

Officers of the A.C.U.G.

(We didn't run fast enough)

Chancellor: (Sensei) David O.E. Mohr

Treasurer: Scott Farley <BBS #16>

Commodore Librarian: Imperial Warlord <BBS #2>

Amiga Librarian: Mark Reed <BBS #4>

Editor/SysOp: Lord Ronin from Q-Link <BBS #1>

Deputies:

#30 (Librarian, file testing) #3 (Secretary, general girl Friday)
#23 (BBSgamesgeneral) #16 (Emulation) #21 (NTSC fixes and Hacks)

The A.C.U.G.

Originally formed in 1978ce, as a Pet Club. The current membership is composed of a new group of users. Renamed in 1994ce from "Astoria Commodore Users Group" to the more inclusive name of Amiga & Commodore Users Group. Our objectives are to preserve the material, hardware, software and hardcopy, for our chosen P.C. platforms. But not as dusty museum pieces. As actual functioning items regularly used as either the prime computer system or major back up.

To this end, we collect as much for the systems as possible. As we attempt to learn about the aspects of the systems in a mutual learning environment. There are over 2,500 files o our BBS, an ever growing collection of books, magazines, hardware and of course disks. That we collect one by one or in bulk. We freely admit to "beginner" status in all aspects of the use of our platforms.

Membership is open to all, interested in the Commodore 8 bit P.C.'s as well as the Amiga Line. Emulator users are also welcome as members. Cost is \$18 USD per year. This gives a membership card, certificate of membership (C-, Amiga or both) The monthly 16 page newsletter. Known as "The Village Green". Several hours a day on the BBS (Second largest amount of time) No credit cost for BBS files. Access to the hardcopy library of books, magazines and manuals. In addition, access to an Amiga and Commodore set up in the shop. A 20% discount on all C- & Amiga items, purchased in the shop. The "Penny Farthing" is a C- monthly disk. Mostly in 1541 format. 64/128 files each month, differing according to group interests. This is an extra 75 cents each month. Amiga disks are handled by request (WB differences) at \$1.00 each.

Next Meeting & Contact Info

Meeting will be on 16/June/2005ce. In Mohr Realities Games, 623 29th St Astoria Ore. Visitors, Smokers and demos welcome.

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Notes from the Meeting of 19-May-2005ce

☐ **Open:** 7:00pm

☐ **Newsletter:** Approved (Noted that #4s girl, Norma, Enjoyed her first time helping copy fold, staple an post the newsletter)

☐ **Chancellor Report:** Our #16 is currently out of the area. Where he is doing 4-6 weeks of National Guard training. The day before the meeting. He rang up #4. They talked a bit on many subjects. Mazeltov to #16. As he was promoted and got his first rocker under his Sgt. Stripes. He expects to be here for our June meeting. They talked about the Amiga one that #4 was loaned, by #16.

Only two newsletters arrived by the meeting. RYTE BYTES from the Kansas City group. Jack talks a bit about a battery operated SX-64. That was demoed by Lenard and his son Gabe at the last meeting. Jack comments more on the powerful but small batteries, like fuel cells. Something about then with the 64/128 a monitor. Would make our system truly portable. He also has some C- items for sale. #4 will give him a ring up and see what we can afford to remove from his collection.

Lenard, the author of the Envelope Addressor prg. Had a problem. One that many of us have experienced.

Accidentally losing the prg. Form the master with no backups. Good thinking on his son Gabe's part. Who had suggested keeping a print out. Apparently it is a bit out of date. Yet Lenard was able to make corrections with a pen. We hope to hear more on this programme. Was asked to pass along if it will work on the Lexmark Optra 40 printer. That we use for our groups work.

