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Orc and a Pie - System Matters

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Today, 09:21 AM

#1

Pelgrane Press

Registered User
 1st Level RPGnetter

Join Date: Nov 2003
 Posts: 112

Orc and a Pie - System Matters

Well, we've seen the [d20 version](#) of the Orc with a pie, and it's pretty obvious how it would go in D&D.

Player: We open the door.
 GM: Blah, blah, Orc, blah blah Pie.
 Player: Initiative?
 GM: Yeah
 (dice rolling)
 Player: Yay! We get pie and XP!

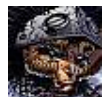
This is a very serious theoretical exercise. How would actual play go with other game systems? Would the pie feel deprotaganised?

Simon Rogers
 Pelgrane Press Ltd
 Read [RPG net reviews](#) of Dying Earth products



Today, 09:22 AM

#2



cjh
 [Body Bank Recharging]
 1st Level RPGnetter

Join Date: Dec 2003
 Location: Cleveland, OH
 Posts: 9,337

**Re: Orc and a Pie - System Matters**

What kind of Pie? Because, you know, pie matters.

Chris Helton

[Dorkland!](#) - My Blog | [Cleveland Gamers](#) - Networking in Cleveland, Ohio | [Check Out The Open Core System](#)



Today, 09:24 AM

#3



Axiomatic
Lord of Death by Sushi
1st Level RPGnetter

Join Date: Jul 2006
Posts: 1,397

Re: Orc and a Pie - System Matters

Shouldn't the GM laugh at the Player, screaming, "HA! That pie was actually a cleverly disguised trap! Let's see if you make your Arbitrary Death Save!"

And you don't seem the lying kind / A shame that I can read your mind



Today, 09:35 AM

#4



Crothian
Registered User
1st Level RPGnetter

Join Date: Feb 2004
Location: Columbus, OH
Posts: 939

Re: Orc and a Pie - System Matters

I do a Paranoia Orc and Pie at cons. It is a very complex and sometimes a bit silly adventure.



Today, 09:39 AM

#5



Balbinus
Repairer of Reputations
1st Level RPGnetter
& RPGnet Member

Join Date: Jan 2002
Location: Carcosa
Posts: 14,578

Re: Orc and a Pie - System Matters

Quote:

Originally Posted by **Axiomatic**
Shouldn't the GM laugh at the Player, screaming, "HA! That pie was actually a cleverly disguised trap! Let's see if you make your Arbitrary Death Save!"

Not in current editions of D&D, but in earlier editions I think that would be appropriate.

Unknown Armies goes like this:

GM - You see an orc and a pie, make an unnatural test for the Orc.

Player - Damn, I failed, I'm getting weirded out. Ok, I attack the Orc.

GM - You kill the Orc, make a rank six violence check.

Player - Damn, I failed again. I guess my guy's jittery now. I eat the pie.

GM - The pie was baked by Martha Stewart, you gain a charge!

Alternatively, CoC:

GM - you see a squat, noisome and squamous beast guarding a pie. Make a san roll or lose d6 san.

Player - I blew it, damn, a 6.

GM - You fall to the ground gibbering and moaning in fear, the creature eats you.

Lastly, Rolemaster:

GM - you see an orc and a pie.

Player - Hm, I walk towards the pie.

GM - Make a roll on the movement table. Ah, ok you failed, now roll on the movement critical failure table. Hm, on your way to the pie you spontaneously combust, better hope the Orc has an asbestos spatula.

Currently running: Pendragon Vikings

[I also post here.](#)

More rpgs for sale or trade, entirely new listings, some indie games included <http://forum.rpg.net/showthread.php?...57#post6823257>



Today, 09:41 AM

#6

Pelgrane Press

Registered User
1st Level RPGnetter

Join Date: Nov 2003
Posts: 112

Re: Orc and a Pie - System Matters

My Life With Pie

Master: Fetch me a pie, Grubbit.

Grubbit: Yes, master. Grubbit fetch pie.

GM: Violence or Villainy?

Player: Violence. Oh, and what type of pie is it? I'm desperate for pie. Give me the desperation die.

roll *roll*

GM: You put your foot in the pie whilst trying to strangle the orc. You still backwards and crack your skull. The orc is dead, but you have no pie.

Grubbit: Oh, the humanity!

Simon Rogers

[Pelgrane Press Ltd](#)

Read [RPG net reviews](#) of Dying Earth products



Today, 09:42 AM

#7



cjh


[Body Bank Recharging]
1st Level RPGnetter

Join Date: Dec 2003
Location: Cleveland, OH
Posts: 9,337



Re: Orc and a Pie - System Matters

Quote:

Originally Posted by **Balbinus** 
Alternatively, CoC:

GM - you see a squat, noisome and squamous beast guarding a pie. Make a san roll or lose d6 san.

Player - I blew it, damn, a 6.


GM - You fall to the ground gibbering and moaning in fear, the creature eats you.

In CoC, the pie eats you.

Chris Helton

Dorkland! - My Blog | **Cleveland Gamers** - Networking in Cleveland, Ohio | **Check Out The Open Core System**



 Today, 09:52 AM

#8 




Temple 
 Skjalg Kreutzer
 1st Level RPGnetter

Join Date: Nov 2006
 Location: Trondheim, Norway
 Posts: 363



Re: Orc and a Pie - System Matters

Quote:

Originally Posted by **cjh** 
In CoC, the pie eats you.

In Call of Cthulhu adventure, pie eats YOU!

Temples list of must-aquire games:

Dogs In The Vineyard, My Life With Master, The Shadow Of Yesterday, Nobilis, Noumenon, Heaven & Earth, Sorceror, Spirit of the Century, The Mountain Witch, Dont Rest Your Head, Primetime Adventures, Trollbabe, InSpectres, Faerys Tale, Ganakagok, Mechanical Dream, Mortal Coil, AGON, Heros Banner: The Fury of Free Will, Capes, Godlike, Unknown Armies.

Bought: Drakar och Demoner: Trudvang.

Running: Drakar och Demoner: Trudvang


Playing: Nothing

Mulling: The Shadow of Yesterday

1 laugh point - **Raist**

"Did thirty discordia dragons in service to enemy gods shave your cat while no loyal knight was around to play dirty necromonoply with the children trapped in Schauermärchen?" -Scurvy_Platypus



 Today, 09:56 AM

#9 



Cossack 
 Grandma said kick yo' ass
 1st Level RPGnetter

Join Date: Feb 2003
 Location: exile
 Posts: 18,086

Re: Orc and a Pie - System Matters

Did the Orc/Pie thing originate with Deviant Desires, or was that a reference to something even earlier?

"You people listening? Coz Cossack once sliced the ears off a nun just for... doing nun stuff. Oh, and he used an

orange peeler to do it.

Don't be messin' with his Paranoia."-Vrylakos

See...I have this feeling that when gamers say "without angst" they mean, "Have you ever played the WoD stupid?"-Amado G

MXLP: Niles(1) Phantom Stranger(2) thwaak(1) Tharkun(1) Ghost(1) Liberator(1) hong(1) Rob Lowry(1) Fortinbras(2) CasperLions(1) Joe Cohen(1) Caleb(1) Eilonwy(1) Balbinus(1) xgothgrl(3) JonA(1)

1 "You Rock Point" from GoldenApe



Today, 09:58 AM

#10



Temple
Skjalg Kreutzer
1st Level RPGnetter

Join Date: Nov 2006
Location: Trondheim, Norway
Posts: 363



Re: Orc and a Pie - System Matters

It was a mini-rant by Monte Cook on his website actually. I remember when he first published it, it was instantly accepted into meme-hood by basically every internet roleplaying community out there. :P

Temples list of must-aquire games:

Dogs In The Vineyard, My Life With Master, The Shadow Of Yesterday, Nobilis, Noumenon, Heaven & Earth, Sorceror, Spirit of the Century, The Mountain Witch, Dont Rest Your Head, Primetime Advenures, Trollbabe, InSpectres, Faerys Tale, Ganakagok, Mechanical Dream, Mortal Coil, AGON, Heros Banner: The Fury of Free Will, Capes, Godlike, Unknown Armies.

Bought: Drakar och Demoner: Trudvang.

Running: Drakar och Demoner: Trudvang

Playing: Nothing

Mulling: The Shadow of Yesterday

1 laugh point - [Raist](#)

"Did thirty discordia dragons in service to enemy gods shave your cat while no loyal knight was around to play dirty necromonopoly with the children trapped in Schauermärchen?" -Scurvy_Platypus



Today, 10:03 AM

#11



The Last Conformist
wielding Stormbringer 5e
1st Level RPGnetter

Join Date: Jun 2006
Location: Regnum Suecorum
Posts: 2,697



Re: Orc and a Pie - System Matters

Quote:

Originally Posted by **Balbinus**

Alternatively, CoC:

GM - you see a squat, noisome and squamous beast guarding a pie. Make a san roll or lose d6 san.

Player - I blew it, damn, a 6.

GM - You fall to the ground gibbering and moaning in fear, the creature eats you.

Shouldn't that be an *unspeakable* pie?

Why can't you be a non-conformist just like everybody else?

1 Wonderfully Geeky Point, 1 Awesome Point, 3 Laugh Points, 1 Innuendo Point, 1 Speaks Truth Point
 1 "laughed out loud, and then scrolled past it before my 7 yr old noticed the fangs" Point, 1 "Whoops, I have Kult in my H P Lovecraft" Point



Today, 10:10 AM

#12



Join Date: Oct 2006
 Location: Vancouver, BC
 Posts: 870

Re: Orc and a Pie - System Matters

Quote:

Originally Posted by **Balbinus**
 GM - you see a *squat*, *noisome* and *squamous* beast guarding a pie.

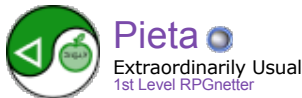
Orcs don't have scales!

Running: Burning Wheel
 Playing: Classic Traveller, Universalis
 Preparing: Burning Empires, Tommy Guns in the Vineyard



Today, 10:10 AM

#13



Join Date: Jun 2006
 Posts: 151

Re: Orc and a Pie - System Matters

Wushu:

Player: I somersault towards the ork / kick him in the throat with the Seven Decapitations Kick / and he drops into a sorry heap on the floor. / I eat the pie. / The filling is pecan.

Gamemaster: Veto! You cannot eat the pie because it has three points of Threat Rating left.

Player: How about I eat it, but suddenly, another ork with another pie drops from the ceiling?

--<<



Today, 10:12 AM


#14



Join Date: Jan 2002
 Location: Carcosa
 Posts: 14,578

Re: Orc and a Pie - System Matters

Quote:

Originally Posted by **Halfjack** 
Orcs don't have scales!


It's an unnatural orc, lose another d3 san.

Currently running: Pendragon Vikings

[I also post here.](#)

More rpgs for sale or trade, entirely new listings, some indie games included <http://forum.rpg.net/showthread.php?...57#post6823257>




 Today, 10:16 AM

#15 




Halfjack 
 Plays well with others
 1st Level RPGnetter

Join Date: Oct 2006
 Location: Vancouver, BC
 Posts: 870


Re: Orc and a Pie - System Matters

Quote:

Originally Posted by **Balbinus** 
It's an unnatural orc, lose another d3 san.


Only in Call of Cthulhu is being hyper observant detrimental. I collapse in the corner and whimper, imagining the tentacted horror that must lie yet dormant within the pie, delicious though it looks, threatening even my dreams.

Running: Burning Wheel

Playing: Classic Traveller, Universalis

Preparing: Burning Empires, Tommy Guns in the Vineyard



 Today, 10:18 AM

#16 



Balbinus 
 Repairer of Reputations
 1st Level RPGnetter
 & RPGnet Member

Join Date: Jan 2002
 Location: Carcosa
 Posts: 14,578

Re: Orc and a Pie - System Matters

Sorcerer:

GM - Ok, what's your character's kicker?

Player - well, my guy has this pie right, but when he got home from work today and went into his pie room, he found an orc there!

GM - Well, it seems a bit simple, but ok, let's go...

Currently running: Pendragon Vikings

[I also post here.](#)

More rpgs for sale or trade, entirely new listings, some indie games included <http://forum.rpg.net/showthread.php?...57#post6823257>



Today, 10:20 AM



rirock
[Thundarr]Lords of Light!
1st Level RPGnetter



Join Date: Oct 2005
Location: Asia
Posts: 764

Re: Orc and a Pie - System Matters

Quote:

Originally Posted by **Balbinus**

Lastly, Rolemaster:

GM - you see an orc and a pie.

Player - Hm, I walk towards the pie.

GM - Make a roll on the movement table. Ah, ok you failed, now roll on the movement critical failure table. Hm, on your way to the pie you spontaneously combust, better hope the Orc has an asbestos spatula.

