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***Tidy Island Bay Cityscape;
Casino Hanadu***

Phasic Mailbag

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Viraxian Marines; That the Stats Jack!

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Submissions now being accepted for future issues of *phasic*. Comments, questions and fan mail also welcome and considered for print in future issues of *phasic*, Address to ccree1 at the e-mail listed on page 13.

This issue of *phasic* dedicated to the members of the E.C. yahoo group and the bloggers of the Encounter Critical Blog Ring.

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phasic

A tiny little Encounter Critical fanzine.

Issue 3 - Winter 2011



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Tidy Island Bay Cityscape cont.

Also on Sea Shore Drive, next door to the Capt's Quarters, is Isher's Deli and Pawn, while not a star on the tourist maps, is a popular haunt for gamblers from Xanadu. Isher's offers the opportunity to liquidate an old chornometer or grab an affordable, nutritious meal. The pawn shop is also a weapons exchange for the many security forces and mercenaries who are lured by the nightlife of Tidy Island. Isher's commonly stocks weapons restricted in other regions of Vanth because Darth Viraxis has banded his Viraxian Guard from visiting and thus policing Tidy Island Bay.

Isher's Deli & Pawn has the distinction of being sandwiched between two of the top three travel destinations of Tidy Island. While the Capt's Quarters is to the west of Isher's, next door to the east is the Nevermore Night Club. The exterior facade of Nevermore resembles a cathedral complete with gruesomes and gargoyles guarding the building's rooftop and the interior decorations are rumored to rival the Casino Xanadu in splendor and extravagance.

Tidy Island Bay Cityscape

Tidy Island Bay, nicknamed God City by the Bay, is a center of capitalism, industry and tourism on the western shore of the Sea of Great Peril. One thriving establishment which contributes to this fiscal success is the Captain's Quarters Inn & Oyster Bar. You can rest assured that the oysters are always fresh since the Capt's Quarters is just one block from the bay.

The Capt's Quarters has long been the center of much business activity and luncheons. Today the lounge is popular among young, trendy travelers. The Young Turks and New Romantics flock to the Inn & Oyster Bar to bask in cultural history and brush with stardom. Each evening, the curb outside the Capt's Quarters is lined with Trlithium Scooters; the transports of the youth of Tidy Island.

Inside; the inn décor has changed very little in fifty years. The old furniture and furnishings serve as stark contrast to the trendy, jet-set clientele. Many photos decorate the walls of the Oyster Bar which provide a cross section where past and present meet in the Capt's Quarters. Each photo bares an autograph and all are addressed to "Edie." One photo presents two neatly groomed gentlemen wearing black t-shirts under brightly colored sports jacket. They are leaning against a sleek red transport, their signature reads, "Preciate ya, Rocket & Subs." A second photo represents a gentleman of rough and rumpled appearance in a black, pin

striped suit and an unbuttoned dress shirt. His autograph reads, “Edie, Say hello to my little friend. Tony.” There is also a photo of a blonde lass whose hair is teased nearly to the point of a fright wig, her signature says, “Edie, All my love, always, Go Go of Xanadu.”

Other photos of Vanthian celebrities, as well as, space and time travelers hang around the oyster bar. Careful observers will find several interesting photos hung from the wall behind the bar. One of these is of a late middle-aged human gentleman with a hook nose and a prominent bald head. He has a very stern look and has written, “Edie, Thanks for believing in me, Dick.” Another photo behind the bar is a young man with curly brown hair and a full but neatly trimmed beard. He has a broad toothy smile and wears gold ear-rings in each ear. His signature reads, “Edie, It was all so real! Pat Wayne.”

Other miscellanea and announcements regale the walls of the oyster bar. One of the announcements, a poster, reads, “Hunka! Now appearing at the Xanadu Cosino and Convention Center.” Below this text is an image of a Wookiee brandishing a stringed instrument. Consequently, the Xanadu Casino is directly across the street from the Capt’s Quarters, it is one of few, highly sought after, casinos in all of the Mighty Land.

66 – 70 Wings: Allow flight for 1 minute every six hours and increases by 1d4 minutes per level.

71 – 73 Allergic to fresh water: You must drink diluted water (mud) or alcohol.

74 – 76 Emanate freezing temperatures: You can deal 1d6 cold damage once per day per level.

77 – 79 Two additional arms immediately below your normal arms.

80 – 82 Human distillery: Your urine can be used as an alcohol based fuel.

83 – 85 Bionic arm and/ or hand.

86 – 88 Allergic to metal and metallic compounds: Receive 1d4 damage from contact with metal. (By round.)

89 – 91 Levitate at will: One foot above the ground.

92 – 94 Animal Composite: At JM’s discretion.

95 – 00 Psych Twin: You have a twin with which you share a psychic connection.

Chart II: Third eye or Antenna?

