

MARIN COUNTY NEW AGE SOCIETY COCKTAIL PARTY

by

Jim MacDougal

Layout and Additional Material: Mike Young

Editor: Valerie Kilgallon

Cover Art: Lee Moyer

Interior Illustrations:
Sean Butler, Lee Moyer

Special Thanks:
Sandy, Emma, and Ivy Antunes



Playtesters: Shane Amerman, David Bourdon, Ken Brown, Dave Coleman, Adrienne Gammons-Amerman, Eric Johnson, Michael F. Harrington, Dirk Parham, Moira Parham, Abigail Thompson, Miki Tracey, and Jeannie C. Whited

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GM INFORMATION

WELCOME

I first played Jim MacDougal's *Marin County New Age Society Cocktail Party* about ten years ago and I had a blast. The characters were well written and the plots blended in together beautifully.

Jim has a talent for mixing the supernatural and the surreal as can be seen in this game and his other perennial favorite *The Final Voyage of the Mary Celeste*.

Jim's two games have stood the test of time and geography. They have been enjoyed by hundreds of people across the globe. So when the time came to pick the first two games to release using *Rules To Live By*, the choice was obvious.

I hope you enjoy playing or running this game as much as we here at RTLB HQ have enjoyed bringing it to you.

Mike Young
President, Interactivities Ink, Ltd.

Rules to Live By

Marin County uses Rules To Live By (RTLB), a system of mechanics specifically developed for live action roleplaying games. You should be able to pick up the core rulebook at the same place where you purchased this book. If not, you can always go to www.interactivitiesink.com to order the book online.

We strongly suggest that you familiarize yourself with RTLB before running this game. We especially suggest you try out a few sample combats before running this game.

What about RTLB Supernatural?

Rules to Live By: Supernatural provides a number of useful mechanics for dealing with ghosts, psychics, seances, and weird science. However, *Marin County* uses only the most basic of those abilities and therefore you do not need *RTLB: Supernatural* to run this game.

Special Mechanics & A Note on Abilities

There are several Abilities in *Marin County* that are not in the core rulebook. These abilities fall into two categories:

Old Ability with a New Name. Some abilities, such as those dealing with ESP are actually standard RTLB Abilities with spiffy new names.

New Abilities are those created especially for this book. We tried to keep these to a minimum.

All Abilities are described to the players in their handouts. Abilities are summarized in the GM section of this book. New Abilities are given a larger summary in the GM section.

There are two global changes which all players should be made aware of.

1. Ranged Weapons defaults to DEX.

Normally, if a character does not have an Ability, he cannot even try to use it. There are a few Abilities that default to STATs. In *Marin County*, the Ranged Weapons Ability defaults to DEX. All characters can try to use a ranged weapon.

2. First Aid restores a character to 1 STR

In standard RTLB, First Aid can either remove a Star or restore the character to 0 STR, stabilizing her for surgery.

However, since none of the characters in this game have the Surgery Skill, First Aid stabilizes a character to a STR of 1 so she can still walk around and interact.

BEFORE THE GAME

You will need the following things to run *Marin County*:

- ☐ A large box (to represent Dori's Safe). It should be able to be closed.
- ☐ Stars for RTLB
- ☐ Dice for RTLB

- ☐ 8 pages of card or cover stock for photocopying
- ☐ 12 sheets of blank paper for photocopying
- ☐ About 25 paperclips
- ☐ Two small envelopes
- ☐ Adhesive tape
- ☐ Adhesive dots for pickpocketing (two sets)
- ☐ *Optional: 17-20 character envelopes*
- ☐ *Optional: 10 small envelopes for briefcases*
- ☐ *Optional: A stapler*

Destroy This Book

That's right. A significant part of this book must be split into sections and distributed to players. You have two choices. You can either:

- ☐ Fold this book across the spine (fold it back and forth a few times to make a nice crease) and cut down the spine to put it into individual pages. You may want to remove the staples before cutting.

Or, if you prefer to keep the book intact...

- ☐ Photocopy this book. You can photocopy it double sided if you wish.

Interactivities Ink Limited grants purchasers of this book permission to photocopy this book for purposes of running the game themselves only. It may not be duplicated for any other purpose.

Once the book has been torn into pages, it needs to be separated into parts. All pages before page 15 are part of the GM information.

- ☐ Staple the GM information together in the upper right hand corner. Keep this with you. You'll need it during runtime.

The character histories follow the GM info.

- ☐ Separate all the character histories into different piles. If you want, staple each individual history together.
- ☐ Keep the Skragg and Sherleas Holmensis page separate from the other character histories. Cut the page in half along the line.
- ☐ Put the Skragg character history in an envelope. Seal the envelope and write Skragg on it.
- ☐ Put the Holmensis character history in an envelope. Seal the envelope and write Sherleas Holmensis on it.

Character Sheets and Character Packets

The character histories will be given to the players. We suggest you staple each one individually and put it in an envelope. You can also use the same envelopes to hold the other things you are giving players, such as the information sheet and item cards.

- ☐ Collate each character history. It is suggested that you staple each character history together. If you have character envelopes, put the character histories in the character envelopes.
- ☐ If you have character envelopes, write the name of the character (it appears in large type at the start of each history) on the outside of the envelope. Don't seal these envelopes.

The Information Sheets

All of the core Society members get the two page handout that starts on page 13. You will need to photocopy that sheet (double sided if possible), 12 times for the Society members.

- ☐ Photocopy both sides of the "Marin County New Age Society – Welcome" information sheet twelve times.

Which characters receive the information sheet is detailed in the section on *Stuffing* below. Those characters will be marked "welcome sheet"

All players get the rules sheet on page 12.

- ☐ Photocopy the “Rules Notes For Players” information sheet nine times, then cut the copies in half along the line.

Item Cards vs. Props

There is a complete set of item cards starting on page 78. If you want to use these, you will need to photocopy them onto cardstock and then cut them out. Feel free to use props instead of item cards, especially for large items like the shotgun.

- ☐ Photocopy the item cards onto cardstock with each page on a separate sheet of paper.
- ☐ Cut the item cards into individual cards. Cut on the dotted lines.
- ☐ Take each of the Peter Goodman letters and fold them in half and staple (or tape them closed). On each letter, write the names of the Society members (from Our Cast of Characters in the handout.)

Briefcases And Other Such Cards

A number of the item cards are items that hold other items. These need special preparation before you stuff the character envelopes.

- ☐ Each of the briefcases must be prepared. Either use a paperclip to attach the items inside them to the briefcase card, or tape the briefcase item cards to envelopes. Do not seal the envelopes.

Place each of the following sets of cards inside the nine briefcases.

- ☐ Five Bags of White Powder
- ☐ Odd Plans
- ☐ Office Supplies, and Zoomer’s Notebook
- ☐ Paint Bomb, and Blue Paint (in that order)
- ☐ A Bag of Jewelry (Dori’s), and the Ring with the Oversized Stone.
- ☐ A Bag of Jewelry (Mudd’s)
- ☐ \$50,000
- ☐ \$100,000
- ☐ Bomb

- ☐ Tape the item card for the safe to the cardboard box and place all the briefcases in the box *except the one that contains Mudd’s family jewels*. Close the cardboard box.

- ☐ Use a paperclip to attach the high-tech weapon to the backpack card, or tape the backpack item card to an envelope and put the weapon in it. Do not seal the envelope.

Stuffing Character Envelopes

If you have produced character envelopes, your job here is easy: place the appropriate item cards and information sheets in the character packet. If not, attach the sheets and item cards together with paperclips.

After you put the item cards and information sheet in the packet, check off the character. It’s ready to go!

Remember, all characters get the “Rules Notes For Players” information sheet.

- ☐ *Dorotea Schreckenghast*
Welcome sheet
A crystal pendant
- ☐ *Faith Serville*
Welcome sheet
All of the Goodman Letters
A crystal pendant
- ☐ *Contessa Valentino*
Welcome sheet
One set of adhesive “pickpocket” dots.
Custom Leather Case
A crystal pendant
- ☐ *Dell Jedd*
Welcome sheet
A crystal pendant
- ☐ *Inspector Mudd*
Welcome sheet
Gun
Badge
Bag of White Powder
A crystal pendant
- ☐ *Sagittarius Firestar*
Welcome sheet
Five crystal pendants

- ☐ *Justin Seynoe*
Welcome sheet
Odd Glasses
Beretta .9mm
Saturday Night Special
Concealed Weapon Permit
A crystal pendant
- ☐ *Tovar The Inimitable*
Welcome sheet
One set of adhesive “pickpocket” dots
A Walther PPK
Identification
Small Custom Tool
A crystal pendant
- ☐ *Major Trader*
Welcome sheet
A crystal pendant
- ☐ *Professor Wanderer*
Welcome sheet
Skragg Envelope
Holmensis Envelope
Strange High Tech Gadget
A crystal pendant
- ☐ *Guido La Rocha*
Brass Knuckles
- ☐ *Johnnie Hacker*
Backpack (containing the Strange,
High-Tech Pistol)
- ☐ *Long Loo*
Nothing
- ☐ *Tobias Zoomer*
Welcome sheet
- ☐ *Pizza Delivery Guy*
Pizza Box
Sap
- ☐ *Cherise “Rabbit” Scamper*
Welcome sheet
- ☐ *Detective Clean*
Badge
Revolver

The Rest of the Items

After putting the items in the safe and in character packets, you will have a few items left over.

- ☐ The Safe, the Shotgun, and the Shotgun Shells are placed in Dori’s Office.
- ☐ The Antique Dagger is also placed in Dori’s Office.
- ☐ Briefcase with Mudd’s Jewels. Put this in the cars virtual location space.
- ☐ Assault Rifle. Put this in the cars virtual location space.
- ☐ Mudd’s Keys (C.M.M.). Hide these in the house. Tell the Contessa where you hid them.
Note it here: _____
- ☐ Wanderer’s Keys (E.W.). Hide these in the house. Tell Tovar where you hid them.
Note it here: _____

SETUP

Locations

The game runs best in a house or a large room. There is no special setup for the main room. You will need two special locations. These can be virtual locations as described in the RTLB book or they can be actual locations.

An Office. This is Dori’s office. It contains her desk, her safe, and Faith’s desk. The safe should be placed out in the open. The shotgun and shells are hidden under Dori’s desk, and the antique dagger is hidden in Faith’s desk.

The Cars. With the exceptions of Reverend Goodman and Tobias Zoomer, all the characters have cars. The Contessa has Mudd’s family jewels in hers, and Mudd has an Assault Rifle in his.

Note that the cars are locked. People can get in their own cars, except that Mudd and Wanderer need to find their keys first. The complexity for lock-picking a car is 7.

Message Drops

There are three message drops in the game. Find an out of the way location for each and let the players know where they are. Note them below in the space provided.

- ❑ *Justin Seynoe & Snow White:* Justin Seynoe, Dori Schreckenghast, and Rabbit Scamper need to know about this one.

Note it here: _____

- ❑ *Justin Seynoe & Grendel:* Justin Seynoe, and Major Trader need to know about this one.

Note it here: _____

- ❑ *Justin Seynoe & Lancette:* Justin Seynoe, and Contessa Valentino need to know about this one.

Note it here: _____

RUNTIME

Timeline

For the most part, the game runs freeform with no true events. However, there are a few things that happen at set times.

20 Minutes into the Game: Reverend Goodman cuts the phone lines. No outside calls can be made. (If Reverend Goodman starts as a character in the game, then the lines were cut pregame).

30 Minutes into the Game: A prearranged charge fells a tree outside, blocking the driveway. The forest is too thick to drive around. The players should be told they hear a loud explosion outside. When they go outside, they see the tree. They are trapped. See the Goodman mechanics on page 6 for more info.

Try to keep the feeling of isolation going. If any players arrive after the tree falls, then contrive a way to keep them there. For example, their car broke down, or they got four flat tires (because Goodman put caltrops on the road) or something plausible.

Halfway Through the Game: Seynoe gets a second star of cocaine addiction.

Game End: A good, dramatic way to end the game is with the arrival of the police. To make things simple, the police officers have generic STATs of 5. Give the players a chance to make accusations and have arrests and then end the game. If the players have managed to create their own dramatic

or exciting ending, then the raid isn't necessary.

Isolation

It is very important to give the players a feeling of isolation. Cell phones won't work; they are too far away from a receiver. The regular phone lines are out.

Remember, the house is located on a beach with miles of forest on one side and the Pacific Ocean on the other. Dori bought it to get away from everything, and so she has.

MECHANICS

Cocaine (Bags of White Powder)

All that is said on the cards is "A Bag of White Powder," and that they need to see a GM to analyze or use.

To Analyze. The character needs some sort of science or forensics ability. The target number is 7. If they make the challenge, tell the player that it is cocaine.

To Use. Each bag contains one dose. (Keep that in mind if you use props). Cocaine does 1 Blue Star of damage and gives the player +2 to IQ and WILL. The effects last for 15 minutes.

Ring With The Oversized Stone

If a player tries to analyze this closely, have her make an IQ check vs. 6. If she succeeds, then she finds a white powder inside.

Regarding the powder:

To Analyze. The character needs some sort of science or forensics ability. The target number is 8. If a character succeeds in the challenge, tell the player that it is cyanide.

To Use. The ring contains one dose. Cyanide does 5 Red Stars of damage. The effects last until healed. First aid may be used in this case as if the character had suffered a wound.

The Wanderer Device

If Wanderer tries to use the device, find out whom he wants to contact: Skragg or Holmensis. Then have him open up the appropriate envelope. The device lasts for

10 minutes. Any damage taken during the possession is transferred to Wanderer afterwards.

All attempts at new settings result in Skragg. He broadcasts all over the dial.

Anyone else who tries to use the device should make an IQ check vs. 7. If they succeed, they get Skragg (except, Johnnie Hacker may choose between Skragg and Holmensis). Otherwise, they have failed to use the device correctly and get nothing. Only Wanderer (and Hacker) can get Holmensis.

The Wanderer Glasses

These can be used to see through any fairly thin non-metal object. They won't let characters see through the safe or walls, but they will see through briefcases, backpacks and clothes. You should give the user of the glasses a simple idea of what he sees. Don't let him press you for details; he got what he got.

Invisibility

Some characters can become invisible, or not be seen. Dori and Faith can hide in passages and spy on people. Tobias is typically invisible.

As a GM, you should have a way to show that people are invisible. We use white headbands, or a sign we call the "moose."

The "moose" involves putting a hand on your head, with the thumb touching the head and the fingers spread like a moose's antlers.

Explain your invisibility mechanics to the players before the game starts.

The Death Ray

Johnnie Hacker's death ray works once. It does 7 Red Stars of damage if it hits. After that, it has burned out and is useless. It cannot be repaired in game.



Reverend Goodman

After the tree has been felled, Reverend Goodman will take pot shots at the player characters from the woods. This lasts until the pizza delivery boy comes into the game.

Do not declare Combat for the shots; simply have the players roll their Dodge vs. a 9. If they fail, they take 3 Red Stars of damage.

The players will try to locate where the shots are coming from. No matter how hard they try, they cannot find Reverend Goodman as long as he is in the woods. He's that good.

CHARACTER SUMMARIES

Dorotea Schreckenghast

Secretly Snow White. Sold Coke to Seynoe and Scamper. Not a Psychic; doesn't really believe in Psychic phenomenon. Uses and abuses Faith. Doesn't know Faith killed.

STR:	4	UC:	4	CW:	4
DEX:	5	Dodge:	5	TW:	5
IQ:	5	Lib Use:	5	RW:	5
WILL:	6				

Fast Talk: 7 vs. WILL

Secret Passages: You may use the passages to enter a combat from any "wall," or to leave a combat or a room in which you have no visible exits.

Faith Serville

Dori's pet psychopath. Secretly a true psychic. Calls Dori, "Dot." Killed Zoomer, Snoop, and Kent. Tried to kill Scamper and failed. Lost poison ring.

STR:	5	UC:	5	CW:	6
DEX:	5	Dodge:	5	TW:	5
IQ:	6	Lib Use:	6	RW:	6
WILL:	4				

First Aid: 7 vs. 5

The Sight: 4 yes/no questions per game.

Ranged Weapons: 6 vs. Dodge

Contessa Valentino

Fake society damsel. Secretly Lancette. Robbed almost everyone. Mudd is on to her, but not really. Stole Mudd's keys and hid them. Wants the jewels she stole from Dori back.

STR: 5	UC: 5	CW: 6
DEX: 6	Dodge: 6	TW: 6
IQ: 5	Lib Use: 5	RW: 5
WILL: 6		

Pick Lock: 8 vs. Lock Complexity

Pick Pockets: 7 vs. IQ.

Escape Artist: 8 vs. Restraint Complexity

Dell Jedd

Honest man. Trying to solve a murder and a number of other mysteries. Friend of Rabbit. Barbie's boyfriend. Has Zoomer's notebook.

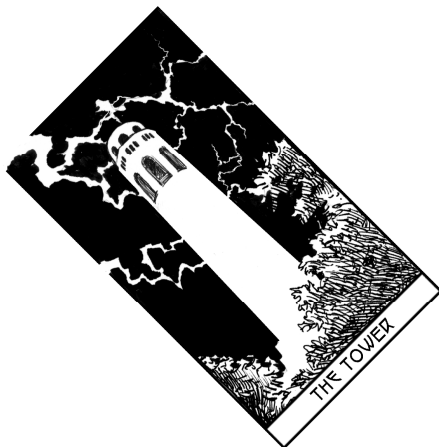
STR: 6	UC: 7	CW: 6
DEX: 6	Dodge: 6	TW: 6
IQ: 5	Lib Use: 5	RW: 6
WILL: 5		

Stoic: +3 to defend vs. Influence

First Aid: 6 vs. 6.

Truth Sense: 7 vs. IQ.

Unarmed Combat: 7 vs. Dodge



Inspector Mudd

Bumbling detective. After Lancette and Snow White. Has no clue what is really going on.

STR: 4	UC: 4	CW: 4
DEX: 4	Dodge: 4	TW: 4
IQ: 5	Lib Use: 5	RW: 4
WILL: 4		

Luck: 10 uses. You may want to take the player of Mudd aside and tell him that Mudd's Luck should only be used in defense. However, this is not a requirement for the game.

Master Detective: 3 Uses. *Very Important!* When using this ability, listen carefully to Mudd's questions and then ask him what he has observed. Then give him completely wrong information! Make the information so wrong that the player knows it to be false even though the character does not.

Sagittarius Firestar

Complete loon. She is a powerful psychic and a valuable source of information. Point bored players her way, or if she is bored, give her an insight and point her at Mudd or Jedd..

STR: 4	UC: 4	CW: 4
DEX: 4	Dodge: 4	TW: 4
IQ: 5	Lib Use: 5	RW: 4
WILL: 6		

ESP: 4 Uses. Yes/No question from GM about anything. Just like Logic/Deduction.

Crystal Affinity: If she concentrates on a crystal, it will hum then explode, doing 1 Red Star of damage. However, if someone has one of her crystals when he or she dies, he or she can give a one sentence message which a GM can relay to Firestar. You do not have to do the one sentence message, especially if you aren't aware that the character died.

Persuade: 7 vs. WILL

Justin Seynoe

Slimy talk show host. Some characters want to be on his show. He's a cocaine addict and is out of cocaine. Has secret message drops with Grendel, Lancette, and Snow White. Owes Johnny Hacker and Guido LaRoacha money.

STR: 4	UC: 6	CW: 4
DEX: 4	Dodge: 4	TW: 4
IQ: 5	Lib Use: 5	RW: 5
WILL: 6		

Addiction: Cocaine: Starts the game with 1 Blue Star. Gets another halfway through the game. Make sure to remind him.

Frantic Fighter: +1 to Unarmed Combat for every level of Addiction damage he has. Also gets Power Hitter for every star he has.

Unarmed Combat: 6 vs. Dodge

Ranged Weapons: 5 vs. Dodge

Tovar the Inimitable

Secretly Max Bowler M.I.6, also known as Beowulf. Hunting Grendel, but his partner – Shield Maiden Barbi Feldman – is dead. Hidden Wanderer's keys.

STR: 5	UC: 5	CW: 6
DEX: 6	Dodge: 6	TW: 6
IQ: 6	Lib Use: 6	RW: 7
WILL: 6		

Ranged Weapons: 8 vs. Dodge

Pick Pockets: 7 vs. IQ.

Pick Lock: 7 vs. Lock Complexity

First Aid: 7 vs. 5



Major Trader

Secretly Grendel. Working with Long Loo to get the plans. Wants the plans that Seynoe has. Spying on Wanderer, gotta keep him on a short leash and find out what he knows.

STR: 6	UC: 6	CW: 6
DEX: 6	Dodge: 6	TW: 6
IQ: 5	Lib Use: 5	RW: 7
WILL: 5		

Power Hitter: 5

Ranged Weapons: 7 vs. Dodge.

Special Attack: Shock: Does 3 or 5 Red Stars.

Special Attack Truth Serum: 3 uses. Does 3 Blue Stars. For the first 5 minutes, target must babble and answer any questions asked completely truthfully. Forgets what happens after those 5 minutes have passed.

Professor Wanderer

Absent minded. Doesn't know about friends' treachery. Can become Skragg and Holmensis. Had plans stolen by Hacker. Lost glasses and keys.

STR: 3	UC: 3	CW: 3
DEX: 4	Dodge: 4	TW: 4
IQ: 7	Lib Use: 7	RW: 4
WILL: 4		

Area of Knowledge: Science: 12 vs. Varies. Can ask 5 yes/no questions.

Skraag

Summoned by Wanderer device.

STR: 8	UC: 8	CW: 8
DEX: 7	Dodge: 7	TW: 7
IQ: 3	Lib Use: 3	RW: 7
WILL: 4		

Impervious to Pain: 4 Stars

Power Hitter: 5 Rounds.

Sherleos Holmensis

Summoned by Wanderer.

STR:	3	UC:	3	CW:	3
DEX:	4	Dodge:	4	TW:	4
IQ:	7	Lib Use:	7	RW:	4
WILL:	6				

History's Greatest Detective: 2 yes/no questions every time he is summoned.

Guido LaRoacha

There for the Mafia; wants to collect \$20,000 from Seynoe. Falling in love with Faith.

STR:	7	UC:	7	CW:	7
DEX:	5	Dodge:	5	TW:	5
IQ:	5	Lib Use:	5	RW:	7
WILL:	5				

Ranged Weapons: 7 vs. Dodge

Power Hitter: Level 5.

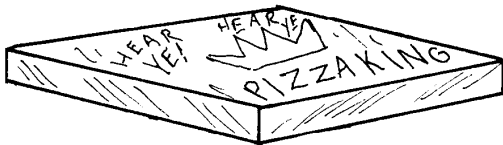
Mathematics: 9 vs. Varies

Johnnie Hacker

Hacked Wanderer's files for Seynoe. Got the particle accelerator and has made a working death ray gun. Seynoe owes him \$10,000. Hates Long Loo.

STR:	4	UC:	4	CW:	4
DEX:	4	Dodge:	4	TW:	4
IQ:	6	Lib Use:	6	RW:	4
WILL:	5				

AoK Science: 9 vs. Varies



Long Loo

Keeps a short leash on Major Trader. Wants plans. Has a **lot** of money. Cheated Hacker and he hates her.

STR:	6	UC:	6	CW:	6
DEX:	7	Dodge:	7	TW:	7
IQ:	5	Lib Use:	5	RW:	7
WILL:	7				

Martial Arts Attack: 9 vs. Dodge

Martial Arts Defend: 10 instead of Dodge

Inscrutable: Level 3. Gives bonus to resist Influence and Information Skills.

Tobias Zoomer

Dead. Haunting Faith and Firestar. Only they can see or hear him. Knows who killed him.

STR:	-	UC:	-	CW:	-
DEX:	-	Dodge:	-	TW:	-
IQ:	5	Lib Use:	5	RW:	-
WILL:	5				

Ghost: Invisible. Unaffected by combat. Cannot affect the physical world.

Make Noise: Level 3. Essentially can say three words that anyone can hear.

Pizza Guy/Reverend Goodman

Here to kill them all. Looking for mistimed bomb.

STR:	6	UC:	7	CW:	7
DEX:	7	Dodge:	8	TW:	7
IQ:	5	Lib Use:	5	RW:	9
WILL:	6				

Ranged Weapons: 9 vs. Dodge

Assassin: 8 vs. IQ.

Rabbit Scamper

On the run from a murderer. Doesn't know who tried to kill her.

STR: 4	UC: 4	CW: 4
DEX: 4	Dodge: 4	TW: 4
IQ: 5	Lib Use: 5	RW: 4
WILL: 5		

Guilty Secrets: Level 5. Five uses. If she uses this ability, have her tell you the name of a society member. Give her the word to the right.

Dori Schreckenghast	Des Moines
Faith Serville	Heirlooms
Inspector Mudd	Le Reynard
Professor Wanderer	Pie
Major Vivian Trader	Left Arm
Contessa Valentino	The Louvre
Dell Jedd	Notebook
Justin Seynoe	Cocaine
Sagittarius Firestar	Herb
Tovar the Inimitable	"B. I. 6"
Tobias Zoomer	Alien Interview

Intimidate by Guilt: 7 vs. WILL. Just like Intimidate, but can only be used on those who she used Guilty Secrets on.

Detective Clean

Mudd's partner. She's actually competent.

STR: 5	UC: 6	CW: 7
DEX: 6	Dodge: 7	TW: 6
IQ: 5	Lib Use: 5	RW: 7
WILL: 4		

Ranged Weapons: 7 vs. Dodge

Forensics: Level 2.

Another one of Dori's fancy friends

STR: 5	UC: 5	CW: 5
DEX: 5	Dodge: 5	TW: 5
IQ: 5	Lib Use: 5	RW: 5
WILL: 5		

Artist/Artisan: 7 vs. Varies

AoK _____: 7 vs. Varies.

CASTING

Use the following table to assist you in casting your game:

Level	Character Name	Description
1	Dorotea Schreckenghast	Give Dori to someone who has no problem being a hostess and the center of attention.
1	Faith Serville	Give Faith to someone who doesn't mind being in the background and subservient to someone else.
1	Contessa Valentino	The Contessa is flashy, mischievous, and a flirt.
1	Dell Jedd	Dell is honest, but doesn't know what is really going on. Give him to someone who is willing to get involved and get in people's faces.
1	Inspector Mudd	Mudd isn't entirely comic relief; nonetheless, make sure the player who gets him doesn't mind being fed misinformation.
1	Sagittarius Firestar	Give Sag to someone who is willing to play a total, over the top loon, and who can get enough attention to get her point across.
1	Justin Seynoe	Some people don't like playing slime, so cast Justin carefully.
1	Tovar the Inimitable	Tovar should be given to a flexible player who can equally handle being a flamboyant psychic and a secret agent.
1	Major Trader	The Major can be a thoroughly unlikable character. Make sure that the player isn't easily offended.
1	Professor Wanderer	Another part to give to a flexible player, since he also has to be Skragg and Holmensis.
2	Guido LaRoacha	Some people just ooze with an air of menace. Give Guido to someone like that.
2	Johnnie Hacker	Johnnie is a street smart nerd.
2	Long Loo	Like Faith, Long Loo works best in the shadows. She should also be given to someone who can seem menacing just by speaking.
3	Tobias Zoomer	Zoomer is annoyed and cracked in the head.
3	Pizza Delivery Guy	Reverend Goodman should be given to someone who doesn't mind being ganged up upon by the players and slaughtered.
3	"Rabbit" Scamper	Make sure that the player gets along well with the player of Dell Jedd.
3	Detective Clean	A good character to give to someone who likes getting in the middle of things but can also take a back seat if necessary.
-	Another One of Dori's Fancy Fiends	Give this out if all the others are taken or if the player doesn't want to get too involved.

Level 1: The character is a core member of the Society. All ten Level 1 characters should be cast for the game to run well.

Level 2: The character is strongly tied to the Society. These characters have enough to do to keep them busy for the entire game, but aren't absolutely necessary.

Level 3: The character is a good replacement. It's actually best if these characters come into the game halfway through. However, the game can run with them as starting characters if you have extra players.

RULES NOTES FOR PLAYERS

Marin County New Age Society Cocktail Party uses the Rules To Live By live action roleplaying system. However, there are a few rules that have been modified for this game. They are:

1. The Ranged Weapons Skill defaults to your DEX. If you do not have the Ranged Weapons Skill listed on your character sheet, you have it at an Ability Level 0 and an Ability Rating of your DEX.
2. Invisibility. Some characters cannot be seen, heard, or noticed by any normal human sense. The GM will indicate which characters these are (possibly by using a mechanic such as headbands or hand gestures.) Unless your character has the ability to see them, you should ignore those characters.

RANGED WEAPONS

Category: *Martial*

Effect: You can use ranged weapons (guns, bows, etc).

Chance of Success

DEX + Ability Level	VS	Opponent's Dodge
------------------------	----	---------------------

Time to use: 1 Combat Round

of Uses: Unlimited

Other Constraints: If your target is at least 50% obscured by something that would stop your missile (including another person), you are at a -2 to hit. You get +2 if from behind.

A Note on Drugs: Some of the characters in this game abuse illegal drugs. RTLH HQ does not promote illicit drug use or abuse. All drugs in this game should be simulated with something innocuous.

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MARIN COUNTY NEW AGE SOCIETY COCKTAIL PARTY

WELCOME!

Get yourself a drink, have some munchies! Relax and enjoy! We're all friends here!

Once a month for the last four years, noted psychic Dorotea Schreckenghast has been having a few friends over to her secluded beach house, north of San Francisco. The New Age Society is an informal gathering of those with a common interest in "the unexplained." While most of the conversation involves psychic phenomena, the whole thing is mainly an excuse for a party. The highlight of the evening is Dorotea's seance. The spirits, through Dorotea, dispense advice to all the guests, and there is always a surprise revelation (or two). Dorotea's friends have come to know that their secrets aren't always safe.

These are not the best times for the New Age Society. Several wealthy Marin County residents, including most of the members of the Society, have suffered at the hands of a notorious cat burglar. The thief possesses a dubious sense of humor, always leaving sarcastic notes thanking victims for the "gift" of their property. The notes are all signed simply "Lancette."