Not necessarily. With my old group, Rolemaster would have gone like this:

GM: Okay, is everybody ready? Bob has the first half of the crit charts, Jim has the second half, Mick is keeping the adventure log and map, Mike is tracking kills and wounds. Are your number 2 pencils sharpened and your calculators charged? Do you all have your clipboards and erasers? Did everyone go to the bathroom before sitting down at the gaming table?

All:

GM: Okay, you all enter the bakery in your pre-defined marching order. And you are ambushed! Everyone roll for defense! They're throwing freshly-baked pies!

Mick: I'm hosed. Bob, get the Raspberry Jam A Crit chart.

GM: Oh, damn, the orc open-ended! [Reads from chart:] You are contemplating the winged victory of Samothrace when the raspberry jam of this pie overwhelms you. You are unconscious and take one point of bleeding damage per round.

[Two hours later...]

GM: Wow, what amazing battles. You have strategic and tactical control of this bakery now. You have time to catch your breath, heal your wounds, and train, so let's look at experience and level up your characters.

[Four hours later...]

Bob: I've got some severe writer's cramp, and my calculator is out of juice, but *damn* my character's Pie Mastery is amazing. With the power multiplier, I can throw pies all day at one power point per pie.

Mike: My "slicing" skill is high enough so that I can use my boathook to pull pies out of ovens five feet away, slice them with the hook, and use the hook as a staff sling to throw the slices. I've hit my maximum potential self-discipline, though.

Mick: Why are you still using that boathook? We got off the ship months ago.

Mike: It's the best improvised weapon.

Mick: But with boathook skill, you could pick up *anything* and use it. Like a giant spatula... it would do the same damage.

Jim: No, just wait until I can use my spell lists. I have new spells in "Yeast Mastery" and I have "Lord Yeast True."

TarotPack:dedicated to obscure, crankish claims no one will respect ... **and to Pun-Pun the Elminster-killing kobold!** *On the Internet, there are always several thousand people who hate your guts for some reason. It doesn't matter who you are or what you do. They hate you.-JDCorley * **Disclaimer: riprock has no credentials and does not understand Art, he only wants to seem learned and high brow**



Today, 10:22 AM

#18



Balbinus
Repairer of Reputations
1st Level RPGnetter
& RPGnet Member

Join Date: Jan 2002
Location: Carcosa
Posts: 14,578

Re: Orc and a Pie - System Matters

Quote:

Originally Posted by **Halfjack**
Only in Call of Cthulhu is being hyper observant detrimental. I collapse in the corner and whimper, imagining the tentacted horror that must lie yet dormant within the pie, delicious though it looks, threatening even my dreams.

Brilliant.

Runequest, second edition:

GM - orc blah blah blah, pie blah blah blah.

Player - I attack the orc, I rolled a 99, ouch, ok I roll my fumble, hm, is that bad?

GM - Advancing ferociously, you swing with your sword, trip and cut off your own leg. The orc eats the pie.

Currently running: Pendragon Vikings

[I also post here.](#)

More rpgs for sale or trade, entirely new listings, some indie games included<http://forum.rpg.net/showthread.php?...57#post6823257>



Today, 10:23 AM

#19



The Last Conformist
wielding Stormbringer 5e
1st Level RPGnetter

Join Date: Jun 2006
Location: Regnum Suecorum
Posts: 2,697

Re: Orc and a Pie - System Matters

Quote:

Originally Posted by **Halfjack**
Orcs don't have scales!

In Soviet Mythos, squamous are YOU!

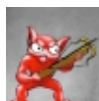
Why can't you be a non-conformist just like everybody else?

1 Wonderfully Geeky Point, 1 Awesome Point, 3 Laugh Points, 1 Innuendo Point, 1 Speaks Truth Point
 1 "laughed out loud, and then scrolled past it before my 7 yr old noticed the fangs" Point, 1 "Whoops, I have Kult in my H P Lovecraft" Point



Today, 10:25 AM

#20



Oblivious ignorant elf

Real life Red Gremlin
 1st Level RPGnetter

Join Date: Jun 2005
 Location: Poland, Gdansk
 Posts: 2,142

Re: Orc and a Pie - System Matters

Exalted:

GM - There is an orc and a pie here.

Player - I get the orc to tell me where the pie factory is. Then I slice the first orc in two and tell the rest they work for me now.

GM - I don't even have to roll for it, they are just orcs.

Player - I make my own pie recipe and summon demons to build be a huge factory with fire gods trapped in my furnaces. I uplift the orcs and train them to be great bakers and cooks.

GM - The realm has caught the aroma of your delicious pies and sends their armies led by a brilliant general and his 4 acrobatic assassins.

Player - I kill them.

Fallout/Wasteland/GammaWorld/HoE/other postapocalyptic

GM - there is an mutated orc and a pie here

Player - An actual eatable food item! Wow! I kill the orc! Did he have any weapon I can take from him?

GM - You won, but got wounded and the wound starts to itch. The orc had an old plunger as a weapon.

Player - Wheel! Plunger is made of rubber and wood! Welcome civilization! I take the pie for later and eat the orc first.

GM - You ate the orc? Oops... Roll another character.

"I'm at work and the Colonel just walked in to find out "WTF?" Points: 1 Proud owner of 1 "Absurdity in War" point. 1 Mordant laugh point. 1 x "Satire so sharp it fucking HURTS!" 1 Laugh point
 1x "laughed so hard it irritated my upper bronchial infection and I coughed for 5 minutes"



Today, 10:26 AM

#21



Nelzie

Hellmarmoset of Tangency
 1st Level RPGnetter

Join Date: Feb 2005
 Location: Madison Heights, MI
 Posts: 4,576

Re: Orc and a Pie - System Matters

Quote:

Originally Posted by **Axiomatic**

Shouldn't the GM laugh at the Player, screaming, "HA! That pie was actually a cleverly disguised trap! Let's see if you make your Arbitrary Death Save!"

That's the D&D BECM1 Edition and AD&D 1st Edition version of the Orc & Pie Module...

Of course, hidden under the pie, in the Pie Tin itself, is an embossed image of a map that leads to 'untold treasure' and an almost perforated piece that resembles a key, which is actually a magical key that opens up the seal to the place with 'untold treasure' inside... (You won't know that unless you eat the pie, or properly dispose of the pie. Absolutely no hints will be given about the map and key...)

Stay outa my pants... 😊 - Jennifer (To me, in Tangency)

Castles & Crusades is like somebody waved a magic wand over one of my all-time favorite games and said, "Voila! It's even better now!" - Bill_Coffin

MEMBER: [MichiganPack](#)

1 "Explaining the basic assumptions of a system so thoroughly that even a hater might give it a try." point, awarded by Asen_G



Today, 10:27 AM

#22



Join Date: Jan 2002
Location: Carcosa
Posts: 14,578

Re: Orc and a Pie - System Matters

Aftermath:

GM - orc, blah blah blah, pie, blah blah blah

Player - I move forward, fire my pistol, hit, location 12! Boo yah, take that orc boy!

half an hour later...

GM - Ok, the orc collapses. The pie is make from dog food, enjoy.

Currently running: Pendragon Vikings

[I also post here.](#)

More rpgs for sale or trade, entirely new listings, some indie games included <http://forum.rpg.net/showthread.php?...57#post6823257>



Today, 10:28 AM

#23



Join Date: Apr 2006
Posts: 835

Re: Orc and a Pie - System Matters

WFRP:

GM: You walk into a room containing an Orc and a pie.

Player: Pie? What kind of pie? I start drooling. I attack the Orc.

GM: Since you're a halfling, you need to make a Willpower roll.

Player: OK, I pass.

GM: Your desire for pie overcomes your fear of the Orc. He kills you mercilessly. On the bright side, you won't be alive when he roasts you.

In theory there is no difference between theory and practice. In practice there is.

-Yogi Berra



Today, 10:31 AM



rirock
[Thundarr]Lords of Light!
1st Level RPGnetter

Join Date: Oct 2005
Location: Asia
Posts: 764

Re: Orc and a Pie - System Matters

1st edition Shadowrun:

GM: As you leave the dingy, grimy fast food joint where you met Mr. Johnson, a nutcase BTL-addicted street sam hallucinates that you are all his personal enemies and shoots his assault rifle at you. The street sams get to shoot their guns four times a round and the mage gets to act once per round...

[One hour later...]

GM: Okay, you've got to bring the cyber-pie to Mr. Johnson's limo at this location or his goons will transmit the location of your safehouse to Lonestar. You've got sixteen hours. The clock is ticking ... erm, beeping, because it's edgy and cyberclocklike.

Street Sam: Where is the pie?

GM: Seattle is a big place. If Mr. Johnson knew where the pie was, he wouldn't have hired you.

Mage: Okay, we don't have wheels or computers, let's get on a bus and go find a decker.

GM: You walk toward the bus stop, but the street is full of orcs. They all look mean and angry with you. Their leader is a three-meter high troll. They're all wearing the baseball caps backwards, because they're just so very cool and urban.

Mage: I'll go on the astral plane. Maybe the spirits know where the pie is.

GM: Okay, let me stop the game for four hours and we'll resolve this.

[Five hours later]

GM: Okay, you're back from the astral plane ... hey, where did all the other players go?

Mage: I think most of them left before midnight. But the elf detective is asleep on the floor.

TarotPack:dedicated to obscure, crankish claims no one will respect ... **and to Pun-Pun the Elminster-killing kobold!** *On the Internet, there are always several thousand people who hate your guts for some reason. It doesn't matter who you are or what you do. They hate you.-JDCorley * **Disclaimer: riprock has no credentials and does not understand Art, he only wants to seem learned and high brow**



Today, 10:31 AM

#25

Pelgrane Press

Registered User
1st Level RPGnetter

Join Date: Nov 2003
Posts: 112

Re: Orc and a Pie - System Matters

Contenders:

P1: Seconds out round one. It's Orin "the Orc" Gruumski vs Bob "The Adventurer" Lincoln. You are in the ring. Choose tactics.

P2: I'm going out fists flying - full out aggressive.

P3: (winning narration rights) Oh no, the orcs gone dirty! He's pulled out a pie from nowhere, and the referee hasn't seen a thing. Straight in the face, and he didn't see it coming. My God, it's messy out there, it's meringue-ageddon!

Simon Rogers

[Pelgrane Press Ltd](#)

Read [RPG net reviews](#) of Dying Earth products



Today, 10:33 AM

#26



Balbinus
Repairer of Reputations
1st Level RPGnetter
& RPGnet Member

Join Date: Jan 2002
Location: Carcosa
Posts: 14,578

Re: Orc and a Pie - System Matters

Dying Earth:

GM - Upon entering the manse, you see before you a most finely baked pie, redolent with spices and sumptuous herbs, steaming gently with its most pleasing aromas reaching you across the room. Also present is an orc, an ill favoured fellow, he has no hat.

Player - No hat! Hah, I roll my persuade/Glib to convince the orc to give me the pie. Come fellow, what manner of man are you to so stand here and obstruct my path to this pie. Know you not that I am the Pie Inspector of the grand Duchy of Maltrefoy? I demand you give me access at once.

GM - Hm, the Orc rolls his obtuse saying that he understands not your fine words, he licks his lips hungrily as he gazes at you.

One short contest later...

Player - ok, so that didn't work, I cast a spell such that my hand appears behind the orc next to the pie, then pulls the pie through an interdimensional rift to appear next to me. Then I flee. Ah, I rolled a 1.

GM - Your spell misfires, your hand appears instead on the orc goosing it, the orc gleefully beats you into a bloodied pulp.

Player - Woe is me!

GM - Afterwards, the orc leaves to attend to his business, warning you that if you touch the pie he will beat you again.

Player - I leave the pie, it's too dangerous.

GM - Hm, first roll to resist gluttony...

Currently running: Pendragon Vikings

[I also post here.](#)

More rpgs for sale or trade, entirely new listings, some indie games included <http://forum.rpg.net/showthread.php?...57#post6823257>



Today, 10:34 AM


#27 

rbingham2000
Two Gun Angel
1st Level RPGnetter

Join Date: Jan 2002
Posts: 2,484

Re: Orc and a Pie - System Matters

Quote:


Originally Posted by **Pieta** 
Wushu:

Player: I somersault towards the ork / kick him in the throat with the Seven Decapitations Kick / and he drops into a sorry heap on the floor. / I eat the pie. / The filling is pecan.

Gamemaster: Veto! You cannot eat the pie because it has three points of Threat Rating left.

Player: How about I eat it, but suddenly, another ork with another pie drops from the ceiling?

Heh. The Orc would be a Nemesis if I was running this one. Make 'em work for that pie, I say!

Mmmm...Orc-Fu... 

Currently Playing: Cole Guerrin, Undercover Cop on the Run, **Golko Wants You Dead!** (Wushu/Star Wars)



Today, 10:38 AM

#28 

Balbinus
Repairer of Reputations
1st Level RPGnetter
& RPGnet Member

Join Date: Jan 2002
Location: Carcosa
Posts: 14,578

Re: Orc and a Pie - System Matters

Vampire:

GM - orc, blah blah blah, pie, blah blah blah, sewers blah blah blah

Player: I pull out my dual desert eagles and blow away the orc, using my celerity to move faster than his eye can see.

