



Area 51

Blackout

Area 51 Blackout

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1st draft 4/15/2012

Game Chef 2012

Theme: Last Chance

Ingredients: (see notes on last page)

<http://indie-rpgs.com/archive/index.php?topic=28003.0>

<http://indie-rpgs.com/archive/index.php?topic=18632.0>

<http://indie-rpgs.com/archive/index.php?topic=2840.0>

<http://indie-rpgs.com/archive/index.php?topic=5925.0>

In 1955, the Govt set up Area 51, a giant area in southern Nevada where strange lights and sounds are occasionally seen and heard for miles around. Nearby towns have been evacuated, quarantined, and cut off from the world. Rumors of alien technology run amok start small, grow larger, and are then silenced. The President has come on the radio many times to explain to the citizens that the Govt has the situation well in hand. He assures us that, although details cannot be released for security reasons, our best men are hard at work in Area 51, following a plan to make America stronger and safer than ever.

By late 1957, a strange structure at the center of Area 51 has grown tall enough to be glimpsed from beyond the wall. It looks unearthly. The Govt refers to it as a project. The doubters refer to it as The Ship.

It is now March, 1958. The bright lights, incessant buzzing and thrumming, and occasional flashes of Area 51 all suddenly stop. Alarms sound briefly and then are silent.

This is your opportunity.

There are three of you: a Crusader, an Expert, and an Innocent.

Arriving on the scene shortly after the lights of Area 51 went out, you felt a strange sensation, like the world became vague and far away. When it ceased, you were disoriented, reeling with vertigo. And then two of you realized, your body was moving without your control. And all of you realized you were not alone in your head.

Somehow, the three of you now share a body, a body you each recognize as your own. Only one of you can control it at a time. You may speak to each other. You may shut each other out.

Only with your combined skills can you navigate Area 51 and do something about the situation before it's too late.

A dangerous zone of alien energies under secretive government control has suddenly gone dark. Stuck sharing a body with two other personas, can you stop the impending catastrophe in the manner of your choosing, and return to your own body?

A game for 3-6 player (3 character players plus 0 to 3 GMs)

The Crusader

Goal:

End Area 51 once and for all

Basics:

The crusader has had enough. They've witnessed the unearthly lights and noises and the abomination that is The Ship. They've seen the lying eyes and heard the trembling voices of the politicians. They know the President is trying to blind the people to an abomination, one that chews up American homes and families as Area 51 expands. The crusader's entire community lives in fear of the danger and oppression that Area 51 has produced, and the crusader has taken a stand to make things right, and reclaim America for good, hard-working Americans. Area 51 has got to go. Every last soldier, scientist, general, plane, tank, and especially the mysterious horrors they're hiding. Time to burn 'em all down.

Traits:

Very scary (+3 Coerce)
Not likable (-3 Befriend)
Somewhat pitiable
Somewhat sensible

More:

Control Penalty:

Tactics

These are the 4 approaches you can take to getting NPCs to give you what help they can.

Befriend: get them to like you and feel like you're together in this

Coerce: intimidate, threaten, or scare them

Deal: convince them they'll benefit from working with you

Elicit Pity: get them to want to make you feel better, or make them feel responsible for you

The Expert

Goal:

Learn Area 51's secrets, and make use of them

Basics:

The Expert knows all that any civilian knows about Area 51. They have kept notes on all the Govt actions and conspiracy rumors, searching for patterns. They have folders bursting with news articles and photos, grabbed from early editions before the papers were "corrected". The Expert is quite certain that the Govt has something in Area 51 that does not belong to them. Something they are not equipped to understand. With Area 51 shut down, this is the Expert's chance to learn the truth of the great prize inside, to learn their powers and secrets, and perhaps to join with them.

Traits:

Very sensible (+3 Deal)
Not pitiable (-3 get Help)
Somewhat scary
Somewhat likable

More:

Control Penalty:

Tactics

These are the 4 approaches you can take to getting NPCs to give you what help they can.