Nothing else is known about Lancette, except that whoever this creep is, Lancette is good! Lancette has defeated the best security systems, scaled buildings, and left no clues other than taunting notes.

Much worse than the burglaries, however, are the murders. Four members of the New Age Society have been murdered or have disappeared in as many months. Society member Police Inspector Cassius Marcellius Mudd had been investigating the Lancette burglaries until he had himself transferred to the much more pressing case of the murders. Inspector Mudd claims to be on the verge of cracking the case.

All this should be of no concern this evening. This is, after all, a party. It's a wonderful night, and the bar is well stocked. Everyone expects to just have a good time tonight. Of course you never know what's going to happen at one of Dori Schrenkenghast's parties.

OUR CAST OF CHARACTERS

Dorotea Schreckenghast - Your hostess. Founder and informal leader of the New Age Society. Mysterious jetsetter, glamorous entertainer, and self-proclaimed mistress of hidden knowledge. In short, Dori is America's number one TV psychic. Dori throws great parties, and she keeps things "interesting" by dropping little bombshells of information about her guests, information that is supposed to be secret.

Faith Serville - Dorotea's secretary/aide/companion. Faith's devotion to Dorotea is total, as is Dori's dependence on Faith. Faith is the only person who is permitted to call Dorotea Schreckenghast, "Dot."

Inspector Cassius Marcellius Mudd - The SFPD's ace detective. Though he often appears clumsy and bumbling, no one doubts his abilities. Mudd has never failed to solve a case. Though he never discusses a case he is working on, Dorotea was able to announce at a party that he was investigating the Lancette burglaries. The Inspector has recently dropped that case to investigate the New Age Society murders.

Professor Emmitt Wanderer - A researcher at the Government's Lawrence-Livermore laboratory, and possibly the top man in applied physics in America. Though an astonishingly brilliant man, Wanderer tends to fit the stereotype of an "absent-minded professor." He and Inspector Mudd met Dorotea when they were invited to be expert witnesses, trying to detect fraud in her act. No fraud was detected and the two have been with the Society since its founding four years ago.

Major Vivian Trader - An officer in the Air Force, Major Trader has been with the society for three years. She is brusque, efficient, and all business, but just as interested in unexplained phenomena as the rest of the group. The Major had long maintained that her work was top secret, but last year Dorotea revealed at a cocktail party that Trader heads the west coast office of Project Blue Book, the Air Force unit responsible for investigating UFO's (and which had officially been disbanded in 1968). Trader has never quite forgiven Dori for this revelation. Major Trader is known as a *very* aggressive feminist.

Contessa Karina Valentino - A European socialite, new to the Society (she moved to Marin County less than a year ago), Contessa Valentino nonetheless fit in at the Society cocktail parties almost immediately.

The Contessa is flamboyance personified, the life of any party. She is a member of the deposed Romanian royal family, but does not mind being unable to return to her homeland, and now that the Iron Curtain has fallen seems to be in no hurry to go home. The Contessa is truly a citizen of the world.

Dell Jedd - Another newcomer, Dell Jedd made his fortune little more than a year ago when he accidentally found the last undiscovered oil field in Kentucky. A simple, straightforward man, riches and life in “the big city” have done little to change Jedd. No matter what occurs, he can be counted on to remain calm, rarely reacting with more than a shake of his head and a muttered “Gol-ley!” Jedd may also dispense a bit of his legendary “Hillbilly wisdom” if the crisis calls for it.

Barbi Feldman - She joined the Society five months ago after she moved from Los Angeles to open a new branch of her chain of shops specializing in occult supplies, “Barbi’s Crystals & Stuff.” Pretty blonde Barbi is known to be a good listener, a fact that makes her very popular at Society parties. She and Dell Jedd have been dating for the past two months.

Justin Seynoe - Host of the Justin Seynoe Show, Northern California’s favorite talk show. Justin is everything you imagine when you think about someone from Hollywood, and in fact he did move north from Los Angeles “because they needed someone like me around here!” Justin insists he’s one step from getting his show run nationally. Dori Schreckenghast often appears on Justin’s show.

Sagittarius Regulus Firestar - America’s number two television psychic. Dori has long had a rivalry with Ms. Firestar, whose methods are somewhat “different.” A channeller, spirit reader, and delver into just about all new age magic, Firestar can be a little disconcerting at times. While her following is smaller than Dori’s, her fans are fanatically devoted. As Professor Wanderer is a devoted scientist and Firestar is anything but, the two of them do not get along. Dori once revealed at a party that Firestar’s real name is Jane Smith. Merely mentioning this will cause Firestar to fly into an uncontrollable rage. Firestar does not flaunt the use of her powers the way Dori does. However, she did report Tobias Zoomer’s murder to the police though she was never at the scene of the crime.

Tovar the Inimitable - A Gypsy seer and showman. Tovar is only a temporary member of the Society; he joined four months ago as a guest of Sag Firestar, who is his biggest fan. He is welcome in the Society since it’s always interesting to have another psychic around. Tovar’s specialty is finding lost items, and that makes him very welcome as Professor Wanderer and Inspector Mudd constantly lose their keys.

FORMER MEMBERS

Tobias Zoomer (deceased) - Found stabbed to death in his apartment, four months ago. Zoomer had been a best-selling writer of non-fiction, famous for his exposés. He had written nothing in the last ten years, but had been hard at work on a project at the time of his murder. Zoomer has been overheard at a party bragging that he “had the goods” on a member of the Society.

Tolliver Snoop (deceased) - Stabbed to death in his home three months ago. Snoop was the head writer for the National Tabloid, and the first journalist to publicize Dorotea Schreckenghast’s predictions. Rumor has it that he’d gotten hold of some of Tobias Zoomer’s notes shortly before he was murdered.

Bruce Kent (deceased) - He was poisoned in his apartment two months ago. After he was killed, it was discovered that the man everyone had considered their friend had been with the Society under false pretenses since it had been founded. Bruce Kent was actually Clarke Wayne, a stage magician who has been working for the Center for the Scientific Investigation of Claims Of the Paranormal (CSICOP). CSICOP is an organization devoted to debunking psychics.

Cherise “Rabbit” Scamper (missing, presumed dead) - She disappeared from her home last month and has not been heard from since. Rabbit was noted for her extravagant and decadent parties. When not partying at home, she was partying in some other part of the world. Rabbit traveled at least as much as Contessa Valentino. Her home was found riddled with shotgun holes, and the blood found at the scene has been identified as hers. It is rumored that Rabbit had made a deal with the District Attorney’s office; she was supposedly going to provide evidence in a drug investigation to avoid being prosecuted. She and Dell Jedd may have been romantically involved, though both of them claimed to be “just friends.”

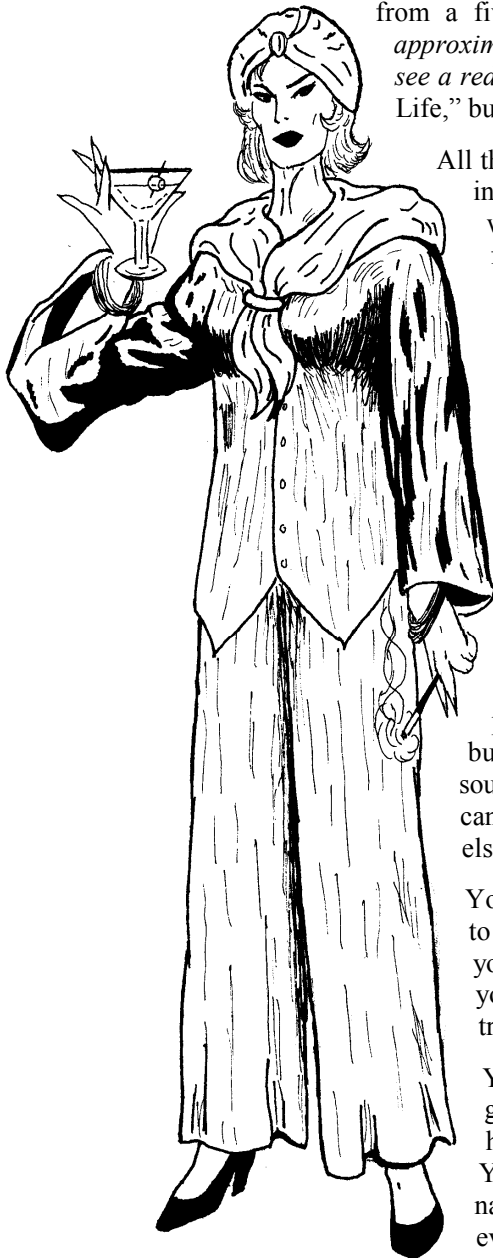
NOTE: Besides the core members of the New Age Society, members have been known to invite guests who might drop in to the party at any time.

DOROTEA SCHRECKENGHAST

You were born in the boondocks of the central Midwest, but nobody's perfect. You got over *that* as fast as you could. Running away with a carnival was not the path to fame and riches, but it *was* heading west. And you learned a few lessons about people while you were with the carnival. People will believe almost anything, and it doesn't take much to convince them you can do the impossible. All it takes is showmanship.

As soon as you got to California, you ditched the carnival and set yourself up as a psychic. You did little shows in old theaters and high school auditoriums. It took next to no effort to impress the suckers; you would just put on a hat and shades and walk around the parking lot before the show looking in people's cars and reading bumper stickers. *"I see someone who has just completed a long journey. I sense that they stopped at South of the Border."*

You made something of a name for yourself by giving predictions to local reporters (some small town papers will print anything). You'd be vague, then claim incredible accuracy later. The accident statistics from a five-dollar almanac were very helpful. *"I predict that in approximately one month a plane will crash outside a major city. I see a red logo on it's tail."* The idiots ate it up. It wasn't the "Good Life," but it was a good living and you didn't have to work too hard.



All that turned around when you met Faith Serville. She slipped into your dressing room before one of your shows. You would have thrown her out, but you didn't have that many fans back then. It was kind of a kick to meet someone as obsessive about you as Faith, so you let her hang around and prattle on about how awesome you were. You were getting around to throwing her out anyway when Faith started rattling off stuff about the people in your audience. Good stuff, everything you had learned through your own research plus a whole lot more. You tried using it in your show. Everything she told you turned out to be a "hit."

From there it was straight to the big time. With Faith's amazing sources of information and your own outstanding showmanship, you have become the biggest psychic in the country, maybe the world. You've got a big house in Marin, and a secluded beachhouse to get away from it all. Both houses were built to your specifications. The best parts are the secret passages in the beachhouse. They were built to get you from room to room quickly, and to be soundproof. You can't use them to spy on your guests, but you can get darn near anywhere in your beachhouse before anyone else.

You have servants to do all your work for you. You do have to spend nine months of the year on tour and you often find yourself in places like Cleveland. (They've been trying to get your tour to stop in Des Moines for years - no way!) But you travel in style and everything's first class.

You have to admit that you're dependent on Faith. She's a good kid, in a kind of mousy way, but this hero worship she has for you does get on your nerves. You put up with it. You even let her call you "Dot" even though you despise the name. Faith will do anything for you, so you have her do everything for you. *"Faith, do this."* *"Faith, get that."*

"Faith, where are my slippers?" She's a great secretary and a wizard at managing your schedule, and - oh - the things she can tell you! You just wish you knew where she gets her information. You asked Faith once and she made you promise you wouldn't ask again. You don't pry. You wouldn't want to upset the kid, after all.

Life is good. Real good. But it's not quite the "Good Life" yet. To really get what you want, you have to do what all the successful California weirdos have done: you've got to start your own religion. You have been dropping hints to your friends and to reporters that you feel you're getting close to "the source of your power." Soon you plan to announce that you have been channeling some elder god (you'll have to come up with a cool name) and then all you have to do is find a bunch of rich idiots with whom you'll share his "ancient wisdom." All they'll have to do in exchange for your blessing is fork over all their worldly goods. Oh, yeah, and kneel in your presence too. You know, stuff like that.

This will cost money. You have your eye on a bankrupt resort near Reno that'll make a great commune, but you need at least \$250,000 start-up money if you want to make your dream of "Schreckenghast City" a reality, and you're cash poor. You could do this the old fashioned way: cut back on your living expenses and save up your money, but you like your current lifestyle too much to bear the sacrifice. You prefer a good get-rich-quick scheme.

You thought dealing drugs would do it; after all, you kept hearing on the news about teen-age kids getting rich selling drugs. Faith helped, she informed you that two of the members of your New Age Society were addicted to cocaine. So you found a connection and bought \$20,000 worth of coke, which you should have been able to sell for five times that much. Then you contacted Cherise "Rabbit" Scamper and Justin Seynoe anonymously and offered them a deal. Using the alias "Snow White" you became their connection.

You really regret Rabbit Scamper being murdered. She went through coke faster than chips at some of her parties, she was great business, and she paid on time. You wonder when and where they'll find her body.

Justin Seynoe, on the other hand, is a complete stiff. You made the mistake of letting him buy on credit, and now he's \$10,000 in the hole to you. Now, you've cut him off completely so he's probably getting strung out. The last time he and "Snow White" spoke on the phone (you disguised your voice), Seynoe claimed he had some kind of scam going and he'd have the money at tonight's cocktail party. Seynoe would like a face-to-face meeting, but you'll deal with this through the usual procedure. Seynoe and Snow White will be conducting business by leaving notes.

The whole thing has turned into the biggest mistake of your life. Inspector Mudd somehow believes Snow White to be the West Coast's number one dealer, and he's sold a load of goods to the Feds. Mudd and the DEA have been making life miserable for San Francisco's underworld, and things are getting hot. Mudd's called this one totally wrong. It would almost be worth getting caught to see the look on his face when he finds out that you only have two customers! Anyway, now you're stuck with \$10,000 worth of coke you can't get rid of and don't want. (You wouldn't touch the stuff even if you were paid.) You could probably get \$50,000 for your stash, but you'll take whatever Seynoe offers just to get rid of it. Let's face it, as a drug lord, you are pathetic.

But what's really pathetic is all the bad luck the New Age Society has been having. First that creep Lancette starts slipping in and out of windows with you and your friend's valuables, then somebody starts offing Society members. How you miss Rabbit Scamper! If she were still alive, you could get rid of your coke within a month. You also miss Toliver Snoop. He would publish just about anything you told him. He ever ran some of your most sensational predictions after the fact. You'll never find another reporter with so little regard for the truth.

Then there was Bruce Kent. What a creep! He's supposed to be one of your friends and all this time he's a spy trying to show you up for a fraud. Can't you trust anybody these days? Well, the fact that he was with the Society for 4 years and didn't find anything makes you feel a lot better. Nobody's gonna blow your cover.

Shortly after Kent got his, Lancette hit your home. That was the last straw; you bought yourself a shotgun. You've got it under your desk in your small office at your beachhouse. It's your little secret. Just let somebody try something, just let 'em!

To make matters worse, Faith says you've started getting hate mail. Just what you need! You haven't seen any of the letters – Faith reads all your mail – but they've all come from some freak named Goodman. “You will burn in Hell for the occult gifts you have received from Satan!” That sort of thing. Each letter gets more rabid than the previous. You don't have time for this.

Oh well, tonight's not the night for that kind of thinking. Tonight you party! It should be a great night, the sort of fun evening you really need. And it should be perfect, because you've had Faith working on it for you for over a week.

It's showtime, and your role for the evening is as charming, sophisticated hostess - with just enough of a hint of dangerous mystery to intimidate your guests. You are particularly looking forward to tonight's seance. Faith has come up with enough little factoids for you to play with people's heads, and you can flesh it out with a few flourishes of your own. “*Justin, the spirits say that if you keep your nose clean you'll get national distribution.*” You love it!

People You Know:

Faith Serville - Your right hand, wrist, and whole arm. Frankly, some of the things she knows unnerves even you. You once forgot something you'd left in your safe, and Faith ran and got it for you. Faith went in your safe! You don't tell *anyone* the combination to your safe. Sure you trust Faith, but she went in your safe! Well, you couldn't say anything; you don't want to get her all upset. But you sure wish you knew how she does it! She's also started disappearing from rooms, then reappearing, so she probably knows about the secret passages, too.

Inspector Cassius M. Mudd - This fool has caused you no end of grief! Luckily, he's off the Snow White case, and he's gotten everyone else barking up the wrong tree. It looks like Snow White is going to be the first crook Mudd has let get away. The guy has such an obsession for “Snow White” that you could hardly believe it when Faith told you he was really looking for Lancette. Keep the conversation centered on Lancette and maybe Mudd won't think about Snow White.

Professor Emmitt Wanderer - A bumbling idiot. Faith tells you that spies have stolen the plans for his latest invention, some kind of energy ray. Top secret stuff, so this should go over big at the seance. A while ago, Wanderer asked about an invention of his he'd lost at one of your parties, some kind of goggles. Could one of your guests have stolen them?

Major Vivian Trader – She's tough as nails and is still mad that you revealed her job, watching flying saucers. Tough. That was the most fun you have ever had with one of Faith's tips.

Contessa Valentino - What a phony! She has to be. Anyone who outdoes you in the glamour department has to be a fraud.

Dell Jedd - Nobody, absolutely nobody, is as simple and straightforward as Jedd pretends to be. You just can't get a read on him. What's his game, anyway?

Barbi Feldman - The Society's token bimbo. She's cute, in a bleached blonde kind of way. Too stupid to be jealous of.

Tovar the Inimitable - A fraud, but you gotta admire him. What a showman, he pulls off his act with cheaper tricks than you started out with. You love it when he steals Mudd or Wanderer's keys, then “finds” them for them.

Justin Seynoe - Good old Justin, what an arrogant jerk! You bribe him \$5000 a show so he'll make you look good. Naturally, you are his favorite guest. A couple years back, he blew a shot at getting a network talk show because he's unmanageable (though that's not the way Justin tells it). Now Faith tells you there's a chance he can get his show nationally syndicated. It would do your career good to have a pet talk show host with a national audience; you hope the cokehead doesn't blow it. You'll do what you

can to help him, though you're primarily interested in getting your money out of him. *You have a message drop with Seynoe; make sure the GM tells you where it is.*

Sagittarius Regulus Firestar - Your "competition." Ha, the stupid freak is too weird to compete with anything. You'd have thrown her out long ago except she always brings such "interesting" conflict to your parties. It's particularly fun when she and Wanderer start in on each other. The Professor is the only person Firestar hates more than you. She'll never forgive you for revealing that her real name is Jane Smith. Come to think of it, you are wrong about Major Trader; nailing Firestar is the most fun you've had at a seance

Items:

A crystal pendant - Firestar has given one of these to everyone in the Society. If you don't wear it, she throws a fit.

Shotgun (Not on your person)- Hidden under your desk. You have a few shells left.

Safe (Not on your person) - In your office. To discourage your guests from thinking about work during your parties, you make them lock their briefcases in your safe. There must be a sale at Gucci's; last month Major Trader, Contessa Valentino, Justin Seynoe, and yourself all had identical briefcases in the safe. Tonight the same cases are back along with identical ones from Dale Jedd, and Inspector Mudd, as well as one you can't identify. (You should ask Faith about that odd briefcase). You should be the only one who knows the combination to this safe.

Briefcase (Not on your person) - Locked in your safe. This contains the last of your cocaine.

STATs:

STR: 4	Unarmed Combat: 4	Close Weapons: 4
DEX: 5	Dodge: 5	Thrown Weapons: 5
IQ: 5	Library Use: 5	Ranged Weapons: 5
WILL: 6	<i>The Skills above default to the STATs to their left.</i>	

Skills/ Abilities:

FAST TALK Level 2 Ability Rating 7

Category: *Influence*

Effect: On a successful challenge, you can make someone believe something that is not patently ridiculous or contrary to his beliefs. The effect only lasts for one die roll's worth of minutes (rolled secretly by the target). After the effect ends, the target is fully aware that he's been "bamboozled."

Chance of Success

IQ + Ability Level	VS	Opponent's WILL
7	VS	WILL

Time to use: 1 Minute **# of Uses:** Unlimited

Other Constraints: Target gets a +1 to defend against all future Fast Talk attempts by you for the rest of the game. This is if you succeed or fails.

SECRET PASSAGES

Category: *Miscellaneous*

Effect: Your beach-house (like your mansion in town) has a hidden network of passages. The secret passages are confusing (anyone but you will become lost in them) but they are designed for swift travel through the house.

The passages have been soundproofed for easy movement, so you cannot spy through them. *You may use the passages to enter a combat from any "wall," or to leave a combat or a room in which you have no visible exits.*

Time to use: Instantaneous **# of Uses:** Unlimited

FAITH SERVILLE

You have the gift of “The Sight” as have all your ancestors. And, as has always been with your family, it is not your destiny to use the gift for yourself but rather to give the fruits of your gift to another. You come from a long line of sorcerer’s apprentices. Two of your ancestors saw their masters burned as witches in Medieval Europe. Another watched as her employer was hanged at Salem. Others were more successful: your line includes servants to Nostradamus and the Fox Sisters.

The first time you saw Dot Schreckenghast on the stage you knew you had found your master. She was so smooth, so clever, so bold, yet so elegant. It was worship at first sight. You have since given your service to her body and soul. You would do anything for Dot.

Three times, possibly four, you have killed for her.

Dot is not the most forgiving of mistresses; often, she is positively demanding. As her secretary you do all her work. It sometimes seems that Dot has not lifted a finger since you met *“Faith do this.” “Faith, do that.” “Faith, fetch me my slippers!”* No matter, for this is your destined role in life, and you love it.

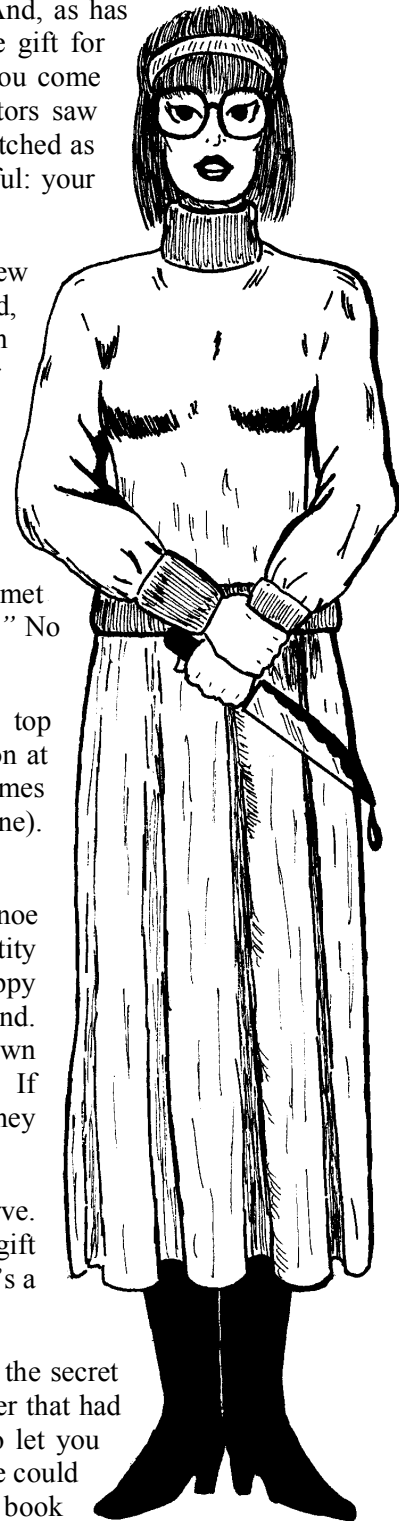
Dot has used the information you’ve provided to become the top performing psychic in the country. She also uses the information at her monthly cocktail parties where she enjoys playing mind games with her friends (a nasty little hobby, but mostly a harmless one). Sometimes Dot uses the information for her own secret agendas.

When you informed Dot that Cherise Scamper and Justin Seynoe were both drug users, she promptly concocted the secret identity “Snow White” and began selling them cocaine. You aren’t happy that Dot would become involved with drugs, but you understand. Dot has bold plans, great dreams. She wants to start her own commune and found her own religion, and that takes money. If Scamper and Seynoe are going to use drugs anyway, their money might as well go to Dot.

In exchange for all your information, all you ask is the right to serve. That, and that Dot never asks how you learn your secrets. Your gift is your own little secret. Besides, Dot wouldn’t understand. She’s a bit of a cynic, and doesn’t believe in things such as “The Sight.”

You murdered Tobias Zoomer when he found out that you were the secret behind Dot’s success. You stabbed him with a ceremonial dagger that had been in your family for ages. Zoomer was a drunken fool who let you right in the door the night you killed him. He probably thought he could seduce you. You burned the notes he had for his new book, a book that would have hurt Dot badly.

Apparently, you hadn’t burned all the notes. Toliver Snoop got a hold of some of them, so you had to kill him, too. Snoop was as big a fool as Zoomer, but unfortunately he wasn’t also a drunken fool. Snoop fought for his life, and killing him was the most difficult thing you have ever done.



So before you could kill Bruce Kent, you needed a less brutal weapon than your dagger. You bought some poison and a ring with a large, hollow jewel. Poor Bruce, you truly regret killing him. After years of investigating frauds, he had finally found a true, scientifically documentable psychic. He was so happy, probably the happiest he had ever been in his life, right up to the moment you poisoned him. Bruce hadn't wanted to hurt anyone, but he could have never kept your secret.

Shortly afterwards Lancette broke into Dot's house. Dot was terribly upset about her jewelry being stolen. That was nothing compared to how you felt. Lancette also stole your poison ring.

The next day, Dot bought a shotgun to protect herself. She didn't tell you about it, and she doesn't know you know. You have been careful not to let Dot know when your "Sight" reveals any of Dot's secrets. This upsets Dot. You found that out when you got a necklace Dot had forgotten from her safe. Dot didn't show it, but she wasn't happy that you knew the combination to her safe.

Then Cherise Scamper was caught holding drugs. You "Saw" this, even though it was not made public until the next day. She was going to make a deal with the District Attorney and reveal all she knew about Snow White. Frankly, you don't think Scamper knew that much about Snow White, certainly not that she was Dot. But you had come too far to take chances now. You took Dot's shotgun and went to kill Cherise Scamper.

It was a disaster! You fired shots all over Scamper's house. You managed to hit her a few times, but you lost her in the dark and she ran away. Scamper hasn't been seen since. Maybe she died, but it's possible that she's in hiding. You haven't been able to "See" what happened to her. Well, at least if she's alive she can't identify you, as it was too dark. But you hate to leave work unfinished.

Lately, Dot has been receiving threatening letters from someone called Reverend Goodman. Dot doesn't take any of this seriously, but you've read all the letters. They claim that Dot will burn in Hell for dealing with the devil. You have a bad feeling about this.

You have been hard at work on tonight's party, as you have been for all of Dot's parties. You have gotten all of the preparations and catering just right. You also have letters to deliver. They came for several of Dot's guests, in care of the beachhouse, which strikes you as odd. Also, you found an expensive briefcase behind the sofa today. You put it in the safe.

You have had to "See" things about Dot's guests for the seance. You have "Seen" many things, but two of your "Sights" scare you. First, shortly after Dot begins her seance something terrible will happen. Second, one of Dot's guests is thinking of killing her! You must warn Dot!

People You Know:

Dorotea Schreckenghast - Service to Dot is your whole life. You would never give up serving her, and could never be talking into doing something that was not in her best interests. You have killed for Dot and you would again, if you had to.

Inspector Cassius M. Mudd - A threat to Dot, but not an immediate one. Also a threat to you. He has been looking for Lancette, and he is now investigating the murders of the New Age Society members (though he is not even close to suspecting you). He still seems obsessed by Snow White. He doesn't seem likely to connect Dot to the mysterious drug dealer, but he bears watching. You suspect, unlike everyone else, that luck has had more to do with his success than competence.

Professor Emmitt Wanderer - The most scatterbrained individual you know, but still a genius. You have told Dot that his latest invention, a ray of some sort, has been stolen by spies.

Major Vivian Trader - She is still mad and embarrassed that Dot revealed her top-secret job as a UFO investigator (information you "Saw" for Dot). She'd do anything to hurt Dot, but as the Major wouldn't do anything that would jeopardize her future for revenge, she is no threat.

Contessa Valentino - A friend of yours. You can talk to her, though you are careful to reveal no secrets. As a courtesy, you have avoided invading her privacy with your gift, though you would if Dot asked you to.

Dell Jedd - As far as you can tell, he is just exactly what he claims: just a simple country boy who got lucky and struck it rich. Your instincts, though not your “Sight,” tell you otherwise. No one is just what he or she claims.

Barbi Feldman - You have “Seen” that Barbi isn’t Barbi. You don’t know who she really is.

Tovar the Inimitable - A fraud. He has no “Gift.” Not that you could discuss this with Dot, as she doesn’t believe in “Gifts.” Dot admires his showmanship.

Justin Seynoe - The most despicable man you know. He owes Dot \$10,000 for drugs (not that Dot knows you know this; she hasn’t discussed her drug dealings with you) and plans to do something at the party to get the money (you haven’t “Seen” what). You have told Dot that Seynoe has a chance for national syndication, but he has to keep his reputation clean. He could get Dot into trouble the same way Cherise Scamper almost did (though he knows even less than she did) so he bears watching. As far as you know, he does not know that Dot is Snow White.

Sagittarius Regulus Firestar - She is considering killing Dot! You have “Seen” this. You don’t know why or how. You don’t think Firestar knows either, but you “Sense” she is very confused. Dot’s a much more popular psychic than Firestar ever will be and Firestar can’t stand it. Firestar actually has the “Gift” but it’s shamefully wasted on her. She’s so weirdly insane, anything she learns from her “Sight” is horribly messed up. She wants to hurt Dot, or thinks she does. Firestar hasn’t made up her mind. You may have to kill her first. You wish you could warn Dot, but you’ll have greater freedom to act if you don’t. Dot wouldn’t understand, any more than she’d understand the other murders you’ve committed for her.

Cherise “Rabbit” Scamper - You tried to kill her and failed. She’s still out there somewhere and if you see her again, you’d have to finish the job.

Items

A crystal pendant - Firestar has given one of these to everyone in the Society. In the interests of keeping peace and avoiding a screaming fit from Firestar, you diligently wear yours.