GM - Ok, the orc dies, you smell his tasty blood spill on the floor, the pie waits defenceless.

Player - Aiiee! Monster I am lest monster I become! Ok, I search his pockets, does he have any other treasure?

Currently running: Pendragon Vikings

I also post here.

More rpgs for sale or trade, entirely new listings, some indie games included <http://forum.rpg.net/showthread.php?...57#post6823257>



Today, 10:40 AM


#29 

Pelgrane Press
Registered User
1st Level RPGnetter

Join Date: Nov 2003
Posts: 112

Re: Orc and a Pie - System Matters

Quote:

Originally Posted by **Crothian** *I do a Paranoia Orc and Pie at cons. It is a very complex and sometimes a bit silly adventure.*

This would make a great LARP - perhaps the simplest LARP ever devised. One rule, only touch the pie if everyone left alive agrees that the pie should be touched.

Simon Rogers

Pelgrane Press Ltd

Read [RPG net reviews](#) of Dying Earth products

Today, 10:42 AM

#30 **Pieta** Extraordinarily Usual
1st Level RPGnetterJoin Date: Jun 2006
Posts: 151**Re: Orc and a Pie - System Matters**

Quote:


Originally Posted by **Balbinus** *Vampire:
blah blah blah*

Pure Awesome!

-><-



Today, 10:48 AM

#31 **Rev. Frank** Certified Jerkwit
1st Level RPGnetterJoin Date: Apr 2006
Location: Capital-region, NY
Posts: 597**Re: Orc and a Pie - System Matters**

What, nothing about Rifts and the pie being Mega-Damage?

[Justice City Recovery Center](#) - Webcomic Powered by EvilMy Urbaniacs character - **Bullzilla**[Posting and You](#) - an olde-timey guide of forum how-to's

Today, 10:50 AM

#32 **Balbinus** Repairer of Reputations
1st Level RPGnetter
& RPGnet MemberJoin Date: Jan 2002
Location: Carcosa
Posts: 14,578



Join Date: Jun 2006
Posts: 151

Re: Orc and a Pie - System Matters

Shadows:

Player A: "Do I really have to go and get the pie? The room is too dark."

Player B: "You're afraid of the dark, you wuss. Johnnie's afraid of the dark, Johnnie's afraid of the dark!"

Player C: "My dad has a pie that is bigger than that pie!"

Player A: "Well why don't you go and get the pie?"

Player B: "I don't like pie anyway. You go get it."

Player C: "Also, my big brother lives near a bakery and eats pie every day!"

Player A: "Okay, okay. But if something eats me, it's your fault."

I go in. I slowly crawl through the room, when I notice a shadow that is shaped like a big ugly head with large mouth. I follow the shadow to find what it is. I want to see it is a lamp by the window. My shadows wants me to see a giant green thing with red glowing eyes and a big mouth full of sharp teeth.

roll

Okay, a lamp.

Player B: Have a chocolate.

Player A: *reroll*

Still a lamp.

Player B: Here, another chocolate.

Player A: *reroll*

It's an ork! I scream and run!

Player B: I hide behind the doorway and hit whoever runs out first with a broom.

Player C: "My father screams much louder than that!"

-><-



Today, 11:35 AM

#34



Join Date: Aug 2002
Posts: 994

Re: Orc and a Pie - System Matters

Rifts

Player: I shoot the orc (rolls)

GM: He dodges (rolls)

Player: I shoot the orc (rolls)

GM: He dodges (rolls)

Player: I shoot the orc (rolls)

GM: He dodges (rolls)

Player: I shoot the orc (rolls)

GM: He has no more attacks this round. You hit. Roll damage.

Player: Ok, my 20ft tall power armor's main cannon does a staggering 3d6, so (rolls) 11!

GM: Ok, the orc is only in light armor, so he only has 49 points left. Round 2...

[Salisbury Days and Knights- A Pendragon Actual Play- Updated to 490](#)



Today, 11:38 AM

#35



DDogwood
Cyborg Space Pirate
1st Level RPGnetter

Join Date: Apr 2006
Posts: 835

Re: Orc and a Pie - System Matters

Quote:

Originally Posted by **Beckett**
Rifts

Player: I shoot the orc (rolls)
GM: He dodges (rolls)

Player: I shoot the orc (rolls)
GM: He dodges (rolls)

Player: I shoot the orc (rolls)
GM: He dodges (rolls)

Player: I shoot the orc (rolls)
GM: He has no more attacks this round. You hit. Roll damage.

Player: Ok, my 20ft tall power armor's main cannon does a staggering 3d6, so (rolls) 11!

GM: Ok, the orc is only in light armor, so he only has 49 points left. Round 2...

QFT. You forgot to call the Orc a "D-Bee" though.

In theory there is no difference between theory and practice. In practice there is.

-Yogi Berra



Today, 11:39 AM

#36



Oblivious ignorant elf
Real life Red Gremlin
1st Level RPGnetter

Join Date: Jun 2005
Location: Poland, Gdansk
Posts: 2,142

Re: Orc and a Pie - System Matters

Quote:

Originally Posted by **Beckett**
Rifts

Player: I shoot the orc (rolls)
GM: He dodges (rolls)

Player: I shoot the orc (rolls)
GM: He dodges (rolls)

Player: I shoot the orc (rolls)

GM: He dodges (rolls)

Player: I shoot the orc (rolls)

GM: He has no more attacks this round. You hit. Roll damage.

Player: Ok, my 20ft tall power armor's main cannon does a staggering 3d6, so (rolls) 11!

GM: Ok, the orc is only in light armor, so he only has 49 points left. Round 2...

My very first RIFTS combat looked like this. I was soooo happy when one excited player thrown a fusion block at them.

"I'm at work and the Colonel just walked in to find out "WTF?" Points: 1 Proud owner of 1 "Absurdity in War" point. 1 Mordant laugh point. 1 x "Satire so sharp it fucking HURTS!" 1 Laugh point
1x "laughed so hard it irritated my upper bronchial infection and I coughed for 5 minutes"



Today, 11:43 AM

#37



Rev. Frank
Certified Jerkwit
1st Level RPGnetter

Join Date: Apr 2006
Location: Capital-region, NY
Posts: 597

Re: Orc and a Pie - System Matters

Quote:

Originally Posted by **Beckett**
Rifts

Player: I shoot the orc (rolls)

GM: He dodges (rolls)

Player: I shoot the orc (rolls)

GM: He dodges (rolls)

Player: I shoot the orc (rolls)

GM: He dodges (rolls)

Player: I shoot the orc (rolls)

GM: He has no more attacks this round. You hit. Roll damage.

Player: Ok, my 20ft tall power armor's main cannon does a staggering 3d6, so (rolls) 11!

GM: Ok, the orc is only in light armor, so he only has 49 points left. Round 2...

Ahhhh... That sounds about right.

[Justice City Recovery Center](#) - Webcomic Powered by Evil

My Urbaniacs character - **Bullzilla**

[Posting and You](#) - an olde-timey guide of forum how-to's



Today, 11:45 AM

#38

**Imperial Planetologist**Spice!
1st Level RPGnetterJoin Date: Aug 2006
Posts: 368**Re: Orc and a Pie - System Matters***Traveller:*

Ref: "The iris valve opens. Inside the stateroom you see a green-skinned, pig-snouted humanoid sophont, with a pie."

Player 1 (Vilani merchant captain): "What's our procedure here?"

Player 2 (Solomani scout): "Maybe he's a patron." **activates universal translator** "Hey, are you looking for bodyguards to help protect you and your pie?"

Orc: **brandishes cutlass**

Player 3 (Vargr ex-Imperial Marine): "I'd say that's a 'no'." **fires fusion gun, fries orc, bakes pie** "Never bring a knife to a gunfight, friend. Mmmm, pie!" **tail wags furiously**

Player 1 (Vilani merchant captain): "No, wait." **pulls out subsector map** "We can get a good resale modifier on the pie after our next jump. . ."

"You're the ecologist," the Duke said.

"We prefer the old title here, my Lord," Kynes said. "Planetologist."

ImpPlan - Legal Heir to the [Viking Hat of Geezerdom](#).



Today, 11:54 AM

#39

**Mesa Virga**Truth, but not Beauty
1st Level RPGnetterJoin Date: Jan 2002
Location: UK
Posts: 730**Re: Orc and a Pie - System Matters**

Quote:

Originally Posted by **Balbinus**
Dying Earth:
(snip)

Now this totally makes me want to play Dying Earth. I didn't even know it existed, but now I must investigate...

- Matt

I spent years designing an RPG, but it turns out I should have just been playing one...
...except...except... I'm at it again. If I can just get the damage system right... :rolleyes:



Today, 11:57 AM

#40

**dungeonmeister**First & Forsaken Fanboy
1st Level RPGnetterJoin Date: Aug 2003
Location: Wigan, UK
Posts: 1,734

Re: Orc and a Pie - System Matters**Army of Darkness:**

GM: The cabin is empty except for a vile looking greenskinned thing...and a tasty smelling pie. It grins a tuskly grin of grinning evil, and licks it's chops.

Player: "Yo, Orc-bitch. Let's go" I blow it's head off with my shotgun.

GM: The thing's head explodes in a torrential shower of blood and gore, covering both you and the walls in vile green orc matter.

Player: Is the pie still good?

GM: Yep, it was under a pie-shield.

Player: Groovy.

Laugh Points: 2 (Zachary the First, The Incredible Bohemian), 1 Rold Gold down the Wrong Pipe laugh point. (Paladin CA). 1 'Strangely appropriate, but still off' laugh point. (Pig with Pen).
1 Rarity Point, (GregStolze).

Running: Age of Worms AP (Greyhawk), WitchCraft.

Planning: Exalted 2e, Eberron (D&D 3.5)

Friend of RP Open - want a friendly contribution to your thread? No one responded to your cool new idea? PM me with a link and I'll join in!

Super-Secret Squirrel Society Representative for Greys.

Yet another LiveJournal user. [Here](#).



Today, 11:59 AM

#41



Balbinus
Repairer of Reputations
1st Level RPGnetter
& RPGnet Member

Join Date: Jan 2002
Location: Carcosa
Posts: 14,578

Re: Orc and a Pie - System Matters

Quote:

Originally Posted by **Mesa Virga**
Now this totally makes me want to play Dying Earth. I didn't even know it existed, but now I must investigate...

You should, it's the only game I know where you have to roll to resist pettifoggery and where pedantry is a skill.

There is a space on the character sheet to describe your hat.

Wonderful game.

Currently running: Pendragon Vikings

[I also post here.](#)

More rpgs for sale or trade, entirely new listings, some indie games included <http://forum.rpg.net/showthread.php?...57#post6823257>



Today, 12:24 PM

#42



Axiomatic
Lord of Death by Sushi
1st Level RPGnetter

Join Date: Jul 2006
Posts: 1,397

Re: Orc and a Pie - System Matters

Blue Rose:

GM: You enter a beautiful, 10x10 glade in the forest. You see an orc and a pie.

Players: We-

GM: A magical deer comes along and makes it all better.

And you don't seem the lying kind / A shame that I can read your mind



Today, 12:45 PM

#43



Tar Markvar
Worst thief you ever sawr
1st Level RPGnetter

Join Date: Oct 2002
Location: Pirate Ship, Outer Space
Posts: 2,062

Re: Orc and a Pie - System Matters

Werewolf: The Forsaken:

GM: You see a hunched, misshapen humanoid figure standing over a pie.

Player: I shift my sight to see if the pie's spirit is awake.

GM: Roll... Gah. I can never remember, is it Empathy or Occult to look across the Gauntlet?

Player: Who knows? It doesn't matter; I have one in both.

GM: Ok. The spirit doesn't seem to be awake, but you sense a resonance of Yumminess.

Player: I attack the humanoid, lest he warp the resonance of the pie.

GM: Ok, roll.

Player: I spend Essence to shift to Urshul. *rolls Strength + Brawl + Bite - the orc's Defense, for a total of a thousand dice* C'mon... Oh crap, seven successes!

GM: Roll for Death Rage....

Player: Ok... Damnit!

GM: Ok. You killed the orc outright, but since you're in Death Rage, you also slaughtered the pie.

Player: Damn that inner beast!!!!



Today, 12:46 PM

#44



Solomon
Devastatin'
1st Level RPGnetter

Join Date: Nov 2003
Location: Modena, Italy
Posts: 1,049

Re: Orc and a Pie - System Matters

Brave New World:

GM: Much to your surprise, this small 10'x10' office is guarded by a bestial-looking Delta. He's protecting a suspicious-looking Secret Pie.

Players: We kill the Delta. What kind of pie is that?

GM: Dunno, it will be revealed in an upcoming supplement.