Befriend: get them to like you and feel like you're together in this

Coerce: intimidate, threaten, or scare them

Deal: convince them they'll benefit from working with you

Elicit Pity: get them to want to make you feel better, or make them feel responsible for you

The Innocent

Goal:

Return Area 51 to operational status

Basics:

The Innocent has championed the Govt's claims that everything is fine. They've calmed their nervous neighbors, rebuked the conspiracy theorists, saluted the men in office, and held the soldiers and scientists at Area 51 as national heroes. What's there? That's frightening to think about, so thank goodness we don't have to. Our leaders have it all under control. Except suddenly, now they don't. The mission is clear: do everything possible to help the Govt get Area 51 back up and running and under control.

Traits:

Very likable (+3 Befriend)
Very pitiable (+3 get Help)
Not scary (-3 Coerce)
Not sensible (-3 Deal)

More:

Control Penalty:

Tactics

These are the 4 approaches you can take to getting NPCs to give you what help they can.

Befriend: get them to like you and feel like you're together in this

Coerce: intimidate, threaten, or scare them

Deal: convince them they'll benefit from working with you

Elicit Pity: get them to want to make you feel better, or make them feel responsible for you

Character creation

Read all 3 character Personas on the preceding page and pick who's playing whom. Then think over your Persona's Basics and Traits and flesh out who they are in your mind. You can do this privately or aloud, with or without input from the other players as you prefer. If you want to write down any part of your concept, feel free (under "More"), but you don't have to.

Roles and play materials

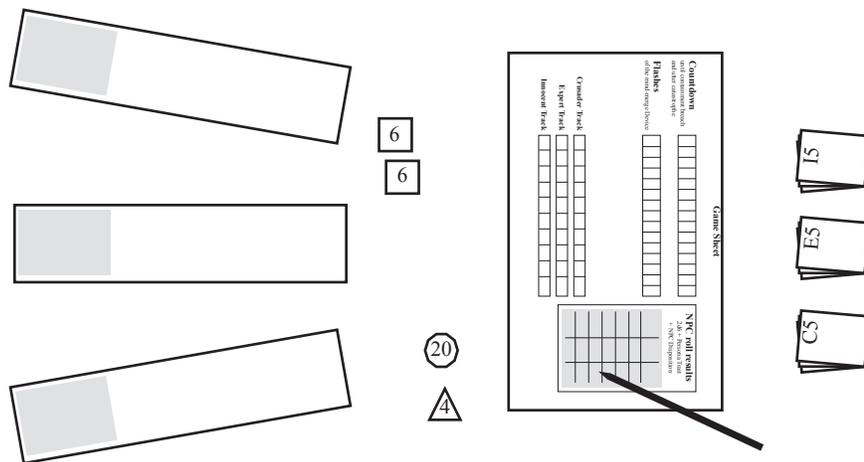
Once you've picked characters, cut yours out. This is your character sheet. The only other things you'll need to play your Persona are the Game Sheet and a few dice:

- 2 6-sided dice
- 1 20-sided die
- 1 4-sided die

Area 51 Blackout requires someone to act as GM at every moment of play. This can be:

- a single designated GM
- one of 3 GMs who are each responsible for a single Track (described below), or
- a Persona player who isn't currently in Control of the Body.

The GM will need the Game Sheet, a pen or pencil, and three stacks of Crusader, Expert, and Innocent cards (cut them out from the final pages of this document).



Play Structure

Play consists entirely of Scenes. Each Scene is set at a different Location. In each Scene, you roll 2d6 to get help from that Scene's main NPC (non-player character), with different results sending you to different Locations for your next Scene.

Each Location has a number and a letter. Higher numbers mean there are fewer steps remaining between you and your Goal. The letter (C, E, or I) denotes which Persona's Goal is being advanced.

At the end of each Scene, you cross off a Countdown box on the Game Sheet. Once you cross off the 15th and final box, the game ends with the Personas having failed and Area 51's destructive potential unleashed.