INFINITE LOOP: LR. had mentioned just one part of the newsletter/magazine. When he made the Rambles last issue of the Village Green. The cover has a colour photo of a CMD Zip drive. Inside there is an announcement for the Commodore Vegas Expo 2005 in Vegas. The Fall 2005 SWRAP C- Expo. Followed by several pages on making a C- Zip Drive. A reprint from the Lansing Area Commodore Club's newsletter from early 1999ce. How much and where to cut the face plate metal. However, as we just happen to be making a Zip Drive. The information on page 1L Last paragraph, was not correct to our work. That part is about the device setting jumper. Which the article states also does the termination. On our work. It didn't terminate. LLFORMAT did not see the device. Using a terminated cable. Then the device was seen and make a few Zip disks.

Going over THE VILLAGE GREEN.

Commented upon some of the more obvious changes in this issue. These changes came from other editors feedback, along with the forum on the newsletter in the A.C.U.G. message base on the BBS. Having a description of the cover art etc. Was considered to be a good idea and requested to continue. Same for any internal art work. Cover was tested with a font. That we have

used for the monthly disks. Font at the bottom of the cassette "sleeves" is Rainstorm. One L.R. found and has used on the disks for the month and year dates. The question was how would it scale in a GeoPaint image in Post Script 3? As it doesn't work well at all in GeoPub with Post Print. Issue showed that the Geopaint page scaled accurately for the presentation.

Idea of the bars in the footer, the ones above and below our date, page and statement. Group members stated that they liked the strong look that gave the newsletter. Inside art work on page #11 was discussed. Lord Ronin explained that he had to "eye ball" the inserts. Engagement announcement was the last part in the actual GeoWrite text pages. Commodore Gazette was installed with the text tool in the graphic tools option. Those three forms from the Traveller game. That our #30 made. These are full 8 1/2" x 11" forms. The originals are actually booklet size, from the early 80s. Impressive is the scaling ability of Post Print 3. Even L.R.s bad eyes could read the details of the forms. Even though he ran the bottom two. Lower than they should have been on the page.

Idea of using the outline of the font and centering it, for the topic headers in rambles. That met with high approval from the members. Saying in essence, that it made it much easier to see the different topics and follow the flow of the articles as well as the newsletter. Was suggested that L.R. get a bit more help from the members on the projects. So he could take the time to spell check

the issues in the future. (G)

□ **Treasurer Report:** Holding at \$26. #16 will be working on the actual paper work stuff in GeoCalc on his return.

□ **Commodore Librarian Report:** Discussion of Red Cat story. More in the Discussion section. Cavern Construction Kit, is this months disk. Found and saved by #21 (Mad Max/MHI) Sorry there are no dox to this one. L.R. and Imperial Warlord worked on it a bit with #21's help. Demo will have some of the basic keys to edit and load other levels. Side one has 6 caverns to play. Plus the editor and a secret 7th cavern. Side #2 has 6 caverns made by Lord Ronin. Who stated at the meeting he wouldn't object to cavern disks being made by members for the BBS.

□ **Amiga Librarian Report:** #4 announced that it was official. #16 has long term loaned his AmigaOne to Lord Alberonn. Something about #16 now more interested in the C- than the Amiga. #4 will be working on learning how this works. At this time. He has it connected to the DSL thing. Having to use some sort of smart hub, called a "switch". He has installed Debian Linux and OS 4.0 on the AmigaOne. His system now consists of the AmigaOne and his 4000 Power Tower. Time with the wedding and fiancée things. Well have lessened his Amiga time, as well as other things.

□ **Editor-SysOp Report:** Still no rejection or even an acceptance note from Dave at Load Star. Guess he must still be recovering from the horrible drivel I wrote. Keep that in mind those of you, who say I am a writer. Just before the meeting #41, A minister in

California. Wanted the information on joining the A.C.U.G. as a long distance member, including the disks. He seems very interested not only the group. But in learning about running a BBS. His desire is to set up a Color64 board with his RamLink CMD HD and other C- drives. Creating a Christian BBS. #41 has some background in the C-. Based on what I understand, and I could be vastly off base. Been a few years since he has worked with the system. We have worked on his configuring the NovaTerm 9.6 he is using. Working through some problems in the config for the download of files. All is improving as we both learn more.