- Solomon



Today, 12:51 PM

#45



Join Date: May 2005
Location: Abilene, Texas
Posts: 918

Re: Orc and a Pie - System Matters

Quote:

Originally Posted by **Pieta**
Shadows:

*Player A: "Do I really have to go and get the pie? The room is too dark."
Player B: "You're afraid of the dark, you wuss. Johnnie's afraid of the dark, Johnnie's afraid of the dark!"
Player C: "My dad has a pie that is bigger than that pie!"
Player A: "Well why don't you go and get the pie?"
Player B: "I don't like pie anyway. You go get it."
Player C: "Also, my big brother lives near a bakery and eats pie every day!"
Player A: "Okay, okay. But if something eats me, it's your fault."
I go in. I slowly crawl through the room, when I notice a shadow that is shaped like a big ugly head with large mouth. I follow the shadow to find what it is. I want to see it is a lamp by the window. My shadows wants me to see a giant green thing with red glowing eyes and a big mouth full of sharp teeth.
roll
Okay, a lamp.
Player B: Have a chocolate.
Player A: *reroll*
Still a lamp.
Player B: Here, another chocolate.
Player A: *reroll*
It's an ork! I scream and run!
Player B: I hide behind the doorway and hit whoever runs out first with a broom.
Player C: "My father screams much louder than that!"*

YES.

I ran Shadows for a small group who had never roleplayed before. They got into it.

This "game" is a little gem. I think I'll start a thread about it.

Brian

Humor! Horrors! And you can help! [DungeonPalooza Wiki](#)
[DungeonPalooza Wiki](#)



Today, 12:52 PM

#46



Join Date: May 2005
Location: Abilene, Texas
Posts: 918

Re: Orc and a Pie - System Matters

Quote:

Originally Posted by **Axiomatic**
Blue Rose:

GM: You enter a beautiful, 10x10 glade in the forest. You see an orc and a pie.

Players: We-

GM: A magical deer comes along and makes it all better.

Do you collect laugh points?

Take one if you do.

Humor! Horrors! And you can help! DungeonPalooza Wiki:
[DungeonPalooza Wiki](#)



Today, 12:58 PM

#47



Join Date: Feb 2002
Posts: 5,463

Re: Orc and a Pie - System Matters

Dogs in the Vineyard

GM: You enter the house to see a misshapen beast like something out of the tales of the Mountain People holding a pie

Player 1: What sin is this? Where is the master of this house?

Player 2: The King of Life holds that thou shalt not covet the pies of others.

GM: The orc drops the pie and runs out the back door.

Player 1: We must speak to the Village Elder about this. Some sin has brought that beast into the village.

Player 2: And, we must find out who makes such tasty pies.

[T]he tabletop roleplaying hobby will not die. It's too ideally suited for the socialization of shy geeks in high school, of which there will be an endless supply - Ken Hite

[The Mummy's Revenge](#), a Pulp Adventure, and [Boxer](#) and [Mesmerist](#), Pulp advanced classes for d20 Modern, are

now available from [Adamant Entertainment](#)

WoW, Kirin Tor server: Pig & Whistle Expl Soc'y: Danif, Hum Warlock & Criky Gnome Rogue; Blacksky Co.: Merojin, Troll Shmn & Bogomil, Forsaken Prst.

Blogging at <http://monkeymuse.blogspot.com/>



Today, 01:04 PM

#48



aprogressivist
Demented Eidolon
1st Level RPGnetter

Join Date: Apr 2005
Location: ERE I AM JH
Posts: 2,878

Re: Orc and a Pie - System Matters

Mage: the Ascension

ST: "You see a strange green-skinned ugly humanoid guarding a pie."

Hermetic PC: "You mean an orc?"

ST: "Ye--"

Etherite PC: "My character doesn't accept orcs in his paradigm."

ST: "Er--"

Euthanatos PC: "Yeah, mine neither."

[Thirty minute debate about the etymology of the word 'orc' and whether applying it as a general label for green-skinned ugly humanoids is appropriate]

Hermetic PC: "Okay. I don't want to fight the orc, so I'll use Correspondence to apport the pie to me!"

Euthanatos PC: "You don't have enough Matter to do that."

Hermetic PC: "What? Okay, dammit. I fireball the orc."

ST: "You kill the orc. The pie burns."

Hermetic PC: "Nooo!"

Etherite PC: "No problem, guys! Matter 3, Prime 2, I create pie!"

Mage: the Awakening

ST: "You see an orc guarding a pie."

PC1: "What?! Where's the horror in that?"

ST: "Just play the damn game."

PC2: "Fine, I fireball the orc."

ST: "The orc is a NPC from the back of the core book and kicks your ass."

PCs: "The horror!"

"Have a laugh at the horror of things to come." - Tagline for [Brazil](#)



Today, 01:06 PM

#49

mhensley
Registered User
1st Level RPGnetter

Join Date: Nov 2002
Location: Knoxville, TN
Posts: 651

Re: Orc and a Pie - System Matters

Burning Wheel-

GM: You enter a small room and find an orc guarding a pie. His hatred for you is palpable. Fight!

PC- close/avoid; close/grapple; maintain/eat pie

mike
hack/



Today, 01:10 PM

#50

oreso
Not "Can-I?"; "Will-I?"
1st Level RPGnetter

Join Date: Oct 2004
Location: Portsmouth, UK
Posts: 372

Re: Orc and a Pie - System Matters

Quote:

Originally Posted by **Jeb Boyt**
Dogs in the Vineyard

GM: You enter the house to see a misshapen beast like something out of the tales of the Mountain People holding a pie

Player 1: What sin is this? Where is the master of this house?

Player 2: The King of Life holds that thou shalt not covet the pies of others.

GM: The orc drops the pie and runs out the back door.

Player 1: We must speak to the Village Elder about this. Some sin has brought that beast into the village.

Player 2: And, we must find out who makes such tasty pies.

Not my players! The following is pretty much a true AP.

DitV

GM: You enter the house, and an ugly and twisted man sits huddled over a pastry. He demands that you leave in a snarl (talking).

Player 1: The Lord has blessed you this day, for you shall feed the holy and righteous with that pie. (talking)

Player 2: Truly said, brother. That pie is a gift to us.

GM: He pushes you away and growls (physical).

Player 1: I punch him and grab the pie from him (fighting)

Player 2: I shoot him in the face. (shooting)

GM: The monstrosity attempts to flee, bleeding, out the door.

Player 1: You are thus smitten! (or is that smited?) and I shoot him in the back.

Player 2: Now give me that pie, brother.

Player 1: You overstep yourself brother, I shall teach you a lesson!
(they fight and shoot each other. Both die.)

Was a good game.

+1 Awesome point



Today, 01:12 PM

#51



The Last Conformist

wielding Stormbringer 5e
1st Level RPGnetter

Join Date: Jun 2006
Location: Regnum Suecorum
Posts: 2,697



Re: Orc and a Pie - System Matters

Quote:

Originally Posted by **aprogressivist**
Mage: the Awakening

ST: "You see an orc guarding a pie."

PC1: "What?! Where's the horror in that?"

ST: "Just play the damn game."

PC2: "Fine, I fireball the orc."

ST: "The orc is a NPC from the back of the core book and kicks your ass."

PCs: "The horror!"

Take a Laugh Point.

Why can't you be a non-conformist just like everybody else?

1 Wonderfully Geeky Point, 1 Awesome Point, 3 Laugh Points, 1 Innuendo Point, 1 Speaks Truth Point

1 "laughed out loud, and then scrolled past it before my 7 yr old noticed the fangs" Point, 1 "Whoops, I have Kult in my H P Lovecraft" Point



Today, 01:17 PM

#52



Kiero
Wushu Disciple
1st Level RPGnetter

Join Date: May 2003
Location: Bristol, UK
Posts: 20,515

Re: Orc and a Pie - System Matters

I'd have said Wushu would go like this:

GM: You enter the room and there's an orc guarding the tastiest pie in the world. He's a Nemesis using [Trait] 5 and has 3 Chi.

Player: Bashing my sword against my shield, I yell a battlecry -

GM: He gets up off his stool and readies his spear.

Player: I knock his spearpoint away with my sword and slam my shield into his face!

GM: He staggers back, shaking his head and mumbling, before letting out a howl of rage and lunging with his spear.

Player: I take the lunge on my shield, and-

GM: That's enough for this round, time to resolve. He's using [Trait] 5, there was easily five Details there, split 3 Yang and 2 Yin.

Player, I'll use my [Trait] 5, got five Details too, I'll split them 4 Yang, 1 Yin, I'll take the risk to take the orc out.

GM: Alright, let's roll together. *clatter* He gets 2 Yang and 1 Yin successes.

Player: I got three Yang and no Yin.

GM: Alright you lose 2 Chi, but you take the orc to 0, you don't get the Coup de Grace yet, though he's on the cusp. Another round!

Player: As the orc's spear is deflected by my shield, I stab my sword low under his guard.

GM: He steps back, feinting high then swinging low.

Player: I stand my ground, taking the sweep across my greaves and ignoring the pain in my shins.

GM: He grunts, mildly impressed, then thrusts for your head. And I think that's enough for this round, resolve!

Player: I'm going all-Yang this time, so five dice. *clatter* four Yang successes.

GM: He rolls 2 Yang and 3 Yin. *clatter* for 1 Yang and 3 Yin. That means you hit 0, but he's on -1 and so out. You get the Coup de Grace.

Player: Weaving around his spear, I come up inside his guard, my sword thrusting low. It takes him through the heart and he hisses as he dies. I kick his body off my blade and help myself to a big handful of pie. Mmmm, strawberry.

The Great Wushu Index! [On RPGnet](#) and [on the wiki](#), plus Wushu Open Reloaded edition [on RPGnet](#) and [on the wiki](#). [Warhammer 40,000 Loreshets](#) (a collaborative work-in-progress)

My Feng Shui PbP powered by Wushu, [New Silver Dragons IC](#) and [OOC](#)

Wushu Star Wars PbP games, [The Dark Times IC](#) and [OOC](#) and [Golko Wants you Dead IC](#) and [OOC](#).

Actual Play: [Knights of the Old Republic: Defenders of the Peace](#), [To Catch a Thief](#) and [The Curse of Memnon](#)

Last edited by Kiero : Today at 01:52 PM. Reason: Basic addition...



Today, 01:24 PM

#53

Tar Markvar

Worst thief you ever sawr
1st Level RPGnetter

Join Date: Oct 2002
Location: Pirate Ship, Outer Space
Posts: 2,062

Re: Orc and a Pie - System Matters

Quote:

Originally Posted by [aprogressivist](#)

Mage: the Awakening

ST: "You see an orc guarding a pie."

PC1: "What?! Where's the horror in that?"

ST: "Just play the damn game."

PC2: "Fine, I fireball the orc."

ST: "The orc is a NPC from the back of the core book and kicks your ass."

PCs: "The horror!"

In my experience:

GM: You scry for the location of the pie. There seems to be an orc guarding it.

PC: I kill the orc with magic through the scrying window. Then I go and get myself a drink, maybe watch some Food Network.

GM: Fair enough.



Today, 01:24 PM

#54



Balbinus
Repairer of Reputations
1st Level RPGnetter
& RPGnet Member

Join Date: Jan 2002
Location: Carcosa
Posts: 14,578

Re: Orc and a Pie - System Matters

Quote:

Originally Posted by **The Last Conformist**
Take a Laugh Point.

And from me actually, that was a good one.

Currently running: Pendragon Vikings

[I also post here.](#)

More rpgs for sale or trade, entirely new listings, some indie games included <http://forum.rpg.net/showthread.php?...57#post6823257>



Today, 01:25 PM

#55



aprogressivist
Demented Eidolon
1st Level RPGnetter

Join Date: Apr 2005
Location: ERE I AM JH
Posts: 2,878

Re: Orc and a Pie - System Matters

Quote:

Originally Posted by **Tar Markvar**
In my experience:

GM: You scry for the location of the pie. There seems to be an orc guarding it.

PC: I kill the orc with magic through the scrying window. Then I go and get myself a drink, maybe watch some Food Network.

GM: Fair enough.

Your ST is soft!

"Have a laugh at the horror of things to come." - Tagline for [Brazil](#)



Today, 01:34 PM

#56


Tar Markvar
Worst thief you ever sawr
1st Level RPGnetter

Join Date: Oct 2002
Location: Pirate Ship, Outer Space
Posts: 2,062

Re: Orc and a Pie - System Matters


Quote:

Originally Posted by **aprogressivist** 
Your ST is soft! 

In that case, I was the GM. 

That's not to say that the PCs didn't knock themselves out with Paradox from time to time. But I was light on scrying, because I hate layers of false investigation when the plot moves better if I give them the info. Mage is awesome for cutting past the investigation with scrying.



 Today, 01:45 PM

#57 

HardKore Keltoid 

Registered User
 1st Level RPGnetter

Join Date: Oct 2004
 Posts: 283

Re: Orc and a Pie - System Matters

WotG:

Player: I kick in the door, can I make it a Style Roll?