Antique Dagger (not on your person) - Locked in your desk drawer, in Dori’s Office. This has been in your family for generations, and was the murder weapon in Tobias Zoomer and Toliver Snoop’s deaths.

Shotgun (not on your person) - This is Dot’s and she isn’t aware you know about it. It’s hidden under her desk in her office.

Ring With Oversized Stone (not on your person) – Missing. Lancette has stolen it. There is a lethal dose of cyanide in the hollow under the stone.

Safe (in Dot’s Office) - Dot doesn’t know you can open this. Inside are identical briefcases owned by Dot (her cocaine), Inspector Mudd, Major Trader, Contessa Valentino, Dell Jedd, Seynoe, and the unclaimed case. Unfortunately, you are not sure which case belongs to whom anymore.

A Number of Letters - These arrived in the mail this morning. There seem to be ones for each surviving member of the society.

RTLB STATS:

STR: 5	Unarmed Combat: 5	Close Weapons: 6
DEX: 5	Dodge: 5	Thrown Weapons: 5
IQ: 6	Library Use: 6	Ranged Weapons: 6
WILL: 4	The Skills above default to the STATS to their left.	

Skills/Abilities:

FIRST AID Level: 1 Ability Rating: 7

Category: *Medical*

Effect: You can either remove a Red damage star from a wounded character *or* “stabilize” a dying victim by removing enough red stars to make her effective STR equal to 1. A “wound” is defined as all the damage resulting from one combat or damage-causing event, such as a bomb exploding. “Stabilized” characters are unconscious.

Chance of Success

IQ + Ability Level	VS	5
7	VS	5

Time to use: 5 minutes **# of Uses:** Unlimited

Other Constraints: You cannot use this Skill on someone whose STR has been reduced to -STR (I.e., a STR of 7 has been reduced to a negative 7). That person is irretrievably dead. A person can only successfully receive First Aid once for a given wound. If you fail, you or someone else may try again after a full 5 minutes have passed (this means a max of 2 first aid attempts on a dying victim).

THE SIGHT Level: 4

Category: *Information*

Effect: You can ask a yes/no questions of the GM on any topic.

Time to use: Instantaneous

of Uses: 1 question/level

Other Constraints: If the GM answers “I don’t know,” to the yes/no question, that question does not count.

RANGED WEAPONS Level: 1 Ability Rating: 6

Category: *Martial*

Effect: You can use ranged weapons (guns, bows, etc).

Chance of Success

DEX + Ability Level	VS	Opponent’s Dodge
6	VS	Dodge

Time to use: 1 Combat Round **# of Uses:** Unlimited

Other Constraints: If your target is at least 50% obscured by something that would stop your missile (including another person), you are at a -2 to hit. You get +2 if from behind.

CONTESSA KARINA VALENTINO

AKA Natalia Hercule

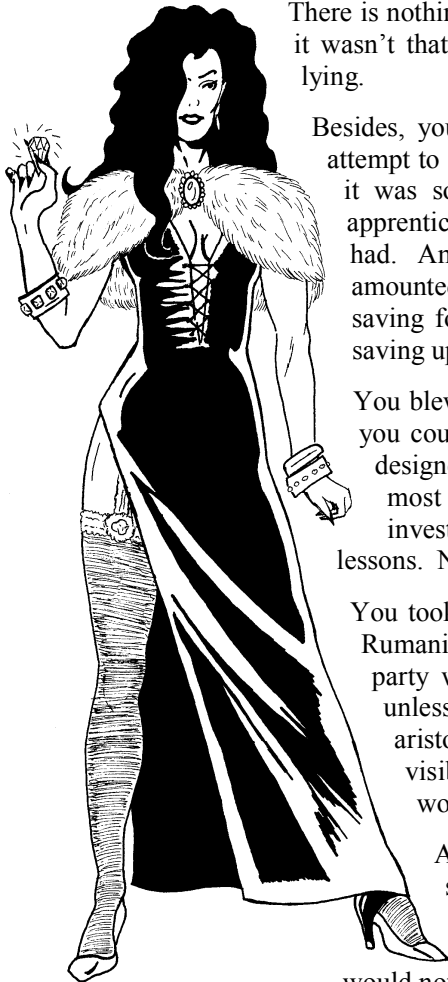
AKA “Lancette”

It’s been a lot of fun, but maybe it’s time to move on.

You were born in St. Paul, Minnesota, to a family of Romany. Gypsies, in other words. It is a popular prejudice that all Gypsies are thieves. Not true, for your parents are extremely honest people, as are your brothers. However, if a Romany child really wants to learn the dishonest arts then the finest training available can be had from the tribe’s less reputable members.

You stayed just long enough to learn everything they could teach you. Then you set out to see the world and have yourself a good time. You started out doing small cons when you were fourteen, honing your natural acting abilities to a fine edge. It was exciting, swindling people face to face, but you soon realized that you needed more to get the adrenaline rush you craved. Sure, it was risky; there was always the chance you could get caught. But grifting lacks the necessary element of danger. You sought a higher, more hazardous edge to dance along.

You met an old carnival hack named Amos the Fly. Amos was an expert at “edifying,” the fine art of climbing buildings. You begged him to teach you all he knew. Once it became clear that his advice to “Go home, kid” wasn’t going to be taken, Amos agreed to take you on as an apprentice. He had only one condition: you had to promise never to use anything you learned to commit crimes.



There is nothing else you have ever done that you feel guilty about. But then, it wasn’t that unforgivable. Amos must surely have known that you were lying.

Besides, you kept faith with him while he lived. Amos died during an attempt to scale the Gateway Arch, something he knew he couldn’t do, but it was something he had always wanted to try. You had been his apprentice for 5 years, his only friend and the closest thing to family he had. Amos left everything he had to you, and to your amazement this amounted to a small fortune. Apparently, he’d been scrimping and saving for several years (you often wonder that Amos thought he was saving up for).

You blew half of your inheritance on Amos’ funeral, the grandest affair you could imagine. You invested much of the rest of the money in a designer wardrobe and a first class ticket to Rome. You had spent most of the previous 5 years learning everything Amos knew. You invested all of your free time and money on acting and language lessons. Now the moment you had been working for had come.

You took Europe by storm. Your alter ego, Contessa Valentino of the Rumanian royal family, moved in the most fashionable of circles. A party wasn’t a party without you and a happening couldn’t happen unless the Contessa had been invited. The ladies of Europe’s aristocracy freely welcomed you into their homes, though most were visibly jealous of you (perhaps they hoped a bit of your glamour would rub off on them).

And you were casing their homes for future crimes. For your second alias, Lancette, was a cat-burglar extraordinaire! You pitted your skills against the most advanced security systems money could buy, and it was always a shameful mismatch. It would not have been easier unless you could fly and walk through walls.

The police did no better against you than the home protection companies. From Dublin to Trieste, Lancette was sought by the law. You tore through Europe committing dazzling crimes, leaving in your wake an army of frustrated policemen and taunting notes (notes written in a hand that bore no resemblance to the Contessa's).

Then you made the biggest mistake of your life. You teamed up with Ricardo Le Reynard. Le Reynard (actually Rick Fox from Brooklyn – pathetic!) was one of the world's greatest cat burglars. He was almost in your league. Alone, your crimes had been unbelievable; together you could do the impossible.

But Rick added a new element to your life. Greed. Rick was the greediest man who ever lived. You never wanted more than it took to maintain the Contessa's lofty lifestyle. Rick, on the other hand, seemed intent on stealing all of France (then stealing it again from whomever he sold it to). With no sign of conscience, Rick robbed people blind. When Rick entered a home he took it all, and if that was more than he could carry then Rick made several trips. You were genuinely terrified that you would ruin someone and drive him or her to suicide. Greed is no fun.

Greed was not Rick's worst trait. Crude, rude, classless, and unimaginative, Rick was a lecher of the worst sort. "Yo, Babe, let's do it!" was Rick's idea of suave. He couldn't take no for an answer, either. In fact the arrogant creep couldn't conceive of a woman not wanting him.

You wouldn't say "yes" and Rick couldn't hear "no" and one night this led to the inevitable unpleasant conclusion. You put an end to the attempt with a well placed foot and stormed off never to see "Ricardo Le Reynard" again.

Ironically, this saved you. Rick went ahead, alone, with a heist the two of you had planned: the removal of a display of Empress Josephine's jewelry at the Louvre. There was no such exhibit. The whole thing was a trap, directed by a vacationing American detective named Cassius Marcellius Mudd.

From friends within the Paris police (friends of the Contessa, that is) you learned what happened that night. Mudd insisted on being left alone with Rick, "to make him talk." Then the police heard a crash. They burst into the room and found Mudd alone in the room in front of a shattered window, picking himself up off the floor. Rick must have rushed him when Mudd's back was turned, probably to push him through the window and then escape. The best guess is that Mudd tripped on the carpet at just the right moment, and Rick tripped over him. So Le Reynard ended his life in the most embarrassing way a catburglar can - he fell out a window.

You actually mourned Rick for a moment or two before you realized that was stupid. You would have killed him yourself if you'd ever seen him again. What you needed was to put the whole unpleasant business behind you and start having fun again.

Mudd made that possible. Lancette now had an arch-enemy.

Having seen Europe you decided it was time Lancette got acquainted with the rest of the world, and you made sure that Mudd knew all about it. You sent him postcards. From Cairo to Montevideo to Singapore, you goaded Mudd to come and catch you. The text of your notes varied (generally along the lines of "The evenings here in Rio are simply wonderful, so nice to be out late in the night, Love, Lancette.") but the message between the lines was always the same. "I'm the only one you've let get away, Mr. Mudd," teased Lancette, "and I'll never let you forget it."

The Contessa also jetted about the globe, but you couldn't find Lancette by following the Contessa (not that anyone ever thought to). Through judicious use of airline schedules and taking advantage of time zones and the Concorde, it was not unusual for Lancette to rob a mansion in Brussels and for the Contessa to attend a ball in Toronto latter that evening. This became a drag. Some weeks your only sleep was had on airplanes and you since you flew using aliases you didn't even earn frequent flier miles.

It was all so dreary. You were traveling the world, but you weren't really taking time to see it. It was almost becoming like work. Worse yet, you realized that all the effort you put into covering your tracks amounted to playing it safe. You hadn't gotten into this business to play it safe.

Worst of all, Mudd made no effort to chase you. You couldn't understand it. You knew that you had his interest (some very discrete inquiries revealed that Mudd was corresponding with the local authorities

wherever Lancette struck). But all your taunting just wasn't enough to get the man to leave the comfort of his home.

Well, enough was enough. Time to try something else. If Mudd wanted to play hard to get, fine. Mohammed would go to the mountain. A year ago, Lancette moved to Mudd's hometown. Shortly after that, so did the Contessa.

At first, it was really a gas. The Contessa swiftly inserted herself into Mudd's little social group, charming the socks off the old fool, hanging on his every word as he went on and on about his many exploits, never suspecting just how close he was to the solution to his longest running case. And Lancette systematically looted the safes of the New Age Society membership.

Then the murders started happening and that pretty much put a damper on all the fun. Death is about as far from fun as anything gets, even when it involves thoroughly unpleasant types such as the drunken womanizer, Tobias Zoomer; and the pushy, dishonest "newsman," Toliver Snoop.

What really worried you were all the rumors you heard about Zoomer's lost notebook. Zoomer supposedly "had the goods on" a member of the Society for an exposé he was writing, and you cannot imagine a Society member with more to hide than you. You feared that Zoomer's notes might unmask Lancette. This would also implicate you for the murders.

Well, you found a notebook. You slipped into Toliver Snoop's house the night after his body was found (the two cops guarding the evidence never heard a thing) and had a little look around. In plain sight on a coffee table you found a notebook, not in Snoop's handwriting, but in Zoomer's. You were amazed that Mudd had missed it.

Then you read the damned thing. Or rather you tried to read it. Zoomer's handwriting was abominable and his subject was clearly raving. As far as you can tell you'd found the notes from an interview Zoomer had with Sag Firestar. Sag accused several members of the Society, namely Dori Schreckenghast, Major Trader and Emmitt Wanderer, of conspiring with aliens. Aliens from space. Little green men, for goodness sake! You can only assume Sag did this with a straight face. This is the notebook everyone thinks will solve the murders? What tripe!

Since it mentions him, you mailed the notebook to Emmitt Wanderer (anonymously of course). You suspect he's forgotten all about it, assuming he ever got around to reading it. Emmitt is a dear, but it's amazing if he can keep two thoughts in his head at the same time.

Once in their lives, even the greatest of master criminals (such as yourself) make stupid mistakes. And you have pulled a real bad one.

A month ago, you finally got around to hitting Dori Schreckenghast's mansion. Then you went to the monthly cocktail party with the swag in your briefcase. You admit it. It was all a big trip for your head, to carry Dori's stolen property to Dori's own party, then to have Faith put it securely away in Dori's own safe at the beach house. You were enjoying gloating so much that you walked off with someone else's briefcase.

Well, they *are* identical cases. Not that there's any point in thinking about it (mainly because you feel so stupid if you think about it too much you'll pound your head through a wall).

The case you took contained some kind of plans, diagrams and schematics you can't read, reams of notes using terms you've never heard before. Very high tech stuff. Very, very, **very** high tech! Scary. You have no idea what this stuff is, but you know you don't want to mess with it. You held on to the plans for a couple of days, wondering what to do. You had just about made up your mind to burn them and forget the whole thing when you got a call from your fence.

When you work the wrong side of the law there's a sort of network; if you tell enough of the wrong sort of people to pass a message, then it eventually gets delivered to the person you want to talk to. Your fence had heard from a guy who had heard from a guy who had heard that Justin Seynoe wanted to talk to Lancette about a briefcase. Judging from the speed the message traveled, it appears that Mr. Seynoe has even better contacts on the wrong side of town than you do. High friends in low places.

You disguised your voice and called Seynoe. You aren't entirely sure why, curiosity you suppose. He wanted to meet you to arrange to exchange your jewels (Dori's jewels, actually) for his plans. No way. Nothing face to face. You set up a much more complicated game. You and Seynoe will communicate at Dori Schreckenghast's party by hiding notes at a predetermined drop. You got the idea from a spy novel - you forget which one.

You aren't happy about this whole thing. Admittedly, you are bad girl; that's actually a matter of pride for you. But being bad's a long way from being evil, and evil is something that you are not. A little theft now and then never hurt anyone (much) but however Seynoe got those plans and whatever he has in mind for them, well... goodness has nothing to do with it.

The smart move would be to dump the plans, then ignore Seynoe and just let him keep the jewels. Things are already hot enough: Seynoe knows you're a member of the Society and if you keep playing around, he could figure out who you are. You could be setting yourself up to get caught.

That's what convinced you to go ahead. Moving to Marin County in the first place wasn't the "smart move." It may be a little dangerous, but it does leave your heart pounding, especially when the Contessa speaks to Justin at the party.

Not that you are completely careless. You know that by the end of this evening you may be required to "leave town in a hurry." You were beginning to feel that it was time to move on anyway. So you have settled all your business here (at least you have settled everything that wouldn't look suspicious - wouldn't do to have everyone know you were planning to leave). There was one thing you had to do first, one last hit to make or you just couldn't leave.

This evening, before the party, you hit Mudd's house. Nice haul. Mudd comes from old money and his family has collected some nice pieces of jewelry over the years. You found one necklace (probably Mudd's grandmother's) particularly charming. Mudd seems to have left for the party from work instead of going home, so he doesn't even know he has been ripped off. Unfortunately, to get to the party on time you also had to go straight there from "work." You still have a briefcase full of Mudd's family jewels on you. It's locked in the trunk of your car. Somehow you don't feel like putting it in Dori's safe.

Despite all your worries you are excited about tonight. This could be a really fun party.

People You Know

Dorotea Schreckenghast - You admire a good fraud, and Dori is almost as good as you are. The two of you have an (almost) friendly rivalry, as the Contessa is consistently more glamorous than Dori at her own parties. On the other hand, you can't help worrying about Dori. You hate to admit it, but the stuff she's dug up on Society members you would have thought was impossible to find. You thought you knew every trick in the book, but you don't know how Dori does it. She's not just another carny seer with a crystal ball. It's silly to let her worry you, but still... Also, there was a very odd ring in Dori's hoard: the biggest, gaudiest piece of costume jewelry you have ever seen. Though it was worthless paste, you couldn't resist taking it. The huge glass gem was hollow, and you found some kind of white powder hidden inside. You didn't get a chance to find out what the powder was before Seynoe got your briefcase.

Faith Serville - The Society member you have the least in common with, so naturally she's your best friend. Dori's thoughtless demands on Faith verge - at times - on abuse, and you worry about Faith. You wish she would get enough backbone to live her own life, but this seems to be the way Faith wants to live her life so you don't nag. Still, everyone needs a friend, and it seems as if Contessa Valentino is the only friend Faith has.

Inspector Cassius M. Mudd - Your sadly outclassed opponent. Mudd hasn't got a clue! He's utterly spell bound by the Contessa, but you suspect he would react the same to anyone who'd listen to his war stories. You have been pumping him for information, but he doesn't want to talk about Lancette. You have made a few inquiries but you are afraid to press the subject; you must be circumspect. Also, you have to remind yourself to avoid overconfidence. Mudd's reputation is impeccable. He probably knows a lot more than he lets on.

Professor Emmitt Wanderer - A dear, sweet, befuddled genius. Seynoe once joked (not at all affectionately) that Emmitt doesn't have an unkind bone in his head. You are very fond of Emmitt and tend to be protective of him. Well, he needs somebody to take care of him.

Major Vivian Trader - The Major is a ball-buster and she's probably frigid. You are a glamour girl and a bit of a flirt. You began to hate each other the moment you met.

Dell Jedd - You would dearly love to know what Jedd is up to. You cannot imagine anyone as simple and straightforward as Jedd pretends to be. You bet Jedd has plenty of secrets. You just have no clue as to what any of them are.

Barbi Feldman - Very pleasant and, you suspect, much shrewder than she lets on. Barbi's certainly no airhead. She's not a natural blonde either. Odd thing, though she sells "magic crystals" for a living she gets along better with Emmitt than with Sag Firestar and she seems to understand science better than she does occult nonsense. Also, though she owns her own business you could not find very much worth stealing in Barbi's flat.

Justin Seynoe - What a creep! If Seynoe had ever met Ricky Reynard, the two would have become best buddies. You have to carry on as if nothing unusual is going on, so he doesn't suspect you are Lancette. You've been trying to use Seynoe to pump Mudd for information, but you haven't been able to convince Seynoe that Mudd would be an interesting story for Seynoe's talk show. Maybe if you tell him a little more... "*You know, when I was last in Paris I heard a story that Lancette and the Inspector go back a long way.*" Seynoe is the only one of Lancette's victims who hasn't reported the theft, most likely because the cash you stole from him (\$15,000) was undeclared income. *You have a message drop with Seynoe. Be sure to get the GM to tell you where it is.*

Sagittarius Firestar - The weirdest person you have ever met, something you had concluded before you read Zoomer's notebook. Emmitt doesn't like her. That's all you need to know. You don't like her either.

Tovar the Inimitable - Impostor!!! You admire a good fraud, but the man is a walking ethnic slur. He hasn't a drop of Romany blood! You cannot believe these rubes are buying his act. Gypsy seer, indeed! It figures that he would get along with Sag Firestar. Wherever he comes from, he certainly travels light, you found nothing in his apartment but his clothes (mostly European made). The only thing good you can say about him is that he is the best sleight of hand artist you have ever seen. You know all his moves but you can only spot him about a quarter of the time. It's almost cute the way he keeps stealing Mudd's and Emmitt's keys then using his "psychic powers" to find them. Tonight you spotted him lifting Emmitt's keys. You are tired of "Tovar" picking on Emmitt so you stole Mudd's keys and hid them. When Mudd discovers his keys are missing you plan to sweetly suggest that Tovar try to find them. Let's see how he handles that! *Make sure the GM tells you where Mudd's keys have been hidden.*

Items

Custom Leather Case - This stylish case contains your custom crafted set of lock picks (nothing but the finest). Easily concealed beneath your gown.

Crystal Pendant - Sag Firestar gives these out and throws a fit if you don't wear them, so you always wear your crystal to Society parties to keep Firestar quiet.

Briefcase (not on your person) - In Dori's safe (Dori insists). Contains the plans Seynoe wants.

Briefcase (not on your person) - Hidden under the seat of your car. Contains Mudd's family jewels (literally, not figuratively, of course).

Mudd's Keys (not on your person) - You stole them and hid them. Make sure the GM tells you where.

RTLb STATs:

STR: 5	Unarmed Combat: 5	Close Weapons: 6
DEX: 6	Dodge: 6	Thrown Weapons: 6
IQ: 5	Library Use: 5	Ranged Weapons: 6
WILL: 6	<i>The Skills above default to the STATs to their left.</i>	

Skills/Abilities

PICK LOCK Level: 2 Ability Rating: 8

Category: *Item Manipulation*

Effect: You can open locks. These can be door locks, padlocks, combination locks, handcuffs, or any lock that uses a key.

Chance of Success

DEX + Ability Level	VS	Lock Complexity
8	VS	Varies

Time to use: 5 minutes **# of Uses:** Unlimited

Other Constraints: Without lockpicks, your skill is at a -2. If you fail, add 1 to the lock complexity.

PICK POCKET Level: 1 Ability Rating: 7

Effect: To pick a character's pocket, first you must stick a colored dot on your target. You can either then challenge your target directly, or go through a GM.

If you win the challenge, you get one random item (not one that was in the target's hands). Your target will only notice the loss the next time she tries to use the item. If you fail, your target knows that someone was trying to pick her pocket, but doesn't know who, and you don't get an item.

Chance of Success

DEX + Ability Level	VS	Opponent's IQ
7	VS	IQ

Time to use: Instantaneous **# of Uses:** 10

Other Constraints: You may go for a specific item, but you must know where on the player the item is, ahead of time. Subtract 2 from your Ability Rating if you are trying for a specific item. You may attempt to put a specific item onto your victim, as well. Subtract 1 from your Ability Rating if you are attempting a "putpocket."

ESCAPE ARTIST

Level: 2

Ability Rating: 8

Category: *Item Manipulation*

Effect: You can escape from personal restraints (ropes, handcuffs, and the like).

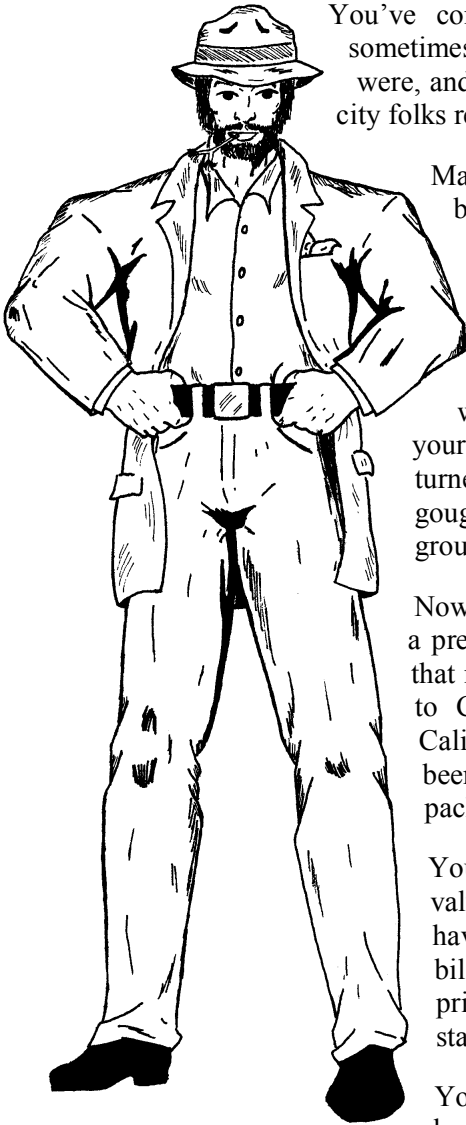
Chance of Success

DEX + Ability Level	VS	Restraint Complexity
8	VS	Varies

Time to use: 5 Minutes **# of Uses:** Unlimited

Other Constraints: This can only be used on personal restraints (ropes, handcuffs, etc.) Does not apply to picking the lock on the cell door. If you fail you may try again, but add +1 to the Restraint Complexity.

DELL JEDD



You've come a long way from Harlan County, Kentucky, and sometimes you wish you hadn't. Back home, folks knew who they were, and they knew who everyone else was too. None of these big city folks really knows anyone, least of all themselves.

Marin County, California is not where you figured to end up, but it never counts to figure too hard on where life is going to take you. All you expected was to take over the family farm, and to make sure you did a good job of that you went to UVA to study business. That came in real handy about a year ago. You were squirrel hunting up on a hillside overlooking your fields (pretty much worthless land, too steep for planting). You had just missed your third squirrel that morning. You cursed your luck, but it turned out to be the luckiest day of your life. Where the bullet gouged into the hillside, black crude started to ooze out of the ground. You'd struck oil!

Now, through careful planning and investments you've become a pretty rich fella. Trouble is, there's not much to do with all that money in Harlan County. The folks back home said move to California. It sounded like a good idea. Moving to California sounds like a good idea to lots of folks who've never been there. The weather in Los Angeles sounded dull, so you packed up and headed for San Francisco.

Your Ma and Pa raised you right, and they taught you the value of honesty. These rich folks out in Marin County didn't have such good parents. They're all as phony as a three-dollar bill and some of 'em are about as trustworthy as the man who prints those bills. Well, they don't fool you no how. You stay mostly because of the few friends you've made.

Your best friend is Cherise "Rabbit" Scamper. Poor, lost, lonely Rabbit. She was putting on airs and partying and carrying on like she was the center of the world. You saw through her the moment you met. She's lost her accent and all, but you know East Kentucky when you see it. You got her alone and had a long talk with her and Rabbit confessed everything. She was from Partridge, in Letcher County, just north of your home. Rabbit had headed west to hook a rich husband and find "the good life."

That was four divorces ago. Since then she'd worked as hard as she could to make "the good life" good. But the parties and the shopping and all the fancy "friends" weren't enough. Rabbit was hooked on cocaine.

Poor Rabbit. You did the best you could for her, but it didn't seem to amount to much. You couldn't convince her she was killing herself, all you could do was keep her secret and be there whenever she needed someone to talk to. You never got romantically involved or nothing - you have a girlfriend - but the two of you became best friends.

You were the only person Rabbit could talk to. She'd call you plenty of times in the middle of the night. She'd cry and you'd listen. The worst time was the night she disappeared. Rabbit had been

picked up by the G-men and she was holding cocaine. But they'd offered her a deal; she could go free if she told them everything she knew about Snow White, the woman who sold Rabbit drugs.

The trouble was Rabbit didn't know much about Snow White and she was afraid the DEA wouldn't think it was enough. Snow White and Rabbit never met face to face; they would exchange messages, money and drugs at a secret drop during Dori Schreckenghost's cocktail parties. All Rabbit could tell the police was that Snow White is part of the New Age Society.

You and Rabbit were on the phone for three hours that night. Rabbit was scared to death of going to jail. She was afraid of the shame. She was hysterical. Finally, you got her calmed down enough so she thought she could sleep. You got to bed yourself.

The next day it was in all the papers, "Cherise Scamper Missing!" Her house was all shot up and the police found her blood on the floor. You thought Rabbit was dead. Four days later she called you. Rabbit had gotten herself to a clinic in Colorado. She was getting patched up and since then she's dried out.

Rabbit wants to come back to the real world. She wants to give up the lie she's been living and find a real good life. But she's scared to death. Whoever tried to kill her is still out there. Until the murderer is caught Rabbit is going to stay in hiding.

So you have to catch the killer. You're on your own here. Rabbit has sworn you to silence (not that you could talk to any of Rabbit's so-called friends - that'd be like asking rats to guard the cheese). The only person you can trust is your girlfriend, Barbi Feldman. Rabbit wouldn't want you involving Barbi, and Barbi's got her own worries.

It was Barbi's idea to start dating. You knew she had her reasons; she wasn't exactly interested in you but she needed to check you out. You liked Barbi, so you played along. A couple months ago you overheard her on the telephone. "This is Shield Maiden," she said, "I need to get a message to Beowulf. Can you please tell him that Dell Jedd is clean?" Then she noticed you. She just grinned, all sheepish like, then said "Don't you dare ask!" You didn't. If Barbi needs to keep her secrets, you'll respect that.

Last night while you and Barbi were having dinner she gave you a notebook. She said it was the notebook everyone's looking for. Then she laughed.

Apparently, it doesn't have anything to do with why Tobias Zoomer and the others were killed. The notebook just talks about an interview Zoomer had with Sagittarius Firestar. Firestar accused half the New Age Society of conspiring with alien invaders! But the folks who killed Zoomer and went after Rabbit, don't know that. Barbi thought it was the funniest thing she'd ever heard.

Barbi was afraid someone was following her, so she wanted you to take the notebook. Barbi told you to bring it to Dori's party tonight, and not to tell anyone you've got it. Maybe tonight you'll find out what Barbi's up to.

And, you, you gotta catch a killer. All Rabbit knows is that the killer is a woman and apparently no good with a shotgun. It was too dark to tell anything else. It could have to do with Snow White though the connection with the Society members who were murdered seems pretty thin. Snow White must have known Rabbit couldn't hurt her. If Snow White is so cold she'd try to kill Rabbit anyway, then you want her caught and you want her caught bad.

You hate to lie, but maybe if you make like you want to buy some cocaine you can get some clues. Anything to help Rabbit, though you'd never actually really try the stuff.

You feel like you're up to your neck in alligators. It's been fun to visit but you don't want to live here no more no how. The sooner you can settle things the sooner you can go home.

People You Know:

Dorotea Schreckenghast - Your smiling hostess, not that you've ever seen her smile and mean anything by it. You get along just fine, probably because you don't have anything she wants. Her act is all snake oil, though you don't know how she learns the things she knows. Say... Firestar hates Dori. According to the notebook, Dori is trying to destroy Firestar so the aliens can take over the world (don't ask how, it ain't surprising that you can't follow Firestar's logic.)

