

Patrick Riley

www.sinisterthings.com ♦ patrick@sinisterthings.com
101 Redding Rd. #C4 ♦ Campbell, CA ♦ 95008

Small, Sinister Finales

I fear my *Savage Worlds* campaign may be coming to an end. Officially, we are on hiatus until after Kublacon on Memorial Day (May 29th), but I suspect it may not return. One of my players dropped out due to family issues. Another moved to Japan and that forced us to change venues. This occurred in the middle of a dungeon crawl, essentially, and part of me just wanted to have a total party kill to end the campaign. Based on the strength of the big bad, I knew it was possible. But in the end, they survived the battle with only one PC death and forcing the big bad to retreat. I mis-calculated the number of power points he had remaining, and had him withdraw so that he could recuperate. In reality, he could have stuck around for a while long and perhaps defeated the PCs (whom he had encountered once before) once and for all. Or visa-versa. The PCs had accomplished at least a portion of their mission and had no desire to tangle again with the undead priest-king Ur-Meshil-Anna. The last session ended on a note that was disparaging but lacking the tragic and resounding finality of, for example, *Blackadder II* or *Goes Forth*. If we do restart, then the campaign will have to refocus, perhaps even with all new PCs and definitely after the passage of some time, not unlike what sometimes happens between books of a fantasy series.

One of my personal goals with the campaign was to prove to myself that I could run a long-term campaign. And I have at least accomplished that. I was planning on roughly 40 sessions, and we made it through 20 with plenty of momentum to keep going if real-life issues had not gotten in the way.

I am 85% satisfied with the *Savage Worlds*' rules. There are still points were I get tripped up and a few things I find inelegant, but I can see myself using it for a variety of campaigns in the future. For my DunDraCon game, I used *Call of Cthulhu* rather than *Savage Worlds* for the sole purpose of attracting players. As I was making the characters, I was quickly becoming annoyed with *CoC*'s overly specific skill list. On the other hand, *CoC* is more deadly than *Savage Worlds*, so it was a better fit for what I wanted in that respect.

I want to get *Super System Omega* polished up to the point where I can start playtesting. One of the other players is planning on running a few sessions of *Dogs in the Vineyard*. So the group has plans to get together for roleplaying, but not for Small, Sinister Things.

If anyone is interested, I should be running four *Savage Worlds* game at GeCon Indy, one per day, based on this campaign.

¹ Abbreviating the name to "SW" is not something I am inclined to do. But then, I still think "San Francisco" and not "Science Fiction" when I read "SF."

Lee Gold

Please do not put any GNS terminology into Paragraphs. There is no standard language and there is vast disagreement about what these terms really mean or how they should be applied.

Peter C. Hildreth

Would not money transmitters fall clearly under the umbrella of interstate commerce and could be federally regulated with one set of national guidelines rather than 50+ conflicting rules? If it is a federal crime to transmit without a license, then there should be a federal license and the states will not have to worry about it. I can appreciate that Congress has used that umbrella to federally regulate things it probably should not have, but sending money across state or international borders definitely seems to apply.

Issues of federalism lead to cross-wise arguments. On one hand, I love the fact that California has higher emission standards² than those found at the federal level and includes the right to privacy in its constitution. On the other hand, I dislike it when other states do really stupid things (as I see it) with regards to environment and civil rights and I want the federal government to stop in and make them do the right thing. It is terribly selfish of me to impose my standards on others, but what else is a democracy all about? :)

Jonathan Nicholas

Based on your special projects, I think I now understand what *you* mean by simulationist. I have absolutely no input on these since they do not light any creative fire within me (though I am always interested in a good weather chart). This is not to say I am not simulationist (some might call me narrativist except I dislike narrativist games), but what I want to simulate (intimate character development) and what you do (global world development) are focused on different areas. In the case of Tekumel and Glorantha, one could simulate life and culture on those alien worlds without being a narrativist. It would be no different than Hårn (a very simulationist-oriented setting, I think), except more fantastic. On the other hand, I was recently informed on RPG.net that simulationism did not have anything to do with simulation.... Did I mention I hate GNS jargon?

Brian Rogers

RAE The Aquarius Odyssey. There is nothing like giant monster attack as a means of introducing yourselves to the world. Are you using V&V? How did Dr. MacGwyn's "make him too big to live" tactic work within the game system? It was a great idea, assuming it worked. As a player, I would not be sure I was not simply making the creature bigger and more powerful.

The descriptions of the PBeM games were interesting. I think you hit all the major and finer points, so I do not have anything insightful (or witty) to add.

² This issue recently came up in a fight with Missouri's senator over small-engine emission standards.