If you make it to any Persona's final Location (C10, E10 or I10) before that happens, then that Persona can achieve their Goal instead, averting the catastrophe.

After the Goal is achieved (or after the catastrophe, but only if it makes narrative sense), the Controlling Persona may attempt to separate the Personas back into their respective bodies using the Device.

Flashes

Whenever one Persona Channels another (see next page), all three Personas receive a shared Flash of memory (or psychic transmission?) revealing something about a mysterious Device. Mark off the next box on the Game Sheet. More Flashes mean more knowledge of how to use the Device to split the three of you back into your separate bodies.

Should you reach the Device and activate it, each Persona rolls 1d4, adding the number of Flashes, and subtracting their Control Penalty (see Blocking, next page). A result of 13 or higher gets a Persona back in its body. Resolve for all 3 Personas, and then the GM will narrate how this occurs and who winds up where.

Sequence of a Scene

New Location: The GM picks up the Location card and fleshes it (and the NPC) out in their mind as per what's previously happened in play.

Nuggets of information: Soliciting contributions as desired, the GM narrates what the Personas discover from investigating the location. This part of the Scene can be as long or as short as the group prefers.

NPC opportunity: The GM introduces an NPC who seems like they might be able to advise you where to go next.

Reading the NPC: The GM should roleplay the NPC's disposition as they interact. The Personas should guess from this which Tactic will be most effective. The GM is not obligated to make this clear, just to portray the disposition described on the Location card.

Choosing a Tactic: Whenever the GM feels the Controlling Persona is beginning to employ one of the 4 Tactics, the GM should call for them to declare a Tactic and roll. (Switching to a different Tactic than the one the GM spotted is fine.) The Controlling Person may wish to Channel another Persona (see next page).

Rolling the dice: Roll 2d6, add in Trait and Disposition modifiers, and consult the results chart on the Game Sheet to determine the two Locations the NPC reveals. If the roll is even and another Persona was Channeled, roll a d20 to resolve how control switches between Personas (see Switching, next page).

Flash? If another Persona was Channeled, the GM narrates a Flash as described above.

Next Location: The GM roleplays how the NPC, helpfully (high roll) or otherwise (low roll) mentions three Locations where you could go next. These are your only three choices; previous Location options not chosen in earlier Scenes cannot be reached from here. The Controlling Persona picks which Location to go to next. If Blocked (see next page), they must choose from the remaining Location(s).

Done: Cross the Location off on the Game Sheet (and X out the previous Location from that Track) and remove the card from play.

Persona Interactions

The Controlling Persona

Only one Persona is in control of the Body at any given time. This means the Controlling Persona's player gets to roleplay what the Body does, choose which Tactics to use, and choose which Locations to go to, unless Blocked.

Play starts with the Innocent in control.

Blocking

Any Persona who is not in control may Block the Body from attempting a Tactic or going to a Location. Once Blocked, that Tactic may not be used on that NPC by the Blocked Persona again. The blocked Location cannot be visited by the Blocked Persona from this Location.

Each time you Block, you strain your place in the fragile balance of the three minds in one body. Tally one point of Control Penalty on your character sheet.

You cannot wait until a Trait is Channeled and then Block; Blocking preempts Channeling.

Channeling

Channeling means calling on another Persona's Trait for use in an NPC encounter.

Example: *I am playing the Innocent, and right now I am the Controlling Persona. I'm talking to an NPC scientist, and I judge that my best Tactic would be to Deal with him. As I'm terrible at making Deals, I decide to Channel the Expert's Trait of being very sensible. This means that I apply +3 to my 2d6 roll instead of -3.*

Switching

Whenever the Controlling Persona chooses to Channel another Persona, an even result on the NPC die roll causes a switch in control. The Controlling Persona's player rolls a d20 to determine who takes control, the player on their left (1-10) or right (11-20).

If either of the two players has any Control Penalty, that number is subtracted from their range, with nullified results negating the switch.

