

AOLZ

Aaron's Online Zine

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Welcome... You've got mail...
or something....

THIS ZINE IS
NOW ONLINE AND
HI-TECH!



William Shatner - Actor, Pitchman for AOLZ

William Shatner appears courtesy of his toupee
Mr. Shatner's EGO was compensated for his endorsement

Okay, okay... after much prompting from Mike and Martin, I've finally got a proper 'zine together. I'm not quite at the point where I'm posting a web page, but it's a start. Seeing as I work in the print industry, I'll just go with what I know for now (damn, Adobe Acrobat is cool!)... later on we'll see where it goes.

For starters, and for those that might not know, my name is Aaron Storck and I've bumped around the print version of the CT a couple of times (no pun intended there). I have had the pleasure of rooming with several Timers over the years (Mike O'Connell, Joel B. Levy, Ben Bellot, Tim Watts, Aaron "A.T." Thompson, Greg Johnson... and I GUESS you can count Kevin Jones, Ken Wood, K.C. Ryan and Martin Maenza since they have all crashed at my place for various Comic-Con get-togethers). Suffice it to say, a bunch of us have known each other for a really long time, and we still wonder where all the years (and hair) have gone.

I started playing Champions in high school, though it wasn't until college where I began to understand the finer points of running, and for that matter PLAYING in, a campaign. I played in Joel B. Levy's terrific "Tomorrow League" game with the afore mentioned Mr. Bellot, among others. I also ran the MAGIC campaign for Joel, Ben, and former Timer Chris Guy.

It was at one of the San Diego Comic-Cons (now pretentiously called "Comic-Con International") that I met K.C. Ryan. It was really a fluke (or perhaps it was destiny...) that we met and got to talking about comics and such. In addition to our common loves of Captain Marvel (the SHAZAM! guy... not the Kree warrior, or the chick) and the Legion of Super-Heroes, we both played Champions. After several months of correspondence, K.C. invited me to visit him in Sacramento. Eventually, I got the chance to sit in on his regular Thursday Forte game and build friendships with Mike, Tim, Kaye and Jeff, some of whom I'd met on previous trips. And... the rest is history...

... cuz I ended up moving to Sacramento and ended up building some amazing friendships for life with several exceptional people... all of which I remain in contact with.

I didn't mean to turn this into an "O'Connell-style" essay, but I really think that this Champions-thing, whether you want to call it a hobby, or an outlet, or a passion, or something else (for me personally, it's all of the above), brings PEOPLE together. I don't think that console gaming and even online role playing really do that, at least not in the same way. Maybe I'm just a Luddite when it comes to understanding the nuances of a successful Everquest or Star Wars: Galaxies group (and no offence to those that kick digital ass on a regular basis with a good bunch of folks), but there's something special about looking across the gaming table at several of your good friends and realizing that you are all thinking the same thing at the same moment. You all get that s**t-eating grin and turn to face the GM, KNOWING that you have just figured a way around the elaborate deathtrap or campaign point. And, a good GM, respecting the players, concedes making sure that a good time is had by all...

That's Champions to me....

Speaking of good GM's... we had two absolutely AWESOME games in San Diego at Comic-Con. Both K.C. and Jeff did a wonderful job making sure that everyone had a great time. I am sure that there will be game synopses posted on the CTO, so I will not go into too much detail here. Suffice it to say that the look on K.C.'s face was absolutely priceless when he realized we'd found a way to shortcut his game by several steps... too much fun. And Jeff was absolutely terrific when (returning the favor) K.C. and I decided to circumvent a few bits in his game.

And I had forgotten how much I loved having the chance to game with old friends. Getting together with former roomies Mike O' and A.T., an old college buddy in Ben, and the classic Forte stalwarts K.C., Kaye and Jeff (who had been kind enough to let me drop in on their game when I was in town) really made me feel like I was back in a familiar place with family. Especially when the old jokes, and some new ones, began flying around the game table... especially some great "Senior Citizen" jokes aimed (in jest) at K.C.'s character Hornet, and even MORE lawyer jokes aimed (not as much jesting) at Ben's character Moonspider.