GM: Sure.

Rolls Fight (five dice), gets four fives and a two.

GNL 45?! The iron door flies off its hinges, slams into the muscled green back of a Hell Clan Demon Soldier and shatters to flinders against his hardened skin! He whirls about, ablaze with Jade Chi, and assumes the first form of Thunder Hammer Kung Fu.

Player: I --

GM: Just then, your plucky-but-artless sidekick comes tumbling past you and drops the Infinitely Perfected Celestial Pie before the beast! It licks its chops greedily.

Player: Knew I shouldn't have taken Unlucky!

GM: Oh, you'll be getting extra Destiny for this one.

Player: Fine, Fine. Broken Wok crosses the room in a single flying leap, his seven-section spatula trailing an arc of gold chi. "Let me show you some shaolin cooking!" he declares.

GM's fits of laughter finally subside. "Okay, it's dead. Take a point of Xia Joss, that was hilarious."


Player: I eat the pie.

GM: You ate a pie destined for the lips of the Gods?! You step beyond your station, take a deed of Selfishness.

Player: Yummy.

"You don't screw with a god with a blood-sacrifice cult, because that shit is hardcore. It's like driving a car made from the bones of your former enemies, it might not actually go any faster, but still, that shithead in the next lane is going to think twice about cutting you off in traffic." -Random Nerd on Dragon Kings



 Today, 01:58 PM

#58 



Tylorva 
 Evil is the new Good
 1st Level RPGnetter
 & RPGnet Member

Join Date: Jun 2004
 Location: Crap Weather Central (a.k.a the UK)
 Posts: 467

Re: Orc and a Pie - System Matters

Wraith: the Oblivion

GM: You wander through the wall into the house. There's a squat pig-nosed humanoid eating a delicious looking pie.

Player: Urrgh. Must be a spectre. I'll just run away before it sees me.

Player's Shadow: But look at that tasty pie. When was the last time *you* had real food, dead boy?

Player: But it's a spectre. It'll eat *me*!

<< Cue thirty minute argument in player's head >>

Orc finishes the pie and disappears into the Tempest.

Player's Shadow: Too late now!

Alex Helm (Tylorva)

Now with added column: Legal Injunction

Wraith ST - Hollow Dreams www.hollowdreams.org

World of Warcraft Characters:

[Argent Dawn EU](#): Mistress Kallara - Undead Warlock L60 / Taelynn - Undead Warrior L60 [Kirin Tor NA](#): Savriel - Undead Priestess L60



Today, 02:00 PM

#59



Bailywolf
The Goddamn Bailywolf!
1st Level RPGnetter

Join Date: Jan 2002
Location: Athens, GA
Posts: 18,690

Re: Orc and a Pie - System Matters

ORE:

GM: You enter the room, and see an Orc about to eat a Pie. The Orc's Sense is higher than yours, so what are you going to do?

Player: Fuck no! I'm going to stab the orc and grab the pie so it doesn't get despoiled by the orc's foul mouth-drippings.

GM: Alright, you'll have to do a multiple action on that one. And seeing your lunge with balde and grabby-hand, the orc moves to eat the pie faster! To stab him, you need to make an attack roll, and to grab the pie a called shot on his right arm.

Player: Alright, I have equal pools for "Stabety-stab-stab" and "Grabedy-Grab-Grab", so I just knock a die out for the multi action, and then one more from my Graby pool, and I set one of the remaining dice to 6, and....

GM: The orc rolls his Gobble dice to Gobble the Pie, and to Gobble your dice for the attempt to grab the pie. Roll'em.

Orc: 10, 7, 7, 7, 2, 1 a 3x7 to eat the pie.

PC: 10, 7, 7, 7, 2, 1. a 2x7.

GM: With drooling relish, the orc takes a huge bite from the pie! You only got 1 set in that roll, and since the grabby action would have been too slow anyhow...

Player: Bastard! I'll use the 2x7 as an attack! That's... 3 killing and 3 shock to his right arm!

GM: With a howl of agony, the orc's hand, still clutching the pie, is severed from his wrist, and as you watch the pie tumbles end over end towards the filthy dungeon floor...

Player: I'll grab the pie before it hits! Some of it'll still be good!

GM: OK, if that's your declared action for round-2, the orc will try and stomp on the pie, so as to deny it to you..."

-B



Today, 02:04 PM

#60



Marius B
Euro-Trash
1st Level RPGnetter

Join Date: Jan 2002
Location: In a Fit of Pique
Posts: 6,056

Re: Orc and a Pie - System Matters

Vampire:

GM: Inside the dank, fetid crypt you see a vile, green-skinned monstrosity (perhaps a tzimisce's ghoul?). Next to it is a pie.

Player: I use my vampiric powers to enthrall the creature - then I suck out its life's essence as I contemplate the price of my immortality.

GM: And the pie?

Player: There was a pie?

I wholeheartedly endorse any and all products linked to in green in the above post regardless of what they are.



Today, 02:21 PM

#61



Oblivious ignorant elf
Real life Red Gremlin
1st Level RPGnetter

Join Date: Jun 2005
Location: Poland, Gdansk
Posts: 2,142

Re: Orc and a Pie - System Matters

WFRP

GM: There's an ork and a pie here.

Player: I attack the ork.

GM: *rolls* the ork guts you with his mule jaw on a stick and kicks your filetted caracass with it's iro... Do you have fate points left?


Player: Yes! I'm not dead, I have fate points!

GM: *rolls* You hit nim in the head. It takes a long moment before your blade reaches his little brain.

Player: Great! The pie is mine! How does it smell?

GM: You mean how does it stink? Like shmelzwurst pie from Blutdorf.

Player: I eat the pie.

GM:  you have any fate points left?

Little Fears:

GM: There is an orc and a pie here.

Player: Orc?

GM: Yes, a huge ugly green man with rotting tusks and a raspy breath. Your mother told you many times that if you try to take the pie from the ice-box at night, there will be an orc waiting to eat your hands for that.

Player: Oh no! The orc is going to eat my hands! I flee!

GM: You run straight into your parents that were waiting behind you all along. They hold you and push you back towards the orc, saying: "Mister Orc, we told Johnny that if he is stealing pie from the ice box then you will eat his

hands. We told you Johnny..."

All Flesh Must Be Eaten:

GM:You awaken and feel very strange. You don't remember who you are or what happened to you. There is someone standing in the room and he has a BIG TASTY PIE INSTEAD HIS HEAD!

Player:Pieeeeeeee!

ORE engine:

GM:There is an orc and a pie here.

Player:I will kill the orc and eat the pie.

GM:*single roll with a handful of d10's* You hit the orc in the neck and sever his head, then eat the pie in 2 minutes and it's tasty.

Metal Opera:

GM:Thunder splits the horizon, illuminating the battlefield you trudge through. Skeletons crunch under your steel boots as you approach a huge horned orc dragging an enormous serrated axe. Behind the orc, a pie lies chained to an altar of human skulls.

Player:I turn on my chainsaw to the maximum. I keep it roaring until the orc hears it and comes to me. Then I throw it away and simply lunge at him to rip his head off!

GM:Green ugliness roars into your face, defiantly! With a rage of your thousand demon ancestors you behead the orc with your bare hands!

Player:I take... I... CONQUER the pie!

GM:This pie is greater than love and the hate! this is the pie of will and the fate!

Player:I will eat your pie!

GM:Kill those who stand before you, piss upon their graves! Eat all of their pies! Fly into the night and one day meet in hell!

"I'm at work and the Colonel just walked in to find out "WTF?" Points: 1 Proud owner of 1 "Absurdity in War" point. 1 Mordant laugh point. 1 x "Satire so sharp it fucking HURTS!" 1 Laugh point
1x "laughed so hard it irritated my upper bronchial infection and I coughed for 5 minutes"



Today, 02:22 PM

#62



PaladinCA
That's no moon...
1st Level RPGnetter

Join Date: Jan 2005
Location: Hanford, CA - Far Far Away From Gaming Friends
Posts: 2,842



Re: Orc and a Pie - System Matters

Star Wars No die rolls were even required!

Admiral Hasaclue: The rebel restaurants are well equipped and more dangerous than you realize. It is possible, however unlikely, that they will find a weakness in the operating manual of this franchise and exploit it.

Darth Baker: The manual you refer to will soon be back in our hands.

General Moron: This franchise is now the most powerful eatery in the universe, I suggest we use that.

Darth Baker: Don't be too proud of this corporate terror you have constructed. The ability to spread trans fats and carb addictions across the galaxy is insignificant next to the power of the PIE.

General Moron: Don't try to frighten us with your Pastry Chef ways Lord Baker. Your sad devotion to the ancient art of pie baking has not helped you conjur up the stolen franchise manual, nor has it given you clairvoyan...to... ack... ack... cough... wheeze.....

Darth Baker: I find your lack of faith disturbing.

Governor Tater: Baker, enough of this, release him!

Darth Baker: As you wish.

**Bryan's Favorite Quote at the Moment:**

"Never violate a woman, nor harm a child. Do not lie, cheat or steal. These things are for lesser men. Protect the weak against the evil strong. Never allow thoughts of gain to lead you into the pursuit of evil. Never back away from an enemy. Either fight or surrender. It is not enough to say I will not be evil. Evil must be fought wherever it is found."---The "Iron Code" of Druss

Last edited by PaladinCA : Today at 02:26 PM. Reason: spelling



Today, 02:24 PM

#63



komradebob
Registered User
1st Level RPGnetter

Join Date: Aug 2004
Location: san francisco
Posts: 4,753

Re: Orc and a Pie - System Matters

Gangbusters:

GM: blah-blah-blah orc, blah-blah-bla pie.

PC1: Saaaay, that sure is a nice lookin' pie ya got there.

PC2: Sure is. Say Knuckles, wouldn't it be a terrible thing if some awful tragedy occurred to a nice pie like that?

PC1: Most assuredly, Frankie. Even worse, imagine what a tragedy it would be if the pie maker, heaven forbid, should come to a time of crisis and be unable to make such dee-licious pies? For example, the maker should slip while going down a flight of stairs, and break both of their arms. What then?

Orc:

PC2: It is most lucky for our friend the pie-maker then that we are in the business of offering insurance to cover such times of trouble, is it not?

PC1: Fortunate indeed, Frankie. Good pie-maker, for the low sum of 10gp per week, our company would be more than happy to insure yourself and your pie-making business against any harm which should befall it. Why, just having the policy alone is likely to stop most events from ever having in the first place.

Orc: NO! No Gold! NO Pie! You Go NOW! (points at door).

Frankie and Knuckles lay into Orc with baseball bats.

PC1: Are friggin' deaf or somethin' (smack)? Whatta you, just friggin' stupid(smack)?

PC2: (Smackety-smack) You live in this town, you pay the friggin' insurance, you friggin' green-skinned mook. Geddit? Capische? (kick)

Robert Earley-Clark, Member DixiePack [In Exile]


Old Geezer's Law of Hobby Taste: *The more objectively inconsequential a hobby is, the more disagreements within the community will be expressed in outrageously insulting, overblown, and ludicrously emotionally laden terms.*

Guilty as charged, yer honor



Today, 02:32 PM

#64

Join Date: May 2004
Location: Nothing Interesting Here.
Posts: 999


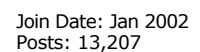
Quote:

PC- close/avoid; close/grapple; maintain/eat pie

Jeff Vandenberg
I simmer with generic internet rage.
play L5R Online at : www.fiveringonline.com



#65 



Sir Boris: "Oh, dear, I've rolled a critical as well. I have to rush in and get that pie."

GM: "Well, the Saxon is distracted, so you get it easily. Roll 'Indulgent'."

Sir Boris: "Oops."

Sir Not-Doing-Anything: "What is with these dice?"

GM: "Okay, you start eating the pie."

Sir Not-Doing-Anything: "What are we going to bring the Duke now?"

Sir Lawrence: "Well, the Lady Catherine does have a very high cooking skill. Incidentally, can anyone fetch my squire? I appear to be bleeding to death."

[STAR WARRIORS](#)- Space opera, CARTOON ACTION HOUR-style. Or is it CAH, space opera style?

[Club Parnassus](#)- My official blog.

DC Draft: New Gods [#1](#) [#2](#) [#3](#) [#4](#) [#5](#) [#6](#) [#7](#) [#8](#) [#9](#) [#10](#) [#11](#) [#12](#) [Secret Files](#)

Marvel Draft: The Avengers [#1](#) [#2](#) [#3](#) [#4](#) [#5](#) [#6](#) [#7](#) [#8](#) [#9](#) [#10](#) [#11](#) [#12](#)

Hybrid Draft: The Forever People [#1](#) [#2](#) [#3](#) [#4](#) [#5](#) [#6](#) [#7](#) [#8](#) [#9](#) [#10](#) [#11](#) [#12](#)



Today, 02:35 PM

#66



Aesthete
Registered User
1st Level RPGnetter

Join Date: Jul 2005
Posts: 904

Re: Orc and a Pie - System Matters

Quote:

Originally Posted by **Balbinus**

You should, it's the only game I know where you have to roll to resist pettifoggery and where pedantry is a skill.