Roll 1d6 or choose from the following.

Dice Result

1 = Third eye in the back of your head.

2 = Antennae improve vision.

3 = Antennae improve hearing.

4 = Antennae improve psychic abilities by 10%.

5 = Antennae improve leadership abilities by 10%.

6 = Third eye & antennae with 10% bonus to leadership and psychic abilities.

Reintroducing Mutations

Roll d 100 to generate your mutant and, or mutations:

- 01 – 03 Regenerate Health: one point per hour.
- 04 – 06 Improved vision: You can see 50' beyond the visual norm.
- 07 – 09 Gravity Resistant: Allows jumps of up to ten feet with ease.
- 10 – 12 Third arm: Any location above waist. (Or at JM's discretion.)
- 13 – 15 Advanced digestive system: Can consume dirt, rocks and minerals for nutrients.
- 16 – 18 Webbed fingers, toes and gills. Aqua-You!
- 19 – 21 Immune to alcohol.
- 22 – 24 Speed Burst: Move at double speed for 5 minutes, 3 times a day.
- 25 – 27 Allergic to plant fibers, cotton, hemp, etc. You must wear leather, hide, metal clothing or none.
- 28 – 30 Ultra High protein metabolism: Must eat fresh game or butchered livestock twice a week or suffer 1d6 of weakness daily.
- 31 – 33 Bionic Leg/s.
- 34 - 36 Improved hearing: You can hear conversations and sounds from 100 yards away.
- 37 – 40 Resistant to heat: You take only one quarter damage from fire.
- 41 – 45 Limited use of vocal chords: Your voice is limited to grunts, growls and primitive sounds.
- 46 – 50 Plant Hybrid: Grow your own fruit, twine and/or flowers.
- 51 – 55 Third eye in the back or your head or a pair antenna. (See Chart II.)
- 56 – 60 Excessive Body Odor: Take minus 1d2 to leadership and seduce, roll separately.
- 61 –65 Regenerate Health: 1d6 each day.

Another posted advertisement announces; "Cheer on the Home Team! Catch the Tidy Island Bay Brawlers in competition. Official affiliate of the V.P.F.H.L."* The ad illustrates armored Brawlers on the field of battle, attacking an opposing team as they all chase a ball.

To be continued...

* Vanthian Professional Field Hockey League

Devilishness in the Details:

Roll 1d12 and apply to your characters personality.

1. Character has Green skin fetish, -20% to all Psi Resist rolls vs. Frankensteins/Orion Slave Girls/Lizard Men regardless of race/sex preferences.
2. Victorian/ Steampunk fetish; Character employs habits and mannerisms common to Earth's Victorian historical period. They may wear a monocle, carry a cane, smoke a pipe and use odd terms like "I say good chap," or "old boy." This includes fascinations with one of the following; science, libraries, mechanics or the occult. +10% to machine friend, +10% to monster friend, +10% to consume alien, etc as applies to your chosen steampunk fascination.
3. Mutant character is oblivious to a very obvious seam or zipper running down the back of his neck and disappearing into his clothing.
4. Character, no matter what race, has a tail, even robodroids. Roll 1d4 to determine the length of the tail in feet.

5. PC is actually a horribly disfigured and/or mutated version of another race, so much so that he appears to be of another race entirely! Roll again for the Real Secret Race, using modifiers from the Real Race for ability scores and skills.

6. Character appears to be a mutant with detachable limbs; however, this mutant is actually a colony creature, made up of multiple semi-independent creatures. i.e. each limb is a separate creature/personality.

7. Multiple personalities in one body! Physical characteristics remain the same, but character should maintain multiple character sheets for the separate personalities.

8. NPC (or PC) is secretly a spy/nefarious ne'er-do-well in the service of: (roll d8)

1. Darth Viraxis
2. The Zombie Princess
3. The Sulduku Hierophants
4. The Steel Warlords
5. The City of Thunders
6. The Hobling Emperor
7. The Limb Traders
8. Dino Island

9. Unusual inability. Think of a new one, or roll 1d10 on Table 2 (below.)

10. P.C. is secretly in the service of: (roll d4)

1. The Ape Sultans
2. Skullbryn
3. The Go Go Goddess of Xanadu or another UFO God.
4. The Slaver Kingdoms

Viraxis appreciates neat and orderly military society. He also enjoys traveling, visiting the exotic locations of Vanth, and collecting the many bizarre artifacts of Vanthian cultures. His collections include broaches, cuff links, hand knit mufflers, exotic weapons, shrunk heads and texts of ancient Vulkin literature. His tastes in women lean toward Amazon Fem-bots and elf maidens, a combination of these two, or three, would be most pleasing. Viraxis is not fond of Wookys, too fuzzy, loud and potentially smelly, like the any diminutive races (little people) of Vanth.