I'll be honest though, as great as it was to have a number of old "playmates" around, I kinda thought it could have been better. Some familiar faces were missing this year: Joel (who has been a con regular since before electricity... or at least pretty close to that), Martin (who over the past few years has managed to ingratiate himself... and, more importantly, pick up a bit of my bar tab... a feat that is nigh-superheroic), and a number of less-frequent attendees that have made an impact on me personally - Kevin, Ken, Randy, Jim, Adam - just to name a few.

And what would REALLY have made this convention (outside of actually getting inside the big event hall to see Tenacious D) would have been a few names from

the Clobberin' Times to trek down to San Diego and have joined us. I've read lots of names of you folks over the years in the pages of the CT, so it might be nice to actually meet face to face sometime. We can always hope for next year, can't we???

What I did on my Summer Vacation...



I lived a dream, baby!!! I honestly don't know if I ever brought it up in the CT... "Memory Masters" Martin or Mike might have to give me independent verification... but in college I did a few years on San Diego State's college radio station KCR. Doing radio has always been a dream for me, but outside of KCR's listenership (which could number in the 'TEENS at any given time) I'd never had the chance.

All that changed on 8 A.M. Pacific Standard Time on July 17th when I got to co-host a show on the 120,000 watt alternative rock powerhouse, 91X. Heard from the Mexican border, through San Diego and L.A. and up past Santa Barbara and across southern California, 91X has an 80's retro show on Sunday mornings and they allow a listener to come into the studio and

choose the music for an hour. I got to be that guy.

It was an absolute thrill sitting for an hour and talking music with San Diego legendary DJ Steve West (in the shameless plug department, if you like to listen to



streaming radio on your computer, and you're a fan of Punk, New Wave and 80's Modern Rock, you should check out Steve's show from 6-10 A.M. on Sundays at www.91x.com or on Steve's own streaming internet radio station, www.radionigel.com). In any case, I was able to get a recording of my 91X experience, and I'm currently editing out commercials and setting it to individual tracks,

much like a CD. By the time the next CT rolls around, I hope to have MP3's available for d/l so you can listen if you like.

File's Done!

Following is the character sheet for Dyna Girl, just to get this de-railed train back on the Champions track. And while I've got a number of Forte 2K projects in the pipeline, this time around I have a new Dyna Girl story called [After Hours](#) co-starring Forte's own Vortex.

That's all I have time (and space) for, but I'll see you all in 60!

Goodbye!

Name: Dyna Girl

Player: Aaron Storck



Base OCV: 8 Base DCV: 8

Adjustment+ Adjustment+

Final OCV: Final DCV:

Val	Char	Base	Cost
50/75	STR	10	5
23	DEX	10	39
28	CON	10	36
16	BODY	10	12
14	INT	10	4
11	EGO	10	2
20	PRE	10	10
20	COM	10	5
30	PD	10	20
25	ED	6	19
5	SPD	3.3	17
16	REC	16	0
39	END	56	-8
56	STUN	56	0
6"	RUN	6	0
2"	SWIM	2	0
10"/15"	LEAP	10	0

STR Roll: 19- / 24- Run: 6"
 DEX Roll: 14- Swim: 2"
 CON Roll: 15- Leap: 10"/15"
 INT Roll: 12-
 EGO Roll: 11-
 PER Roll 12-