Faith Serville - Everyone has Faith underrated just because she lets Dori walk all over her. Maybe Faith doesn't want anything except to wait on Dori hand and foot, but you can see that Faith is a lot stronger than anyone suspects. Faith is capable of doing anything she has to do.

Professor Emmitt Wanderer - A good man, smartest man you ever met, but his head's all full of wool. You don't hold that against him; you've got kinfolk like that. Firestar thinks he's stealing secret weapons from the aliens.

Inspector Cassius M. Mudd - He *acts* like he's thick as a brick, but you're the only one who believes he *really is* thick as a brick. Since Mudd's never messed up a case, everyone assumes he's hiding a bunch of cards up his sleeve. You think he's just the luckiest fool what ever lived. Rabbit doesn't trust him. He's the only one in the Society who knew she was giving evidence to the DEA and Rabbit thinks he set her up to be killed.

Major Vivian Trader - She's had a hard life, or at least she thinks has. It's made her bitter and mean. You'd hate to get on her bad side; she's the last woman you'd want to cross. Firestar thinks she's fighting with Professor Wanderer over alien secrets.

Barbi Feldman - The best thing to happen to you since you moved to California. Even she has secrets; you can't talk to her about her work. At least she's one of the good guys.

Contessa Karina Valentino - A queen dealt from the bottom of the deck - she ain't royalty, but she could teach royalty how to act. She may be a confidence trickster, but you still get a good feeling about her. You figure you could trust the Contessa with your life if you really had to. On the other hand, you'd never trust her with your wallet.

Justin Seynoe - The Hollywood magazines say he's got a "winning smile." You don't know; his smile looks to you as if he's about bite someone. Seynoe is scum in a bucket. You're pretty sure he does drugs, and he bothers Barbi all the time. If he doesn't stop you may just knock that smile down his throat.

Tovar the Inimitable - Your gut feeling is that he's okay, but he may be the biggest faker of the whole bunch. Tovar's act is all blue smoke and mirrors. He could run 3 Card Monte anywhere and make a killing. Still, you can't shake the feeling that you could trust him if you had to.

Sagittarius Regulus Firestar - This woman is cruising with the lights on dim. According to the notebook, she's keeping the world safe from aliens with the power of her mind. Most people just don't know how crazy Firestar is. Well, she ain't dangerous yet. Firestar won't get dangerous until she starts believing that she has to be. `Course, crazy as she is, you can't rule that out. She's also got (or thinks she's got) something special going for her, some strength you just can't figure out.

Items:

Briefcase (not on your person) - Dori makes everyone check their cases at her parties (afraid people will do work instead of having fun). Your briefcase is in Dori's safe. It contains some office supplies, and Zoomer's notebook.

Crystal Pendant - Sag Firestar gives these out and throws a fit if people don't wear them.

RTLB STATS:

STR: 6	Unarmed Combat: 7	Close Weapons: 6
DEX: 6	Dodge: 6	Thrown Weapons: 6
IQ: 5	Library Use: 5	Ranged Weapons: 6
WILL: 5	The Skills above default to the STATS to their left.	

Skills/Abilities:

STOIC

Level: 3

Category: *Influence Defend*

Effect: You have a bonus to resist all Skills of Category: Influence. If you are challenged with such a Skill, declare your STAT to be your STAT plus your Stoic Aptitude. You don't have to tell the challenger that you have this Ability.

Time to use: Instantaneous **# of Uses:** Unlimited

FIRST AID Level: 1 Ability Rating: 6

Category: *Medical*

Effect: You can either remove a Red damage star from a wounded character *or* "stabilize" a dying victim by removing enough red stars to make her effective STR equal to 1. A "wound" is defined as all the damage resulting from one combat or damage causing event, such as a bomb exploding. "Stabilized" characters are unconscious.

Chance of Success

IQ + Ability Level	VS	
6	VS	5

Time to use: 5 minutes **# of Uses:** Unlimited

Other Constraints: You cannot use this Skill on someone whose STR has been reduced to -STR (I.e., a STR of 7 has been reduced to a negative 7). That person is irretrievably dead. A person can only successfully receive First Aid once for a given wound. If you fail, you or someone else may try again after a full 5 minutes have passed (this means a max of 2 first aid attempts on a dying victim).

TRUTH SENSE Level: 2 Ability Rating: 7

Category: *Information*

Effect: You can tell if someone's lying to you. After asking a character a question, you can make a skill check to see if you can tell if she was lying.

Chance of Success

IQ + Ability Level	VS	Opponent's IQ
7	VS	IQ

Time to use: Instantaneous

of Uses: Once per character.

Other Constraints: If you fail, you learn nothing.

UNARMED COMBAT Level: 1 Ability Rating: 7

Category: *Martial*

Effect: You can use this skill to attack in unarmed hand to hand combat. (+2 if from behind) If you hit, you do 1 Yellow Star of damage.

Chance of Success

STR + Ability Level	VS	Opponent's Dodge
7	VS	Dodge

Time to use: 1 Combat Round **# of Uses:** Unlimited

Other Constraints: You must be able to touch your opponent to attack. This skill defaults to your STR.

INSPECTOR CASSIUS MARCELLIUS MIDD

Father wanted you to be a boxer. He got to name you. But your father had not reckoned on your inability to hit a punching bag without it hitting you back and knocking you flat. Mother wanted you to be a doctor. Destiny had other plans for you. Despite your natural aptitude (and generous monetary contributions from your parents), you flunked out of medical school.

Your destiny was to uphold the law. Your detractors imply that your parents' money simply had more influence at the police academy than at medical school, but you ignore the criticisms. That you graduated last in your class only shows that the establishment could not cope with grading your unconventional methods and thought processes, thought processes so unconventional even you have difficulty following your own lines of reasoning. Your thinking is so far ahead of the criminals you match wits with that often you put all of the pieces of a mystery together to create a solution that, while you must admit is entirely wrong, makes much more sense than what actually happened. Many times you've solved a case without really knowing how you had done it. Most of your cases are like that, actually. Well... maybe all of them.

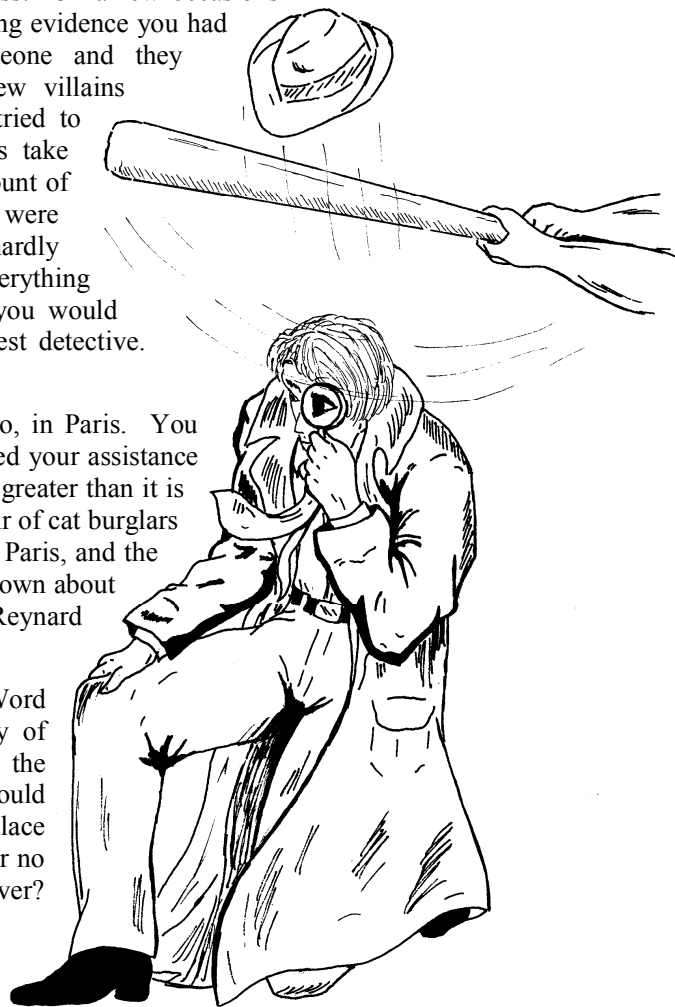
But you still solve them. No matter how tough the case, no matter how crafty the villain, you always find the solution. You are America's most successful detective, the San Francisco Police Department's ace. Your admirers are numerous, and criminals tremble at your name. Mind you, a few of your co-workers grumble that you are just the "luckiest bastard on Earth."

Well... luck does play a role in your success. On a few occasions (well, quite a few, really), you were explaining evidence you had found and totally misinterpreted to someone and they suddenly began to confess to you. A few villains concluded that you were on to them and tried to silence you (it's amazing how few villains take proper care of their weapons - you've lost count of the times someone's gun jammed just as they were about to blow you away.) Surprising, but it hardly matters. You would have shortly sorted everything out without the lucky breaks. Of course you would have. You are, after all, the world's greatest detective. You never let a criminal get away.

Well... almost never. It was five years ago, in Paris. You were on vacation, but the Surete had requested your assistance on a case. Your reputation in Europe is even greater than it is here at home. They love you in France. A pair of cat burglars had looted half of the wealthy households of Paris, and the French police were stumped. All that was known about the criminals were their aliases: Ricardo Le Reynard and Lancette.

You devised a clever trap for the thieves. Word was leaked that a collection of the jewelry of Empress Josephine (whoever she was - the French police assured you that the thieves would know) was to go on public display someplace with a funny name you could never remember no matter how many times they told you (the Lever? Something like that).

Le Reynard took the bait and found half the Paris police force waiting for him. He



had come alone; Lancette remained at large. Only Le Reynard could lead you to Lancette and you knew you could make him talk. So once you had established that Reynard spoke English (he had the strangest accent you have ever heard), you insisted on being left alone with him.

You paused to collect your thoughts, standing only for a moment to look out a window, your back turned to Reynard. Only your lightning reflexes saved you. Before you were fully aware what was happening, Reynard sailed past you. He would have pushed you; instead, he fell to his own death. Lancette remained at large.

And she still remains at large. You have followed her exploits as she travels the globe, committing daring crimes wherever she goes. It hasn't been difficult to keep track of her; she sends you postcards and greeting cards every holiday. She taunts you. Clearly, she blames you for the death of Le Reynard, and she means to toy with you until the day comes when she is ready to destroy you. The final confrontation draws near. Last year, Lancette set up shop in your home town.

Some of your fellows at the SFPD are staring to whisper about how you're cracking from the strain; you seem to be trying to balance three cases simultaneously. You have been trying to corner someone known only as "Snow White" whom you believe is the leading supplier of cocaine on the West Coast. At your advice, the DEA has been industriously making life bad for San Francisco's drug trafficking community. You have also thrown yourself into the investigation of the New Age Society murders. And, of course, the hunt for Lancette is never far from your mind.

But it is not three cases that occupy your time, only one. You are convinced that the same person has committed all the crimes. And that person is Cherise "Rabbit" Scamper.

For years, it would seem, party girl and international traveler Cherise Scamper has been flying about the world indulging in the esoteric hobby of cat burglary. Apparently, she's now branched out into the more lucrative field of drug trafficking. And she's been forced to eliminate members of the Society, probably because they had incriminating evidence against her. And you thought Rabbit Scamper was your friend!

Everything points to someone within the New Age Society. All the victims have been Society members, your most reliable snitches have tipped you off that Snow White has connections to the Society, and Lancette has targeted Society members for theft (only Rabbit, Justin Seynoe, and yourself have escaped her attentions). It is inconceivable that a group as small as the New Age Society is so rife with criminals, much easier to accept a single crook. But you don't have the evidence to tie it all together.

Imagine your consternation when Rabbit staged her disappearance! The DEA had caught her carrying cocaine around in her purse. They offered Rabbit a deal, immunity from prosecution if she would tell all she knows about Snow White. The fools! Rabbit Scamper is Snow White! Rabbit is let out on bail and promptly disappears in spectacular fashion. A little blood, a little noise, a few buckshot holes in the walls and suddenly the Feds are assuming the worst and checking every wood lot for shallow graves. You know better. Rabbit Scamper is alive.

The forensics people have examined the buckshot and have pretty much proven that Rabbit was indeed hit. A drastic measure just to make it look as if someone tried to kill her, but you are not fooled. But this does prove that she had an accomplice. You know Rabbit well enough to know she could never shoot herself in the arm, let alone run away after that, so she had help. But who?

It doesn't help that your assistant, Detective Melissa Clean, thinks you are entirely on the wrong track. Miss Clean is young, and may be an adequate detective some day if she pays attention.

You thought it might have been Barbi Feldman, one of the new Society members. Having no other leads, you went to her house to confront her this evening. You began to think you might have been wrong about Barbi when you tripped over her body. Barbi had been electrocuted, though you found her in her yard far from any electrical appliances and she had not been moved. Her home had been searched, but nothing seems to have been taken.

Now what? Certainly someone in the New Age Society knows what's going on, but how do you flush them? Luckily, your intellect is far greater than that of any criminal. You have a clever plan.

Well, several, actually several. First, once all of the members of the Society are gathered at Dori Schreckenghast's you plan to announce that Barbi Feldman has been murdered. Observing everyone's reactions should give you some clue as to whom to suspect.

Also, there has been a great deal of speculation about Tobias Zoomer's missing notebook. Rumor has it that it contains information detrimental to someone in the New Age Society. You know for a fact that no such notebook exists. You went over Zoomer's apartment yourself with a fine-toothed comb and all of his notes had been burned. But the rumor mill persists, and someone is bound to be worried that you've found the notebook. It should be interesting to see who asks about it.

You have also brought a briefcase that you plan to put in Dori's safe. You'll let it slip that it contains several hundreds of thousands of dollars, evidence that you feel better guarding yourself instead of leaving at the station. Actually, it contains a high pressure paint canister. Anyone who tampers with your briefcase will be painted blue from head to foot.

Finally, Snow White's accomplice may have a drug problem. You have borrowed an ounce of cocaine from the DEA, and if nothing else works you can try taking your friends aside one at a time and offering them some. Their reactions should prove interesting, though you are reluctant to give anyone the impression that you use drugs (or that you suspect your friends).

This has gone on far too long, and you want to close this case tonight. Unfortunately, upon checking you've discovered that you forgot to load your gun again. Oh well, if there's trouble you still have the assault rifle in your trunk. If only you could find your keys. Why do you always lose your keys when you come to Dori's parties?

Tonight is the final confrontation between you and a woman who hates you. To further complicate things, while you are certain that Rabbit Scamper is the brains behind the crimes, it is just as likely that she's the accomplice, thus Lancette/Snow White/the murderer could be at the party tonight. It's all very confusing, but you take that as an encouraging sign. You are never more confused than just before you crack a case.

People You Know:

Dorotea Schreckenghast - An amazing woman. Despite your efforts to keep your professional life secret she always discovers what case you are working on. How does she do that? You are more than a little reluctant to rely on her inexplicable "gifts" but if you can't make any progress on the case you may have to seek a bit of help from Dori. You are confident it will not come to that.

Faith Serville - A nice enough person and a good listener, but she has little personality of her own. Faith is Dori's servant and that's about all you can say about her.

Professor Emmitt Wanderer - Your best friend. You cannot imagine an evil thought creeping into Emmitt's poor, sweet, addled head (if it did, it would soon become lost). You trust him the way you wish you could trust the rest of your friends.

Major Vivian Trader - The least pleasant person in the New Age Society. The woman is without endearing qualities. You hope she's the crook you're looking for; therefore, you suspect her least.

Contessa Karina Valentino - Charming. Always pleasant to talk to. Ah. *Such* a charming woman! Sigh. A friend of Emmitt's as well.

Dell Jedd - Honest, forthright, polite, inoffensive, and suspicious as hell. Nobody is as good as Jedd acts. His background checks out but that's irrelevant; your instincts tell you he's up to something and your instincts are never wrong! Also, he's been romantically involved with both Rabbit Scamper and Barbi Feldman. You'll be watching this hick like a hawk.

Justin Seynoe - Not the most morally upright person you know, but he's no worse than anyone else from Hollywood you've met. He's likable enough. Someday, when his show's as big as he claims it will be, he may be a useful contact (for when you have your autobiography written). You have been keeping him interested in your career with stories of your exploits.

Sagittarius Regulus Firestar - A total loony. She and Emmitt hate each other, so you try to keep them apart. She reported the murder of Tobias Zoomer. You would have busted her right then and there except she has fourteen witnesses who verify that she never left her home that night. Very suspicious.

Tovar the Inimitable - An amazingly talented and useful man. He specializes in finding things, and he's found yours and Emmitt's keys on many occasions. Perhaps he can help you again tonight. One strange thing, you did a routine background check that resulted in a letter from Washington, DC. You were politely, but very firmly, instructed not to ask any more questions about Tovar.

Cherise "Rabbit" Scamper - She is secretly Snow White and Lancette and she knows you are on to her, which is why she has gone into hiding. You know she is alive, and you can prove it. But you cannot prove that she is Snow White, so even if you see her you cannot arrest her... yet.

Detective Melissa Clean - Your young protégé. Why has she come here tonight?

Items:

Gun - your police service revolver, which you've forgotten to load.

Badge - Inspector, SFPD.

Baggie of White Powder - cocaine, from the SFPD evidence locker.

Crystal - Miss Firestar gave it to you and insists that you wear it at all times. It's amazing that you haven't lost it yet.

Keys (not on your person) - Now...where are the damn things, this time?

Assault Rifle (not on your person) - locked in the trunk of your car.

Briefcase (not on your person) - Dori insists on locking such things in her safe. It's rigged to splatter with paint anyone who tampers with it.

RTLb STATS:

STR: 4	Unarmed Combat: 4	Close Weapons: 4
DEX: 4	Dodge: 4	Thrown Weapons: 4
IQ: 5	Library Use: 5	Ranged Weapons: 4
WILL: 4	<i>The Skills above default to the STATs to their left.</i>	

Skills/Abilities:

LUCK

Level: 10

Category: *Miscellaneous*

Effect: You can add or subtract 2 from any challenge that affects you in any way.

Time to use: Instantaneous

of Uses: Your level of Luck uses per game

Other Constraints: You must announce you are using this ability before the dice roll.

MASTER DETECTIVE

Level: 3

Category: *Information*

Effect: Your mind works at a level beyond that of the average human, and you are capable of noticing minute details and making important connections that escape most people's attention. Ask a GM and he or she will tell you what brilliant deduction or stunning observation you have made.

Time to use: Instantaneous

of Uses: 3

Other Constraints: If the GM answers "I don't know," to the question, that question does not count.

SAGITTARIUS REGVLVS FIRESTAR

Transdimensional alien space monsters are trying to conquer the Earth, but that's ok.

The aliens dare not strike against Earth as long as those whose faith in themselves have allowed them to tap the powers of their minds (such as yourself) remain strong. So long as you remain unswerving in your dedication to keep the Blessed Earth Mother's spirit free and untainted, the harmony of the eco-balance shall be sustained.

It's a tough job, but you get lots of help from your friends. You have a strong following - not so large as that showboating cow Dori Schreckenghast, but all your followers are dedicated believers, not Dori's crowd of media dupes. Your followers lend you their karmic energy, and with it you maintain a psychic shield around the Mother Earth Ark, a barrier through which the aliens cannot invade.

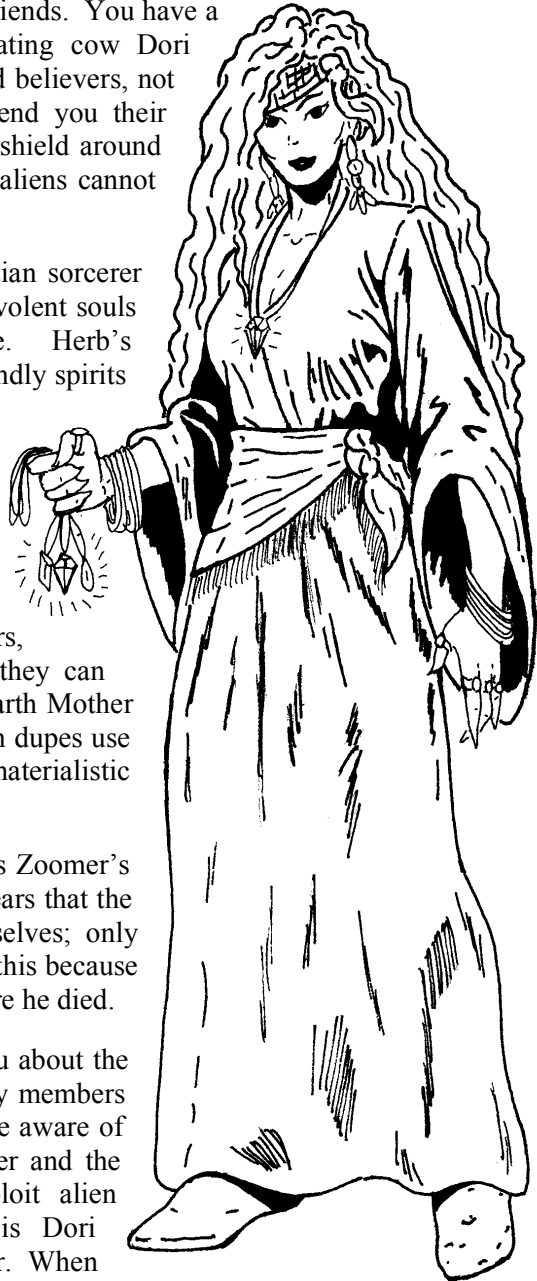
Your greatest ally is the spirit of an ancient Atlantian sorcerer named Herb. Through Herb, you channel the benevolent souls of those who have departed the material plane. Herb's guidance is invaluable, as is the information the friendly spirits provide you.

The only real danger to the Earth comes from within. The aliens cannot invade through your barrier, but they can pierce it enough to contact evilly inclined humans. A total bummer, but what can you do? The aliens hope to use the human traitors to undermine the faith of your followers, weakening your energy pool to the point where they can break through. This you must guard against; the Earth Mother depends on you. Luckily, most of the alien's human dupes use what they learn from the aliens for their own materialistic agendas.

You are responsible for all the rumors about Tobias Zoomer's lost notebook. Everyone in the New Age Society fears that the notebook contains information damaging to themselves; only you know the notebook's true contents. You know this because you dictated the whole thing to Zoomer shortly before he died.

The notebook contains everything Herb has told you about the alien conspiracy on Earth and the New Age Society members involved. Major Trader and Professor Wanderer are aware of everything, but are covering it up. Also, Wanderer and the Major are rivals, each trying to steal and exploit alien technology. The foulest villain of them all is Dori Shreckenghast. She is a fraud, totally without power. When she is exposed it could be a fatal blow to the faith people have in those who truly wield the power (yourself for instance). Your power pool could be ruined, your mental barrier could collapse, and the aliens could take over the Earth.

Oh, wow! Schreckenghast is the greatest threat there is to Mother Earth and she must be stopped. You mentioned the alien conspiracy to Zoomer at a New Age Society meeting 5 months ago. He'd



been drinking. (Despite all the advice you'd given him about not filling his body with impurities, Zoomer would always do as his karma directed him and you guess his karma loved to drink). Zoomer wanted to hear more and he set up an appointment for an interview. The next day you met him at his apartment and told him all about Herb and the aliens.

And the faithless Society members. Zoomer hung on your every word, scribbling madly in his notebook. It was kinda weird, actually. You hadn't thought that he liked you very much. Perhaps he was interested in how Major Trader, Professor Wanderer, Dori Schreckenghast and the others were working with the aliens, after all.

Spreading rumors about the notebook was Zoomer's idea. He contacted you right after he was killed. Using Herb as a spiritual conduit, Zoomer has been able to communicate with you from beyond the grave. That first message was a bit of a shock ("Hey, Sag, I just got croaked. How you doin' tonight?") and caused no end of trouble. Luckily, you were holding a meeting of your followers that night so you have plenty of witnesses for your alibi. The police get real negative when someone reports a murder they didn't witness. Fascists!

Zoomer's not easy to get along with. He's a surly old poop, crude, vindictive, and contrary. He's useful, and you can sympathize with him being dead and all that, but, man, his vibes are just so negative! Oh, wow.

Anyway, you did what Zoomer wanted about the notebook. It didn't take much to get things started; just a few words here and there. Now everyone's talking about the notebook. "It'll serve that nest of snakes to sweat for a while," said Zoomer, "they're all guilty of something and they'll think the book is about them. Good!" He's right. You can feel the paranoia at the Society meetings. Oh, wow. Naturally, you asked Zoomer who had killed him. He didn't want to answer.

You finally got him to say, "I was killed because of Dot Schreckenghast."

Why can't you ever get a straight answer out of the dead?

Zoomer doesn't know where the notebook actually is, either. Zoomer gave it to Toliver Snoop, and that's the last he saw of it. Toliver Snoop was killed soon after he got the notebook and nobody knows who has it now. Which means this could go on forever, or until someone finds the notebook.

Or until whoever is killing Society members kills the whole bunch. Bummer.

And now another member is dead. This afternoon, Herb connected you with the spirit of Barbi Feldman. Barbi's dead?! Strange message - she referred to herself as "Shield Maiden" and she had a message for "Grendel." "Beware, Grendel, for Beowulf lives!" That's it. Herb says her shade was very weak, which doesn't surprise you. You think Barbi was just selling crystals for the money, she didn't know anything about crystal theory. No psychic affinity at all. But it's really, really horrible that she's dead.

You asked Herb who Grendel was. He didn't know (yeah, yeah, that *would* be a straight answer) but he does know that Grendel has some kind of deal with Justin Seynoe. Seynoe doesn't know Grendel either; they communicate by leaving notes. They expect to conclude their business tonight at the Society meeting. This whole thing makes you curious. What would happen if you planted false notes?

As if everything else weren't stressful enough, you have also been receiving very hostile letters from someone named Reverend Peter Goodman. He claims you will burn in Hell if you do not renounce Satan's evil magic. Does he mean the powers Mother Earth has granted you? You wrote him a nice long letter explaining your views. His response wasn't nice at all! Definitely too much red meat - probably too much caffeine too.

While you were meditating, you received one more message for a Society member - someone called "Amos the Fly" said simply, "Go home, kid." Amos didn't say who it was for, only that, "she'll know who you're talking to." What are you supposed to do, blurt it out in conversation?

Society meetings get more and more interesting all the time.

NOTE: You have given a crystal to each member of the Society, even the ones who don't deserve it. They always wear them (you tend to nag if they don't) though you don't think they are all treating the crystals properly, feeding them soothing words and thoughts. You bet no one's even given their crystals names (you call yours "Cutesie"). You always carry a couple of extra crystals in case guests show up at the parties. Make sure that people wear your crystals!

People you Know:

Dorotea Schreckenghast - Where does she get off revealing your birth name in public?! So your parents called you Jane Smith, what did they know?! You have chosen the name that destiny meant for you, taking the name of your sign and your guiding star. You answer to higher powers and you will not be ruled by any birth certificate or records clerk, and least of all by Dori Schreckenghast!!! You have never forgiven her. But what can you expect from an alien collaborator? Schreckenghast is a threat to all people and little children and puppies and living things everywhere. For some time you have known that it is your duty to eliminate her. Perhaps it will have to be done tonight. It's a horrible burden, but you must be strong for Mother Earth. You just hope you can find another way to solve this - all life is sacred, and all that. It's a shame you don't have any weapons.

Faith Serville - She always seems to fade right into the woodwork. Poor child, nobody seems to even notice her. What only you can see is the power she has. Faith has the power; she's a psychic, possibly as strong as you. You wonder if she even knows. What a wonderful thing it would be if you could get Faith to abandon Schreckenghast and join you and the forces of light. But you must tread lightly; you don't know how involved with the aliens Faith is.

Inspector Cassius M. Mudd - A very wise man and a potential ally. Unfortunately, he's good friends with Wanderer. You must probe to discover just how confused Wanderer has made this poor man.

Professor Wanderer - Contemptible old goat! When you first met, he had the nerve to claim that Regulus is in Leo, not Sagittarius! As if some textbook could know better than you where your guiding star is! Insult your intelligence, will he?! Wanderer is in deep with the aliens, but he's cheating them at their own game. He's just stolen plans for an alien death ray. And who knows what he's working on now?

Major Vivian Trader - This woman is in desperate need for some relaxation therapy, not that she'd ever take your advice on this. Trader is also stealing technology from the aliens, but she's in direct competition with Wanderer. Perhaps there is some way to play these two off against each other.

Contessa Valentino - Showoff! Does this woman have no self-esteem at all? She's also a groupie of Wanderer's, though you doubt she knows what she's getting involved in. Perhaps you can steer her towards the light. If only she would listen to you. Why doesn't *anyone* ever listen to you?

Dell Jedd - A mystery. He seems straightforward, open, honest; he is terribly out of place in this crowd. You wonder what he's really like. Enemy? Ally? Perhaps you can find out. Also, Dell was involved with Barbi Feldman; perhaps he knows what this "Shield Maiden" stuff is all about.

Justin Seynoe - You would dearly love to be on his show. The two of you have spoken often about this, but nothing has ever come of it. You should press him; in these troubled times your message needs all the exposure it can get.

Tovar the Inimitable - Ah, what a man! You met on a talk show in Los Angeles (you think it used to be Justin's show once). He's incredible. You can detect no power in him, but the ways of power are more than any one mortal can know. Clearly Tovar has some new form of power you have never encountered before. What amazing things he can do! Tovar can find a needle in a haystack and a person in a crowded city. You have done lunch three times and each time Tovar has agreed to meet you without knowing where. And he not only finds the place, he beats you there! It must be true what they say about Gypsies having a special affinity for Mother Earth's magic.

Items:

A Crystal Pendant - This is Cutesie, wear her proudly.

Another Crystal Pendant

And Yet Another Crystal Pendant - These are the spares you always carry; if any guests arrive at the meeting insist they take one (and wear it!) You have as many of these as you need. See a GM if you run out of cards.

RTLb STATS:

STR: 4	Unarmed Combat: 4	Close Weapons: 4
DEX: 4	Dodge: 4	Thrown Weapons: 4
IQ: 5	Library Use: 5	Ranged Weapons: 4
WILL: 6	<i>The Skills above default to the STATs to their left.</i>	

Special Abilities:

ESP **Level: 4**

Category: *Information*

Effect: You can ask a yes/no questions of the GM on any topic.