OK for those that have been bugging me about the membership certificates (G). Base layout has been done. Making the border is a pain in the Tucus. Many false starts and failure. I'd like to make it in colour. But we have a slight problem with that printing part. #4 was kind enough to refill my black ink and the colour mk. Black cart is factory and this is the first refill. Works as usual with the general problem of the first print of the day having partial shingles at the top of the page. Colour OTOH, well when #4 tested the unit. Only put out Yellow. Just before the meeting. I printed out a test copy. As I was printing out some game maps for a new game in the guild. Got black and Green. I know that the jpg I used has red in it as well. What we think is, well that is the original colour cart. Had some ink left in it. Perhaps the sponge theme thing in it has dried. Our hope is that as it sits. Perhaps it

will soften up and eventually full colour can be used again. If not, then I will have to save for a colour cart.

Should announce that Commodore Kitty was at the meeting. Doing his "Constable" thing, either on my lap. Or on his "throne". The glass topped display case on the shop counter. He earned his name again. When he decided that he wanted to play with the 64c. Some how knocking over a pile of 1581 disks. That fell exactly on the reset button on the Aprotech cart expander. A button that I have trouble reaching.

Seems that the spot where I announced it in the last issue. Ah got cut for space. Maurice sent me the Smart mouse. Now to find where I put the disk. Don't have the left handed Smart Mouse driver in my Wheels partition. As well as the screws and the power sockets for the HD board.

Kilr Puir is slow in receiving the newsletter. Week before the May issue went out. He had not received the April issue. But did receive the March issue, when he returned from his trip.

I'll move into some of the things that normally would go in discussion. Was a bit hard to keep things in sections this last meeting. (BG) Loads of excitement on developments. Operation Red Cat, with the three installments for the alternate ending. Now that they have been read by the membership. The result is in IMNSHO the literary tastes and level of the membership is as, well lacking (VBG) Not only did the membership like the story. The unanimous response was for another collection. Some suggestions were made, such as not enough

space between events. More combat, less "boffing", more cruder language from the bad guys, deeper descriptions of the sex scenes. OK guys, I have taken all that into note. Other comments were on the enjoyment side. Story flowed constantly, good detail for a visualization of the characters and surroundings. Characters are 3D in their personalities. Oh yeah and then the group wanted more stories.

This was covered in this part as well as in discussion. No reason to split it up for this report. Idea was put out that, instead of making double sided disks of the story for several months. Rather it would be more to the old style of a long running story. An effect that was intentionally created for the Load Star stories. That is why each installment ended with a cliff hanger. Group talked about doing one or two installments per disk. At the end of the discussion. The final outcome is to present one side of the disk with the new story. The other side of the disk with games, tool, utils etc. If there is a double sided disk of a game. Then the next disk will have two sides of the story. This was a unanimous vote. What did I create in this group? (LOL)

ZIP DRIVE: Soldered in the new power socket to the CKT board. Rewired a part of the power plug. Then gave it a test. This took most of the day before the meeting. We ran into problems. A good thing that #21 has his old controller box. The one that held his now defunct Jaz drive. I won't go into long description of the problems. The

end result is that my controller box, doesn't work correctly. First it IS needed to have the SCSI cable with a terminator. #21 let me borrow his. We thought that the mech was bad. But further testing showed that it does work correctly.

Trying to do a Low Level Format. The non terminated cable did not allow the prg to see the SCSI device. Using the terminated cable from #21. We got Device and a 0 for the LUN. Next we went to using my box and tried to make the "Create Sys". Ah it started fine. Got to writing the header and gave us a "write error 4". HD manual didn't list that one. Saw a couple of times during the almost 10 tests. "write error 2". I don't now what it means. Will be sending an information request to Maurice. There is a possibility that the Rom <4.2> could have been damaged with the fluctuating power from the bad plug and socket.