Example: *I am on the Controlling player's left. The range that gives me control would normally be 1-10 on the d20, but I have a Control Penalty of 2, so the range is now 1-8. The d20 rolls a 9. Since I fail to take control, control stays with the current Controlling Persona.*

The Controlling Persona can also switch out at will, in which case the same d20 roll is made.

Communication

Communication between all Personas is open by default. The Controlling Persona will often be dealing with two voices in "their" head as they move about and make decisions. The Controlling Persona can, with a great effort of will, shut out one or both other Personas' voices. They can do this for just long enough to attempt a Tactic, or to have a private conversation with one Persona that the other cannot hear.

If you are playing a Persona who is shut out, don't speak in character. If you have been shut out for a private conversation, cover your ears.

Game Sheet

Countdown

until containment breach
and utter catastrophe

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

Flashes

of the mind-merge Device

Get to the Device? Roll d4, add Flashes, subtract Control Penalty: 13+ = back in your body.

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

These boxes are Locations. Cross them off when visited,
noting the last one visited on each Track (e.g. a line vs an X).

Crusader Track

C1	C2	C3	C4	C5	C6	C7	C8	C9	C10
----	----	----	----	----	----	----	----	----	-----

Expert Track

E1	E2	E3	E4	E5	E6	E7	E8	E9	E10
----	----	----	----	----	----	----	----	----	-----

Innocent Track

I1	I2	I3	I4	I5	I6	I7	I8	I9	I10
----	----	----	----	----	----	----	----	----	-----

At 10, their Goal is achieved and catastrophe avoided after a successful NPC roll (8+).

NPC roll results

2d6 + Persona Trait
+ NPC Disposition

Adjusted Roll	Current Track	Other Track
14+	+2	-1
11-13	+1	-2
9-10	+1	-3
7-8	-1	-1
5-6	-1	-2
4-	-2	-3

GM: Calculating new Location options:

Look on the NPC Roll Results table to see how many boxes to move along each Track, starting from the most recently visited box (including the current one). +2 means 2 boxes to the right; -1 means 1 box to the left.

Ignore crossed off boxes. Example: *an NPC roll at C5 results in a +2. C6 and C8 are already crossed off, so the GM's 2 steps forward get to C9.*

Once you've determined which Locations the NPC will offer as options, take a look at those three Location cards to inform your roleplaying the offer.

What if you run out of boxes to the left (minus)? Just go to the lowest free box on that Track.

Starting play: start on I5, crossing it off as normal. Treat C5 and E5 as the starting points for their Tracks, but do not cross off those Locations until they have been visited.

Informed Strategy or Immersive Ignorance?

The group should choose whether they prefer to play the game with or without the Persona players having knowledge of their mechanical positioning.

Informed Strategy: With the Countdown, Flashes, Tracks, NPC roll results table, Device roll rules and Switching roll rules all known, the players will be able to strategize the best way to manage their odds of maximizing Flashes, stopping the Catastrophe, etc.

Immersive Ignorance: The more of those rules that are hidden from the Persona players, the more they will be able to have the experience of puzzling out how to deal with their predicament, using only the knowledge their characters have. If this option is chosen, I think it's vital to represent the Countdown ("15hrs till Containment Breach"), Switching ("You almost wound up in control, but that feeling you've had since you last Blocked interfered"), and Flashes ("You're getting closer to know how to use the Device correctly") dynamics in the fiction.

Location Cards

C1

Location: warehouse file room

Nugget:

The history of the dirty politicians and war criminals who'd come to run this operation.

NPC: clerk

Disposition:

Neutral, Beta

Nervous, awkward, overloaded. Hasn't seen much kindness. Trying to follow orders and keep things simple. Shuns responsibility.

+2 on attempts to Befriend them
-2 on attempts to strike a Deal

C3

Location: computer lab

Nugget:

The dangerous ways the government and military hoped to use their prize.