Time to use: Instantaneous

of Uses: 1 question/level

Other Constraints: If the GM answers "I don't know," to the yes/no question, that question does not count.

CRYSTAL AFFINITY

You can release the full potential of a crystal. Unfortunately, you don't know what that is until you do it. Tell the GM which crystal you are concentrating on and the GM will tell you what happened.

PERSUADE **Level: 2** **Ability Rating: 7**

Category: *Influence*

Effect: You can convince another person that what you're suggesting is a good idea. Your target retains free will, but must act as if she thinks your suggestion is worthwhile. The suggestion cannot be ridiculous, suicidal, or contrary to the target's beliefs. The effect lasts until the end of the game.

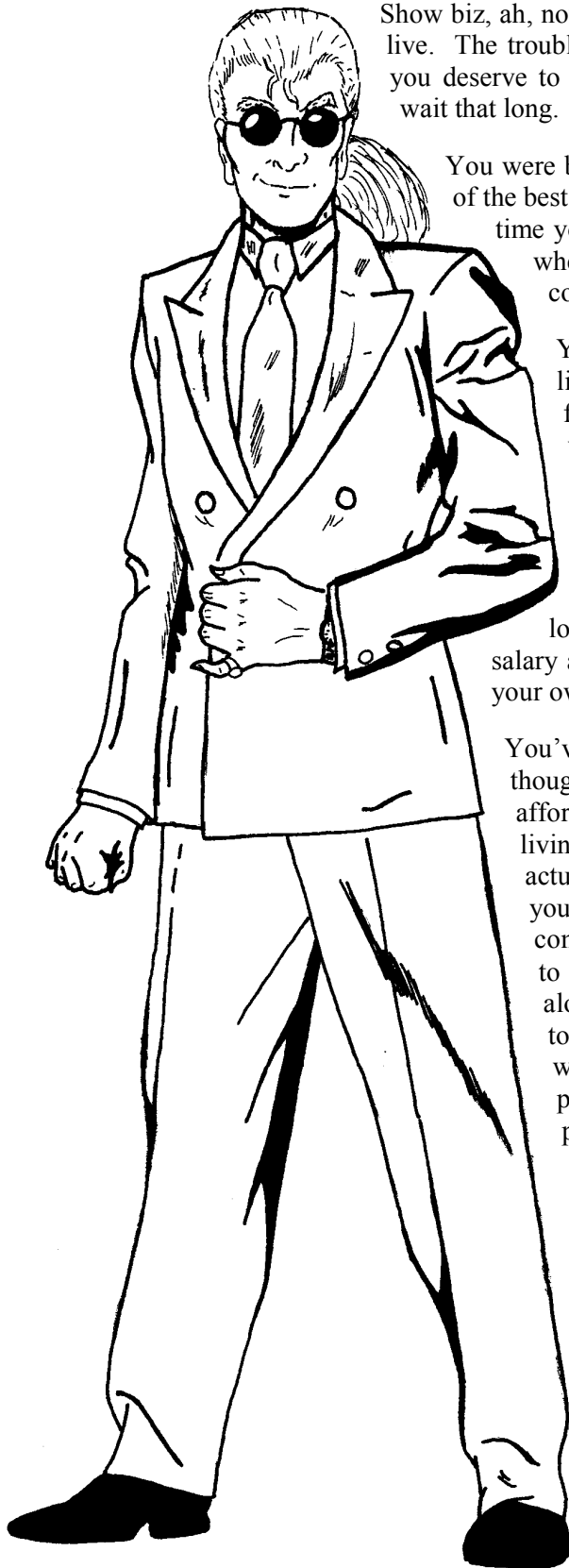
Chance of Success

IQ + Ability Level	VS	Opponent's WILL
7	VS	WILL

Time to use: 5 minutes

of Uses: Once per character per game.

JUSTIN SEYNOE



Show biz, ah, now that's the only life, if you really know how to live. The trouble is, you can only afford to live right (the way you deserve to live) after you've hit the big time. You can't wait that long.

You were born in LA and raised by parents who were two of the best Hollywood agents the town had to offer. By the time you were ten, you could talk the talk. You were wheeling and dealing when you hit puberty a couple of years later.

Your parents divorced not long after that and you lived with your dad. You learned about women from him and the endless stream of starlet wannabes that flowed through his bedroom. You learned a *lot*.

You started working for the studios, first as a summer job, and then, eventually, with your own show. It sucked at first, late hours and low pay. But as your reputation grew, so did your salary and your lifestyle. Finally, you managed to get your own talk show in L.A.

You've got at least two of the best of everything, though you'd really have to scrimp and save just to afford one. *You*, scrimp and save? Hah! That's not living! So, what it comes down to is you don't actually own anything you "own," it's more like you're renting everything from a bunch of finance companies. And what you earn is not quite enough to keep the finance companies off your back, let alone keep the good times rolling, so you've had to go to less reputable sources for cash, people who don't just repossess your stuff if you don't pay. These guys accept only two forms of payment: cash and blood.

The "big time," which would pay for it all, has eluded you. You were doing alright in L.A. Until the jealous has-beens and wannabes down there ran you out of town. They just couldn't take the competition so they stuck you with a reputation as a troublemaker. That just meant you did what you wanted instead of what your producer told you to do.

Nolo-problemo. San Fran may be a small pond, but you're the big fish here. Now you're the Executive Producer, which means the producer does what you tell him. 'Course

it takes the bucks to run a show, but you've got lots of backers (you've never had trouble spending other people's money). You call the shots 'cause everybody loves ya, except for some jerk named Goodman who sends you letters saying you'll rot in Hell if you don't let him on your show.

You're slick enough to get a return for your investors. Usually. You had a shot at one of the networks a few years back. Now those boys could recognize talent. You were going to be bigger than Carson.

Then the old boys back in Hollywood got jealous and started telling tales. "Seynoe's trouble," they said, "He's a prima donna." Just because you demand the best and you demand it right now - hey! nobody keeps Justin Seynoe waiting - they call you a prima donna! But the networks listened to all the talk, and the deal crashed and burned.

Now you have a second chance. Screw the networks, the big thing in talk-TV is syndication these days, and you've got a shot at something that'll blow Donahue out of the water. America deserves Justin Seynoe coast to coast, and you aim to make it happen. But you have to watch your rep. Bad publicity right now is the only thing that can blow it for you.

You have a little problem with that. Part of the good life you've made for yourself includes The Real Thing. Cocaine, the pause that refreshes. You need to put \$300 worth of powder up your nose every day.

Your troubles started when you got an anonymous call from someone named "Snow White." Hokey as hell, obviously an amateur. But Snow White knew about your needs, and offered to fulfill them at bargain basement prices. It sounded good. It also sounded like a Snowy was some wimp you could take advantage of.

You went for broke. You asked to buy the stuff on credit. And then a miracle happened. Snowy agreed. So you did a little biz (all by exchanging notes and packages at Dori's parties - you have never met Snow White). It didn't take you long to run up a \$10,000 tab. Then Snow White threatened to cut you off if you didn't pay up. So what? You could go back to your old sources, what could Snowy do about it? But then it all fell apart.

Inspector Cass Mudd, SFPD's ace, started a witchhunt for Snow White. Word was, he figured Snowy for California's King Coke. What the...?! Maybe you underestimated Snow White. Soon Feds are swarming all over 'Frisco and Marin and dealers are afraid to do normal business. They don't even want to talk to anyone who's had anything to do with Snow White. The town dried up and you found yourself out walking through a desert. You've been getting by, but you have to come up with some bucks to make nice-nice with Snowy.

As if life wasn't bad enough, one of your more outrageous debts to the loan sharks came due. You got an extension because you knew you could settle things after Dori Schreckenghast's party. They wanted one of their "accountants," an ape named Guido, at the party to make sure things go right. You talked them out of that, but things better go right. Guido and his employers get \$20,000 or you won't have your good looks for the TV audience anymore.

Your plan to get the money came from a tip that one of your sleazier contacts provided you. It seems there's a spy moving big secrets out of San Fran. All anybody knows about them is the code name "Grendel." So you put word out on the street that you wanted to talk to Grendel. And Grendel got the message. Get enough of the right people talking and the rumor mill works almost as good as a hot line. Grendel's call was anonymous, natch.

You knew Doc Wanderer had something cooking at Livermore Labs. Doc Wanderer is a fellow New age Society member, and he'll talk your ear off about some scientific nonsense or other.

Well, you knew a fella who could get Wanderer's plans. Was Grendel interested? You bet Grendel was interested! You set a price tag of \$50,000 for the deal.

You wanted a public place to make the exchange. You proposed that Grendel drop his anonymity crap and come to Dori's party as your guest. Grendel laughed. Grendel was going to be at the party. Apparently the S.O.B. is one of the Society members.

You then contacted a computer weasel you know named Johnnie Hacker, and offered him \$15,000 to bust into Wanderer's computer. Easy as pie; Johnnie only needed \$5000 in advance. Then at last month's party you were to contact Grendel through planted notes, and that would have been it.

Except, Lancette hit the party. Well, not exactly hit. As far as you can tell, both you and Lancette are members of Dori's little Society. You both put your briefcases in Dori's safe for the cocktail party, and you went home that night with a case full of jewels.

Small world, huh?

Well, the jewels are nice, but they're all custom stuff. It'd take months to find a fence who'd take anything that hot. You don't have months, you need the cash and you need it last week. Also, you figure this is stuff someone wants back bad, one of the rings is a big, fake, hollow thing with white powder inside. Luckily, you didn't try the stuff - it's cyanide! So you put word out on the street, and Lancette, like Grendel, got the word, "Seynoe wants to talk to Lancette."

Lancette called. Anonymous, of course, wants to stay anonymous (this is really beginning to bug you). Yeah, Lancette got your bag by mistake. Lancette has no idea what the plans are and doesn't want them. A trade seems agreeable to all concerned parties.

This isn't your first "encounter" with Lancette. Ten thousand dollars got removed from your place a few months ago. You didn't raise the matter with the police since it wasn't reported income. You have half a mind to demand the money back from Lancette.

Now comes the fun. You're used to "doing lunch" or taking a meeting at poolside. Instead, you have to conduct separate negotiations with three anonymous parties who want to deal by leaving notes around the house. You want to get at least one of these jerks to deal face to face!

You have to get the plans from Lancette so you can get the money from Grendel so you can pay off Johnnie Hacker and the loan sharks and Snow White. Oh, and you have to score some coke. You really gotta score some coke.

Scrounging around your contacts you've managed to get enough to get by, but you just used your last. You'll be ok for about an hour, then things start getting gnarly.

Play this right and you should come out ahead. Mess up, and any bad publicity destroys your shot at national syndication. Oh, man... it really isn't fair. Why is it so hard just to get what you deserve out of life? At least you're prepared for anything. You're packing a top of the line Beretta automatic, got a permit for it and everything. You are a public figure and you need it for your safety. It was a pain just finding out which guy you had to bribe to get a concealed weapon permit. You also have cheap Saturday night special. If worst comes to worst, you can just plant it on whomever you have to blow away and say it was self-defense.

People you Know:

Dorotea Schreckenghast - Dori, Baby! A big fake, but she gets what she wants out of life. Your kind of lady. A local magician's union has tried several times to get ahold of you. They want to get observers on your show to catch Dori faking it. No way. Dori gives you \$5000 for each show,

with the understanding that you make her look good (this is your and Dori's little secret). You have Dori on the show all the time.

Faith Serville - Dori's lap dog. She's little people. You ignore her.

Professor Emmitt Wanderer - World's smartest idiot. You're sure his mother had to dress him until he graduated from college; nowadays, his socks never match. This isn't the first time you've stolen from Wanderer. He was showing off a new invention at one of Dori's parties, some kind of x-ray glasses, and he just left them sitting on an end table. You took them. A very useful toy, you checked out all of the other Society members as they arrived. You can see things in people's pockets with the glasses. As a game you keep hinting to Wanderer that you want him on your show to talk about "the neat stuff going on over at Livermore." Of course there's no way you're going to let the nerd on *your* show, but it's fun to string him along. Tonight he's got some new gadget with him, hidden in his pocket. Looks like a cross between a Walkman and a calculator.

Inspector Cassius M. Mudd - Between Mudd and Snow White, your life has been made a living hell. Mudd's dangerous. He pretends to be a complete idiot, but he's never blown a case. The Wanderer glasses show that he's got his service revolver, just like a good cop should. But, hey, now this is interesting, either the glasses aren't sensitive enough to read the bullets, or the Inspector forgot to load his gun this morning. Better yet, and this is almost too good to be true, he appears to be holding a baggie full of coke!

Major Vivian Trader - She's got a stick up her rear end about something. You ignore her, life's too short to worry about frigid women. On the other hand, according to the Wanderer glasses she's got some kind of metal implants in her left hand. What is up with that?

Contessa Valentino - One hot mama! You had a few of your sleazy friends check her out and they couldn't find anything. No history, no background. You wonder if you could get her in trouble with the INS if you ever need anything from her. According to the Wanderer glasses, she's got a little leather case hidden on her, whatever's in it is metal.

Dell Jedd - He's got something going. Nobody's that innocent, but you can't find out what. You don't buy his "good natured hillbilly" act, but everything about him checks out. His game could be dangerous, watch him.

Barbi Feldman - Usually the bimbos really go for you, but this one keeps putting you off. You keep trying.

Tovar the Inimitable - P.T. Barnum with a Transylvania accent. You had him checked out and you got the same results as your investigation of the Contessa. Tovar didn't exist last year. But your sources are pissed at you for getting them in trouble with the Feds. It seems they were approached by guys in cheap suits and dark glasses and told very pointedly not to ask anymore questions about Tovar. Oh, boy... Tovar shares your feelings about self protection; he's armed.

Sagittarius Regulus Firestar - People like Sag give Californians a bad name. In the dictionary under weird you'll find her picture. She wants to get on your show bad. What you'd like to do is invite her on then spring Dori Schreckenghast as a surprise guest. They hate each other, and the furniture will fly for sure (suck on that, Geraldo!) Gotta talk to Dori about that.

Items:

Odd Glasses With Electrical Wiring - The toy you stole from Wanderer.

Beretta .9mm - Nothing but the best.

Cheap Saturday Night Special - for planting on stiff's (not that you've ever done this).

Concealed Weapon Permit

Briefcase (not on your person) - This has Lancette's jewels. Dori won't let any partygoers keep briefcases (that'd be like taking work to a party) so this is locked in Dori's safe.

A Crystal Pendant: A gift from Firestar, probably to try to get her on your show. You wear it to string her along.

Note:

You have three message drops set up in the game space, one for Lancette, one for Snow White, and one for Grendel. Make sure the GM tells you where they are.



RTLB STATS:

STR: 4	Unarmed Combat: 6	Close Weapons: 4
DEX: 4	Dodge: 4	Thrown Weapons: 4
IQ: 5	Library Use: 5	Ranged Weapons: 5
WILL: 6	<i>The Skills above default to the STATS to their left.</i>	

Special Abilities:

ADDICTION TO Cocaine **Level: 1** **Category:** *Miscellaneous*

Effect: You are physically addicted to cocaine. At the start of the game, take a Blue Star of damage. Halfway through the game, take a second Star. When you take a dose of cocaine, you may remove a Star of addiction, otherwise the Stars do not go away.

Time to use: 1 Game Period **# of Uses:** Unlimited

FRANTIC FIGHTER: Unarmed Combat

Category: *Miscellaneous*

Effect: For each star of addiction damage you have, your Unarmed Combat goes up (not down) by one! You ignore the addiction's affect to your STR for the purposes of Unarmed Combat only. The addiction does affect everything else you do, however, including going unconscious.

You also gain 1 level of Power Hitter for each Blue Star of Addiction you have. This allows you to do an extra star of damage in unarmed or close weapons combat each round, for as many rounds as you have addiction damage.

Time to use: Instantaneous **# of Uses:** Unlimited

UNARMED COMBAT **Level: 2** **Ability Rating: 6**

Category: *Martial*

Effect: You can use this skill to attack in unarmed hand to hand combat. (+2 if from behind) If you hit, you do 1 Yellow Star of damage.

Chance of Success

STR + Ability Level	VS	Opponent's Dodge
6	VS	Dodge

Time to use: 1 Combat Round **# of Uses:** Unlimited

Other Constraints: You must be able to touch your opponent to attack. This skill defaults to your STR.

RANGED WEAPONS **Level: 1** **Ability Rating: 5**

Category: *Martial*

Effect: You can use ranged weapons (guns, bows, etc.).

Chance of Success

DEX + Ability Level	VS	Opponent's Dodge
5	VS	Dodge

Time to use: 1 Combat Round **# of Uses:** Unlimited

Other Constraints: If your target is at least 50% obscured by something that would stop your missile (including another person), you are at a -2 to hit. You get +2 if from behind.

TOVAR THE INIMITABLE

A.K.A. Max Bowler, M. I. 6

You come from a family of performers: acrobats, stage magicians, and actors. They performed in London's dance halls, in the street outside Covent Garden, and anywhere else they could find an audience. Your parents wanted you to join the life, to become an actor. You certainly had a gift for it. They knew you could go far. They were sure you would be the first one in the family to make it to the legitimate stage, and perhaps that someday you would appear in the motion pictures.

But you had other dreams. You didn't want to play James Bond; you wanted to be him. You wanted to be a spy. So, you joined British Intelligence. And you became an actor.

You spend all your time in deep cover, playing one role or another. Yes, you are dealing with international criminals and spies. Yes you are gathering information and committing espionage. Yes, you are risking your life for your country. But it's still acting.

You've played everything from a Pakistani street vendor to an Italian arms dealer. You are also very good at what you do. In looking back you have to agree with your parents, it is a very good life. You have only one regret. The only role you have never played is that of James Bond.

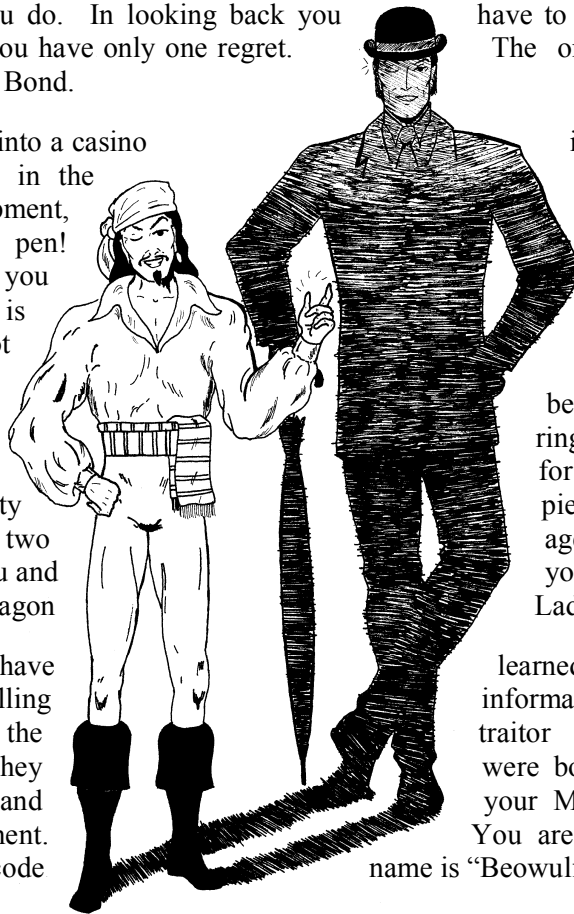
You've never strolled into a casino never gotten the girl in the issued high tech equipment, bloody exploding pen! is exhilarating, and you periodically. But it is is life. One cannot

Your current case have been tracking a government secrets The ringleader is a nasty your team the lives of two to identifying her. You and calling her "The Dragon

The Americans have Age Society is selling All they know is that the "Grendel". Since they case, the Americans and come to an agreement. the F.B.I. Your code

You are teamed with F.B.I. special agent Jane Braun, alias Barbi Feldman. The real Barbi Feldman is taking an extended vacation in the Cayman Islands while Agent Braun makes use of her identity and business (a deal arranged by the Internal Revenue Service). Agent Braun is "Shield Maiden."

You truly love the part you're playing. Tovar the Inimitable is a flamboyant, boisterous ham, a showman, practical joker, and clown. In your outrageous accent you alternately declaim loudly the greatness of your powers and whisper mysterious of secret Gypsy lore.



in your tuxedo, you've end, and you are never never so much as a Your work is exciting, it even get shot at never glamorous. Such have everything.

began in Hong Kong. You ring of spies stealing for the Communist Chinese. piece of work who has cost agents. You aren't even close your associates have taken to Lady."

learned that someone in the New information to the Dragon Lady. traitor uses the code name were both following up the same your Majesty's Government have You are on special assignment to name is "Beowulf" (charming).

It's all sleight of hand, of course. You could have been a great stage magician. Your favorite trick is to pick someone's pocket, hid what you have stolen, then use your "psychic awareness" to find the missing item.

You usually do this to Inspector Mudd or Professor Wanderer, who are always losing things anyway.

Yes, you love playing Tovar the Inimitable. You have never had a better role. You didn't even need Agent Braun's help to infiltrate the New Age Society. You spent months touring and performing as Tovar to establish your credibility. While appearing on a talk show in Los Angeles (you believe it had once been hosted by Justin Seynoe) you met Sagittarius Regulus Firestar. The divinely gullible Ms. Firestar instantly became your biggest fan. She introduced you to Dori Schreckenghast and you began attending the Society cocktail parties as Firestar's guest.

You have been doing lunch (as these Californians say) with Ms. Firestar without asking where to meet her. You, of course, secretly follow her from her home to the restaurant; you can then slip in through the back entrance and appear to have gotten there first. Ms. Firestar is always properly amazed to see you.

Unfortunately, the case is totally bogged down. On a hunch, Agent Braun began a relationship with Dell Jedd, hoping to learn something. She no longer suspects Jedd involved in the case, though you are not as sure. Jane has continued to see Jedd, for reasons that are no longer professional. You have cautioned Jane to be careful.

The only lead you have now is Tobias Zoomer's missing notebook. He was supposedly working on an exposé of a society member when he was killed. Could Zoomer have known about Grendel? A scandal with military secrets and international spies would have been Zoomer's cup of tea.

If you listed to the rumor mill, Zoomer had a notebook that he gave to Tolliver Snoop. After that, Zoomer's famous missing notebook is, well, missing. Frankly you think the whole thing is just a paranoid rumor spread by society members with guilty consciences. But still...

Yesterday Agent Braun called you, very briefly, and said simply "I've got it!" The notebook? Agent Braun must have thought the line wasn't secure because she hung up without another word. You're a bit concerned about her.

You know that you must move swiftly. You may not be getting anywhere, but you have drawn someone's attention. Washington informs you that Inspector Mudd has made inquiries about you - he was politely told not to ask any more questions. Someone else has also been checking into your background, someone using far less official channels than the Inspector. These efforts were also blocked. Washington believes these inquiries were made on behalf of Justin Seynoe.

You have also been receiving hate mail. Someone claiming to be Reverend Peter Goodman has taken the trouble to warn you that if you continue to use the "powers Satan has granted you," Tovar the Inimitable will surely rot in Hell. He wasn't difficult to check out. Reverend Goodman has had a small congregation in Ocean View, California, since returning from Vietnam (where he was with the U.S. Army's Special Forces). Reverend Goodman is a highly respected and well thought of member of his community. He just doesn't like psychics very much. Oh, well. This sort of attention comes with the role.

You have noticed that Dori Schreckenghast's guests are in the habit of locking their valuables in Dori's safe during the cocktail parties. It could be useful to have a bit of a peek inside that safe. Unfortunately, while locks present you with no difficulties, you are sadly deficient as a safecracker. It could take you at least 10 minutes just to get the bloody thing open, a long time to be alone and uninterrupted in Ms. Schreckenghast's house.

You want Grendel, and you want him bad. Get to Grendel and you have the Dragon Lady. You would dearly love to settle this matter tonight. With luck, this will be Tovar the Inimitable's final performance. Bring up the curtain.

People you Know

Dorotea Schreckenghast - Showmanship personified. She's greedy and ambitious as well as being a fraud, but she never lets an audience down. She has no sleight of hand skills that you can see and you don't know how she does what she does. It doesn't matter. Dori could gull an audience with next to nothing, convincing them she had performed miracles. Your family would have loved her.

Faith Serville - A pleasant enough sort, but very drab. Among the crowd of showboaters at Society parties Faith is practically invisible.

Inspector Cassius Marcellius Mudd - As a local policeman, he is not involved with your case, and should not even know Grendel exists. You would prefer to keep it that way. On the other hand, he's investigating the Society member's murders - if there is a connection (and you doubt there is), he may know something about Zoomer's missing notebook.

Professor Emmitt Wanderer - He certainly has access to the information the Dragon Lady's gang wants. He writes it himself. Wanderer is either providing information or it is being stolen from him. Agent Braun was supposed to have met with him at about the same time she called you.

Major Vivian Trader - She has a security clearance, but it isn't high enough to get what the Dragon Lady wants. You do not like her very much, but few people do.

Contessa Kariana Valentino - The most charming and graceful woman you have ever met. You wish you knew why she dislikes you so much.

Dell Jedd - Jane trusts him. You do not. However, you have found nothing to show that he is anything but what he claims, a country boy who made good.

Barbi Feldman - Shield Maiden to your Beowulf. Agent Braun is very clever and competent as well as being an accomplished actress, though at times her dumb blonde act can be a little much. But she is also quite young. You worry about Jane.

Justin Seynoe - You wonder why this rotter was checking your background. Just nosey, perhaps. Or not. Seynoe has made improper advances to Jane, more than enough reason not to like him.

Sagittarius Regulus Firestar - She's quite mad, but Ms. Firestar is your best contact within the New Age Society. Now that you're used to her, she isn't too hard to take. You've almost grown to like the old girl, demented loon that she is. Perhaps she could be persuaded to create a diversion while you examine Schreckenghast's safe. Mind you, it wouldn't do to be too hasty about enlisting allies.

Items

Gun - a Walther PPK (you insisted) in a concealed holster.

Identification - should you need to reveal yourself as a British agent.

Small Custom Tool - a lock pick

A Crystal - A gift from Ms. Firestar. She becomes quite irate if you do not wear it.

Professor Wanderer's Keys: (not on your person) - You have hidden these somewhere in the house. Have the GM tell you where. You have not yet had a chance to go for Mudd's keys tonight.

RTLb STATs:

STR: 5	Unarmed Combat: 5	Close Weapons: 5
DEX: 6	Dodge: 6	Thrown Weapons: 6
IQ: 6	Library Use: 6	Ranged Weapons: 7
WILL: 6	<i>The Skills above default to the STATs to their left.</i>	

Skills/Abilities:

RANGED WEAPONS

Level: 1

Ability Rating: 7

Category: *Martial*

Effect: You can use ranged weapons (guns, bows, etc.).

Chance of Success

DEX + Ability Level	VS	Opponent's Dodge
7	VS	Dodge

Time to use: 1 Combat Round **# of Uses:** Unlimited

Other Constraints: If your target is at least 50% obscured by something that would stop your missile (including another person), you are at a -2 to hit. You get +2 if from behind.

PICK POCKET Level: 1 Ability Rating: 7

Category: *Item Manipulation*

Effect: To pick a character's pocket, first you must stick a colored dot on your target,. You can either then challenge your target directly, or go through a GM.

If you win the challenge, you get one random item (not one that was in the target's hands). Your target will only notice the loss the next time she tries to use the item. If you fail, your target knows that someone was trying to pick her pocket, but doesn't know who, and you don't get an item.

Chance of Success

DEX + Ability Level	VS	Opponent's IQ
7	VS	IQ

Time to use: Instantaneous **# of Uses:** Unlimited

Other Constraints: You may go for a specific item, but you must know where on the player the item is, ahead of time. Subtract 2 from your Ability Rating if you are trying for a specific item. You may attempt to put a specific item onto your victim, as well. Subtract 1 from your Ability Rating if you are attempting a "putpocket."

PICK LOCK Level: 1 Ability Rating: 7

Category: *Item Manipulation*

Effect: You can open locks. These can be door locks, padlocks, combination locks, handcuffs, or any lock that uses a key.

Chance of Success

DEX + Ability Level	VS	Lock Complexity
7	VS	Varies

Time to use: 10 minutes **# of Uses:** Unlimited

Other Constraints: Without lockpicks, your skill is at a -2. If you fail, add 1 to the lock complexity.

FIRST AID Level: 1 Ability Rating: 7

Category: *Medical*

Effect: You can either remove a Red damage star from a wounded character *or* "stabilize" a dying victim by removing enough red stars to make her effective STR equal to 1. A "wound" is defined as all the damage resulting from one combat or damage-causing event, such as a bomb exploding. "Stabilized" characters are unconscious.

Chance of Success

IQ + Ability Level	VS	5
7	VS	5

Time to use: 5 minutes **# of Uses:** Unlimited

Other Constraints: You cannot use this Skill on someone whose STR has been reduced to -STR (I.e., a STR of 7 has been reduced to a negative 7). That person is irretrievably dead. A person can only successfully receive First Aid once for a given wound. If you fail, you or someone else may try again after a full 5 minutes have passed (this means a max of 2 first aid attempts on a dying victim).

MAJOR VIVIAN TRADER, USAF

You gave the world every chance to play straight with you and all that got you was taken advantage of and one bad break after another. The hell with that. Now the world can just go screw itself, and everybody on it better just stay out of your way.

You should have gone far in the Air Force. You were good, you could have done just about anything. But do you think you'd get a chance to prove that? Bah! The Brass either sent you to get coffee then forgot you were there, or they tried to get you in the sack. You might have tried that later option if it would have worked, but that's a moot point because it wouldn't. An actress who jumps in the sack with a producer may get a part in a movie, a second lieutenant who jumps in the sack with a general gets transferred to his staff as a clerk.

So you did what you were told and you did your job and you worked very, very hard. You did everything right. And what did it get you? Did you get what you wanted? Did you get what you deserved?

