

Iridia

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

On Point

Oh boy, Iridia is closing in on its 20th straight week of publication! I've been busy with other kinds of zines, too. I just finished the first issue of a personal zine called Troll Pocket. Troll Pocket is a 16 page digest and it's about my life here in L.A. I hope to publish it monthly, then use it to trade for the zines written by others. If you'd like a copy, you can pick one up for \$1 (plus 40 cents for PayPal fees) from the Iridia website.

While GURPS Basic provides rules for building monsters, there's nothing like a D&D Monster Manual. From time to time I'd like to present a monster Game Masters can inflict upon their players. I'll get things started with something simple - the giant rat! (I do so because the first monster I ever fought as a young gamer was a giant rat back in 1982.)

On a final note, I wanted to note the passing of Britt Daniel. Britt was a frequent poster on RPG.net and at EN World. Britt posted under the name Tetsujin. He was killed in a motorcycle accident in Oakland on Sunday, July 30. Perhaps you traded PMs with Tetsujin or participated in threads with him. Condolences can be sent to Andrea and Evan Daniel c/o End Game, 921 Washington Street, Oakland CA 94607. The next time you roll for initiative think of Britt, a fellow gamer who passed away too soon.

Until next time, Christian

Giant Rat

gurps 4e

*"Why should I be afraid of the sewers?
There's nothing down there but rats."*

Ernst Mayr, deceased

A giant rat is substantially larger than its other rodent cousins. Aggressive and cunning, giant rats have been known to hunt in packs of 5-10 (1d6+4) to overcome much larger foes. Giant rats grow to three feet in length (six feet if the tail is measured) and spread a disease called "Filth Fever" through their bite.



Giant Rat (-46 points)

SM -2 (3' long, 50 lbs.);
ST 7 [-30], DX 11 [20], IQ 4 [-120], HT 12 [20];
HP 7, Will 10 [30], Per 12 [40], FP 12;
Basic Speed 5.75, Basic Move 5;
Dodge 8, Parry -, Block -;
DR 0

Advantages and Perks

Discriminating Smell [15], Flexibility [5], Night Vision 5 [5],
Poison Bite: Sharp Teeth [1], plus Toxic Attack 1d (Onset, 1
hour, -20%; Cyclic, 1 day, 2 cycles, +20%; Follow-up,
Sharp Teeth, +0%; Resistible, HT-3, -15%) [5], Reduced
Consumption 3 (Cast Iron Stomach, -30%) [4], Resistant to
Disease (+8 to resist) [5].

Disadvantages and Quirks

Quadruped [-35], Wild Animal [-30].

Skills

Brawling-12 [2], Climbing-14 [2], Stealth-13 [8], Survival
(urban)-13 [4].

Attacks

Poison Bite-12, 1d-4 cut, reach C.

Monica

gurps 4e

"I would punch you, but I might break a nail, so here's a kick to the groin."

Four nights a week, Monica Ceballos takes a kickboxing class at her local gym. She also runs five miles every morning and lifts weights. In short, Monica can bring it.

Her strength and quick reflexes have come in handy several times. First, there was a mugging attempt while she was at the pier with friends. The greasy man with yellow eyes thought better about taking Monica's purse after she pepper-sprayed him. Then there was that strange dog that tried to bite her. Well, at least Monica thinks it was a dog. She swore it had green fur and seemed to *scuttle* more than run. It took off pretty quickly after she punched it in the nose, though, so she didn't get too good of a look.

And then, on top of everything else, her brother's toy robot (Iridia 11) tried to claw her legs one night after class. After kicking its head across the street (Monica's instructor would have been proud of her form), she vowed to get her own apartment. Surely things would be more peaceful in her own space. Now if she could just figure out who kept text messaging "23" to her cell phone and why...

Dead Eye

d&d 3.5

Dragon 304 (pg. 84) included a feat that I think is very useful for archers. In essence, it's Weapon Expertise for a ranged weapon. I like this feat because it allows archers to deal damage without reliance upon enhanced arrows or a mighty bow. Furthermore, this feat ensures that a ranged weapon will remain an attractive option at higher levels. This feat might also make a good companion to Cover Fire, which was printed in Iridia 13.

I ran a campaign where this feat was used by the party's ranger. The amount of damage done was pretty impressive. It reminded me of archers from fantasy literature, who are able to kill lesser foes with a single arrow. A "One shot. One kill." sort of thing. I'd love to hear what you think about it.

Dead Eye

Your precision with ranged weapons translates into more telling strikes than you could normally make.

Prerequisites: Dex 13+, base attack bonus +1, Point Blank Shot, Weapon Focus (any ranged weapon).

Benefit: You may add your Dexterity bonus to all damage rolls made with ranged weapons for which you have the Weapon Focus feat, so long as the target is within 30 feet.

Special: Dead Eye does not increase the damage dealt to creatures that are immune to critical hits.

Monica (174 points)

SM 0 (5' 7" tall, 135 lbs.);
ST 12 [20], DX 13 [60], IQ 10, HT 13 [30];
HP 12, Will 12 [10], Per 10, FP 14 [3];
Basic Lift 29, Damage: Thr 1d-1/Sw 1d+2;
Basic Speed 7.0 [10], Basic Move 7;
Dodge 12, Parry (see attacks), Block -;
DR 0.

Advantages and Perks

Attractive (+1 to reaction rolls) [4], Combat Reflexes [15], Enhanced Dodge [15], Enhanced Parry (bare hands) [5], Fit [5], Language (spanish, accented) [4], Striking 1 [5].

Disadvantages and Quirks

Impulsiveness (9) [-15], Sense of Duty (family) [-5], Wealth (struggling) [-10], Only wears exercise clothes [-1].

Skills

Area Knowledge (los angeles)-12 [4], Computer Operation-10 [1], Driving-13 [2], Karate-15 [12], Running-14 [4].

Attacks

Punch or kick-15, 1d+2 cr, reach C, parry 15.

Equipment

Cell phone, 2003 Jeep Liberty, \$40.



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