NPC: security guard

Disposition:

Hostile, Alpha

Thinks they're better than the player. Aggressive, competitive, impatient, disdainful, used to having their way. Self-aggrandizing, power-hungry.

+2 on attempts to strike a Deal
-2 on attempts to Befriend them

C5

Location: equipment repair room

Nugget:

How screw-ups and misunderstanding contributed to the weird lights and sounds.

NPC: agency spook

Disposition:

Neutral, Alpha

Casually condescending, matter-of-factly in charge. Willing to listen, but once a stand is taken, completely inflexible. Slightly motherly/fatherly.

+2 on attempts to Elicit Pity
-2 on attempts to Coerce them

C2

Location: officers' meeting room

Nugget:

How paranoia and greed contributed to the formation of Area 51.

NPC: traumatized dying general

Disposition:

Neutral, Alpha

Casually condescending, matter-of-factly in charge. Willing to listen, but once a stand is taken, completely inflexible. Slightly motherly/fatherly.

+2 on attempts to Elicit Pity
-2 on attempts to Coerce them

C4

Location: video surveillance room

Nugget:

How the men at Area 51 discovered that they'd had no idea what they were dealing with.

NPC: media liaison

Disposition:

Neutral, Beta

Nervous, awkward, overloaded. Hasn't seen much kindness. Trying to follow orders and keep things simple. Shuns responsibility.

+2 on attempts to Befriend them
-2 on attempts to strike a Deal

C6

Location: media offices

Nugget:

What awful accidents, errors, and over-reactions have been kept secret.

NPC: paranoid science advisor

Disposition:

Hostile, Alpha

Thinks they're better than the player. Aggressive, competitive, impatient, disdainful, used to having their way. Self-aggrandizing, power-hungry.

+2 on attempts to strike a Deal
-2 on attempts to Befriend them

Location Cards

C7

Location: power grid

Nugget:

How the blackout inevitably happened.

NPC: grim colonel

Disposition:

Neutral, Beta

Nervous, awkward, overloaded. Hasn't seen much kindness. Trying to follow orders and keep things simple. Shuns responsibility.

+2 on attempts to Befriend them
-2 on attempts to strike a Deal

C9

Location: super-hidden mtg room

Nugget:

The ultimate secret plan of this endeavor.

NPC: conspiracy mastermind

Disposition:

Hostile, Alpha

Thinks they're better than the player. Aggressive, competitive, impatient, disdainful, used to having their way. Self-aggrandizing, power-hungry.

+2 on attempts to strike a Deal
-2 on attempts to Befriend them

E1

Location: press lounge

Nugget:

The history of the scientists who came to run this operation.

NPC: news reporter

Disposition:

Neutral, Alpha

Casually condescending, matter-of-factly in charge. Willing to listen, but once a stand is taken, completely inflexible. Slightly motherly/fatherly.

+2 on attempts to Elicit Pity
-2 on attempts to Coerce them

C8

Location: bunker

Nugget:

What shady agents have really been making the biggest decisions.

NPC: senator

Disposition:

Neutral, Alpha

Casually condescending, matter-of-factly in charge. Willing to listen, but once a stand is taken, completely inflexible. Slightly motherly/fatherly.

+2 on attempts to Elicit Pity
-2 on attempts to Coerce them

C10

Location: Containment Chamber

Nugget:

How to sabotage the plan for good (and blow Area 51 to bits, with time to try the Device).

NPC: armed soldier

Disposition:

Neutral, Beta

Nervous, awkward, overloaded. Hasn't seen much kindness. Trying to follow orders and keep things simple. Shuns responsibility.

+2 on attempts to Befriend them
-2 on attempts to strike a Deal

E2

Location: science office

Nugget:

How and when Area 51's prize was discovered.

NPC: junior science advisor

Disposition:

Hostile, Beta

Disinterested, cold, detached. Could be warmed up little bit, but strong emotional appeals are a major turn-off. Avoidant, not confrontational.