No! What you got was the nothing rank of major and an appointment to the most worthless command in the military. You head Project Blue Book on the West Coast, which makes you the government's top Martian hunter. Big honor! Blue Book was officially disbanded in 1968 just so the project could be declared top secret. But it ain't secret on account of national security; the Air Force is just embarrassed as hell that Blue Book exists. Being stuck with Blue Book tells you a whole lot about what the brass thinks of you.

That was the last straw. Serving your country and all that is just fine, but do they expect you to do it for nothing? They don't know you very well, do they?

You cut a deal with the Chinese - given the current state of the world, you're sure glad you didn't approach the Russians. You offered to send Beijing every secret you could get your hands on. In exchange, you asked for money. A lot of money.

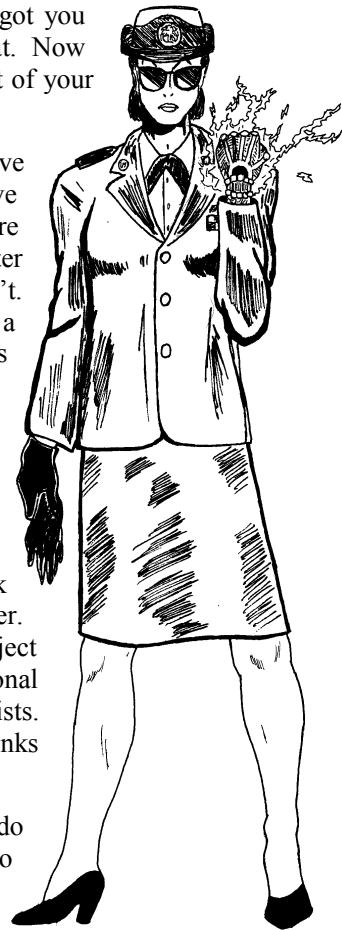
The Chinese offered you a little money, but they also offered you something better. With all the high tech stuff they have been stealing from the U.S. and the Japanese, they've been able to put together some really neat little toys. The People's Republic of China now leads the world in cybernetics. They can rebuild you now. How could you refuse?

You took a vacation in Hong Kong and had a little surgery done.

Your left hand doesn't look any different, but it's brand new. With it, you can crush plate steel as if it were tin foil (leverage is a problem, however, since the rest of your arm is still the meat you were born with. Your hand could probably hold half a ton, but if you tried to lift that you'd dislocate your shoulder). You have a little injector in your index finger filled with the Commie's latest "interrogation treatment." Best of all, you can discharge electricity through your hand. Press your palm against someone and they get enough amps to stun anyone. Spread your fingers and the current jumps to something lethal. Power in the palm of your hand, just what you've always wanted.

They gave you the code name "Grendel" and sent you home to get to work.

At first, everything was just swell. You sold the Commies secrets and they gave you a little cash and occasionally made promises of upgrading your hardware. You can't stand Long Loo, the "Dragon Lady" who acts as your contact, but that was no big problem. You've spent your whole life dealing with people you can't stand.



Unfortunately, the Chinese must be spending too much time dealing with the Japanese because they started complaining about “productivity.” The secrets you had access to weren’t satisfying them anymore. And they started getting nasty about it. As Long Loo put it, “Should you cease to be useful, Major, we will not merely cut you loose. There are no loose ends in this business.” Great.

You’d already joined the New Age Society to get close to Emmitt Wanderer. Wanderer will talk to anyone who’s nice to him, and since the Professor’s generally a pretty nice guy (though he can be amazingly stupid) you haven’t had to work too hard at being nice to him.

The trouble is while the Professor can speak to you about his work in general terms you aren’t cleared to hear any details. And details are exactly what the Chinese are pressuring you to get.

A few months ago you thought you’d hit the jackpot. You found out about the Professor’s newest development, a way to streamline and miniaturize particle accelerators. He thinks he’s come up with a way to revolutionize plasma physics and expects his innovation to be applied to fusion generators and other stuff like that. The fool hasn’t seen a more obvious application. The Professor has invented a death ray that can be mounted on an F-15.

You figured it would be enough for the Chinese just to know that the damn thing existed. You’d underestimated just how demanding they had become. “Very good, Major,” said Long Loo, smiling in a manner that generated absolutely no warmth. “Secure for us the plans for Professor Wanderer’s device and you will have proven your usefulness. I trust you will not fail.”

Translation: get the goods or die. And you had no idea how to do it.

Then you got a lucky break. You heard from one of your snitches, a little weasel who runs a black market operation out of Travis Air Force Base. He’d heard from a guy who’d heard from a guy who’d heard from somebody else that Justin Seynoe was looking for Grendel; Seynoe had a business proposition. You called Seynoe (anonymously) and he outlined the deal. He knew the Professor had something cooking. Seynoe also claimed to know a guy who could get inside the Lawrence-Livermore Labs computer and steal the plans. Seynoe wanted to know if you were interested.

You set the price at \$50,000, cash on delivery, and planned to make the exchange at last month’s Society meeting. You made contact through planted notes. You had the money, Seynoe had the plans. It should have been a piece of cake. You should have been able to swap briefcases without Seynoe ever seeing your face.

No such luck. Seynoe messed up. He lost the plans, though he didn’t say how (probably something stupid he’s not very proud of). It was no fun asking Long Loo for an extension.

Seynoe swore all up and down he could still close the deal. He promised to get the plans to you by the end of tonight’s party. You’d prefer to just shoot him, but you’re giving him this one last chance. You need the plans.

Now the heat is on, or at least it was. For some time, British intelligence has been tracking your contacts at the Hong Kong end. Recently you heard from Long Loo that the Americans have joined the game. The Dragon Lady was convinced that a federal agent - code name Beowulf, cute - had infiltrated the New Age Society.

Things had already gotten tense enough when Tobias Zoomer started working on his last book. When he got drunk (which was all the time), he’d sometimes act like he “had the goods” on a Society member. And who in the Society has more to hide than you? Oh, yeah, an old gonzo like Zoomer would just love a story about spies and corruption in the military.

Then Zoomer got gacked and you thought that was all sorted out. But you keep hearing rumors about Zoomer’s lost notebook. Toliver Snoop was supposed to have it, and he got killed too. Has Long Loo been “cleaning up loose ends?” She denies it. Anyway, why gack Bruce Kent and Rabbit Scamper - they couldn’t have had anything to do with this, could they? Anyway, if Long Loo had wanted Snoop and Zoomer out of the way, she could have asked you to do it. You couldn’t stand either of them.

The rumors about the missing notebook continue. This does not make for sound sleep.

At least one matter has been temporarily resolved. Long Loo's people got lucky and identified Jane Braun, alias Barbi Feldman, special agent with the F.B.I. So pretty little Barbi was Beowulf. You set out to fix her.

You had her under surveillance and you caught her coming out of Professor Wanderer's house. She went right to a phone booth, and you were just close enough to hear her tell whomever she called, "I've got it!" You figured she meant the notebook.

That was yesterday. You couldn't deal with the problem until you cleared things with Long Loo. This morning, you went to little Barbi's place and demanded the notebook. She laughed, told you to leave and started to walk away. You pressed your palm to the back of her neck and spread your fingers.

Nice feeling, power. You could get to like it. Except you were probably a little hasty. You couldn't find the notebook. Long Loo is going to be very upset.

Oh, well, you left no clues at the scene of the crime. In fact, you nailed Barbi out in her back yard, so the cops will tear their hair out over how she was electrocuted yards from the nearest outlet.

There's a silver lining, too. If Barbi ever really had the notebook she didn't have a chance to report in with its contents. Otherwise you'd already be in irons. And things should settle down a bit; it'll take the Feds a while to get another agent in place. On the other hand, when the Feds do move, it's going to get really hot.

It should all be settled tonight. If you get the plans from Seynoe you can rendezvous with Long Loo, who'll give you \$100,000 cash, and maybe she'll arrange for you to get some new toys installed. On the other hand, if Seynoe screws up, again Long Loo will kill you.

People you Know:

Dorotea Schreckenghast - You will never forgive her for telling the world you're with Project Blue Book. However, you value your contacts within the New Age Society (particularly the Professor) and Schreckenghast runs the show. You've resigned yourself to being civilized about hating her guts.

Faith Serville - A mousy little sycophant. You hardly notice her.

Inspector Cassius M. Mudd - He doesn't leave you with much of an impression, but appearances can be deceiving. You know his rep, he's sharp. Luckily, he's a local cop, not a fed, so he shouldn't even know that Grendel exists.

Professor Emmitt Wanderer - Show him a little consideration and he'll talk your ear off, sometimes he'll even tell you something useful. You almost feel guilty about ripping off his secrets since he's the closest thing to a friend you have. Some nights, he's the only one who'll talk to you. Oh, well, it's not like you're hurting him. The government wouldn't do anything to harm their pet genius, security breach or not. Now that he's wrapped up his plasma beam project, you should get him to talk about what he's working on now.

Contessa Valentino - A pretentious showoff, not to mention loose. You hate her.

Dell Jedd - His stupid hick act is good, but you aren't fooled. You would dearly love to know what his game is. He was having a thing with Barbi Feldman. In fact, you believe he's the last person besides yourself to see her alive. He could be another F.B.I. agent, or he could be one of Long Loo's boys. It would be just like her to send an operative into the game and not tell you about it. But you don't think he's involved in the spy ring at all. You have a gut feeling that Jedd is playing a game all his own. It could be interesting to get involved.

Justin Seynoe - Instinct tells you to just force him to give you the plans then kill him. But you were hasty with little Barbi and you won't make that mistake again. Besides, if Seynoe knows people who can get into the Livermore computer, then he probably has lots of other useful contacts. For instance, he could probably help if you have to take a sudden vacation somewhere that doesn't have an extradition treaty with the U.S. He's a creep, but this business creates strange allies (you almost used the expression "strange bedfellows" but that's an image just too horrible to think about). Be as subtle as possible in dealing with Seynoe, and keep your options open.

Sagittarius Regulus Firestar - Queen Loony the First. You sometimes imagine that you could take all the weirdoes from your Blue Book files and form a political party. They'd be sure to elect Firestar president. You would be her running mate. Then you'd kill her and take over the country. Just daydreams, of course.

Tovar the Inimitable - Gypsy seer? Whatever! Well, any friend of Firestar's just has to be quirky.

Items:

Briefcase (not on your person) - contains the \$50,000 you've promised Dori locks away anything that looks like a briefcase (she's afraid someone will bring their work to her parties) so your case is in Dori's safe.

Crystal - Firestar gave you this. You don't like it, but she throws a fit when you don't wear it. Normally, you wouldn't wear it just to watch her suffer, but you want things to go smoothly tonight.

RTLb STATS:

STR: 6	Unarmed Combat: 6	Close Weapons: 6
DEX: 6	Dodge: 6	Thrown Weapons: 6
IQ: 5	Library Use: 5	Ranged Weapons: 7
WILL: 5	<i>The Skills above default to the STATS to their left.</i>	

Skills/Abilities:

POWER HITTER

Level: 5

Category: *Martial*

Effect: You do an extra star of damage with close combat weapons or in unarmed combat

Time to use: Instantaneous

of Uses: Your ability level in any given combat.

Other Constraints: The extra damage will be of the same type the weapon does normally. That is, if you punch, you do a yellow star, but if you use a knife you do an extra red star.

RANGED WEAPONS

Level: 1

Ability Rating: 7

Category: *Martial*

Effect: You can use ranged weapons (guns, bows, etc.).

Chance of Success

DEX + Ability Level	VS	Opponent's Dodge
7	VS	Dodge

Time to use: 1 Combat Round **# of Uses:** Unlimited

Other Constraints: If your target is at least 50% obscured by something that would stop your missile (including another person), you are at a -2 to hit. You get +2 if from behind.

SPECIAL ATTACK: Shock

If you are able to touch someone with your left hand (in combat, this would require an Unarmed Combat challenge), you can do either 2 or 5 Red Stars of shock damage, your choice. After using your hand, you must wait 10 minutes for it to recharge before you can use it again. You may only use it to do 5 Red Stars once during the game.

SPECIAL ATTACK: Truth Serum

Level: 3

If you are able to touch someone with your left hand (in combat, this would require an Unarmed Combat challenge), you can dose that person with a Truth Serum.

The serum lasts for 5 minutes; it will make your target babble and answer any questions you ask to the best of his or her ability. After five minutes, the target will have a headache and not remember what happened.

The serum does 3 Blue Stars of drug damage. Each star goes away in 5 minutes (so they are all gone after 15 minutes).

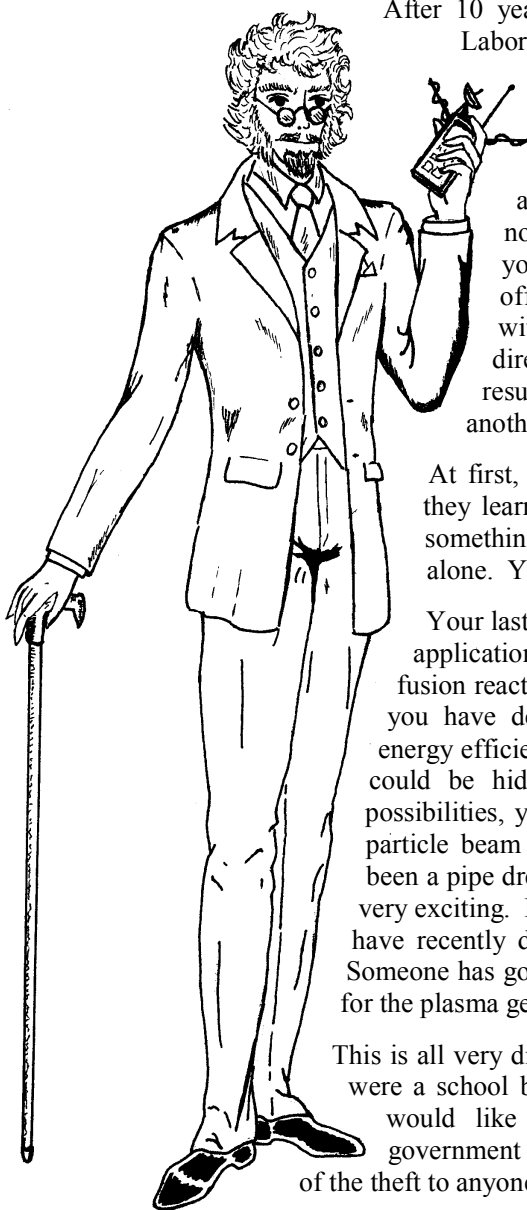
You may do this three times during the game

PROFESSOR EMMITT WANDERER

You remember your Cal Tech days. Your memory was better then. You were 16. Young to be a full professor they tell you, though you didn't know anything else so you didn't see what was odd about it. It was years before you came to understand that not everyone had your grasp for applied physics. Or mathematics. Or quantum mechanics. Or... well, what it comes down to is you seem to know more than a lot of folks.

You taught for 10 years. You enjoyed teaching, mostly. You believe you were a good teacher, though at times it was beyond your ability to stick with the subject matter. You must admit it, you have a tendency to ramble. A bit. You know your students learned in your classes. They might, however, have trouble explaining just what subject they had learned.

You would say that's the only trouble you had as a Professor. That, and certain difficulty getting around the campus (and no, regardless of what your critics would say, you did not constantly get lost. You simply forgot where you were going).



After 10 years at Cal Tech, the government recruited you for their Laboratory in Livermore, CA. There you have been for these last fifteen years (fifteen? fourteen? No, perhaps it has been sixteen. Never mind). At first your government employers provided you with detailed agendas. They would work out schedules and demand project reports and feasibility studies on time, and a lot of other such nonsense. Unfortunately, once you get to work on something you'll encounter some unforeseen effect which will send you off on a tangent to track it down and this will present you with new questions which will send the project in a new direction and then you'll find that some of your least relevant results are also the most interesting which will lead to yet another change of direction...

At first, your work habits upset your employers. Soon, however, they learned that no matter what you worked on it would result in something new that they could use, so they decided to leave you alone. You have all been very happy since then.

Your last project was to miniaturize charged particle accelerators for application in fusion power generators. The lasers used to start a fusion reaction tend to use more power than the reaction generates, but you have designed a particle beam generator that is phenomenally energy efficient as well as being small. You figure half a dozen of them could be hidden under a bed. Though you haven't explored the possibilities, you foresee engineering improvements that could make the particle beam projectors even smaller. Cheap, clean fusion power has been a pipe dream for a very long time (you forget how long). This is all very exciting. However, someone has seen fit to rain on your parade. You have recently discovered evidence of tampering in your computer files. Someone has gotten into your files and copied all your notes and the plans for the plasma generator. Was 3.14159 too obvious a passcode?

This is all very distressing. No one has stolen anything from you since you were a school boy and the bullies used to take your lunch money. You would like to speak with your friend Cassius Mudd, but your government employers have forbidden this. You are not to say a word of the theft to anyone. Not a word.

This is a terrible setback. The government was already unhappy with you when you lost the Wanderer Glasses. You had invented them as a way of relaxing while working on the charged particle generator (you have always felt it is healthy for one to have a hobby). The Glasses could analyze any substance at 30 feet, and “see through” cloth, though nothing thicker. Just a toy, really. They made you look silly to wear them. They would have cost millions each to build; luckily, you had all the parts you needed surplussed from a project that was an utter failure 5 years ago (you forget what that contraption was supposed to do).

You had taken the Glasses to one of Dori Schreckenghast’s cocktail parties, just to show them off, play around a bit and all that. Apparently you left them sitting around somewhere and forgot all about them. When you asked Dori about them, she didn’t know anything. A shame, really. You didn’t get a chance to show them to anyone. You don’t know why your colleagues were so upset when you mentioned the loss. You still have all your notes. You think. They should be around the lab, somewhere.

Oh, well. To forget your recent troubles, you threw yourself into your latest project. You have been rethinking a project abandoned over 50 years ago by Nikola Tesla. You’ve made a breakthrough, and it has scared the heck out of you.

You have invented a device that channels the spirits of the dead.

Apparently, an analogy can be made between departed souls and radio broadcast stations, though the frequencies are very very very different. Your Tesla/Wanderer Device can “tune in” the carrier waves of particularly strong souls. So far you have found two channels you can tune to.

The first is Sherleos Holmensis, an Alexandrian scholar and, to hear him tell it, the first private detective. Holmensis has a frighteningly sharp mind and amazing powers of observation. He is very civilized, though you wish he would stop nagging you about your “muddled thinking.” Discovering Holmensis would not have been at all bad were it not for the fact that when the Tesla/Wanderer Device channels a soul said soul takes over. You are possessed. You become that person and remain that person until the device is turned off.

After your first experience you put the Tesla/Wanderer Device on a 10 minute timer. A good thing, too, because the next soul you encountered was Skraag (no last name, or maybe it’s no first name; it doesn’t matter, he’s just Skraag). Skraag is a barbarian from who-knows-when (Skraag certainly doesn’t). In his own way he’s noble and good, you suppose, but he views everything as “sorcery” and deals with all sorcery by breaking things. It is terribly disconcerting to suddenly become an ignorant savage, though you do find it exhilarating to have the strength of 3 men (Skraag would have been useful when those bullies were taking your lunch money).

Holmensis has already proven helpful on two occasions. When he first manifested, he pointed out something that hadn’t occurred to you. “Your Glasses disappeared at a party at Ms. Schreckenghast’s beach house. As the glasses must have been set down in plain sight, and no sign of them has been reported despite your hostess’s assurance that a search was done. It is then fair to conclude that someone removed the Glasses from the beach house,” said Holmensis. “As no effort has been made to return your property we know that at least one of your friends is a thief.” You hadn’t thought of that. Startling!

Yesterday Holmensis detected another theft. Some time ago you received a notebook through the mail; it came with no note and no return address. You never got around to reading the notebook, though you did notice that it was written in an abominable handwriting that you recognized as Tobias Zoomer’s.

Yesterday you had just settled down to finally read this mysterious notebook when Barbi Feldman called on you. She had some questions about physical explanations for crystal phenomena. Total nonsense, really, but you did your best to be accommodating. Funny thing, you’re certain you recall having the same conversation with her at one of Dori’s parties. After Barbi left you turned your attention back to the notebook. Rather, you tried to turn your attention back to the notebook. It was gone.

After an exhaustive search (well, it exhausted you), you decided to summon Holmensis. Frankly, you hoped he would be no help, as the arrogant scholar would be intolerable if he succeeded where you had failed. He was worse than intolerable.

“My dear Emmitt, clearly Ms. Feldman’s visit was no more than a pretext,” said Holmensis. “Before her visit you had the notebook and following her visit the notebook was gone. You did not move it and it could not have moved on its own. Ergo, our Ms. Feldman has stolen the notebook. It is elementary.”

You don’t want to believe this. You are quite fond of Barbi, and you don’t like the pompous way that Holmensis has called her a thief. None the less, Holmensis’ logic is sound. You’ll have to speak with Barbi about this.

For all the ill luck you have had at Dori’s beach house, you still look forward to the monthly cocktail parties. It is good to be out with your friends, especially Cassius Mudd. Further, you have lived alone since your mother died 5 years ago, and the company of beautiful women is a rare and delightful luxury. Barbi Feldman, Contessa Valentino, and Major Trader are all especially attentive. You cannot help but take pleasure in their company, though you do get a bit flustered when the ladies’ flattery gets to be a bit much.

You expect to enjoy yourself tonight.

People you Know:

Dorothea Schreckenghast - You have been trying for years to discover how Dori does what she does. If she does indeed manipulate some mysterious form of energy you would dearly love to be able to detect, measure and quantify it. Perhaps a modification of Tesla’s theories... hmmm...

Faith Serville - A very nice young woman. Doesn’t say much.

Inspector Cassius M. Mudd - Cassius is your best friend. If it weren’t for the security constraints, you would take your troubles to him. You are sure he could find a solution. You would put Cassius up against Holmensis any old day.

Major Vivian Trader - Vivian is a very lonely woman. You feel sorry for her, though she clearly can take care of herself. You enjoy speaking with her very much and she seems to enjoy your company as well. You don’t understand why no one else seems to like Vivian.

Contessa Karina Valentino - A dear, dear woman and a valued friend. Also, perhaps the most beautiful woman you have ever met. However, though you hate to think ill of a friend you have to admit that the Contessa is something of a flirt. At times she’s made you blush.

Dell Jedd - A fine, honest fellow. Quite a sharp mind as well, though you understand his educational background is somewhat limited. He’s Barbi Feldman’s current boyfriend.

Barbi Feldman - A very sweet woman and one of the best listeners you know. She is that rarity of rarities, a follower of the occult who understands the sciences. Barbi’s company is always pleasant, though she, like the Contessa, will often make you blush. You don’t like that prig Holmensis’ accusations, and you mean to discuss the matter with Barbi.

Justin Seynoe - You have often spoken to him about appearing on his show. You believe Justin’s viewers would find some of the work that goes on at the Livermore Laboratory interesting (even if you can’t mention the classified projects). Justin has shown interest, but nothing has come of it. You wonder if he knows you have never seen his show (you don’t watch much television).

Sagittarius Regulus Firestar - It is against your nature to think ill of anyone, but Firestar is a stupid, stupid woman and you have disliked her intensely from the moment you met. All you did was point out that Regulus is in Leo, not Sagittarius, and she began screaming at you. You thought she was going to attack you! You are not a violent person, but you cannot help thinking that Skraag could deal with Firestar effectively. You avoid her at all costs.

Tovar the Inimitable - A useful fellow who seems able to wield strange energies just as Dori does. He specializes in finding lost items, and a good thing, too, as you and Cassius are always losing things. In fact, you seem to be missing your keys (strange, you are sure you had them when you came in). You’ll probably have to ask Tovar for help again. At least he isn’t smug about it, the way Holmensis is.

Items

Strange, High Tech Gadget - This is your Tesla/Wanderer device, your conduit to the spirit world. With your Tesla/Wanderer Device you can call on dead people for help. Unfortunately, said helpful dead people possess your body for 10 minutes. You will receive a new Character Sheet and you must play that character until the time runs out. Holmensis gives you unequalled powers of reasoning, deduction and observation, but he's an arrogant bore. Skraag gives you amazing strength and endurance as well as amazing fighting skills, but this is at a cost of almost total lack of self control. Possession does not effect your memory; you'll just have a lot of explaining to do once you're back in your body.

Crystal – Firestar gave you this, perhaps as a way of making amends. But she screamed at you when she saw you weren't wearing it. Since she gives you no peace unless you wear the stupid thing, you wear it to the parties.

Keys (not on your person) - You have no idea where they've gotten to this time!

Wanderer Glasses (not on your person) - Stolen by someone in the Society, apparently.

RTLB STATS:

STR:	3	Unarmed Combat:	3	Close Weapons:	3
DEX:	4	Dodge:	4	Thrown Weapons:	4
IQ:	7	Library Use	7	Ranged Weapons:	4
WILL:	4	<i>The Skills above default to the STATS to their left.</i>			

Skills/Abilities:

AREA OF KNOWLEDGE: Science!

Level: 5

Ability Rating: 12

Category: *Information*

Effect: For each level of this ability, you can ask one yes/no question in your given knowledge area per game period. Also adds Library Use rolls when researching something in your area. Also can be added to your IQ for challenges to identify something related to your area (like a rock for a geologist). You know the answer to all questions pertaining to the physical sciences. Life sciences (such as biology) are a bit out of your area of expertise, and the "soft sciences" (eg. psychology) are a mystery to you.

Chance of Success

IQ + Ability Level	VS	Varies
12	VS	

Time to use: Varies

of Uses: Unlimited research & 1 question/level

Other Constraints: If the GM answers "I don't know," to the yes/no question, that question does not count.

SKRAAG

You died fighting 100 foes. The 101st slew you (so say the bards, who can count).

Now you are back. A great and wise wizard named Wanderer has summoned you. It is good to be back, so you serve Wanderer. Your loyalty is total.

All about Wanderer are Sorcerers. You **hate** sorcerers! But Wanderer says that they are his friends. You serve Wanderer, so you will not kill all the sorcerers. But if any of these sorcerers act against Wanderer, you will strike swiftly and brutally and fast and hard and mean and you will have much fun and bloody pieces will fly through the air!

There are women here that Wanderer likes. They like him. But Wanderer is timid. Fool. When you want a woman, you must take her! Perhaps you will show Wanderer. This will do him good.

RTLB STATS:

STR: 8	Unarmed Combat: 8	Close Weapons: 8
DEX: 7	Dodge: 7	Thrown: 7 Ranged: 7
IQ: 3	Library Use 3	
WILL: 4	<i>The Skills above default to the STATs to their left.</i>	

Skills/Abilities:

IMPERVIOUS TO PAIN Level: 4

Category: *Martial*

Effect: You can ignore a certain number of red and yellow stars' effects (equal to your ability level) to your DEX, IQ, and WILL. The stars still affect your STR, and you will still become incapacitated when your STR or effective WILL hits zero.

Time to use: Instantaneous

of Uses: One Star per Level

POWER HITTER Level: 5

Category: *Martial*

Effect: You do an extra star of damage with close combat weapons or in unarmed combat.

Time to use: Instantaneous

of Uses: Your ability level in any given combat.

Other Constraints: The extra damage will be of the same type the weapon does normally. That is, if you punch, you do a yellow star, but if you use a knife you do an extra red star.

SHERLEOS HOLMENSIS

It is good that you have been called back to this world. Never has the precision tool of your mind been so sorely needed. Such cluttered thinking these modern people exhibit.

The people of your time were much better thinkers. Thought and learning were to be prized, and your mind was the greatest gem of them all.

Wanderer is a good man, though his mind is a disgraceful waste. A genius, yet the man can barely think at all. Such a shame. You will aid him. It is evident that he needs your help.

A mystery is afoot. In fact, you sense many mysteries here. This is an unparalleled opportunity to display your phenomenal talents. Ah, yes, you are needed here. This will be your most enjoyable evening since the Library of Alexandria was burned.

RTLB STATS:

STR: 3	Unarmed Combat: 3	Close Weapons: 3
DEX: 4	Dodge: 4	Thrown: 4 Ranged: 4
IQ: 7	Library Use 7	
WILL: 6	<i>The Skills above default to the STATs to their left.</i>	

Skills/Abilities:

HISTORY'S GREATEST DETECTIVE

Level: 2

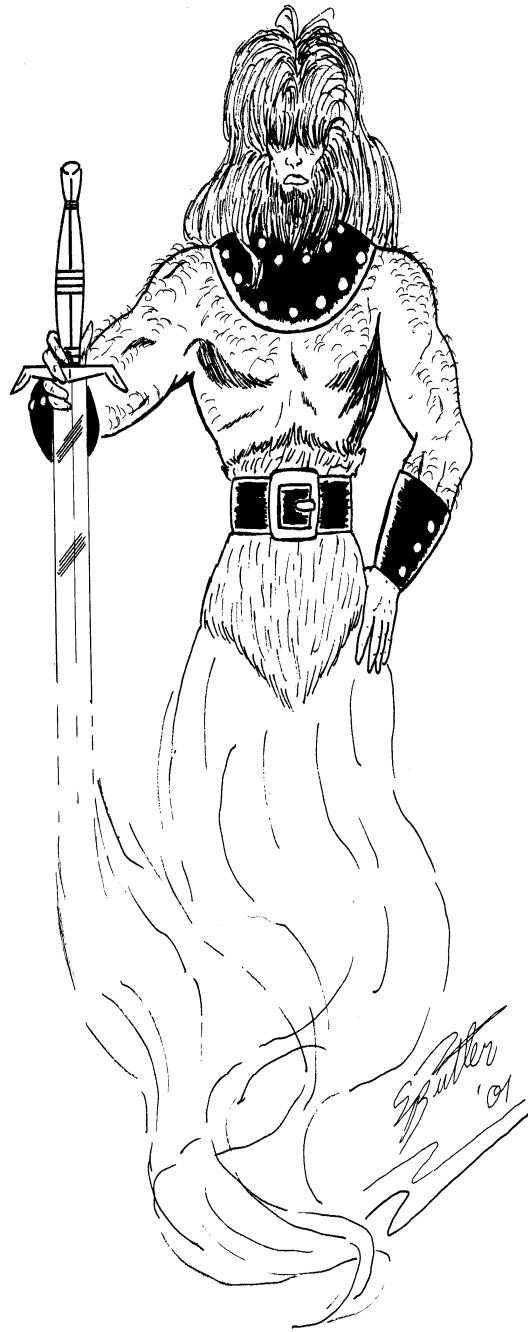
Category: *Information*

Effect: There has never been a mind that was a match for yours and there probably never shall be. The brilliant deduction and the uncanny observation are your stock and trade. You can ask two yes/no questions of the GM on any topic.