Using #21's controller, and we were able to LL Format and do a full Create Sys. Then make 6, 16MB partitions. His Rom is a 2.8 version. For now the system is breadboarded and I am making the Zip disks. Creating the partitions for the HD transfer to Zip. That part will happen after the problem with my controller is repaired and I score a terminated cable.

Operation Lost Cat: Yeah I am continuing the story of Tommy & Trisha. Now as of the meeting. There are 6 installments created. Operation Red Cat as a hard copy. I need to score up some more paper. Then, with some help. A full copy in booklet format will be printed for a pass around copy to the group. Thanks go to #21. There was a problem in the disk. The side 2 of Lost Cat. Saved it with 21

editon, an Envoy tutorial and part 4 of our C tutorial.

Issue 10 - This issue has Mediator 4000 and ImageFX 4.5 reviews, the tutorials cover mode prompton and Directory Opus Magellan customisation.

Clubbed issue 8 - Networking is the focus of this issue which has a major feature on the subject and a tutorial on sharing printers with Samba.

If you need one of these issues to complete your Total Amiga collection or you'd like to preview a recent issue of the magazine before you subscribe then why not download these and have each issue delivered to your door as soon as it is published. Full details and the downloads can be found on the Total Amiga web site. <http://www.totalamiga.org>

New French Distributor

We are also pleased to announce that Total Amiga now has a distributor in France, migazone.com (<http://www.migazone.com/totalamiga/>) will sell Total Amiga direct to French Amigans and have copies of issue 20 in stock. Please visit their site for further details and pricing.

Remote Desktop client new Website
Posted on Amiga.org by HammerD on 2005/5/27 10:00:05

The Remote Desktop client for Amiga OS 3.x, 4.x and MorphOS has a new home. The new URL is <http://www.hd-zone.com>.

In addition to the Remote Desktop clients, you can also download MBM-Net, a program I wrote for Windows to gather cpu temperatures and fan speeds from multiple computers over the internet, and also I have put back online my Amiga 68060 pages from the late 1990 s. There is information on the Quikpak 68060 accelerator and some other info...enjoy!

Make sure you sign my guestbook if you visit the page! :)

Visit it here: <http://www.hd-zone.com>

Please update your bookmarks.

AMIGAONE WIRELESS PCI CARD MKII AT AMIGAKIT.COM
Posted on Amiga.org by amigakit on 2005/5/31 13:56:23

With the new version of Neil Cafferkey's Prism2 drivers, the Wireless PCI Card package has been updated.

AmigaOne surf here:
http://amigakit.leamancomputing.com/catalog/product_info.php?cPath=32&products_id=158

It now features improved support CD with AmigaOS 4.0 specific printed documentation and installation.

Better still the card has been tested and now is confirmed as working with the micro AmigaOne!

AmigaOne 11Mbps Wireless PCI card
(http://amigakit.leanmancomputing.com/catalog/product_info.php?cPath=32&products_id=158) is now available for the AmigaKit.com online Amiga store.

Computer City closes it's brick and mortar shop
Posted on Amiga.org by odin on 2005/5/27 6:25:12

A few days ago Computer City mailed it's customers that, after years of being the only physical Amigashop left in The Netherlands, they unfortunately are also closing their brick and mortarshop. They will, luckily, continue as a mailorder company.

Ron & co: thanks for having provided the service of having an actual shop for so long in NL!

The Computer City website is at: <http://www.compcity.nl/uk/index.htm>

Formerly commercial editor microgilded updated and now a free download
Posted on Amiga.org by Dietmar on 2005/5/25 5:22:52

microgilded is now available as free download. Instead of asking users to pay for it, it is released as sponsored software and contains offline advertising.

About microgilded: microgilded is a small editor. It provides basic editing features, such as undo-redo, folding, macro recording, formatting, auto-case, auto-completion and other basic editor stuff. It is very fast and very configurable. All in one file, no installation.