+2 on attempts to Coerce them
-2 on attempts to Elicit Pity

Location Cards

E3

Location: former containment rm

Nugget:

The initial agenda for studying the prize.

NPC: lab security guard

Disposition:

Neutral, Beta

Nervous, awkward, overloaded. Hasn't seen much kindness. Trying to follow orders and keep things simple. Shuns responsibility.

+2 on attempts to Befriend them
-2 on attempts to strike a Deal

E5

Location: applied physics wing

Nugget:

What the prize did to generate those weird lights and sounds.

NPC: frazzled junior scientist

Disposition:

Hostile, Beta

Disinterested, cold, detached. Could be warmed up little bit, but strong emotional appeals are a major turn-off. Avoidant, not confrontational.

+2 on attempts to Coerce them
-2 on attempts to Elicit Pity

E7

Location: experimental lab

Nugget:

What the prize did to cause the blackout.

NPC: megalomaniac sr scientist

Disposition:

Neutral, Alpha

Casually condescending, matter-of-factly in charge. Willing to listen, but once a stand is taken, completely inflexible. Slightly motherly/fatherly.

+2 on attempts to Elicit Pity
-2 on attempts to Coerce them

E4

Location: energy processing

Nugget:

bldg The surprise the scientists discovered.

NPC: repair technician

Disposition:

Neutral, Alpha

Casually condescending, matter-of-factly in charge. Willing to listen, but once a stand is taken, completely inflexible. Slightly motherly/fatherly.

+2 on attempts to Elicit Pity
-2 on attempts to Coerce them

E6

Location: control room

Nugget:

What the prize has done that has been kept secret.

NPC: control operator

Disposition:

Neutral, Beta

Nervous, awkward, overloaded. Hasn't seen much kindness. Trying to follow orders and keep things simple. Shuns responsibility.

+2 on attempts to Befriend them
-2 on attempts to strike a Deal

E8

Location: bunker

Nugget:

The most impressive of the prize's potential capabilities.

NPC: project director

Disposition:

Hostile, Beta

Disinterested, cold, detached. Could be warmed up little bit, but strong emotional appeals are a major turn-off. Avoidant, not confrontational.

+2 on attempts to Coerce them
-2 on attempts to Elicit Pity

Location Cards

E9

Location: secret control room

Nugget:

The most powerful way the prize could be used.

NPC: conspiracy mastermind

Disposition:

Neutral, Beta

Nervous, awkward, overloaded. Hasn't seen much kindness. Trying to follow orders and keep things simple. Shuns responsibility.

+2 on attempts to Befriend them
-2 on attempts to strike a Deal

I1

Location: office file room

Nugget:

The history of the well-meaning agents who help run Area 51.

NPC: clerk

Disposition:

Hostile, Alpha

Thinks they're better than the player. Aggressive, competitive, impatient, disdainful, used to having their way. Self-aggrandizing, power-hungry.

+2 on attempts to strike a Deal
-2 on attempts to Befriend them

I3

Location: political offices

Nugget:

The ways it was hoped that Area 51 could benefit the American people.

NPC: secretary of energy

Disposition:

Hostile, Alpha

Thinks they're better than the player. Aggressive, competitive, impatient, disdainful, used to having their way. Self-aggrandizing, power-hungry.

+2 on attempts to strike a Deal
-2 on attempts to Befriend them

E10

Location: Containment Chamber

Nugget:

How to do with the prize what you will.

NPC: armed soldier

Disposition:

Neutral, Alpha

Casually condescending, matter-of-factly in charge. Willing to listen, but once a stand is taken, completely inflexible. Slightly motherly/fatherly.

+2 on attempts to Elicit Pity
-2 on attempts to Coerce them

I2

Location: financial offices

Nugget:

How various American heroes were initially recruited to handle Area 51.

NPC: project manager

Disposition:

Hostile, Beta

Disinterested, cold, detached. Could be warmed up little bit, but strong emotional appeals are a major turn-off. Avoidant, not confrontational.

