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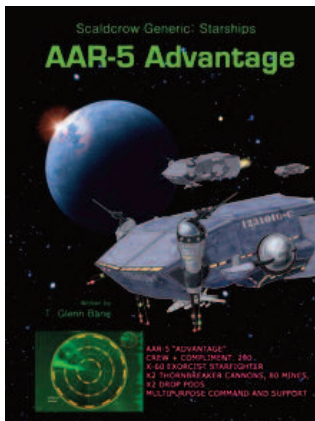
Games, news, forum, links and,
as always: generators

A Renaissance in Pen and Paper RPGs August 5, 2010

LOST IN SPACE

There are no great holidays in August, so it is like being lost in space with nothing to look forward to, so Scaldcrow offers up the AAR-5 "Advantage," available through DrivethruRPG on August 13, 2010. It promises to be an enduring part of the Scaldcrow Generic selection for years to come.

We are also extending a special price on our Generic Book bundle, at Drivethru RPG, until September 1, 2010.



STARSHIPS IN RPG GAMING

By Roman Drum

Science fiction is my favorite genre. I love sci-fi movies and TV shows and especially sci-fi themed role-playing games. It doesn't matter if it's hard core science, space opera, a thinly veiled western in the stars, or an animation of any quality, I'll sit through it and somehow manage to glean something awesome out of it. Did I mention I love Sci-Fi?

When gaming, it's an amazing experi-

ence to superimpose yourself onto your character and be that guy who is rocketing thorough the stars, fighting the good fight, winning the war, taming the stars, and saving the universe. Surrounded by all the various species of aliens that litter space, their different cultures and personalities, their bizarre planets and landscapes, it all boils down to you and the choices you make that will either win the day or...enable you to roll up another character and try it again.

But somehow, underneath all the glitz and glam of alien worlds and their strange ways, in the struggle to survive, we manage to somehow forget the one basic component that allows a sci-fi game to be possible—the starship. Be it a little job that carries just you and your co-pilot or massive starship that holds thousands, without a means of transportation to the destination, there is no story. If you can't get to where the action is, there is no story. If you can't get from here to there, there is no story. Bottom line: no starship, no story.

When playing a sci-fi game, don't be afraid to give your ship some personality or a history. Its every bit as much a part of the cast of characters as the other players and NPCs are. Your ship has a history, just like you and all the NPCs in the universe it was doing something before it entered into your life. We know that Han won the Falcon in a card game from Lando. We know that Mal found the Serenity in a junkyard. Where did your ship come from? Did you special order it? Steal it? Inherit it? What's the story behind your ship? The answers to those little questions make your ship and the game that much more interesting and engaging.

Part of the fun of playing a character is getting into the role of who you are. I especially love those games that give you something to sink your teeth into, like weaknesses or defects or personality quarks. Those are the little things

that make you different from all the other cookie-cutter gun slingers out there. All the Stormtroopers look alike and act alike but, when Luke and Han are in their armor, they really stick out like sore thumbs. Your ship is no different, it's special and unique and your characters know it better than anyone else. Maybe you don't even lock it up because only you have that special knack for starting it. Maybe it stalls out after two or three sharp turns in combat. Maybe it's haunted. Who knows, but every ship has something special about it.

Recently I worked on Scaldcrow Games' newest generic product aptly entitled: "Scaldcrow Generic: Starships - AAR-5." The starship in this supplement, "The Advantage," is written up and described fully: shields, star drive, weaponry, crew requirements—the works, but it is done in a way that any GM can pick it up and easily adapt it to whatever game mechanic they like in less than 5 minutes. I kid you not. It has a map of the ship that you can print out or Xerox so that every player at the table can have a copy of it. Now you too can have that extra, unsung, loved and abused character at the table—your starship. Working on this project it got me to thinking that maybe I should write a little something about the other RPGs that are out there that folks enjoy playing that could benefit from having the Advantage in their game. I limited my list below to just sci-fi games, but in truth, I don't see a reason why you couldn't use it in a super hero game either. There are plenty of capes that come from the stars, and as easy as it is to figure mechanics for the Advantage, I don't see why you couldn't bring her into a Champions or Mutants and Masterminds game either.

For a complete list of starship favorites, see this blog on Crow Calls at www.Scaldcrow.com.