-5

Frame Strength	29
Engine (230 pt)	1-5
Cockpit	6
Fuel Tanks (armor 5)	7-9
Drop Tank (armor 5)	10
Non Combat	11-12
No Effect	13-20

Heinkel He 162A-2

Frame Strength	20
Cockpit	1
Fuel Tanks (armor 8)	4-8
Engine (124 pt)	9-15
Non Combat	16-17
No Effect	18-20

Bell P-63C-1

Frame Strength	22
Cockpit	1
Engine (260 pt)	2-7
Fuel Tanks (armor 5)	8-10
Drop Tank (armor 5)	11
Non Combat	12-13
No Effect	14-20

Lockheed P-38L

Frame Strength	34
Left Engine (148 pt)	1-2
Fuel Tanks (armor 5)	3-8
Right Engine (148 pt)	9-10
Cockpit (armor 5)	11
L. Drop Tank (arm. 5)	12
R. Drop Tank (arm. 5)	13
Non Combat	12-13
No Effect	14-20

TINKER'S DAMN

CHARACTER PROFILE

NAME:
PLAYER:

INTELLIGENCE —
AGILITY —
BOD —
WILL —
AWARE —
SOCIAL —
POWER LEVEL —

SEX: AGE:
COMBAT LOAD:
WOUND POINTS:
CASH:
TRAITS, ETC.

SKILLS

EXPERIENCE
POINTS=

— WEAPON=

RANDOM HIT DAMAGE — AMMO —

TORSO 1-11 — WEAPON=

R. ARM 12-13 DAMAGE — AMMO —

L. ARM 14-15

R. LEG 16-17 — WEAPON=

L. LEG 18-19 DAMAGE — AMMO —

HEAD 20

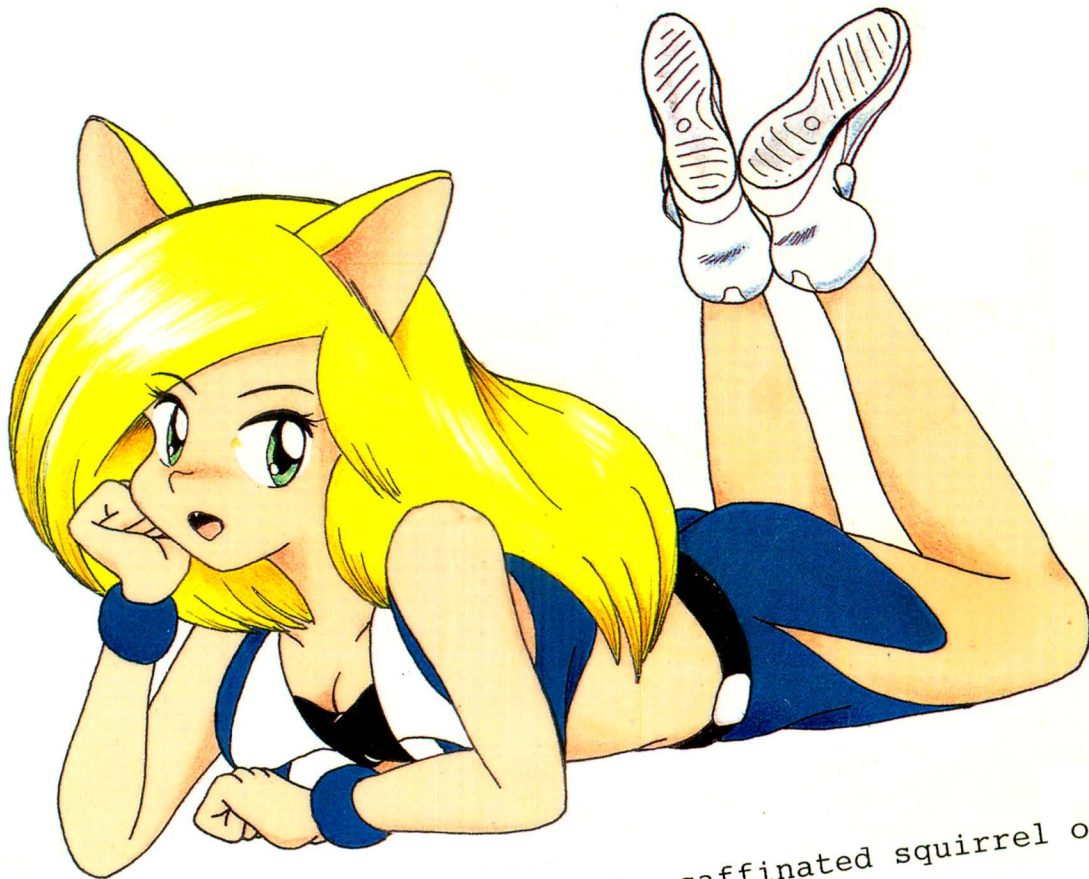
GEAR

OTHER DATA=

COFFEE STAIN

One last note...
We want to do more Tinker's Damn products, but we need to know what you like. Write us and let us know what you think of this book, what you loved, what you hated, and what you'd like to see in the future. Also, ask about our expanding line of T-shirts and other merchandising goodies. So write to "Studio Cranium, PO Box 778, Lewiston, ID 83501". The guys who wrote this want to hear from you!

-Allison & Mittens



Hi! My name's Mittens, and the caffinated squirrel on the cover is Allison. We're the mascots for the new Tinker's Damn anime/manga roleplaying game. Tinker's Damn is different from other games because it uses a "flexible" rules system. That is, with Tinker's Damn you can play a game based on any genre, not just the usual science fiction or fantasy stuff. Ever wondered what it would be like to use magic in a private detective game? Check out "Hot Rod Apocalypse", one of the three sample campaigns in this book. Of course, it's even better if you come up with your own, or create one based on your favorite anime show or comic book. Whatever you prefer, Tinker's Damn has the clean, simple rules you need to do what you want. So do me a favor, okay? Try Tinker's Damn tonight!

Thanx!
Mittens