There is a space on the character sheet to describe your hat.

Wonderful game.

OMG. I think I need to find that game too.



Today, 02:37 PM

#67



BlackSheep
Go PTA
1st Level RPGnetter

Join Date: Jul 2002
Location: Cardiff, Wales
Posts: 7,139

Pie Time Adventures:

Adam: Okay Bob, your turn to call for a scene.

Bob: Right. Plot scene. I want to go find an orc for questioning.

Adam: Hmm. It needs something. Your guy's issue is self-control, right?

Bob: Right. Even though we're supposed to be living peacefully alongside the orcs, Sir Robert hates them because they killed his family.

Adam: Cool. So, how about the orc is just some civilian who's terrified of Robert because of his rep? Like a farmer, or...

Celia: Or a pie-seller.

Adam: Huh?

Bob: Actually, I kind of like that. Have a fan-mail, Celia.

Celia: Rock.

Bob: So Robert tracks down this poor orc baker in his pie shop. "Tell me what you know about the cattle raids or I'll put *you* in a pie, greenskin."

Adam: Okay..."Please, lord! Griknak know nothing! Griknak swear it! Griknak just make pies!"

Bob: Oh, he better not be holding out on me. I'm going to lean on him.

Adam: Okay, I think we can call for the conflict. If you win, he tells you where the bandits are hiding out. And if you lose, you get nothing. Cool?

Bob: Let's go one better. If I lose, Sir Robert flips out and kills the orc. That'll get him in trouble later on.

Adam: Sure.

Bob: Oh, and I'm using my 'Badass Mofo' edge for an extra card.

No one would have believed in the last years of the nineteenth century that this world was being watched keenly and closely by intelligences greater than man's and yet as mortal as his own
- *The War Of The Worlds*, H G Wells



Today, 03:01 PM

#68



padli
White Trash Samurai
1st Level RPGnetter

Join Date: Sep 2006
Location: Slovenia
Posts: 144

Re: Orc and a Pie - System Matters

Quote:

Originally Posted by **Axiomatic**
Blue Rose:

GM: You enter a beautiful, 10x10 glade in the forest. You see an orc and a pie.

Players: We-

GM: A magical deer comes along and makes it all better.

Mondo laugh pointitude, dude.

As for other variants of the orc and pie....

FATAL:

...

I'm joking. You can relax. No, really.

I dream of running:

Savage Worlds for my fantasy group
HERO System 1-on-1



Today, 03:10 PM

#69



Axiomatic
Lord of Death by Sushi
1st Level RPGnetter

Join Date: Jul 2006
Posts: 1,397

Re: Orc and a Pie - System Matters

Quote:

Originally Posted by **Oblivious ignorant elf**

Metal Opera:

GM:Thunder splits the horizon, illuminating the battlefield you trudge through. Skeletons crunch under your steel boots as you approach a huge horned orc dragging an enormous serrated axe. Behind the orc, a pie lies chained to an altar of human skulls.

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GM:Green ugliness roars into your face, defiantly! With a rage of your thousand demon ancestors you behead the orc with your bare hands!

Player:I take... I... CONQUER the pie!

GM:This pie is greater than love and the hate! this is the pie of will and the fate!

Player:I will eat your pie!

GM:Kill those who stand before you, piss upon their graves! Eat all of their pies! Fly into the night and one day meet in hell!

SOLD!!!

Also, thank you all for your laugh points.

And you don't seem the lying kind / A shame that I can read your mind



Today, 03:20 PM

#70



The Last Conformist
wielding Stormbringer 5e
1st Level RPGnetter

Join Date: Jun 2006
Location: Regnum Suecorum
Posts: 2,697



Re: Orc and a Pie - System Matters

Quote:

Originally Posted by **padli**
Mondo laugh pointitude, dude.

As for other variants of the orc and pie....

FATAL:

...

I'm joking. You can relax. No, really.

Damn you to hell for making me wonder what the anal circumference of a pie is! 🙄

Why can't you be a non-conformist just like everybody else?

1 Wonderfully Geeky Point, 1 Awesome Point, 3 Laugh Points, 1 Innuendo Point, 1 Speaks Truth Point
1 "laughed out loud, and then scrolled past it before my 7 yr old noticed the fangs" Point, 1 "Whoops, I have Kult in my H P Lovecraft" Point



Today, 03:23 PM

#71 ⚠

Crazy Jerome

Registered User
1st Level RPGnetter

Join Date: Aug 2006
Posts: 190

Re: Orc and a Pie - System Matters

Toon:

Animator: Behind door #1 is a greenish fellow with tusks. He grunts at you, and cradles a cream pie.

Louie the Lamb: "Hail, piggy! I'll whip us up a nice salad." (Whips out fake ingredients from his back pocket.) "Here, I'll trade." (Makes Fast Talk roll.)

Animator: (Rolls to Detect Shoddy Goods. Fails. Speaks in best Tasmanian Devil voice.) He looks at you with beady eyes. "What for you want pie? OK, salad tasty. Eats salad.

Louie the Lamb: I take the pie and hit him with it. (Rolls under Throw.)

Animator: (Rolls Dodge. Fails.) The pig guy is creamed, and now boggled.

Louie the Lamb: I send off to the post office for a dress and lipstick, then put them on the pig guy.



Today, 03:38 PM

#72 ⚠



Goblinardo

or Goblinardon't
1st Level RPGnetter

Join Date: Mar 2006
Posts: 882

Re: Orc and a Pie - System Matters

Quote:

Originally Posted by **aprogressivist**
Mage: the Awakening

ST: "You see an orc guarding a pie."

PC1: "What?! Where's the horror in that?"

ST: "Just play the damn game."

PC2: "Fine, I fireball the orc."

ST: "The orc is a NPC from the back of the core book and kicks your ass."

PCs: "The horror!"

Laugh point.

Quote:

Originally Posted by **Oblivious ignorant elf** 

Metal Opera:

GM: Thunder splits the horizon, illuminating the battlefield you trudge through. Skeletons crunch under your steel boots as you approach a huge horned orc dragging an enormous serrated axe. Behind the orc, a pie lies chained to an altar of human skulls.

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Player: I take... I... CONQUER the pie!

GM: This pie is greater than love and the hate! this is the pie of will and the fate!

Player: I will eat your pie!

GM: Kill those who stand before you, piss upon their graves! Eat all of their pies! Fly into the night and one day meet in hell!

Awesome point.


Six pokéballs... more than enough to kill anything that moves.
Abran paso a **¡la Manada!**

Walmartian: "If the Sun ever goes Red, we'll invade and install a friendlier regime."

cantabile: "Good sir, go jump off a cliff."

1 "Sigworthy, if i had enough damned room" point from Tonto.



 Today, 04:00 PM

#73 



wjohnso
Burning Stuntman
1st Level RPGnetter

Join Date: Jan 2002
Location: Denver, CO
Posts: 170

Re: Orc and a Pie - System Matters

In the Palladium Multiverse:

GM: You see an orc and a pie

Player: I attack the orc

GM: Roll initiative...I got an 18

Player: I rolled a 5... what does the orc do

GM: The orc attacks, it does 8 megadamage, an orc is a supernatural creature and get supernatural strength.

Player: I have 18HP and 70 SDC... I am wearing chainmail.

GM: You are dead. You couldn't have eaten the pie as it also was a mega-damage object.

*all words, letters and pixels copyright Kevin Siembieda.



Today, 04:04 PM

#74



Join Date: Jul 2003
Location: I do know one thing
Posts: 6,422

Re: Orc and a Pie - System Matters

Quote:

Originally Posted by **Oblivious ignorant elf**

Metal Opera:

GM: Thunder splits the horizon, illuminating the battlefield you trudge through. Skeletons crunch under your steel boots as you approach a huge horned orc dragging an enormous serrated axe. Behind the orc, a pie lies chained to an altar of human skulls.

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Player: I take... I... CONQUER the pie!

GM: This pie is greater than love and the hate! this is the pie of will and the fate!

Player: I will eat your pie!

GM: Kill those who stand before you, piss upon their graves! Eat all of their pies! Fly into the night and one day meet in hell!

I will give you all my dollars if you will sell me this game.

YMMV, IMHO, OMGWTFBBQ, and all other disclaimers apply.

[Friend of RP Open](#) - want a friendly contribution to your thread? No one responded to your cool new idea? PM me with a link and I'll join in!



Today, 04:08 PM

#75



Join Date: Mar 2004
Location: Gilroy, CA
Posts: 4,056

Re: Orc and a Pie - System Matters

Nobilis

Hollyhock God: In this room lies a pie, woven of human dreams and given a nice caramel topping. It is being guarded by Orc, He Who Protects Pie At All Costs. Also, flowers.

Power of The Tips of Shoelaces: I use a greater change miracle to turn the tips of the orc's shoelaces into a gigantic python that devours him. Also, flowers.
 Hollyhock God: Flowers.

Proud member of the [Tangency Changeling Motley](#).

[Goofy Member of the Viking Pack](#).

[Magical Pixie Wolves: The Apocalypse of Hearts](#) - Coming Soon!



Today, 04:29 PM

#76



Alcamtar
 The Cleaver
 1st Level RPGnetter

Join Date: Nov 2002
 Location: Beaverton, Oregon
 Posts: 284

Re: Orc and a Pie - System Matters

1st edition AD&D

DM: You enter a 10x10 room with a bed, wardrobe, barrel of ale, table with two golden goblets, an orc, two chairs, a large iron chest, a small idol on a pedestal, a pie, ochre wax drippings on the floor in the NW corner, and the smell of stale urine. There are sinister purple and black tapestries on the walls and scattered bones.

Thief: Aha! I sneak around behind the tapestries to investigate the wax drippings!

DM: The tapestries are lined with yellow mold, saving throw please.

Cleric: I prepare a cure disease followed by a raise dead

Fighter: I poke at the wax drippings with my ten foot pole

DM: The orc...

Wizard: FIREBALL!

Everyone: !*&^#nooooo

DM: The fireball fills the room, explodes the down the corridor, and blows the front door off the dungeon complex! TPK!

Wizard: Ow! But... COOL! Did I kill the orc?

DM: No, he an amulet of fireproofing

Wizard: how much experience for killing the whole party?

Basic D&D

DM: You enter a 10x10 room. You see an orc and a pie. (rolls) You are surprised! The orc (rolls) hits the wizard for (rolls) one hit point.

Magic-User: I'm dead! And I never got a chance to cast Ventriloquism! Gimme a new character sheet...

Thief: I'm going to sneak around and backstab the orc

DM: (roll) you fail to move silently and (roll) the orc hits you and (roll) you take 7 damage. Here's a character sheet or two.

Cleric: I don't get any spells till next level. Also I'm already down 2 hp so I better sit this one out.

Fighter: More experience for me then. I kill the orc! (roll) Oops no I dont.
DM: (roll) The orc misses

DM: (roll roll) My initiative and (roll) miss
Fighter: (roll) miss

DM: (roll roll) Your initiative
Fighter: (roll) miss
DM: (roll) miss

DM: (roll roll) Your initiative
Fighter: (roll) miss
DM: (roll) miss

Magic-user II: Finished! This time I have three hit points and Magic Missile!

DM: (roll roll) My initiative, the orc (roll) hits the magic-user for (roll) 3 points
Fighter: (roll) miss
Magic-user II: (sighs, changes the "II" to a "III") Okay done.

DM: (roll roll) Your initiative
Fighter: (roll) miss
Magic-User III: (roll) HIT! I did (roll) 4 pts of damage with my dagger
DM: The orc is dead.

Fighter: (looks at magic user in disgust) I check the body.
DM: you find (roll) 2 cp and a pie

Magic-User III: Oh! Oh! Pie! I taste a tiny corner of the pie
Fighter: Wait just a...
DM: Too late he already ate it. It's a cursed poison pie, save please!

Magic-User IV: (two minutes later) Okay, done.



Today, 04:30 PM

#77



dungeonmeister
First & Forsaken Fanboy
1st Level RPGnetter

Join Date: Aug 2003
Location: Wigan, UK
Posts: 1,734



Re: Orc and a Pie - System Matters

Quote:

Originally Posted by **komradebob**

Gangbusters:

GM: blah-blah-blah orc, blah-blah-bla pie.

PC1: Saaaay, that sure is a nice lookin' pie ya got there.

PC2: Sure is. Say Knuckles, wouldn't it be a terrible thing if some awful tragedy occurred to a nice pie like that?

PC1: Most assuredly, Frankie. Even worse, imagine what a tragedy it would be if the pie maker, heaven forfend, should come to a time of crisis and be unable to make such dee-licious pies? For example, the maker should slip while going down a flight of stairs, and break both of their arms. What then?