Screenshot: <http://www.dietmar-eilert.net/images/microgilded.png>
Download: <http://www.dietmar-eilert.net/gilded/files.htm>

Registered users can find a new, advertising-free version on the GodED web site. New features: black-on-white color scheme (optional) and navigation tabs.

Amiga users and dealers interested in advertising software, events, web sites or services in microgilded please contact GoldED support.
(<http://www.dietmar-eilert.net/contact.htm>)

blocks. But could only get 3 blocks to appear. #21 worked with me and the disk doctor from Zip Code 2.2. First I wrote down the highlights. Reading them sector by sector in the track & sector editor. After that, he worked with me on trying a test. Simply stated we told the prg to skip the bad area <17,03> Making it go to the next good area. Then after a jiffy Dos F4 key read. I took it to EdStar II. Read OK except for couple of paragraphs that were missing. Re-wrote those paragraphs, and then saved the text. Came out as 20 blocks. Tested it with the F4 key, and again in EdStar II. Saved all the work!

□**Deputies Report:** #16 is hiding in his National Guard training (VBG) #30 is working on disk sorting, and setting up a new storage area in the shop. Can't make it to the magazines, with the unsorted collection in the way. #3 is trying to sort out the bags of things from the computer room and the storage shed. #23 is recovering and presented a copy of the A.C.I.G. constitution for the BBS. #21 is fixing more files than L.R. has time to test and review.

□**S.I.G.s:** Programming has started up again. Working out of a type in book for the moment. Creating some childrens games. Good way to start to again grab the feel.

GEOS: Mainly now it is work in Geopublish. As we have the tutorials from Bruce Thomas. #30 is making the game forms for Traveller in GeoPaint.

L.R. started on game maps for the games being played by members. Teaching what he has picked up over the years.

□**Discussion-Demos-Close:** Talk on the Red Cat Printing. That moved to short run books and pamphlets for game and C- things in the shop. Problem with the 16 element limit in GeoPublish. Regarding an attempt by #30 in making a PC sheet. Alternate ending of operation Red Cat preferred over the original Load Star version. Present Geos Fonts on a series of disks. now that all members have a form of Geos. Future of the Zip Drive in the group.

Demoted off the Cavern Construction disk. #4 played part of one of Lord Ronin's level. Didn't get very far. (BG) Demoted the creation of the Create Sys on a Zip Disk. Then the construction of the 6, 16MB partitions and one 256 Native partition.

Discussed the possibility of printing SEQ files through the Opra-40. Lord Ronin explained that his first tests were failures. He did receive a few replies on the COPS list. Which he hasn't tried out yet. Looks like it is possible to print SEQ with C- gfx on the Opra-40. This will be a boon with different prgs we have that do printing. #4 commented that the Traveller forms in the small and full size. That #30 had created. Look just like the originals. Save for the lack of a page number at the bottom.

Closed at 9pm for BBS work, and the nightly game.

Lord Ronin Rambles

Right getting close to putting out this issue. If I can work it out, why it might even get

spell checked this time (LOL)

On The Cover

Traveller Aide Society Form #8. A Mercator style map. Where the D.M. can create the layout of the world. Created from the guild's original blown up photo copy, by #30 and #1. Another use of the G- for the interests in this group. Still need to do some testing with colour on this form. On the BBS in the Geos node, Geos RPG Data Store.

Inside

Well, depending on how the space works. This should be a couple GeoPaint pages. They were created by #30 and #1. Player Character record sheets for the game All Flesh Must Be Eaten (Zombie horror survival R.P.G.) that will be on the BBS shortly. These character sheets are currently in use in the game in the shop. As well as the game in the guild. On the BBS in the Geos Node, Geos RPG Data Store.