+2 on attempts to Coerce them
-2 on attempts to Elicit Pity

I4

Location: east barracks

Nugget:

The way an unexpected discovery was gotten under control.

NPC: security sergeant

Disposition:

Hostile, Beta

Disinterested, cold, detached. Could be warmed up little bit, but strong emotional appeals are a major turn-off. Avoidant, not confrontational.

+2 on attempts to Coerce them
-2 on attempts to Elicit Pity

Location Cards

I5

Location: west barracks

Nugget:

How those weird lights and sounds were dealt with.

NPC: special forces team leader

Disposition:

Hostile, Alpha

Thinks they're better than the player. Aggressive, competitive, impatient, disdainful, used to having their way. Self-aggrandizing, power-hungry.

+2 on attempts to strike a Deal
-2 on attempts to Befriend them

I7

Location: command post

Nugget:

How the defenses were overcome, leading to the blackout.

NPC: general

Disposition:

Hostile, Alpha

Thinks they're better than the player. Aggressive, competitive, impatient, disdainful, used to having their way. Self-aggrandizing, power-hungry.

+2 on attempts to strike a Deal
-2 on attempts to Befriend them

I9

Location: war room

Nugget:

The special mechanisms of Area 51 to control its prize and defenses.

NPC: general's assistant

Disposition:

Hostile, Alpha

Thinks they're better than the player. Aggressive, competitive, impatient, disdainful, used to having their way. Self-aggrandizing, power-hungry.

+2 on attempts to strike a Deal
-2 on attempts to Befriend them

I6

Location: project planning office

Nugget:

What events were reasonably covered up so as not to cause needless panic.

NPC: electrician

Disposition:

Hostile, Beta

Disinterested, cold, detached. Could be warmed up little bit, but strong emotional appeals are a major turn-off. Avoidant, not confrontational.

+2 on attempts to Coerce them
-2 on attempts to Elicit Pity

I8

Location: secret files room

Nugget:

The top secret defense agencies behind how Area 51's security works.

NPC: teenage office boy

Disposition:

Hostile, Beta

Disinterested, cold, detached. Could be warmed up little bit, but strong emotional appeals are a major turn-off. Avoidant, not confrontational.

+2 on attempts to Coerce them
-2 on attempts to Elicit Pity

I10

Location: Containment

Nugget:

Chamber The way to restore Area 51 (including Containment) to operational capacity.

NPC: armed soldier

Disposition:

Hostile, Beta

Disinterested, cold, detached. Could be warmed up little bit, but strong emotional appeals are a major turn-off. Avoidant, not confrontational.

+2 on attempts to Coerce them
-2 on attempts to Elicit Pity

Ingredients:

I figure these will be impossible to verify and make sense of, so here I'll spell out what I got from each.

The idea of calling on something for a resolution bonus that invokes a risk that isn't otherwise on the table (Channeling and Switching) came from:

<http://indie-rpgs.com/archive/index.php?topic=28003.0>

A Half-Cooked Narrativist Giant Robo Battle Mechanic

May 12, 2009 by AJ_Flowers

Sticking three Personas in one body was inspired by how characters take on alternate selves in:

<http://indie-rpgs.com/archive/index.php?topic=18632.0>

[Kindling Moon] Answering the Power 19

February 04, 2006 by Kevin A. Ranson

Blocking and Control Penalties was inspired by the spell-casting trade-offs and aura matrices of the magic system from:

<http://indie-rpgs.com/archive/index.php?topic=5925.0>

MyGame: Grey Lotus, a fantasy world with a faint Celtic bent

April 06, 2003 by Andrew "Hamshrew" Williams

Area 51, cover-ups, the naive Innocent, and the Crusader/Expert/Innocent cast were inspired by:

<http://indie-rpgs.com/archive/index.php?topic=2840.0>

New Era: 1950s Gaming on the Edge?

July 25, 2002 by Nathan Hill