Orc:

PC2: *It is most lucky for our friend the pie-maker then that we are in the business of offering insurance to cover such times of trouble, is it not?*

PC1: *Fortunate indeed, Frankie. Good pie-maker, for the low sum of 10gp per week, our company would be more than happy to insure yourself and your pie-making business against any harm which should befall it. Why, just having the policy alone is likely to stop most events from ever having in the first place.*

Orc: *NO! No Gold! NO Pie! You Go NOW! (points at door).*

Frankie and Knuckles lay into Orc with baseball bats.

PC1: *Are friggin' deaf or somethin' (smack)? Whatta you, just friggin stupid(smack)?*

PC2: *(Smackety-smack) You live in this town, you pay the friggin' insurance, you friggin' green-skinned mook. Geddit? Capische? (kick)*

Laugh Point!

Laugh Points: 2 (Zachary the First, The Incredible Bohemian), 1 Rold Gold down the Wrong Pipe laugh point. (Paladin CA). 1 'Strangely appropriate, but still off' laugh point. (Pig with Pen).
1 Rarity Point, (GregStolze).

Running: Age of Worms AP(Greyhawk), WitchCraft.

Planning: Exalted 2e, Eberron (D&D 3.5)

Friend of RP Open - want a friendly contribution to your thread? No one responded to your cool new idea? PM me with a link and I'll join in!

Super-Secret Squirrel Society Representative for Greys.

Yet another LiveJournal user. [Here](#).



Today, 04:32 PM

#78



Imperial Planetologist

Spice!
1st Level RPGnetter

Join Date: Aug 2006
Posts: 368

Re: Orc and a Pie - System Matters

This thread needs some gold stars, kids - vote early, vote often. . .

"You're the ecologist," the Duke said.

"We prefer the old title here, my Lord," Kynes said. "Planetologist."

ImpPlan - Legal Heir to the [Viking Hat of Geezerdom](#).



Today, 04:34 PM

#79




Balbinus
Repairer of Reputations
1st Level RPGnetter
& RPGnet Member

Join Date: Jan 2002
Location: Carcosa
Posts: 14,578

Re: Orc and a Pie - System Matters

Quote:

Originally Posted by **komradebob** 
Gangbusters:

GM: blah-blah-blah orc, blah-blah-bla pie.

PC1: Saaaay, that sure is a nice lookin' pie ya got there.

PC2: Sure is. Say Knuckles, wouldn't it be a terrible thing if some awful tragedy occurred to a nice pie like that?

PC1: Most assuredly, Frankie. Even worse, imagine what a tragedy it would be if the pie maker, heaven forfend, should come to a time of crisis and be unable to make such dee-licious pies? For example, the maker should slip while going down a flight of stairs, and break both of their arms. What then?

Orc: ??? 

PC2: It is most lucky for our friend the pie-maker then that we are in the business of offering insurance to cover such times of trouble, is it not?

PC1: Fortunate indeed, Frankie. Good pie-maker, for the low sum of 10gp per week, our company would be more than happy to insure yourself and your pie-making business against any harm which should befall it. Why, just having the policy alone is likely to stop most events from ever having in the first place.

Orc: NO! No Gold! NO Pie! You Go NOW! (points at door).

Frankie and Knuckles lay into Orc with baseball bats.

PC1: Are friggin' deaf or somethin' (smack)? Whatta you, just friggin' stupid(smack)?

PC2: (Smackety-smack) You live in this town, you pay the friggin' insurance, you friggin' green-skinned mook. Geddit? Capische? (kick)


You know, I would seriously enjoy playing Gangbusters with you. That just sounds brilliant.

Currently running: Pendragon Vikings

[I also post here.](#)

More rpgs for sale or trade, entirely new listings, some indie games included <http://forum.rpg.net/showthread.php?...57#post6823257>



 Today, 04:35 PM


#80 



BlackSheep 
 Go PTA
 1st Level RPGnetter

Join Date: Jul 2002
 Location: Cardiff, Wales
 Posts: 7,139

Quote:

Originally Posted by **Alcantar** 


Magic-User: I'm dead! And I never got a chance to cast Ventriloquism!

Beautiful.

No one would have believed in the last years of the nineteenth century that this world was being watched keenly and closely by intelligences greater than man's and yet as mortal as his own
 - *The War Of The Worlds*, H G Wells



Today, 04:37 PM

#81 




Jeb Boyt
Dreaming One
1st Level RPGnetter

Join Date: Feb 2002
Posts: 5,463

Re: Orc and a Pie - System Matters

Quote:

Originally Posted by **padli** 
Mondo laugh pointitude, dude.

As for other variants of the orc and pie....

FATAL:

That movie has already been made.

[T]he tabletop roleplaying hobby will not die. It's too ideally suited for the socialization of shy geeks in high school, of which there will be an endless supply - Ken Hite

[The Mummy's Revenge](#), a Pulp Adventure, and [Boxer](#) and [Mesmerist](#), Pulp advanced classes for d20 Modern, are now available from [Adamant Entertainment](#)

WoW, Kirin Tor server: Pig & Whistle Expl Soc'y: Danif, Hum Warlock & Criky Gnome Rogue; Blacksky Co.: Merojin, Troll Shmn & Bogomil, Forsaken Prst.

Blogging at <http://monkeymuse.blogspot.com/>




Today, 04:59 PM

#82 



jeff_vandenberg
Registered User
1st Level RPGnetter

Join Date: May 2004
Location: Nothing Interesting Here.
Posts: 999


Re: Orc and a Pie - System Matters

Dark Sun

DM: As your party explores some old dusty ruins they find an enclosed room, inside there is an Orc and what appears to be a pie.

Warrior: I attack the Orc (Rolls) and hit!

DM: 'Grats.. *rolls* you kill it. As the Orc slumps to the ground you're able to see the pie.. it appears to be a delicious freshly baked pie in a tin..

Mage: WHAT?! TIN!? METAL!? I'm grabbing it!

Warrior: I smash the wizard as I try to get to the pie tin first. *rolls*

Psionic: I twist their perceptions so that they are actually running out of the room. *rolls*

Cleric: Why can't my earth spells make metal? *Cries*

Jeff Vandenberg

I simmer with generic internet rage.

play L5R Online at : www.fiveringonline.com



Today, 05:04 PM

#83



Goblinardo

or Goblinardon't
1st Level RPGnetter

Join Date: Mar 2006
Posts: 882

Re: Orc and a Pie - System Matters

Quote:

Originally Posted by **cappadocius**

I will give you all my dollars if you will sell me this game.

<http://harlekin-maus.com/games/metal...etalopera.html>

Six pokéballs... more than enough to kill anything that moves.
Abran paso a **¡la Manada!**

Walmartian: "If the Sun ever goes Red, we'll invade and install a friendlier regime."

cantabile: "Good sir, go jump off a cliff."

1 "Sigworthy, if i had enough damned room" point from Tonto.



Today, 05:09 PM

#84



GarethC

Full of Bile and Vitriol
1st Level RPGnetter

Join Date: Feb 2006
Posts: 207

Re: Orc and a Pie - System Matters

Amber Diceless

GM: Sparks flare about your legs with the first step, and a halo of argent fire surrounds each foot where it steps along the tracery The Veils rise up, a sudden graying of the light and a pressure, but you force your way through. Memories rise unbidden, of bright colors, cold steel, soft lips. The smells of the morning in that sleepy town you grew up in - new pines, fresh coffee, pies hot from the oven. The Grand Curve stretches before you, and you feel yourself slowing as the sparks reach up over your head now, and it's almost too much effort to lift your foot... And with the last pace you are there, in the centre of the Pattern. You are exhausted right down to your bones, and as the sparks fade it's with some concern you realise you can see through the walls to moonlit clouds beneath you. The floor feels spongy beneath your feet, almost as if you are sinking -

PC1: Umm, pie for breakfast!

GM: You're in a small room, maybe four paces on a side, slightly larger than your cell back beneath Amber. On a small table lies a pie, steam curling gently from the slit in its gold-tinged crust. Sat at the table is a hulking green-skinned humanoid, with warts and boarlike tusks - it leaps to its feet when it notices you.

PC1: "I am Roland, Scion of the House of Amber! I demand your name and your business with that pie!"

Orc: "Grishnakh is my name. Conjure with it and I shall eat your liver! The pie is mine!"

PC1: "Talk is cheap. Whisky costs money." I pull my sword and stand ready for him.

GM: He hefts an ugly cleaver and comes at you in a rush.

PC1: I try to parry in *quarte*, beat to the left and then punch him...

GM: You get your sword in the way, but he's up close with you, and the stench of his breath is foul. How are you trying to hit him?

PC1: ...with a foul blow, about four inches below the belt buckle. It should leave him on his knees, maybe gasping and swearing a bit.

GM: Your Uncle Caine is standing at the table, just polishing a piece of the pie off. He raises his fork in salute to your victory, and you think he may have planned this all along...

PC1: Bastard.

And what is good Phaedrus, and what is not good -- need we ask anyone to tell us these things?
- Plato



Today, 05:10 PM

#85

Tar Markvar
Worst thief you ever sawr
1st Level RPGnetter

Join Date: Oct 2002
Location: Pirate Ship, Outer Space
Posts: 2,062

Re: Orc and a Pie - System Matters

Quote:

Originally Posted by **Peter Svensson**
Nobilis

*Hollyhock God: In this room lies a pie, woven of human dreams and given a nice caramel topping. It is being guarded by Orc, He Who Protects Pie At All Costs. Also, flowers.
Power of The Tips of Shoelaces: I use a greater change miracle to turn the tips of the orc's shoelaces into a gigantic python that devours him. Also, flowers.
Hollyhock God: Flowers.*

This post wins the Internets.



Today, 05:13 PM

#86

Valandil
Gives a duck
3rd Level RPGnetter
& RPGnet Member

Join Date: Jan 2002
Location: Marina, CA
Posts: 10,060



Re: Orc and a Pie - System Matters

Quote:

Originally Posted by **padli**
As for other variants of the orc and pie....

FATAL:

I'm joking. You can relax. No, really.

Roll for the pie's circumference. Also, the orc's.

* [Vandalil's Fun RPGnet-related stuff!](#) - [Free](#) 3d Globe Rpgnet Locator, [Free](#) Custom Avatar Creator, [Free](#) avatars, Tangency T-Shirts, and my RPG sale.

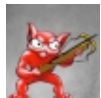
* [Exalted... with a d20](#)

[My RPG Collection via the RPGnet Database](#)



Today, 05:29 PM

#87



Oblivious ignorant elf
Real life Red Gremlin
1st Level RPGnetter

Join Date: Jun 2005
Location: Poland, Gdansk
Posts: 2,142

Re: Orc and a Pie - System Matters

Quote:

Originally Posted by **Goblinardo**
<http://harlekin-maus.com/games/metal...etalopera.html>

While certainly not the only one, this can be a good source of setting material.

<http://www.manowar.com/>

And...

Earthdawn:

GM:There is an orc and a pie here.

Player:Hail, orc! Which of the proud clans do you hail from?

GM:The orc grunts, looking at you with distrust, the fiery rage of Gahad already shining in his eyes... "Show me how well can you sew!"

Player:I show him the beautiful robe I made. Then I ask him to let me taste the pie.

GM:It is tasty, if distinctily spicy.

Player:If he could make a good pie, he cannot be possessed by horrors. I tell him the stories of my adventures.

Promethean:

GM:There is a green ugly thing here and a pie.

Player:Green, ugly and gluttonous, yet still more human than me. I wave my clenched fist at him. "I want to live!" I shout to him.

GM:He attacks you.

Player:I tear his arms off and incinerate him before his eyes, then bemoan the fact that no one will accept me if I am so brutal, yet brutal I must be!

GM:The pie's smell is delicate, sweet with a whiff of spicyness and a family you will never have...

Player:I go and feed the pie to orphans.

GM:They got indigestion and cried.

BESM:

GM:There is an orc and a pie here.

Player:I jump trough the air, doing a few pirrouetes. Everything around me turns bright white as I shout 'Baka' and smash the orc's head with my huge hammer.

GM:He falls to the ground. Some rose petals fly around you as you gracefully drop on the ground by the pie.

Player:My chopstick-armed hands become two flurries of motion, while my mouth grows to enomour size. I eat the

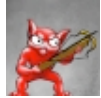
pie and say how tasty it is!

"I'm at work and the Colonel just walked in to find out "WTF?" Points: 1 Proud owner of 1 "Absurdity in War" point. 1 Mordant laugh point. 1 x "Satire so sharp it fucking HURTS!" 1 Laugh point
1x "laughed so hard it irritated my upper bronchial infection and I coughed for 5 minutes"



Today, 05:34 PM

#88



Oblivious ignorant elf

Real life Red Gremlin
1st Level RPGnetter

Join Date: Jun 2005
Location: Poland, Gdansk
Posts: 2,142

Re: Orc and a Pie - System Matters

Quote:

Originally Posted by **Valandil**
Roll for the pie's circumference. Also, the orc's.

