

# Iridia

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

## On Point

This week's issue features a random table from the old Scrollworks zine. I'm happy to be able to keep material from my former zine alive, to share it with new readers. I also wanted to write an NPC inspired by Stan Lee's excellent show, "Who Wants To Be A Super Hero," which appears on the Sci-Fi Channel.

I've decided to stop recording weekly a podcast for each issue. The shows were taking over an hour to produce and to be honest, there were only a few downloads each week. Perhaps I'll try again in the future. Enjoy the read and drop me a line with any comments at [Christian@IridiaZine.net](mailto:Christian@IridiaZine.net).

Until next time, Christian

## This, That and the Other Thing: Not Your Average Lass

random tables for your game

The scene is a familiar one. The intrepid heroes are seated around a rickety table in a back alley dive. With some time to kill, the PCs begin to look around for some role-playing opportunities. Flirting with buxom serving maidens is a popular option, but how many gorgeous women can one expect to find in dingy watering holes? Not Your Average Lass provides a d6 worth of tavern wenches, who will leave a lasting impression upon the characters in your campaign. Clever GMs can tweak each entry just a bit to accommodate modern or sci-fi role-playing sessions.

**1) Bianca:** Rail thin with long, spindly arms, Bianca struggles mightily to carry a tray of drinks across the tavern. The tray rocks back and forth in her unsteady hands, spilling ale onto the floor. By the time Bianca arrives at the table, the tankards are half-empty. She mumbles an apology and backs away from the table, tripping and falling onto the floor as she does so.

**2) Miriam:** She is afflicted by an ailment that causes her to cough a great deal, mostly on the characters' food and drinks. If questioned about her health, Miriam will respond that she feels fine, just as another coughing fit wracks her system. Perceptive characters may notice that the other patrons carefully wipe any glass Miriam has touched with a handkerchief.

**3) Venus:** Her service is decent and she's even mildly attractive, but the squalling toddler attached to her leg is a bit distracting. The child refuses to let go and is literally dragged around the room, deaf to Venus' pleas to let go. No amount of coaxing will convince the little girl to release her death grip and the more she is ignored, the louder her crying becomes.

**4) Evelyn:** She is middle-aged, with a sour expression permanently etched onto her heavily-lined face. Evelyn is rude to the point of being vicious. She lacks respect for anyone and proclaims her disdain for others without fear of retaliation. Regular guests of the tavern will gauge the characters' mettle by how well they suffer Evelyn's barbs.

**5) Amber:** She is withdrawn, shy and unwilling to look anyone in the eye. Amber silently creeps from table to table, not wanting to draw attention to herself. She is barely audible when speaking and is prone to trailing off mid-sentence. Because she is so unobtrusive, Amber overhears a great deal and may be a font of information.

**6) Katherine:** A plain, tall girl on the verge of tears. It's all she can do to keep from sobbing openly as she serves the customers. If pressed for details about what troubles her, she will begin to speak, but breaks down completely after just a few words. Inconsolable, Katherine will run out the back door, wailing.

## Apollo

gurps 4e

*"The light of truth shall clear away the shadows of deceit!"*

Joseph Mora hates his day job. His night job, however, defines his existence.

Joseph earned his B.A. in Classical Studies from San Diego State University and his M.A. from the University of California at Santa Barbara. Although his studies were fascinating, they offered him few job skills that he could apply to the world outside academia. For the past few years Joseph has attempted to make ends meet by working as a copy editor for a marketing firm in Los Angeles. Uninspired by his work and terribly depressed over his massive student loans, Joseph does the best he can.

He rents a one room, dilapidated apartment in North Hollywood. He doesn't make very much money as a copy editor, so his apartment is rather spartan. What he does have in abundance are comic books and books about ancient Rome and Greece. The comic books are a guilty pleasure, but within the stories of heroism and danger are echoes of a mythic past that Joseph loves to daydream about. Sometimes Joseph feels that he was born a few millennia too late. Perhaps his life would have been more glorious as the captain of a Greek trireme.

While fantasizing one day about heroes, both comic and mythic, Joseph hatched an idea. Why not live as a hero? It might be fun to combine comic book heroism with ancient mythology. After a trip to the hardware and fabric stores to put together a costume, Apollo was born!

Joseph's costume features a white, spandex body suit. He has gold boots, gloves, mask and cape. Since Apollo is the sun god, Joseph secured flashlights to his forearms and even wears a utility belt with all kinds of glow sticks, small flashlights, laser pointers, etc. As Apollo, Joseph wishes to shine the searing light of truth upon the injustices of the world.

Joseph was so happy with himself that he wanted to show off his costume, but he couldn't exactly parade down the street in a home-made super hero costume, or could he? Downtown Hollywood isn't too far from Joseph's apartment and in a place like that, he might not even get a second glance. Hollywood is *that* strange.

On a Friday night Joseph went walking the streets of Hollywood. Normally shy and reserved, Joseph was encouraged by the enthusiastic responses he received. A couple on a sight-seeing tour from Sheboygan, WI asked him to pose for a picture. He used his flashlights to help a tipsy party girl find her car keys under a sewer grate. Joseph even gave a glow stick to a homeless man who was afraid of "the big ol' giant rats that live in the alleys and eat hookers."

Since that night, Joseph has decided to patrol the streets of Hollywood four nights a week. He's even attained minor celebrity status in the area and had his photo appear in an issue of L.A. Weekly. Although he's been attacked by a mugger and was hit in the head with a bottle thrown at him by a drunk, Joseph enjoys shining a helpful light onto rather dark and dangerous streets.

Now if he could just get a better day job and pay off his student loan...

### Joseph Mora aka Apollo (59 points)

SM 0 (5' 10" tall, 175 lbs.);  
ST 11 [10], DX 10, IQ 13 [60], HT 11 [10];  
HP 11, Will 13, Per 13, FP 11;  
Basic Lift 24, Damage: Thr 1d-1/Sw 1d+1;  
Basic Speed 5.25, Basic Move 5;  
Dodge 8, Parry (see attacks), Block -;  
DR 0.

### Advantages and Perks

Daredevil [15], Honest Face [1], Reputation (being helpful and kind, downtown Hollywood, all the time; +2 to reactions) [3].

### Disadvantages and Quirks

Charitable (9) [-22], Debt 20 [-20] Secret (serious embarrassment) [-5], Sense of Duty (humanity) [-15].

### Skills

Area Knowledge (los angeles)-13 [1], Computer Operation-13 [4], Driving-10 [2], History (classical)-13 [12], Sewing 10 [1], Writing-13 [2].

### Attacks

Mag Lite-5 (short sword default), 1d+2 cr, reach 1, parry 5.

### Equipment

Palm Treo 650 smart phone, flashlights, super hero costume.



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