

Iridia

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

On Point

Sometimes I flip through my rulebooks and see a feat, skill or spell that really inspires me. In this issue I'd like to present an NPC named Tabitha who has the ability to read minds. The things she learns might provide adventure hooks for player characters. I really wish I had an art credit for the artwork I used to represent Tabitha. I found the image on Elfwood about five or six years ago and never bothered to jot down the artist's name. I'm reluctant to use it, so here's hoping the artist doesn't mind. I've also decided to bring back the Iron Rations series of articles. It's been a while since the Basic D&D heroes have appeared in this zine. Check out issues 2, 3, 6, 7, 9, 12 and 14 for more Basic D&D material.

Until next time, Christian

Iron Rations

basic d&d

In the back alleys of a city called Haldane, Devon and his companions searched for a renegade cleric named Gareth. Gareth claimed to be the loyal servant of a forgotten demigod of the crows, a god called M'kai. Gareth preached that the crow god was furious because he had been forsaken by his followers and was committed to reclaiming the skies. Gareth warned that any who failed to worship M'kai would have their eyes torn from their sockets.

Devon and his friends had been hired by city officials to track Gareth down after attempts to do so by the watch had failed. When they finally encountered Gareth in an abandoned warehouse, he was naked save for a robe of feathers. Filthy and crazed, Gareth began calling to his god for aid as dozens of crows flapped their wings and cawed loudly.

At the top of his lungs Gareth screeched, "Do you think you can harm me? Fools! I serve M'kai the sky god and he will tear your flesh to ribbons!"

Abel Artone nervously drew his sword, scarcely able to comprehend the sight before him. "Seriously, Devon. This guy is freaking nuts."

As he fumbled for an arrow, Devon replied, "I know, Abel. How about we let Aithne take him?"

"Agreed." said Abel. "I don't want to tangle with this guy. Not even a little."

With that said, Abel and Devon backed away, dragging the speechless Apris with them. Aithne simply shook her head at her friends' reaction, then stepped forward to ready a spell.



Gareth, Level 3 Cleric; Alignment: Chaotic; Abilities: Str 11, Int 11, Wis 14 (+1 on magic-based saving throws), Dex 13 (+1 to hit with missile weapons, -1 AC bonus, +1 initiative bonus), Con 11, Ch 10; AC: 10; Hit Dice: 2; Hit Points: 12; Attacks: dagger (1d4) Move: 120'; Spells: Cure Light Wounds, Cause Light Wounds; Languages: Common; Possessions: 10 gp, 20 sp tucked under a pile of crow feathers.

Tabitha

gurps 4e

Tabitha has the ability to read minds. She simply focuses intently on an individual and within a few moments, thoughts and images begin to fill her mind. When she is finished reading someone, she snaps a photo of them with her camera phone and jots down a few notes into her journal. When she returns home, she uploads the photo to her blog, as well as a description of the person's thoughts and where she saw them. Because Tabitha is an aspiring screen-play writer, readers of her blog assume she's working on a new character idea for a movie.

Tabitha has found that most people's thoughts are consumed with rather mundane worries and concerns. However, every once in a while she reads a mind and finds something truly horrific. Once, she tried to go to the authorities after reading the thoughts of a man who had raped his date the previous night after drugging her. Tabitha showed the man's photo to the police, but since she wasn't able to explain how she knew he had committed a crime, she was turned away.

Tabitha went to a friend who proofreads her screenplays for advice on what to do. Surprisingly, he was able to introduce her to some people skilled at taking care of problems outside normal, legal channels. Relieved, Tabitha now feels she has a resource to rely upon when she reads someone with a dark secret.

Using Tabitha In Play

The characters in your campaign could be the people that Tabitha turns to for help. She could also be a useful contact if they need someone to be scanned. Eventually Tabitha's blog might be discovered by someone who realizes her character sketches aren't fictitious. They could threaten to expose Tabitha, or they might even kidnap her for some devious purpose. Who knows what agencies might attempt to exploit her?



Tabitha (44 points)
SM 0 (5' 4" tall, 102 lbs.);
ST 9 [-10], DX 11 [20], IQ 11 [20], HT 10;
HP 9, Will 11, Per 11, FP 10;
Basic Lift 16, Damage: Thr 1d-2/Sw 1d-1;
Basic Speed 5.25, Basic Move 5;
Dodge 8, Parry (see attacks), Block -;
DR 0.

Advantages and Perks

Attractive [4], Fashion Sense [5], Mind Reading [30].

Disadvantages and Quirks

Nosy [-1], Odious Personal Habit (takes candid photos of strangers) [-5], Secret (utter rejection) [-10], Skinny [-5], Wealth (struggling) [-10].

Skills

Computer Operation-11 [1], Driving (automobile)-11 [2], Writing-12 [4].

Attacks

Punch-11, 1d-3 cr, reach C, parry 8.

Equipment

Camera phone, laptop computer, 2001 Toyota Corolla.



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