Warning! Dice do not lie!

Let's say we have a hero in shining armour who have just defeated an orc and won the pie it was guarding. In *typical* fantasy games, the hero would be expected to eat the pie. But what if we consider other possibilities? What if the hero wants to take advantage of the orc's dead corpse, or perhaps take advantage of the defenseless pie?

"I'm at work and the Colonel just walked in to find out "WTF?" Points: 1 Proud owner of 1 "Absurdity in War" point. 1 Mordant laugh point. 1 x "Satire so sharp it fucking HURTS!" 1 Laugh point
1x "laughed so hard it irritated my upper bronchial infection and I coughed for 5 minutes"



Today, 05:53 PM

#89



Mr. Venom

Tastes like Caltrops
1st Level RPGnetter

Join Date: Jun 2006
Location: England
Posts: 725

Re: Orc and a Pie - System Matters

Quote:

Originally Posted by **Peter Svensson**
Power of The Tips of Shoelaces

The things at the ends of shoelaces are called aglets. Their purpose is sinister.

Spycraft

GM: You enter the control center. Dr Hobgoblin is standing in front of the Pastry Device

Player 1: I fire my SMG. I have five action dice left and I intend to use them all.

GM: 🤔

Player 2 [pointman]: I help by pointing. Have another five action dice.

GM: 🤔 Roll credits.

Lead Igor - Fetching the heavy things for SCIENCE!

1 Laugh point from Mesa Virga, 1 Perfect Parody Point from cj.23, 1 Nostalgia point from Bigeshu, 1 perversity point from notexactlyhuman, 1 Nosgoth point from leapetra



Today, 06:05 PM

#90

CurtisG
Registered User
1st Level RPGnetter

Join Date: Jan 2004
Posts: 761

Re: Orc and a Pie - System Matters

SpaceMaster (1st Ed.)

GM: In the control room is a green suited guard heating some pie in the microwave

Player 1: Cool, I get to use my Plasma Repeater!

Player 2: Noooo! That'll waste him, the pie, the room and the outer hull and we'll all have to take vacuum crits.

chukka chukka chukka chukka chukka chukka chukka chukka chukka chukka chukka chukka chukka

Player 1 & Player 2 turn and look at player 3. While the outer hull is still intact the microwave and pie are reduced to a smoking pile of debris with a large cloud of red mist dissipating before it.

Player 1: What the fuck was that?

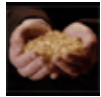
Player 3: Autoshotgun.

Player 2: Fucking Neos.



Today, 06:18 PM

#91



TheMouse
garmonbozia
1st Level RPGnetter

Join Date: Jan 2002
Location: The Black Lodge
Posts: 12,079

Re: Orc and a Pie - System Matters

Quote:

Originally Posted by **Oblivious ignorant elf**

*GM: The orc grunts, looking at you with distrust, the fiery rage of Gahad already shining in his eyes...
"Show me how well can you sew!"*

Tee hee. Gotta love Earthdawn.

Fudge pie/orc

GM: You walk into the room. Inside, there is an orc sitting at a chair. In front of him, on the table, is a pie.

Player: How's the pie smell?

GM: Great.

Player: Rockin'. I'm gonna draw my sword and jump him and mess up his world.

GM: Okay. Init time. The orc... *clatter* is Good at going fast.

Player: Ha! With my Great fast-goingness and my Gift of going first, I'm a shoe in! *clatter* Ah, fucking dice. I'm going on Mediocre.

GM: Okay, the orc swings at you... *clatter* what's your defense?

Player: Good.

GM: The orc misses.

Player: Awesome. I'm gonna swing now.

... time passes...

Player: Alright! 3 levels of damage for the win!

GM: Yup. The orc dies. Now you have pie.

Player: It was Great pie, right?

GM: Yup.

Player: Okay. I'm eating it now... *clatter* Holy shit! +3 to Great is Legendary +1! I have a fucking awesome time eating the pie!

GM: Fresh baked, no preservatives.

Player: Yeah!



Today, 06:28 PM

#92



Join Date: Jan 2004
Posts: 761

Re: Orc and a Pie - System Matters

CP2020

GM: In the room is a Orc model variant, it is well armed and has just sat down to eat some sweet smelling pie. Your nasal filters detect organic produce. The orc just starts to noti.....

Solo1: My Sandevistans kick in, boosting my combat sense and my initiative tops out (with my max reflex plus total enhancers) at 4396, more than enough to beat the orc. Splitting my actions I leap forward on my piston legs, smashing into his lap, using one cyberarm to popout my cyberspike to attack him and other cyberarm will uncoil the monofilament whip cyberfinger to cut off the orcs arm as it reaches for the pie (I can separate target because of my cybereye upgrade, and next turn my MA Analyser software will have gathered enough info to give me a further +1 to my rolls). As my Karate 10 adds +10 damage to each attack this is gunna hurt that sucker.

Solo2: Fucking poser. Quickdraw snapshot with my desert eagle. Headshot.

As solo 1 flies through the air in the first microsecond portion of the round, a sudden loud report is heard. Solo 1 lands in the lap of the slowly slumping orc form, weapons sprouting, as its head explodes like a ripe watermelon.

Rockerboy: Damn, I missed the start of your leap (again) Solo1. Could you just do that bit again and I'll edit it in?
looks over to the techie, who has pulled out some gaffer tape and a hammer What are you doing?

Techie: With a little bit of know-how and my secondary skill in cooking (which I've only ever really used to make drugs before) I'm going to jury-rig this so there's enough for all of us. *starts hammering*

Solo2 still hasn't dropped his firing stance, and is looking flinty eyed and his leather trenchcoat finally settles around his form, concealing the katana on his back.



Today, 06:32 PM

#93



GB Steve
Coat-tail rider
2nd Level RPGnetter
& RPGnet Member

Join Date: Jan 2002
Location: Top of the World, Ma!
Posts: 4,130

Re: Orc and a Pie - System Matters

Fastlane.

You enter a stark white room, sitting in a chair is an orc, stroking a pie in his lap.

DrO: Ah, Mr Bond.

B:< scots >So, we meet again Dr Orc.< /scots >

blah blah puns blah blah

GM: Ok place your counters 3, 17, black, impair ok. You order the pizza and I'll read this David Eddings book.

...

sometime later

GM:4, red and even, you're all dead. Let's play Spycraft instead.

Currently running away.


GB Steve

Editor

Places To Go People To Be -- Now with added Origins Nomination.



Today, 06:53 PM

#94 



CurtisG
Registered User
1st Level RPGnetter

Join Date: Jan 2004
Posts: 761

Re: Orc and a Pie - System Matters

This is like reliving my childhood.

1st Ed. AD&D, monty haul as kids

Player1: This is the room where the treasure is, according to the map.

Player2: Show me the map. What's this box?

Player1: The map. The X is the treasure. I dunno what the circle is.

Player3: Lat's go in. I look through the keyhole.

GM: You're a paladin, not a thief.

Player3: So?

GM: Sir Galahard does not peek through keyholes.

Player1: I'll look. I'm a thief/mage. How cool is that shit? It's like Gandalf and Bilbo had a kid.

an hour of purile childish innuendo

I roll a 1. That's gotta be good.

GM: Yeah, right. there is no kehole.

Player1: Fuck. What do we do now? I search for hidden doors. I roll a 7.

GM: You do not find any hidden doors.

P1: That means there's none, doesn't it.

GM:Listen to what i said. You do not find any.

P1: What does that mean?

P2: There may be one but you didn't roll high enough.

P1: That's lame.

GM: No, you're lame, you *degenerates into another half hour of purile insults*

P3: I'll break down the door.

GM: Roll strength.

P1: Riiight, he won't look through a keyhole but he's allowed to break down a door.

P3: What keyhole. You told me there was none.

GM: Inside is an orc.

P4, the Mage: Orc. *checks monster manual* Are you sure it's an orc and not a hobgoblin?

GM: Yes.

P1: How tough is it?

P2: Can we take it?

P4: It's only first level, so it shouldn't be too tough.

P1: Yeah well I only have 2 hit points so i cannot afford to get hit.

P3: Gunna hide behind everyone else again?

P1: Yep. I wish i could've bought a bow.

P4: It doesn't have any obvious weaknesses.

P2: What about treasure?

P4: I'm not real sure on that. It may have some copper pieces.

P1: *whistles* Copper pieces huh? That's be sweet. But all i can see is this pie that it's guarding.

P3: How do we kill it again? Could i take it?

P4: I think so but you still wouldn't want to get hit.

GM: It's getting angry at you and is drawing out a huge gleaming sword.

P2: What do we do, it's coming straight towards us?

P4: Shoot it!

P3: Do I hit it?

P1: This'll fix it.

throws burning flask of oil. Orc dies in a fiery heap.

P2: Wow, that worked really well.

P1: Yeah, my friend who plays a bit said when you're starting out forget about buying anything else other than oil and holy water.

P4: Cool, 12 cp plus the pie.

P1: I search the body.

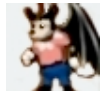
GM: The orcs sword, on close inspection, reveals itself as a +7 Vorpal Blade, his armour is +5 leather that lets you fly 3 times per day and is immune to all types of fire, including magical. His bel pouch is actually a XXXXXL Bag of Holding filled with two of each of the potions from the DMG. The cards he was using for solitaire are actually a Deck of many things. The toilet paper he used is actually a scroll containing 3 wish spells that he couldn't read.

P1-4: ?!?!?



Today, 07:04 PM

#95



flyingmice
Avenging Aerial Rodent
1st Level RPGnetter

Join Date: Apr 2002
Location: Boston Area
Posts: 4,532

Re: Orc and a Pie - System Matters

StarCluster 2:

GM: "You open the galley door. Inside you find a strange looking alien, or perhaps a bioroid. Its skin is green, slick, and spangled with small scales. From its lower jaw thrust two sharp, protruding tushes. By its side is a pie, freshly baked, steam still curling from its vents. "

Everyone Rolls

GM: "OK, the bioroid roars inarticulately, and brandishes a long sword made out of what appears to be primitive beaten metal."

Hyena uplift: "Is this a downshifted android? The bastards are exploiting him. 'Join us, brother!' I say, "You are free here!" and wait to see if I have to eat its thumbs."

Teenage girl: "It must be hungry, having to guard that yummy pie! I cook it some squids, eels and delicate prawns in ginger sauce. If it doesn't eat, I'll knife it in the kidneys and run it through the recycler, and have it for dinner next week."

Teenage boy: "I pull out my big revolver, point it at the thing and wait until the last second for +50 chance to hit and +40 damage."

Robot Cat: "I sneak into the air ducts and start shutting down all the ship's sensors in random fashion, then program myself to forget that I did it. Then I wonder why everyone's trying to kill me."

Cougar Uplift: "It's probably a gift from my secret admirer. I shove myself into hyper speed, shooting the pie with my Cat's Claw submachinegun six times for *roll, roll, roll, roll, roll, roll* 485 points of damage."

Unicorn Bioroid: "I sigh, and try to heal the poor pie. Is it sentient? I place it under the scanners in my sickbay, shaking my head sadly at the waste."

Other Teenage Girl: "I fire at it with the ship's guns, blowing a hole in the ship and sucking us all out into space."

Teenage Boy: "It's another threat, like those freaking assassins who we fought last week - and the week before - and the week before. I finally shoot it, blasting a hole big enough to drive a truck through in its stomach."

-clash

clash bowley * Flying Mice Games - an Imprint of Better Mousetrap Games

Flying Mice home page: <http://jalan.flyingmice.com>

StarCluster RPG * Sweet Chariot RPG * Blood Games RPG * Book of Jalan RPG * Cold Space RPG * FTL Now RPG * In Harm's Way

Flying Mice Forum: <http://forums.rpgghost.com/forumdisplay.php?&forumid=154>



Today, 07:08 PM

#96



Ian Noble
Adama's Apprentice
1st Level RPGnetter

Join Date: Jan 2002
Location: Torchwood Four
Posts: 7,146

Re: Orc and a Pie - System Matters

Quote:

Originally Posted by **Pieta**

Wushu:

Player: I somersault towards the ork / kick him in the throat with the Seven Decapitations Kick / and he drops into a sorry heap on the floor. / I eat the pie. / The filling is pecan.

Gamemaster: Veto! You cannot eat the pie because it has three points of Threat Rating left.

Player: How about I eat it, but suddenly, another ork with another pie drops from the ceiling?

Here's the above example with me as the GM:

Player: I somersault towards the ork / kick him in the throat with the Seven Decapitations Kick / and he drops into a sorry heap on the floor. / I eat the pie. / The filling is pecan.

Me/GM: Shut the fuck up. You talk too much. Next time I'm using a system where blather isn't rewarded.

This is why I can't stand Wushu.

- Ian

Strategicon in Los Angeles under New Management! 300+ events over President's Day Weekend









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