Time to use: Instantaneous

of Uses: Usable twice every time you are summoned.

Other Constraints: If the GM answers "I don't know," to the yes/no question, that question does not count.



GUIDO "THE ACCOUNTANT" LA ROCHA

You're good with numbers. Love 'em. Numbers and you get along. You would have been content with your life to be a measly little nerd with a green eye-shade and a calculator.

Unfortunately, you are a hulking brute with muscles on your muscles. In your free time you still get to curl up with a good spreadsheet, but you haven't been able to make a career of it.

Because of your size, your boss (the Don) uses you mainly for "collections and enforcement." You don't like collections and enforcement, but you are *very* good at it.

Justin Seynoe is an account you have to settle. He's into the Don for \$20,000 and over a month late. Not good. He was supposed to get the money at last month's cocktail party, but whatever crazy deal he'd cooked up went sour. Seynoe gave the Don some song and dance about how he can make everything all better at this party, so he gets a chance after his last chance.

You are at the party to make sure everything's swell. Seynoe isn't expecting you (and he probably won't be glad to see you) but you can get in just by telling the hostess you are "a guest of Mr. Seynoe's." Actually, you figure you'll cut Seynoe a lot of slack, not that you'd tell him that.

Firstly, you won't enjoy disfiguring his face, and that won't get the Don his money. So you'll give Seynoe any help you can.

Second of all, you're thrilled to be in this crowd of psychics. You love this stuff. You have this recurring dream about your uncle Morty (Morty the "Cement Shoes" Morty). Accountant, later known as you to move to Des Moines and get your CPA. Maybe these guys can tell you what it all means.

Note: You may invent Seynoe's credit history etc.

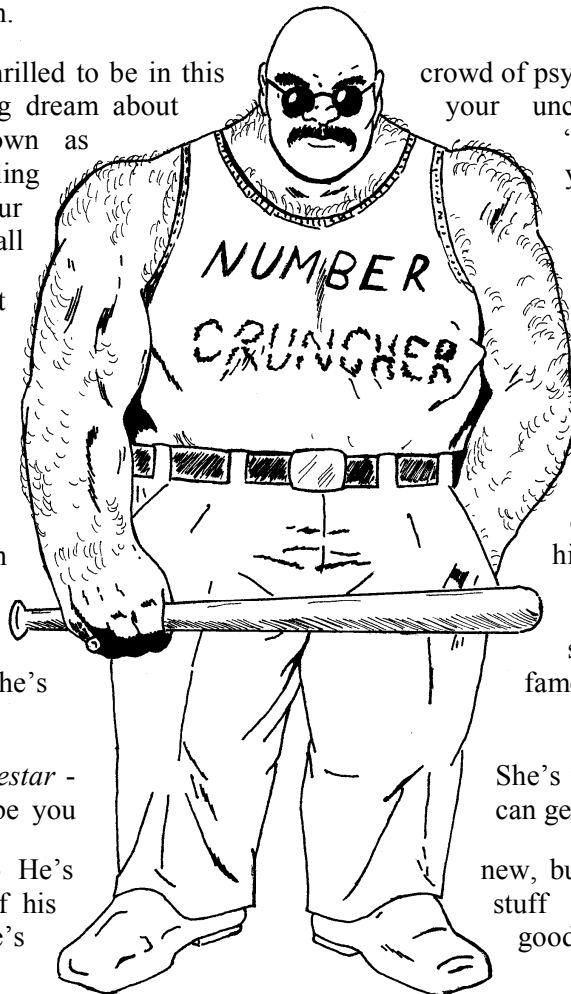
People You Know:

Justin Seynoe - A bad the deal any way you think you're happy with

Dorotea to catch her whenever Seynoe's show. She's can get her autograph!

Sagittarius Regulus Firestar - famous as Dori. Maybe you

Tovar the Inimitable - He's his act once. Some of his tricks, but mostly he's autograph too.



reasonable details of and your life, relatives,

account. Help him close can, but don't let him him. Creep.

Schreckenghast - You try she is on tv, even if it's on famous. Wow, maybe you

She's weird, but she's almost as can get her autograph too.

new, but he's fun. You've seen stuff reminds you of magic good. Yeah, you want his

Faith Serville – You’ve only just met her tonight, but she sure is something. She seems harmless and sweet, but she has the eyes of a killer. You... like her. You like her very much, and would like to get to know her better... Much better.

All Others - You know these people only by reputation. This isn’t your sort of crowd.

Items:

Brass Knuckles - You don’t really need them, but the Don insists.

RTLB STATS:

STR: 7	Unarmed Combat: 7	Close Weapons: 7
DEX: 5	Dodge: 5	Thrown Weapons: 5
IQ: 5	Library Use 5	Ranged Weapons: 7
WILL: 5	<i>The Skills above default to the STATS to their left.</i>	

Skills/Abilities:

RANGED WEAPONS

Level: 2

Ability Rating: 7

Category: *Martial*

Effect: You can use ranged weapons (guns, bows, etc).

Chance of Success

DEX + Ability Level	VS	Opponent's Dodge
7	VS	Dodge

Time to use: 1 Combat Round **# of Uses:** Unlimited

Other Constraints: If your target is at least 50% obscured by something that would stop your missile (including another person), you are at a -2 to hit. You get +2 if from behind.

POWER HITTER

Level: 5

Category: *Martial*

Effect: You do an extra star of damage with close combat weapons or in unarmed combat

Time to use: Instantaneous

of Uses: Your ability level in any given combat.

Other Constraints: The extra damage will be of the same type the weapon does normally. That is, if you punch, you do a yellow star, but if you use a knife you do an extra red star.

MATHEMATICS

Level: 4

Ability Rating: 9

Category: *Information*

Effect: For each level of this ability, you can ask one mathematics-related yes/no question of the GM per game period. Also adds to Library Use when performing mathematical research – either solving a mathematical problem or researching mathematics.

Chance of Success

Library Use + Ability Level	VS	Research Complexity
9	VS	Varies

Time to use: Varies

of Uses: Unlimited research & 1 question/level

Other Constraints: If the GM answers “I don’t know,” to the yes/no question, that question does not count.

JOHNNIE HACKER

You could have made it big on the straight and narrow. You often think about that. Wouldn't it have been boring?

You came out of Cal Tech a few years back, a hot-shot computer/electrical engineer ready to change the world. You had your own sweet little invention (your circuit would almost half processing times on mainframes) and you were on line to someday own your employer, Malibu Data Services. The competition wanted you and your invention bad, but you weren't interested. That is, you weren't interested until you met Long Loo.

She claimed to be just an agent, but that wasn't the half of it. She was the classiest woman you had ever met. She moved like a panther, had the manners of a queen, and her mind was sharp as a scalpel. You grew up a pimple-faced nerd, so the attention of a beautiful woman went to your head. The money Long Loo's employers were offering was good, but it was Long Loo that got your attention.

Of course the money Long Loo's people were offering was just a ruse. She was just scouting your security. You let her get too close, and you weren't careful at all. Long Loo stole everything. Not that you could prove theft. On the contrary, they set you up so well that Long Loo's people could nail you for patent infringement. You stayed out of jail, but your name was mud in the industry; finding work in the Silicon Valley was out of the question. Malibu Data Services was sued out of existence.

Well, that certainly changed your life. You weren't suited to use the system to steal the way Long Loo did. So you started stealing in a more straightforward manner. You've been sneaking in and out of people's computer systems ever since, skimming a little here and a little there from their bank accounts.

It's a good life. You set your own hours, you love your job, and you pick your salary. And there's no taxes.

Yeah, the straight and narrow would have worked, if fate hadn't made that impossible. But it would have been boring. You'd almost be grateful for Long Loo turning your life around. Almost. After the bankruptcy, Malibu Data Services' CEO committed suicide. His name was John Hacker, Sr. You won't be forgetting Long Loo soon.

You recently had a new challenge. Justin Seynoe hired you to snatch a little data from Professor Wanderer's files at the Lawrence-Livermore Lab.

You agreed to do the job for \$15,000. You set the price so low because you frankly weren't sure you could get into the Livermore system. It wasn't easy. Doc Wanderer's files, on the other hand, were a piece of cake. Typical egghead - his passcode was the first thing you tried: 3.14159.

Seynoe still owes you \$10,000. He says something's gone wrong with the deal, but he'll be able to pay you tomorrow. Sure. He's not expecting you tonight. Tough. You thought you'd enjoy an evening with the Marin County swells, as Seynoe's guest of course. You aren't sure what you plan to do. Maybe you'll help Seynoe close his deal. And maybe you'll cut the middleman out of the picture; you're really angry at Seynoe. Probably not, this isn't really your scene, which is why you deal with creeps like Seynoe in the first place. He's the guy with the contacts.

A better move should be just to shake Seynoe down for more money. And you've got a secret weapon to help him see eye to eye with you.

Seynoe's an idiot if he thinks he's the only one who's got Wanderer's plans. You copy all the data you steal. Looking the stuff over, you have concluded that Doc Wanderer is just too smart for his own good. He's come up with a particle beam that can be mounted on a jet or the back



of a jeep. But you've noticed a few tricks he's missed in the miniaturization process. You've been able to take things a step further. Using Wanderer's plan and your ideas, you've been able to build your own prototype. You wonder how much Seynoe's buyers will pay for a working model...

You were probably reaching a little designing a pistol model. Ideally, the unit should be about the size of a grenade launcher, but you can't imagine carrying something like that around at a party. You've got your little death ray gun in your shoulder bag.

You know the gun will fire. Once. After that, you don't know if it'll work or the circuits will crisp out or if the darn thing will explode. Even if everything works perfectly, there's only enough juice for 3 shots. No problem. You aren't planning on getting into any shootouts.

Anyway, this is just a party, right? You can't do business all the time. You're looking forward to finding out what kind of foxes Seynoe hangs out with.

People You Know:

Justin Seynoe - California's favorite talk show host knows half the crooks in the west. He won't want to come across when you demand more money. Too bad. You are looking forward to seeing the look on his face when you point your death ray at him. Not that you'd shoot, you're strictly non-violent. Besides, the thing's dangerous. You could make a lot more money if you could find Seynoe's buyer and work directly, but that's not your bag. Seynoe's the man with the contacts. Still gotta think that through.

Long Loo - What is *she* doing here? That Dragon Lady ruined your good name, caused your father to lose his business, and – ultimately – led to his death. You have a score to settle with her.

Professor Emmitt Wanderer - The man. Idiot savant. They still tell stories about him at Cal Tech. The only part of Doc Wanderer's brain that works right does physics. It'll be fun to meet him.

All others - Not your crowd, you only know these guys from the newspapers and TV. Bet the women are all hot! Yehaaaaaa!

Items:

Backpack – Empty except for the death ray.

Strange, High-Tech Pistol - Your death ray. Guaranteed to disintegrate a square foot of **anything** with one shot. If it works, that is.

RTLb STATS:

STR: 4	Unarmed Combat: 4	Close Weapons: 4
DEX: 4	Dodge: 4	Thrown Weapons: 4
IQ: 6	Library Use: 6	Ranged Weapons: 4
WILL: 5	<i>The Skills above default to the STATs to their left.</i>	

Skills/Abilities:

AREA OF KNOWLEDGE: Science

Level: 3

Ability Rating: 9

Category: *Information*

Effect: For each level of this ability, you can ask one yes/no question in your given knowledge area per game period. Also adds Library Use rolls when researching something in your area. Also can be added to your IQ for challenges to identify something related to your area (like a rock for a geologist). You know the answers to questions pertaining to the physical sciences.

Chance of Success

IQ + Ability Level	VS	Varies
9	VS	Varies

Time to use: Varies

of Uses: Unlimited research & 1 question/level

Other Constraints: If the GM answers "I don't know," to the yes/no question, that question does not count.

LONG LOO

A master craftsman strives to achieve precision. Nothing less will do. There is no excuse for the sloppy and the crude. These are things a true craftsman cannot forgive.

Your craft is espionage. No one has achieved your level of precision in your craft. You began as a corporate spy. Industrial secrets were yours to take, and then to do with as you pleased. It pleased you to be paid well for them.

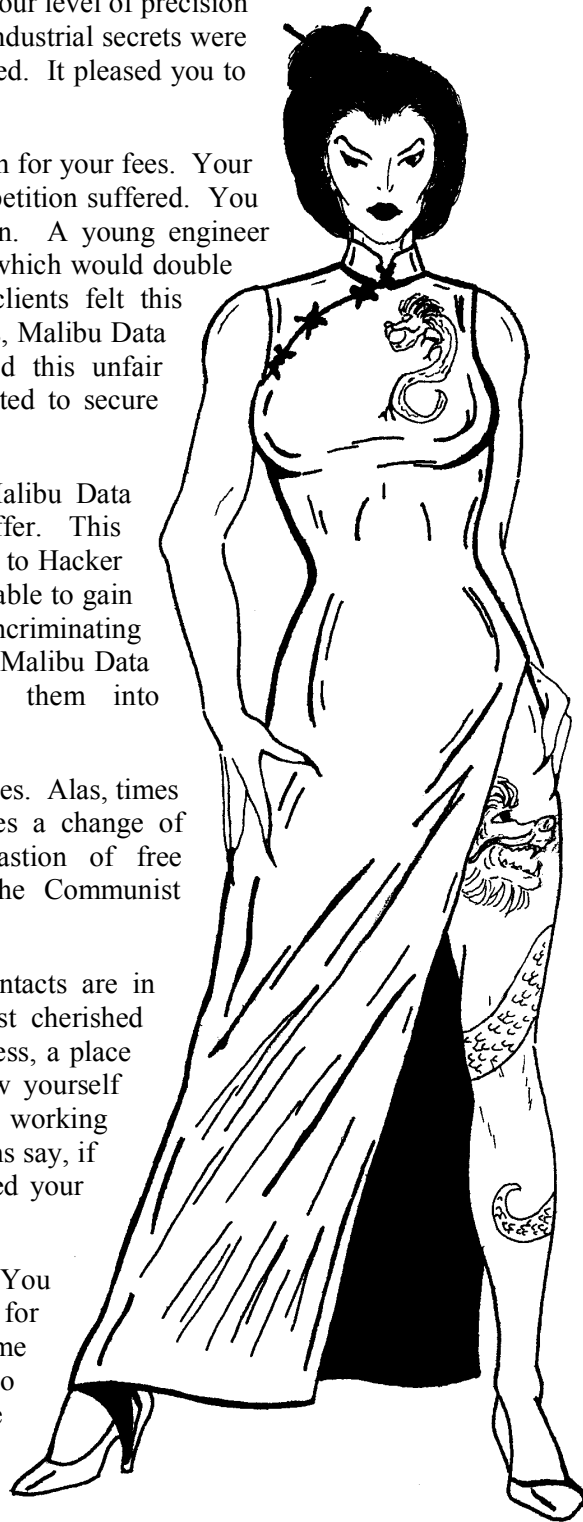
It cannot be said that you did not give fair worth for your fees. Your clients prospered from your service; their competition suffered. You once drove an American company to oblivion. A young engineer named John Hacker had designed a processor which would double the speed of mainframe computers. Your clients felt this innovation would give Mr. Hacker's employers, Malibu Data Services, an unfair advantage. They wanted this unfair advantage for themselves. You were contracted to secure Hacker's design.

A simple matter, really. You approached Malibu Data Services with an overly generous financial offer. This was only a ruse, but it allowed you to get close to Hacker and his very poorly protected files. You were able to gain the necessary design specifications and plant incriminating evidence as well. Your client was able to sue Malibu Data Services for patent infringement, driving them into bankruptcy. Such is the way of the game.

Ah, the good old days! Such satisfying memories. Alas, times change. And with the change of time comes a change of government. Hong Kong, your home, bastion of free enterprise, has slipped into the hands of the Communist Chinese.

You could have relocated. Half of your contacts are in America after all, though these are your least cherished associates. However, in this demanding business, a place to call home is a precious luxury. You allow yourself very little sentiment, but you cannot imagine working anywhere but Hong Kong. So, as the Americans say, if you cannot beat them, join them. You pledged your services to your new masters.

Of course, you have requested concessions. You feel it is your patriotic duty to save Hong Kong for free enterprise. Towards this end you have come to an understanding with the Communists. So long as you provided them with the intelligence they demand, they will turn a blind eye to some of the more covert activities of your associates. Of course you receive a commission from your associates for this accommodation. It is a wonderfully elegant arrangement.



However, in this - as with all things in life - not all goes smoothly. For all to go as desired the Communists must be kept happy. You are finding it difficult to meet their increasingly strident demands.

When the Communists make demands of you then you must make demands of your operatives. You are more civilized than the boorish oafs in Beijing, but you make yourself very clear. Your operatives understand that they will not outlive their usefulness.

One operative that you are currently having difficulty with is Major Vivian Trader.

For several years the Major has been feeding you classified information. At first you saw great promise in her. But she has been a disappointment. The Major has not risen in the American Air Force, and thus her access to America's secrets has not increased. This will not do.

A craftsman whose tool is no longer useful discards the tool. The craftsman does not forgive the tool or show it mercy. Otherwise, the craft suffers.

However, the Major has not come to the end of her usefulness. Not quite. She is close to the American genius, Emmitt Wanderer. According to the Major, Wanderer has invented a portable and efficient death ray, one that can be sent into the battlefield or mounted on fighter airplanes. The Communists were very excited about this news, very excited indeed. Too much excitement is not a good thing, however. Your masters' desire for Wanderer's plasma cannon is so great that you do not dare fail to deliver it.

Major Trader was to have turned the plans for the device over to you last month. Regretfully, something went wrong with her own contact, and the weapon remains beyond your grasp.

The Major swears she can deliver the complete plans for the device tonight following her monthly cocktail party. You did not wish to give her this second chance; it sets a bad precedent. However, the Wanderer weapon is so important you are willing to suffer the ignominious appearance of forgiving an incompetent subordinate. Major Trader gets one more try.

The delay has been costly. British intelligence in Hong Kong and the Americans here in Marin County are closing in on your operation. You have heard the code name "Beowulf" used, which means they know something about your operation (Major Trader has the code name "Grendel"). Worse yet, a mole was discovered in the Major's social group. While attending to some banking in the Cayman Islands, you encountered the real Barbi Feldman in hiding for tax evasion. You investigated further and learned that the impostor in the New Age Society is Jane Braun, special agent of the F.B.I.

Worse of all, there are rumors of a notebook containing incriminating evidence gathered by the late Tobias Zoomer. It is said that he was working on a book exposing someone in the New Age Society. Major Trader fears that Zoomer's missing notebook is about her activities. Frankly, you do not believe even the Major is fool enough to be uncovered by a drunken journalist.

The Major has had Miss Feldman/Braun under surveillance and last night she reported that the impostor may have this alleged notebook. You instructed Major Trader to deal with the problem. This notebook, if it ever did exist, had best be destroyed. You await the Major's report.

Frankly, you have come to regard ever dealing with Major Trader as an error. However, you have resolved to give her every opportunity to prove you wrong in this. The reason for your leniency is your fear of discarding a resource out of prejudice. You despise Trader with all your heart.

Much of your dislike for the Major comes from your inherently differing personalities. You believe there is no excuse for incivility no matter what the provocation. Trader is crude and rude at the best of times.

But your animosity goes deeper than that. When the Major first approached you, she demanded an extortionate amount of money. The Communist Chinese countered by offering the Major a chance to participate in their latest experiment. Through pirated technology (much of it provided by yourself), the People's Republic of China now leads the world in cybernetic implants. It disgusts you to think of it, but in Mainland China they can rebuild you now.

Trader jumped at the chance. She can now tear sheet metal with her left hand, inject truth drugs with her left index finger, and with her palm generate an incapacitating (or lethal) charge of electricity. This has made Trader very happy.

Repulsive! A person would have to be completely without a sense of self to submit to such a thing. In her heart of hearts, Trader must hate herself. If she hates herself, then how could you feel otherwise?

You have no need for these foul cybernetics. Your body is a temple and you have trained and disciplined yourself well. You have quietly killed strong men with your bare hands.

What you feel for her notwithstanding, in this business one does not easily discard an asset, even an asset as questionable as Trader. Not without a replacement, anyway.

You are at the New Age Society meeting to assist the Major in completing this deal. She does not expect you, and will no doubt find your presence unwelcome. However, this deal is too important to simply leave to the Major. You will do whatever is necessary to ensure success. Fail, and you cannot return to your Communist masters. As the Communists have a long reach and a longer memory you do not know where you can go if you fail.

You also hope to meet Major Trader's contact. You wish to explore the possibility of dealing directly with him or her, and eliminating the middleman. Perhaps permanently eliminating her if necessary.

People You Know:

Major Vivian Trader - Agent Grendel. Your ally. She is responsible for your predicament. However, she has the power to salvage this operation.

Professor Emmitt Wanderer - The genius at the heart of this little game. Perhaps you can learn something of what he is currently working on. The Communists will want something new after their joy at receiving Wanderer's death ray has worn off.

Johnnie Hacker - Hmm. The child whom you seduced to discover his company's secrets has come to the party. Is this a coincidence or has he been following you? He most likely still bears you ill will after you betrayed his faith.

All the Others - You have met none of these people and know them only by reputation.

Items:

Briefcase (not on your person) - Your hostess, Ms. Schreckenghast, took this from you when you introduced yourself. It is locked in her safe. It contains the \$100,000 you have promised Major Trader if she succeeds tonight.

RTLb STATs:

STR: 6	Unarmed Combat: 6	Close Weapons: 6
DEX: 7	Dodge: 7	Thrown Weapons: 7
IQ: 5	Library Use: 5	Ranged Weapons: 7
WILL: 7	<i>The Skills above default to the STATs to their left.</i>	

Skills/Abilities:

MARTIAL ARTS ATTACK Level: 3 Ability Rating: 9

Category: *Martial*

Effect: You may attack someone using this ability instead of using Unarmed Combat. If you hit, you may choose to do one of the following as your combat effect.

- You do 2 Yellow Stars of damage
- You may move your target 2 steps in a direction of your choice.
- You do 1 Yellow and 1 Red Star of damage.

Chance of Success

STR + Ability Level	VS	Opponent's Dodge
9	VS	Dodge

Time to use: 1 Combat Round **# of Uses:** Unlimited

Other Constraints: You may not combine this with the Unarmed Combat Skill in a challenge. You may not use this Ability with a weapon. Any other abilities that mention Unarmed Combat may also affect Martial Arts Attack. Let your GM be the judge.

MARTIAL ARTS DEFEND Level: 3 Ability Rating: 10

Category: *Martial Defend*

Effect: You may use this to defend against Unarmed, Close Weapon, or Martial Arts Attacks. Add your level of Martial Arts Defend to your DEX for these attacks, instead of using your Dodge. If you successfully defend, you not only do not take damage, but you may also do **one** of the following:

- You do 1 Yellow Star of damage to your attacker.
- You may move your attacker up to 2 steps in any direction.
- You may take 1 step in any direction.

Time to use: Instantaneous **# of Uses:** Unlimited

Other Constraints: You must have both hands free (not holding anything) to use this Ability. You may not simultaneously use this Ability and Dodge.

INSCRUTABLE Level: 3

Category: *Influence Defend*

Effect: You have a bonus to resist all Skills of Category: Influence or Category: Information. If you are challenged with such a Skill, declare your STAT to be your STAT plus your Inscrutable Aptitude. You don't have to tell the challenger that you have this Aptitude.

Time to use: Instantaneous **# of Uses:** Unlimited

THE GHOST OF TOBIAS ZOOMER

You may not have been the best of people, but you weren't the worst. You drank and carried on. Life was a game and you played to win, and winning meant wine (oh those Napa Valley grapes!), women (oh those California girls!), and whatever other vices you could get your hands on.

You fully expected one of your vices to do you in, and – in fact – it was a woman. But not the way you expected.

You were home, minding your own business, when Faith Serville barged into your house and came at you with an oversized large knife with odd runes etched into it. You didn't get a lot of details before you blacked out from loss of blood. And then died.

Now you're dead, but still hanging around. Fine. You're a stubborn old curmudgeon and you've got a few things to settle. Gonna do a little haunting.

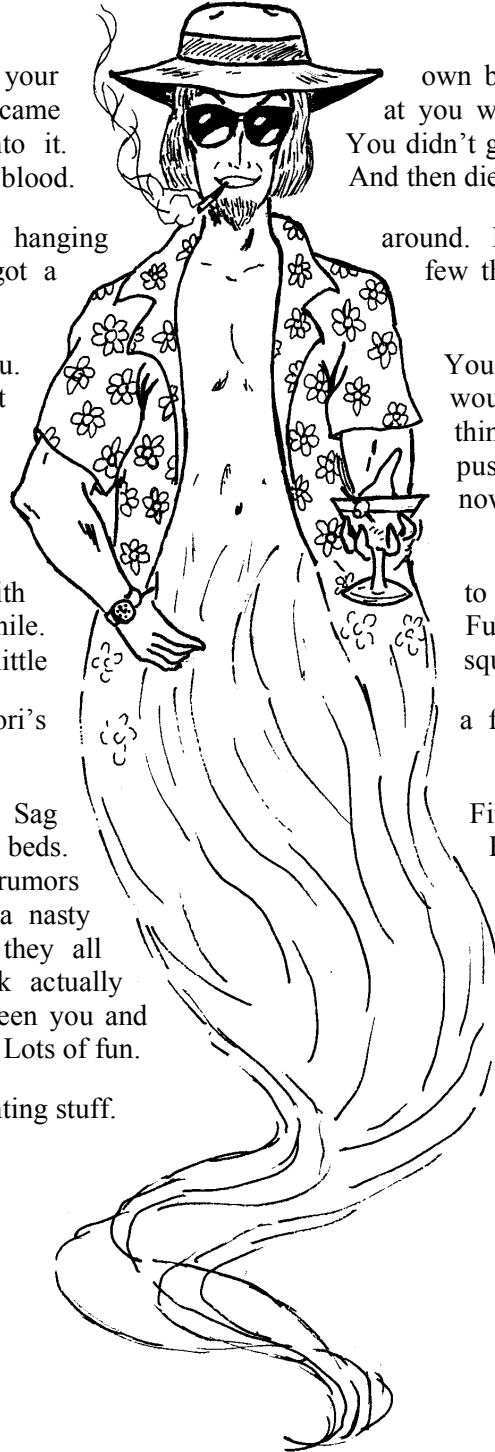
Faith Serville killed you. You were going to write a book that would have trashed Dori Schreckenghast. You'd think Faith would have been happy after the way Dori pushed her around. Nope, she killed you instead. Well, now the little tramp gets haunted.

You are in no hurry for Faith to make her miserable for a while. You're looking forward to a little to get caught. You want to have Fun and games. You're squirming.

Faith is the real psychic. Dori's a fraud. Would have made a great book. Oh, well...

You have been using Sag Firestar. She's crazy. Sees alien invaders under all the beds. But she's a psychic, too. You've had her spread rumors about your lost notes. Everyone in the Society, a nasty little nest of snakes, has something going on and they all think you were writing about them. The notebook actually contains Sag's ravings about aliens – a joke between you and Tolliver. Everyone's worried. Good. Lots of fun. Snoop.

You could get into this haunting stuff.



RTL B STATs:

STR: N/A	Unarmed Combat: N/A	Close Weapons: N/A
DEX: N/A	Dodge: N/A	Thrown Weapons: N/A
IQ: 5	Library Use 5	Ranged Weapons: N/A
WILL: 5	<i>The Skills above default to the STATs to their left.</i>	

Skills/Abilities:

GHOST

Category: *Miscellaneous*

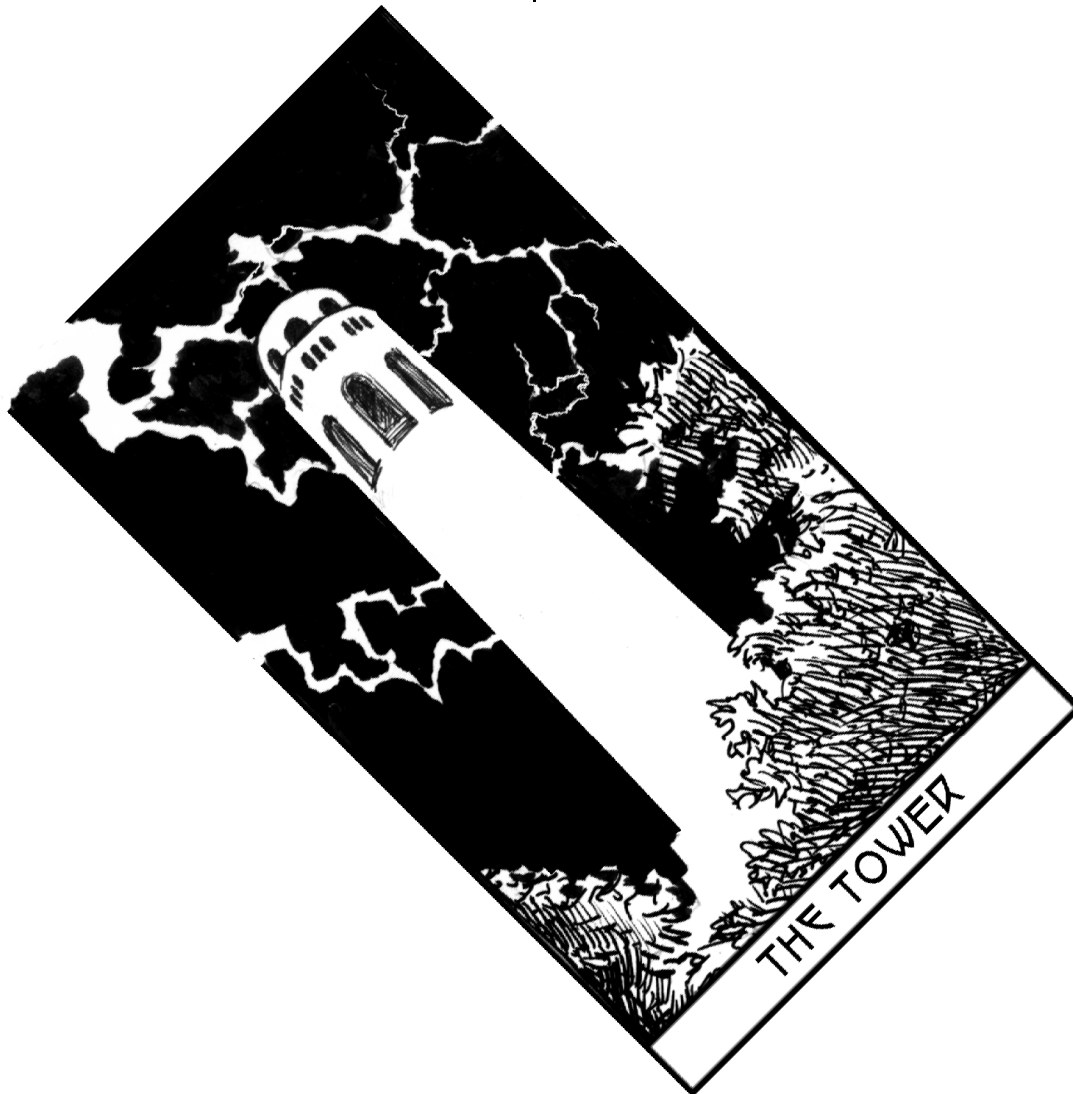
Effect: Being dead, you are invisible. Note that both Faith and Sag can see you. You can walk through walls whenever you want. You are unaffected by combat. You may not affect the physical world.