Disadvantages	Pts
Enraged: Friends/family hurt severely (Uncommon), go 14-, recover 8-	25
Enraged: Children put in harm's way (Uncommon), go 14-, recover 8-	25
PsychLim: Protective of children V Common, Total	25
PsychLim: Impulsive&Overconfident Common, Strong	15
Hunted: Resprava (from Russian - "Reprisals") 8- (As Pow; Harshly Punish; Non-Combat Influence; PC is very easy to find)	20
Hunted: The Templars 11- (As Pow; Watching; PC is very easy to find; Limited Geographical Area)	5
DNPC: Ken Hollenbeck 8- (Normal)	10
Armor Security Package Disads	
1) Watched: U.N.C.L.E. 8- (Mo Pow; Watching)	0
2) Random Hero or Group: Prof Rival (Thinks Armor is a bunch or mercenaries), Rival is As Powerful, Embarrass, or Humiliate, Rival Aware of Rivalry	0
3) Distinctive Features: Armor Security Hero!!!!!! (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)	0
Forte Package Disads	
1) Watched: U.N.C.L.E. 8- (Mo Pow; Watching)	0
2) DNPC: Forte Museum 8- (Normal; Group x2 DNPCs)	0
3) Hunted: Random Forte Villain 8- (As Pow; Harshly Punish)	0

Pts.	Power/Skill/Perk/Talent	END
16	Damage Resistance (17 PD/15 ED)	
48	+35 STR, Reduced Endurance 1/2 END (+1/4) (Modifiers affect Base Characteristic)	2
14	Lineage Hero: EC, 28-point powers	
3	1) +25 STR; 6x END (-2 1/2), No Fig Char (-1/2)	12
33	2) Flight 21", x4 Noncom	5
	Armor Security Package	
0	1) Radio Perception/Transmission (Concealed (-3 to PER Roll), Transmit); IAF (Earpiece/Collar Mic; -1/2)	
0	2) Reed Richards: (Access to major institutions, Contact has: useful Skills or resources, Significant Contacts of his own, Very Good relationship) 13-	
0	3) U.N.C.L.E.: Reg U.N.C.L.E. Commander (Contact limited by identity, very useful Skills or resources), Org Contact (+2) 8-	
0	4) Protection Services: Custom Skill 14-	
0	5) Armor Security: Teamwork 14-	
	Forte Package	
0	1) Forte Radio: Radio Perception/Transmission (Concealed (-5 to PER Roll), Tracking, Transmit); Tracking only works vs. other Forte radios (-1), IAF (Forte Watch; -1/2)	
0	2) Dane Casey - U.N.C.L.E. Liason: Contact (Contact limited by identity, Very Good relationship, very useful Skills or resources), Org Contact (+2) 15-	
0	3) Member of Forte - City of Seattle: Rep (11-) +2/+2d6	
0	4) Forte: Teamwork 14-	
0	5) Mariner: Transport Familiarity 8-	
3	Martial Throw: 1/2 Phase, +0 OCV, +1 DCV, STR +v/5, Target Falls	
6	+2 w/flight	
5	+1 with HTH Combat	
3	Breakfall 14-	
5	Conversation 14-	
3	Athlete (DEX-based) 14-	
0	PS: Small Business (INT-based) 12-	
1	TF: Motorcycles	
3	Trading 13-	
5	Money: Well Off	

Levels: +2 w/flight,+1 with HTH Combat

Combat Maneuvers

Name	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	Block, Abort
Brace	0	+2	1/2	+2 vs. Range Mod.
Disarm	1/2	-2	+0	Can disarm
Dodge	1/2	---	+3	Abort, vs. all attacks
Grab	1/2	-1	-2	Grab two limbs
Grab By	1/2	-3	-4	Move and Grab
Haymaker	1/2*	+0	-5	+4DC to attack
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	Ranged attacks only
Strike	1/2	+0	+0	STR or weapon
Martial Throw	1/2	+0	+1	STR +v/5, Target Falls

Range	0-4	5-8	9-16	17-32	33-64	65-128
RMod	0	-2	-4	-6	-8	-10

DEX: 23 SPD: 5 ECV: 4
 Phases: 3, 5, 8, 10, 12
 30 PD (17 rPD) 25 ED (15 rED) MD: 0
 END: 39 STUN: 56 BODY: 16



114 : Powers Cost
34 + Skills Cost
161 + Characteristics Cost
309 = Total Cost

XP 75

Base Points : 125
Disads Total + 125
Experience Spent + 59
Total Cost = 309