More useful information, for game purposes include;

Darth Viraxis' stats are believed to be; Adaptation: 12, Dex: 18, ESP: 14, Intellect: 14, Leadership: 16, Magic Power: 12, Robot Nature: 5, Strength: 17 Luck: 18. Viraxis is always armed with a blaster pistol and a sword. (These are the visible weapons, hanging from his utility belt. Other weapons may include a Theskian dagger , Eon blade or a gravity whip and other, concealed, guns.) He always has 2d10 of his Viraxian Guard at his disposal. An average trooper will have the following stats and weapons; Dex: 17 , +7 to ranged attack damage, ranged attack: 92%, Damage: Blaster Pistol, 1-10, Armored Space Suits: +48% defense, HP: 3d6+5. The superior body armor of the Viraxian Guard is distinguished with the color white and blazons of fuchsia to indicate the various ranks and offices of the troops. For the maximum protection of Darth Viraxis, or for maximum fire power, the Guard may have additional weapons, vehicles, troops and hit points, at the J.M.'s discretion.

Secrets of Darth Viraxis

Darth Viraxis, or D.V. to his closest allies, is the leader of The Empire of Darth Viraxis which is located northeast of the Sea of Great Peril and due south of The Slaver Kingdoms. Darth Viraxis did not inherit this empire from Old Man Viraxis or any of his other relatives (who were probably all slavers.)

At some unspecified point in time, be it past or future, Darth Viraxis was engaged to the Go-Go Goddess of Xanado. For unspecified and unknown reasons, this engagement was indefinitely postponed. Popular rumors speculate the reason is, the perspective bride could not accept a groom who looked better in fuchsia than she. All legal records indicate that Darth Viraxis is single at the "present" time.

Darth Viraxis wears fuchsia armor exclusively. This is mainly in defiance of one of his staunchest foes, Thrazar, who refuses to accept the idea, "Real men are not afraid to wear fuchsia." Viraxis has a seemingly infinite collection of ascots which he wears with the fuchsia armor for formal and informal social occasions alike.

A very prominent life size statue of Viraxis represents him as an athletic man of middle age. The statue depicts him in a military uniform with a short, practical, cape, high boots and an open faced combat or flight helmet. He has a full but neatly trimmed beard. The statue, by all appearances, is carved from pink marble.

11. The character is married and may have children. But, to whom is the p.c. married?

12. The p.c., no matter their class, is a kleptomaniac.

Devilishness in the Details; Table 2:

1. No short term memory; character constantly repeats him/herself, is repeatedly surprised by the same thing, etc.
2. Imaginary allergy; character believes he/she is highly allergic to a common substance. For example; beer, wookie hair, moonlight, sand, leg of lamb, blood, etc.
3. The character cannot turn around. Roll 1d8 for the direction in which the PC permanently faces, character must step sideways or backwards to move in another direction.
4. The character has an overwhelming fear of sexual contact.
5. No poetry in his/her soul; the character takes all metaphors literally.
6. Grid bug sickness; character can only move in cardinal compass directions. If trapped on hex paper, just east and west.
7. No sense of scale; character treats all characters and objects as if they were the same size.
8. OCD combat ritual; character cannot enter combat without first carrying out an embarrassing ritual, like standing on one leg, blowing his/her nose, and/or saying loudly "buttocks" or "By the power of Thrazar!!"

9. One pint and he/she is a lush. All Seduce rolls directed against the PC succeed automatically if he/she has consumed alcohol in the last 6 hours.
10. Character cannot see through glass.



ZR-106, the Cave Robodroid Warrior,
activates his Phasic Dagger.

Thanks to Steve Zeiser for this very *phasic* illustration!

The Chrono-meter Explained

A normal, standard Sci-Fi technological device for communication and recording the passing of time would be self explanatory, except some bozo, who wrote an E.C. adventure, gave it the foolish name; the chrono-meter. The original description of the chrono-meter indicates that the idea for this communicator originated from Star Trek, James Bond and other staples of late Twentieth Century entertainment. If we use the initial description of the chrono-meter (included below) and consider it the description for the first model of the device, we can easily imagine an infinite number of personal communication computers for use in our E.C. games. Thus, Journey Masters and players may re-imagine the technology of Smart Phones for their E.C. game.

Below is the original description of the C-M which I have edited for clarity and provided additional ideas in parentheses.

Chrono-meter instructions:

Have PC roll a saving throw when attempting to find a new function, (of the chrono-meter.) If they succeed the roll/attempt, they gain knowledge of the function. If they fail, they activate the function without understanding how to repeat the function.

Roll 1d8 – Functions

- | | |
|-----|--|
| 1-2 | Alarm |
| 3-4 | Volume (messages &, or alarm) |
| 5-6 | Compass |
| 7 | Navigation/map |
| 8 | Other, JM's choice (Two way audio communication with others possessing similar model chrono-meters.) |