MAKE NOISE

Level: 3

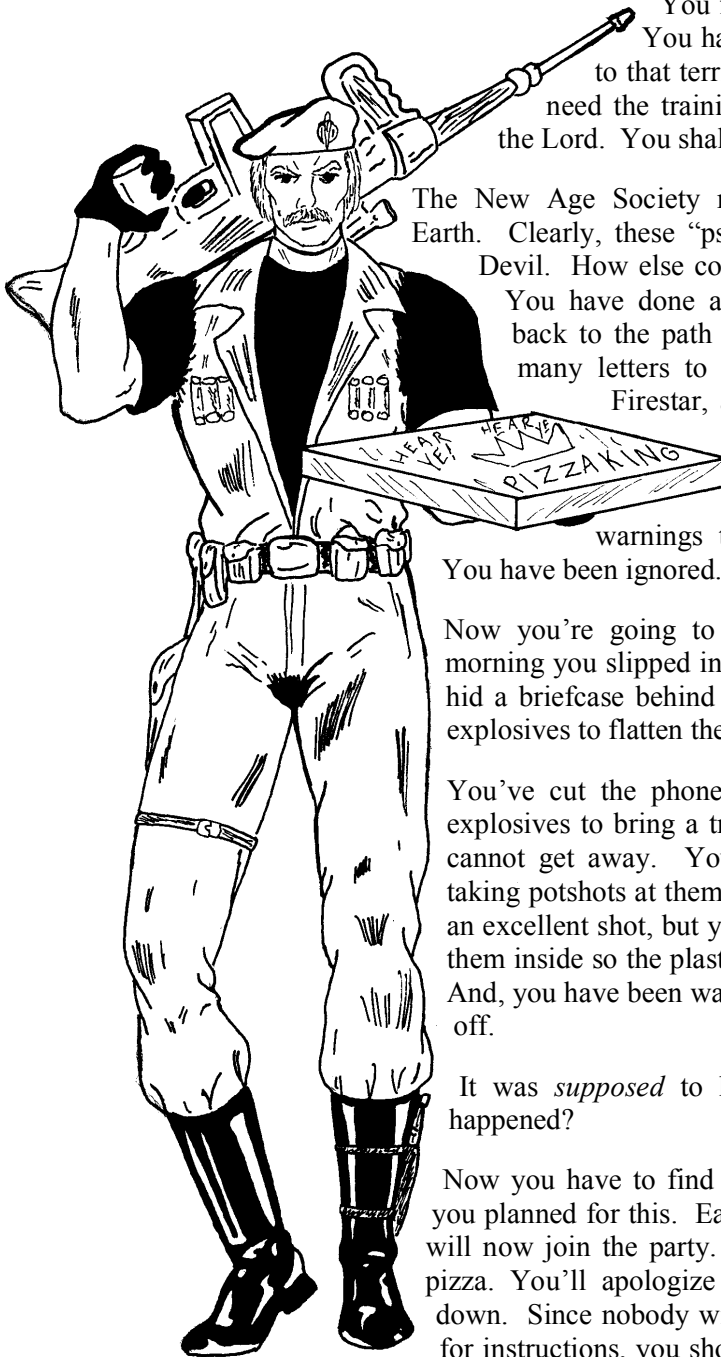
Category: *Miscellaneous*

Effect: Any noise (moans, screams, etc.) or one word. You can only do this three times during the game. Otherwise only Sag Firestar and Faith can hear you.



THE PIZZA DELIVERY GUY

AKA The Reverend Peter Goodman



You found God in the jungles of Vietnam. You had often wondered why God sent you to that terrible place. Now you know. You will need the training you received in the war to serve the Lord. You shall be God's Green Beret.

The New Age Society represents Satan's strength here on Earth. Clearly, these "psychics" have been dealing with the Devil. How else could these witches receive their gifts? You have done all you can to peacefully steer them back to the path of righteousness. You have written many letters to Dorotea Schreckenghast, Sagittarius Firestar, and that Tovar character. You tried

to get Justin Seynoe to let you take your message to the airwaves on his show. You have sent final warnings to all the members of the Society.

You have been ignored.

Now you're going to blow them straight to Hell. This morning you slipped into Schreckenghast's beach house and hid a briefcase behind her sofa. It contains enough plastic explosives to flatten the house.

You've cut the phone lines. You used the last of your explosives to bring a tree down across the driveway. They cannot get away. You've been keeping them indoors by taking potshots at them when they leave the house. You are an excellent shot, but you have been aiming to miss, to keep them inside so the plastic explosive can get them all at once. And, you have been waiting in the woods for the bomb to go off.

It was *supposed* to have gone off at 8:00 PM. What happened?

Now you have to find out what has gone wrong. Luckily, you planned for this. Earlier today, you bought a pizza. You will now join the party. You will claim someone ordered a pizza. You'll apologize for being late, but your car broke down. Since nobody will be able to call the pizza restaurant for instructions, you should be able to hang around for some

time before anyone gets suspicious. You can claim to be a doting fan and pump everyone for information. Unfortunately, you aren't sure what you are going to do beyond that. But His will be done.

Items:

Briefcase (not on your person) - Hidden in the living room, it contains your bomb. It should have gone off at 8:00. What happened?

Pizza Box – Contains an old, stale pizza.

Sap – You can use this to knock someone out. You couldn't find a way to conceal a gun or knife in this dang pizza uniform.

RTLb STATS:

STR: 6	Unarmed Combat: 7	Close Weapons: 7
DEX: 7	Dodge: 8	Thrown Weapons: 7
IQ: 5	Library Use: 5	Ranged Weapons: 9
WILL: 6	<i>The Skills above default to the STATs to their left.</i>	

Skills/Abilities

RANGED WEAPONS

Level: 2

Ability Rating: 9

Category: *Martial*

Effect: You can use ranged weapons (guns, etc).

Chance of Success

DEX + Ability Level	VS	Opponent's Dodge
9	VS	Dodge

Time to use: 1 Combat Round # of Uses: Unlimited

Other Constraints: If your target is at least 50% obscured by something that would stop your missile (including another person), you are at a -2 to hit. You get +2 if from behind.

ASSASSIN

Level: 3

Ability Rating: 8

Category: *Martial*

Effect: You have a chance of being able to attack someone without having to declare combat. If you succeed in this roll, you can attack without declaring combat. If you fail, you must declare combat immediately against your target.

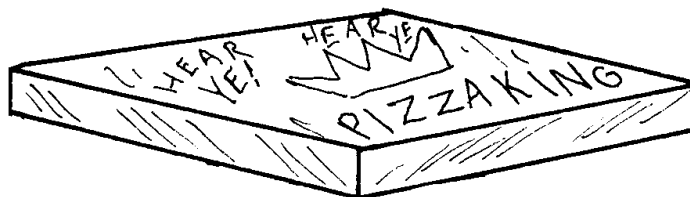
Chance of Success

IQ + Ability Level	VS	Opponent's IQ
8	VS	IQ

Time to use: Instantaneous

of Uses: 3 per game

Other Constraints: To use this Skill, first see a GM and tell them what you are about to do. The GM will tell you to move to the position where you would make the attack from. Then, the GM will announce what has happened, and make the ability challenge. You are free to sneak out while this is happening.



CHEESE "RABBIT" SCAMPER



When you were a girl you thought you'd do anything to get out of Partridge, Kentucky. By the time you were twelve you'd taught yourself how to speak without an accent and that was just the beginning.

When you were 18 you thought you could walk the walk and talk the talk as good as any aristocrat born and bred. You ran away to California to catch a rich husband.

Four divorces and a killer cocaine habit weren't quite enough to teach you what a fool you'd been. You were the hostess with the mostest, and you fought misery by partying as hard as you could. It didn't work of course, but you couldn't admit that you were miserable all the time.

The attempt on your life, however, was just enough to open your eyes. It had been a terrible day. The DEA had picked you up for possession of cocaine. You faced humiliation at the least and most likely jail. The DEA offered you a deal: tell them all you knew about your connection, "Snow White," and you could walk. You had overnight to think about it. You were able to scrape enough bail to go home, but you weren't supposed leave town.

The trouble was you didn't know much about Snow White. You only knew that she was part of the New Age Society. You never dealt face to face. You left notes at Dori Schreckenghast's cocktail parties. You were certain you'd be going to jail.

Jail turned out to be the least of your worries. That night someone shot up your home with a shotgun. She almost killed you, but you managed to flee, your left arm riddled with pellets. You didn't get much of a look at your shadowy assassin. All you could tell was that she was a woman. You made it to a clinic you knew about in Colorado.

It's a miracle that you didn't bleed to death, let alone that you got there at all. You let a few days pass for things to calm down, then you called your only real friend, Dell Jedd.

Dell saw through you the first time you met. He's from only a few miles outside of Partridge, and your act didn't fool him at all. All for the good as now you had someone to talk to. You hadn't realized how desperately you needed someone to talk to.

Well, you've gotten yourself straight and you almost have a chance for a new life. Almost. You are still in hiding, and it won't be safe to come out until they catch the killer. Plus, you skipped town on bail. The DEA and the local cops are probably looking for you.

Dell said he had a plan to flush the shooter out, and you were just going to let him take care of it. Then you heard on the late news that Barbi Feldman had been murdered. So whoever went after you is still out there killing your friends.

You have a duty to do something about this, even if all you can do is let yourself become a target. You are scared to death, but you won't let it show. Snow White doesn't know how little you know about her. Discovering that you are still alive may spook her into doing something stupid.

Unless the killer isn't Snow White. Then you don't know what to think.

People You Know

Dorotea Schreckenghast - Dori is a lot like you, only stronger. She probably hasn't noticed how miserable this life is, yet.

Faith Serville - Faith has no life of her own, living only to serve Dori. Maybe she's lucky; maybe the selfless don't make themselves unhappy.

Justin Seynoe - Scum in a drum. He also used Snow White as a connection. You used to leave notes in the same place he did at Dori's parties. This might be useful to know. *Make sure the GM tells you the location of the message drop.*

Inspector Mudd - You used to respect him as a fine lawman. Now... well, no one else could have known that the DEA had picked you up. Did Mudd set you up with a killer? He scares you. He'll probably try to arrest you on sight.

Professor Wanderer - Too addled to be involved in a murder plot, and too gentle to think about it.

Countessa Valentino - You always assumed she wasn't for real, but you loved her act. Could she be more than just a fraud? She's not just a country girl from Kentucky, that's for sure.

Major Vivian Trader - You can't stand her and she doesn't like you. She's tough as nails, and could easily murder in cold blood. But what is her motive?

Sagittarius Firestar - She's crazy. But how crazy? Oh no! Sag gave you a crystal – she gives everyone crystals – but you lost it. She is going to throw a fit when she sees you aren't wearing it.

Tovar the Inimitable - Another fraud, but that doesn't make him a killer. It didn't make you a killer, just a slow suicide.

Dell Jedd - Your best friend, your knight in shining armor, the finest man you've ever met. He is the only one you can trust. Stay near him, your life may depend on it.

RTLb STATS:

STR: 4	Unarmed Combat: 4	Close Weapons: 4
DEX: 4	Dodge: 4	Thrown Weapons: 4
IQ: 5	Library Use: 5	Ranged Weapons: 4
WILL: 5	<i>The Skills above default to the STATS to their left.</i>	

Skills/Abilities

GUILTY SECRETS

Level: 5

Category: *Information*

Effect: You have seen each of the Society members at your parties, and you have seen most of these people at their very worst. You have heard things, snide remarks, bits of conversation. You rarely know what you're talking about, but you know a few secrets

Time to use: Instantaneous

of Uses: 1 secret/level; 1 secret/person

Other Constraints: Give the GM the name of a society member and he will tell you what you've overheard. You can do this only on Society members, and can only do it 5 times during the game, and only once per person.

INTIMIDATE BY GUILT Level: 2

Category: *Influence*

Effect: On a successful challenge, you can make someone leave your sight and avoid you for 15 minutes.

Chance of Success

IQ + Ability Level	VS	Opponent's WILL
7	VS	WILL

Time to use: Instantaneous

of Uses: Unlimited

Other Constraints: Can only be attempted once per character. You may only attempt this on characters whose guilty secrets you know.

DETECTIVE MELISSA CLEAN, SFPD

Not a lot of people could endure being Cass Mudd's partner. Not many people could stand knowing that no matter what they do, Mudd is going to get all the credit. This is particularly hard to take if you know Mudd for what he truly is: the world's luckiest idiot.

No doubt about it, Mudd's idiot act is no act. But he's got ... something. The man is untouchable, and when he stumbles on something smelly he always comes up with a bump on his head but smelling like a rose.

No, not a lot of people could take this. But for you nothing could be better. You are possibly the best detective in the SFPD, but you are also painfully shy. Speaking to strangers is hard enough for you; the sort of public attention Mudd gets scares you to the point of paralysis.

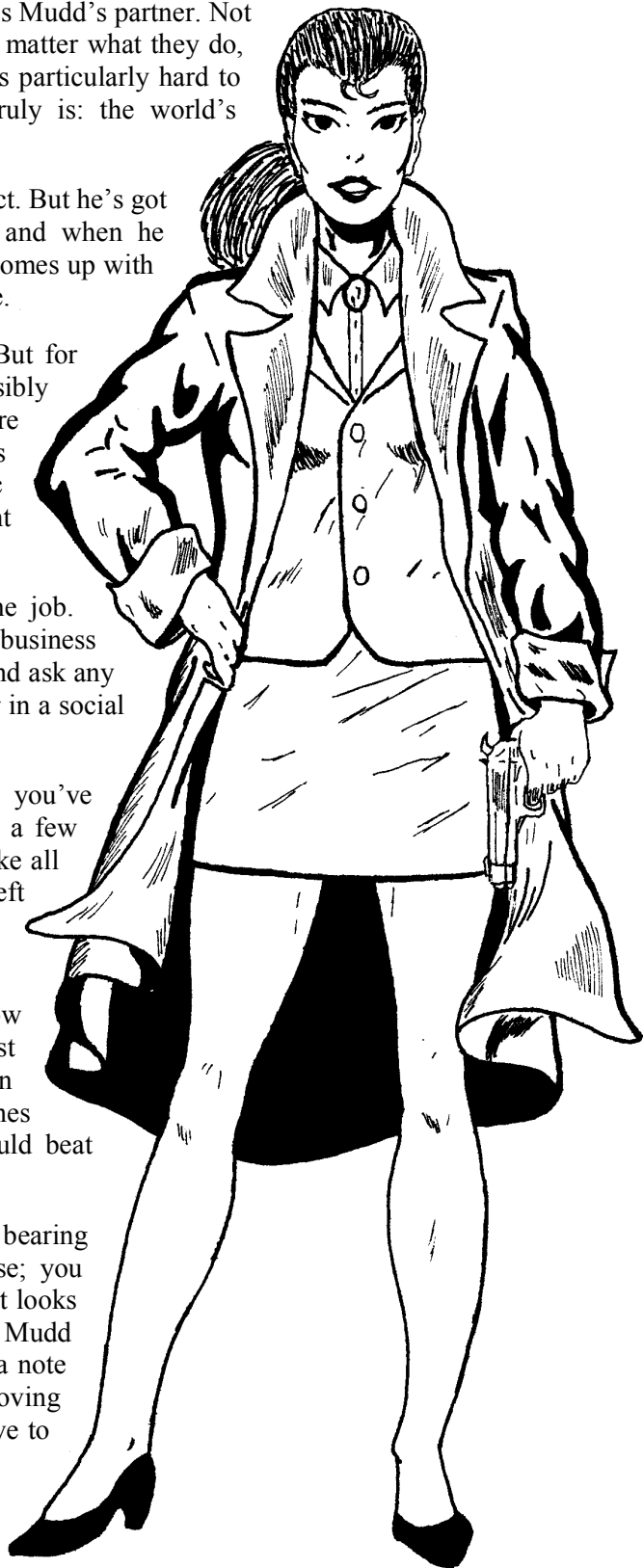
The one exception is when you're on the job. When you're investigating, it's all police business and you are easily able to talk to anyone and ask any questions you need. But you always falter in a social situation. It's unnerving.

You let Mudd do all the talking after you've "suggested" who to interview and maybe a few pertinent questions. And you let Mudd take all the credit. This ensures that you will be left alone. Thank goodness for Mudd's empty little head!

For you it is satisfaction enough to know you've cracked the case, which you almost always do. Usually, you have the solution only minutes after Mudd accidentally catches the crooks. Just once you wish you could beat Mudd's magic luck...Oh, well...

You've arrive at the party uninvited and bearing bad news. Lancette has hit Mudd's house; you aren't sure how much has been taken but it looks like a fortune in family jewels is gone. Mudd won't be happy. Worse yet, Lancette left a note claiming this is her last hit, and she's moving on. If Mudd is going to catch her, it'll have to be tonight.

You have some information for Mudd. First, your street contacts - you have a



few, mostly people who don't want to deal with "Master Detective Mudd" - tell you that Justin Seynoe has been making inquiries in the underworld. About two months ago he was trying to get word to Lancette and also someone named "Grendel." Who is "Grendel?"

Also, you have some information about Barbi Feldman's murder. About five minutes after Mudd left the crime scene, Federal Agents stormed up to Barbi Feldman's house and took over, chasing you and the rest of the SFPD out. Why? "Federal business, don't ask," they said.

Before you were *escorted* away, on a hunch you asked one more question. "Hey, any of you guys heard of someone named Grendel?" They did not like the question. You exited double time.

You've got to talk to Mudd. The last chance to catch Lancette is tonight if Mudd's hunch that Lancette is a Society member is correct (strangely, you think Mudd may have hit this one right). But if Mudd is going to catch Lancette or find out what happened to Barbi Feldman, he'll need your help.

Who You Know

Cass Mudd - Detective Mudd is your boss, he tells you what to do (usually after you gently suggest what should actually be done.)

Everyone Else - You don't know Mudd's friends. You don't have a social life and you like it that way. You'll have to get Mudd to introduce you around; you're too shy to do it yourself.

Items:

Badge - Your police badge

Revolver - Standard police issue

RTLb STATS:

STR: 5	Unarmed Combat: 6	Close Weapons: 7
DEX: 6	Dodge: 7	Thrown Weapons: 6
IQ: 5	Library Use: 5	Ranged Weapons: 7
WILL: 4	<i>The Skills above default to the STATS to their left.</i>	

Skills/Abilities

RANGED WEAPONS

Level: 1

Ability Rating: 7

Category: *Martial*

Effect: You can use ranged weapons (guns, etc).

Chance of Success

DEX + Ability Level	VS	Opponent's Dodge
7	VS	Dodge

Time to use: 1 Combat Round # of Uses: Unlimited

Other Constraints: If your target is at least 50% obscured by something that would stop your missile (including another person), you are at a -2 to hit. You get +2 if from behind.

FORENSICS

Level: 2

Category: *Information*

Effect: If you are at a crime scene, you may ask yes or no questions of GMs or dead victims that must be answered truthfully.

Time to use: Instantaneous

of Uses: One question per ability level per crime scene.

Other Constraints: If the answer is "I don't know," to the yes/no question that question still counts.

ANOTHER ONE OF DORI'S FANCY FRIENDS

You are one of the California elite, the “Beautiful People. You may be a movie star or a show-biz wheeler and dealer up from Hollywood. Or you may be old-money from San Francisco. Or a techno-geek from the Silicon Valley. Or you might be a guru or similar species of West Coast weirdo.

Since you are not part of the plot of tonight’s game, it doesn’t matter who or what you say you are. Choose any act you think might be fun, make up everything as you go along, use your own name or come up with one you like. All you have to do is fit in.

Try to speak in the most cliched fashion possible. Use lots of New Age psychobabble. Say “have a nice day” a lot. They say Californians are not like the rest of us...this may or may not be true, but your part tonight should be a caricature, a stereotype. All that is imagined as “different” about Californians should be included.

Your goal for tonight is to be seen with and see other Beautiful People. Dori Schreckenghast’s cocktail parties are big happenings, and your being here reinforces how “important” you are (not that you and Dori have to be friends, in fact she might have trouble remembering you.)

Get as involved as you want. Go low key and just watch the action, or jump in and act yourself blue in the face. You might even get to join in the game, though you can only do so by getting involved in a plot second hand. Start talking to the Player Characters, maybe one of them will let you help achieve their goals. Then again, the players may decide to kill your character off right away, you never know!

Good luck and enjoy the game.

RTL B STATS:

STR: 5	Unarmed Combat: 5	Close Weapons: 5
DEX: 5	Dodge: 5	Thrown Weapons: 5
IQ: 5	Library Use 5	Ranged Weapons: 5
WILL: 5	<i>The Skills above default to the STATS to their left.</i>	

Skills/Abilities

ARTIST/ARTISAN _____

Level: 2

Category: *Item Manipulation*

Effect: You are skilled in some craft such as carpentry, cooking, singing, etc. To use this skill, tell a GM what you are going to attempt to do. The GM will assess the time required and the number you challenge against.

Chance of Success:

(DEX or IQ) + Ability Level	VS	Craft Complexity
7	VS	Varies

Time to use: Variable (ask GM)

of Uses: Unlimited Uses

Other Constraints: GM determines if it is a physical craft (using DEX) or a mental craft (using IQ).

AREA OF KNOWLEDGE _____

Level: 2

Category: *Information*

Effect: For each level of this ability, you can ask one yes/no question in your given knowledge area per game period. Also adds to Library Use rolls when researching something in your area. Also can be added to your IQ for challenges to identify something related to your area (like a rock for a geologist)

Chance of Success

Library Use + Ability Level	VS	Research Complexity
7	VS	Varies

Time to use: Varies

of Uses: Unlimited research & 1 question/level

Other Constraints: If the GM answers “I don’t know,” to the yes/no question that question does not count.

ITEM CARDS

Photocopy these cards onto card or cover stock, then cut them out and give them to the characters. There is a table listing who starts with what on page 3.

<p><i>Item Card</i></p> <p>A Crystal Pendant</p> <p><i>Marin County New Age Society Cocktail Party</i> © 2001 Interactivities Ink, Ltd. www.interactivitiesink.com</p>	<p><i>Item Card</i></p> <p>Shotgun</p> <p>Does 4 Red Stars of Damage. Use Ranged Weapons Ability. Requires Shotgun Shells.</p> <p><i>Marin County New Age Society Cocktail Party</i> © 2001 Interactivities Ink, Ltd. www.interactivitiesink.com</p>
<p><i>Item Card</i></p> <p>Shotgun Shells</p> <p>Four of them. Check off when used.</p> <p><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p> <p><i>Marin County New Age Society Cocktail Party</i> © 2001 Interactivities Ink, Ltd. www.interactivitiesink.com</p>	<p><i>Item Card</i></p> <p>Safe</p> <p>Locked. Complexity: 7</p> <p><i>Marin County New Age Society Cocktail Party</i> © 2001 Interactivities Ink, Ltd. www.interactivitiesink.com</p>
<p><i>Item Card</i></p> <p>Briefcase</p> <p>Item cards paperclipped to this are in the briefcase.</p> <p><i>Marin County New Age Society Cocktail Party</i> © 2001 Interactivities Ink, Ltd. www.interactivitiesink.com</p>	<p><i>Item Card</i></p> <p>A Bag of White Powder</p> <p>See a GM to analyze or use.</p> <p><i>Marin County New Age Society Cocktail Party</i> © 2001 Interactivities Ink, Ltd. www.interactivitiesink.com</p>
<p><i>Item Card</i></p> <p>A Bag of White Powder</p> <p>See a GM to analyze or use.</p> <p><i>Marin County New Age Society Cocktail Party</i> © 2001 Interactivities Ink, Ltd. www.interactivitiesink.com</p>	<p><i>Item Card</i></p> <p>A Bag of White Powder</p> <p>See a GM to analyze or use.</p> <p><i>Marin County New Age Society Cocktail Party</i> © 2001 Interactivities Ink, Ltd. www.interactivitiesink.com</p>

Item Card

A Bag of White Powder

See a GM to analyze or use.

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Item Card

A Crystal Pendant

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Item Card

Ring With Oversized Stone

See a GM to examine it.

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Item Card

A Crystal Pendant

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Item Card

Odd Plans

These seem to be for a high tech device of some kind. Complexity 7 to figure it out.

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Item Card

A Bag of White Powder

See a GM to analyze or use.

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Item Card

Antique Dagger

Does 1 Red Star of Damage. Use Close Weapons Ability.

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Item Card

Custom Leather Case

Contains tools of some kind.

They could be lockpicks.

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Item Card

Briefcase

Item cards paperclipped to this are in the briefcase.

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Item Card

Briefcase

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Item Card

A Bag of Jewelry

One of the rings has the Mudd family crest.

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Item Card

A Crystal Pendant

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Item Card

Office Supplies

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Item Card

Police Service Revolver

Use Ranged Weapon Skill. Does 3 Red Stars of Damage. This gun is unloaded.

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Item Card

A Crystal Pendant

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Item Card

A Set of Keys

The key ring has the initials C. M. M. on it.

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Item Card

Briefcase

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Item Card

Notebook

Nearly illegible. Has the initials T. Z. on the cover. See the GM to read. Complexity: 8

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Item Card

A Bag of White Powder

See a GM to analyze or use.

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Item Card

Assault Rifle

Does 4 Red Stars of Damage. Use Ranged Weapons Ability. Requires Shotgun Shells.

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Item Card

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Item Card

Odd Glasses

With electrical wiring. See a GM if you try to use these.

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Item Card

Beretta .9mm

Use Ranged Weapon Skill.

Does 3 Red Stars of Damage.

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Item Card

Cheap Saturday Night Special

Use Ranged Weapon Skill - 2.

Does 3 Red Stars of Damage.

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Item Card

Permit

Permits Justin Seynoe to carry a concealed weapon.

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Item Card

Briefcase

Item cards paperclipped to
this are in the briefcase.

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Item Card

A Bag of Jewelry

Hey, you've seen Dori Schreckenghast wearing
some of this stuff.

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Item Card

Walther PPK

Use Ranged Weapon Skill.
Does 3 Red Stars of Damage.

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Item Card

Identification

Max Bowler, M. I. 5.
With a picture of Tovar the Inimitable in a suit.

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Item Card

A Crystal Pendant

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Item Card

Small Custom Tool

Could be used as a lockpick.

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Item Card

Briefcase

Item cards paperclipped to
this are in the briefcase.

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Item Card

\$50,000

In small, unmarked bills.

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Item Card

A Crystal Pendant

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Item Card

Strange High Tech Gadget

See a GM if you try to use this.

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Item Card

A Crystal Pendant

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Item Card

Brass Knuckles

Use Close Weapons Skill.

Does 2 Yellow Stars of Damage.

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Item Card

Backpack

Item cards paperclipped to
this are in the backpack.

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Item Card

Strange, High-Tech Pistol

Use Ranged Weapon Skill.

Does 7 Red Stars of Damage.

See a GM if you attempt to use
this more than once.

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Item Card

Briefcase

Item cards paperclipped to
this are in the briefcase.

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Item Card

\$100,000

In small, unmarked bills.

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Item Card

Briefcase

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Item Card

Bomb

Set to go off at 8:00.

Requires “Defuse Bomb” ability to defuse.

Complexity: 8.

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Item Card

Pizza Box

Contains an old, stale pizza.

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Item Card

Sap

Use Close Weapons Skill.

Does 2 Yellow Stars of Damage.

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Item Card

Dear Friend:

You have been consorting with so-called psychics, and therefore with the Devil himself. Your very soul is in peril. I beg you to leave this hateful place and return to your home. Turn away from the way of sin, now. Otherwise there can be no forgiveness for you.

Please heed this warning. Otherwise you shall be judged a willing participant in Satan's unholy plans.

Rev. Peter Goodman

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Item Card

A Set of Keys

The key ring has the initials E. W. on it.

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Item Card

Blue Paint

I am covered in Blue Paint!

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Item Card

Badge

Detective Melissa Clean.

With a picture of Detective Clean.

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Item Card

Item Card

Police Service Revolver

Use Ranged Weapon Skill.

Does 3 Red Stars of Damage.

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Item Card

A Paint Bomb

Uh-oh! Better make a Dodge check vs. 7 or you get splattered with blue paint. If you get hit, attach the "Blue Paint" card to your badge. If not, then place the card on the safe.

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Item Card

Badge

Inspector Cassius Marcellius Mudd.

With a picture of Inspector Mudd.

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Item Card

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