

Iridia

role-playing games and miniatures, old and new
by Christian Walker

On Point

I've been experiencing a fair amount of rpg-related nostalgia lately, longing for games I used to play and missing the people with whom I rolled the dice. As Robert Plant would sing, "It's been a long time since rock and roll."

This week I continue with some more GURPS 4e. While browsing through the Reaper Miniatures page, I came across a trio of awesome little robots. One of them is armed with a freaking chainsaw! The robots reminded me of some previous issues of Iridia (11 and 62) that featured mechanical destructo-bots, so I thought I'd push that story line along a little further.

In other game news, I'll be continuing with my D&D 3.5 campaign. We'll be assembling for our ninth session and I look forward to seeing what kind of mayhem ensues. You can check our progress at IridiaZine.net/quest.htm.

Until next time, Christian



The Stranger At My Door

gurps 4e

When I opened the door to see who had been knocking, I was rather surprised. A well-dressed man in a black suit, white shirt and silk tie stood on my doorstep. He was roughly 6' tall and athletic in build. His brown hair was cut short, but I couldn't see his eyes because of his mirrored sun glasses.

Most striking of all was the curious weapon he held in his right hand. It looked like a toy or a prop, something you might see in an old sci-fi movie.

"Are you Mr. Reed?" asked the stranger.

"No." I was lying, of course. Who was this clown, anyway?

"I was sent here to collect the robot you have in your possession."

Now this was something of a surprise. A few months ago one of my students - Miguel - was assaulted by a surly little robot. He was saved when his older sister knocked the thing's head off. Miguel brought the robot to me and I then passed it along to an engineer friend at Cal Poly Pomona. (See Iridia 11.)

"Listen," I said. "I have no idea what you are talking about, so why don't take your ray-gun back to whatever movie set you stole it from."

The man shook his head slowly then said, "That is very unfortunate." He raised the odd-looking pistol and pulled the trigger.

I tried to slam the door in his face as he was doing so, but I was too slow. A deafening whine assaulted my ears, then I slumped to the floor unable to move. It was as if I had no control over my muscles. Most humiliating of all, I lost control of my bodily functions. And by that I mean I soiled myself. As I lay on the floor, the stench of my own filth consuming my senses, the strange man methodically ransacked my home. Not finding what he was looking for, he casually walked out.



Ashamed and embarrassed, I finally got off the floor and cleaned myself up. I considered calling for help, but what would I say? "Hello, 911? A man dressed like a character from the Reservoir Dogs just shot me with a ray gun. Or maybe it was a phaser. I don't know."

I thought better about it and instead called my friend in Pomona. I think he might be getting a visitor very soon.

Mr. Drew works for a secretive lab that develops and builds robots. Their methods are so advanced that they can produce technologies at a TL 9. The name of the company, its location and roster of employees are a closely guarded secret.

Mr. Drew is a trouble-shooter, ensuring that security remains tight. He keeps the public at a safe distance and cleans up any messes that the runaway robots cause.

Like so many people in Los Angeles, Mr. Drew has a rather complicated private life. Wanted by law enforcement, his employer has used its considerable resources to create a new identity for him. As a result, he is extremely loyal and will not hesitate to do anything they ask.

Mr. Drew (169 points)

SM 0 (6' 1" tall, 180 lbs.);
ST 12 [20], DX 12 [40], IQ 11 [20], HT 12 [20];
HP 12, Will 11, Per 12 [5], FP 12;
Basic Lift 29, Damage: Thr 1d-1/Sw 1d+2;
Basic Speed 6.0, Basic Move 6;
Dodge 9, Parry -, Block -;
DR 0.

Advantages and Perks

Alternate Identity (illegal) [15], High TL 1 [5], Patron (employer) (fairly powerful organization, available quite often) [20], Wealth (comfortable) [10].

Disadvantages and Quirks

Compulsive Behavior (carousing) [-5], Secret (imprisonment) [-20], Social Disease [-5].

Skills

Area Knowledge (los angeles)-13 [4], Beam Weapons (projector)-14 [4], Brawling-13 [2], Computer Operation-13 [4], Detect Lies-12 [4], Driving (automobile)-12 [2], Electronics Operation (surveillance)-12 [4], Fast Talk-12 [4], Liquid Projector (sprayer)-13 [2], Lockpicking-12 [4], Observation-12 [2], Photography-12 [4], Stealth-13 [4].

Attacks

Nausea Pistol-14, HT-3 aff (1 yard), Acc 3, Range 9/27, RoF 1, Shots 66 (3), Rcl 1;
Pocket Aerosol Spray with Sleep Gas-13, HT-6 or Unconsciousness, Acc Jet, Range 1, RoF 1, Shots 1, Rcl 1.

Equipment

Nausea Pistol*, pocket aerosol spray can*, flat-cam*, laser microphone*, Palm Treo 700wx Smartphone, 2008 BMW M3.

*see GURPS Ultra Tech for a description of this item.



Iridia copyright Christian Walker, 2008. All Rights Reserved. ISSN 1930-0891. GURPS is a trademark of Steve Jackson Games. Please visit them online at www.sjgames.com. To obtain a free copy of Iridia, send a SASE to Christian Walker 9903 Santa Monica Blvd. #245 Beverly Hills, CA 90212. Please visit Iridia online at www.IridiaZine.net.