New Exchange

This will be at the meeting. But to bring it to your attention before hand. We are now exchanging with AmiTech-Dayton Gazette "Used in the bottom of the finest chinchilla cages worldwide" Hey that is the line on the page. Frel, we are still at the level of dead fish and eat box liners. (BG) This group isn't a C- group. They are, however, an Amiga Group. I met one of the members in the weekly irc with 4friends. Talked to him about the idea of the exchange. Didn't hear anything for a while. Spaced it out till the other day the May 2005ce issue

arrived. Now then their editor is a man that we have never met. Yet we have seen his Amiga work for several years, poor Flip. Yeah this is the creator of Flip the Frog, many Amiga cartoons and the comic strips that Lord Alberonn runs in the Amiga section. The one the only Eric Schwartz. And no, despite some comments by our locals. I do not know of any ideas of Eric to make a pipe smoking bushy hair and bearded Lion like creature (Shades of an Aslan) in his strip that uses the C- only. Remember it is an Amiga strip, on the Amiga for the Amiga. Not the most sacred and holy C-. Not that I am biased or anything of that theme or nature. (VBESG)

Elections

Remember this happens in July at the 27th anniversary meeting. By the constitution, have to tell you who is running for the offices. Chancellor is exempt. Sensei was elected for life several years back. Treasurer, our temp treasurer, #16, who has been filling in for To'Barr. Now is on the ticket for the position full time. <As if we had any money> Commodore Librarian, No one is running against Imperial Warlord, again. Amiga Librarian, Lord Alberonn is still the only one on the list for the office. Editor, doesn't seem to be anyone foolish enough to take the job from me. <S>

Map Making Part 1 of ?

This is done around here in GeoPaint. Space isn't going to allow me to do this one all in this single issue. Been asked on the BBS for more details on map making for the different games. So then, though it is for our R.P.G.s. The concepts will be helpful to others that are using GeoPaint.

Let's go over the tools that you will need to make a simple map. OK skipping over the need for the C- and for Geos. We move into the files that you will need. Fonts are of course one of them. The other is some sort of map page. This last one first, needs some discussion. In R.P.G.s, the general rule of thumb is that internal areas, and areas made by "man" are done in a grid, I mean squares. Outdoors, overland, waterborne, airborne and space maps. These are done in a six sided hex. Generally, these are in the 1/4" diameter scale. FWIW: not all games do it this way. O.K. you can spend a lot of your time, creating the above map paper. Or you can ask Dave Moorman at Load Star for them. Since we sent our pages to him. Plus you can call the BBS to DL the pages from us. Saves you a lot of work that way!

Fonts, are very important to the making of your map. True that sounds so obvious, that it didn't need to be said. Yet, do you know why they are important? Several reasons pop into my embalmed mind. First to me is the point size. I like to have the characters fit in the grid squares or hexes. Rather than flowing over the area. What type of font? I mean, by that the style of the font. When I make maps for my AD&D (1st ed of course) games. I like to use Dungeon and Dungeon II. Also any other font that has a medieval look to it on the page. For the Sci-Fi games. There are several fonts that can be used from our collection. Strange, alien looking ways of making the characters. Techy looking fonts for some of the

places on the map. Espionage games, here it is easier. I like to use the typewriter theme fonts. Horror games are a bit more complicated. They are a new one for me, and I haven't found a font that I like, out of the 300+ ones I have collected. The major importance of the font selected is just simply that it sets the tone, the atmosphere of the game map. Even if you aren't giving a copy to the players. Sure is a help for you. Funny sounding I know, yet it is true. The font, helps to set the mood of the game. When I get to the discussion of writing the game information from the map. I'll repeat this part. Where I say that I also code the data on the GeoWrite parts. Using the same font for the same items/areas that are used on the map. On the subject of fonts. There is one last thing to consider. Over the years, people have made fonts, just for making maps. I scored some of these up from Q-Link. These can be graphic fonts. Where you can detail your map a bit more. Remember that if you want to really customize your work. Have the time, and inclination. There are font creators for Geos.

Can't say what you will be creating. Or for what game you may be creating. I once started to take my hand scrawled map for Might & Magic. Wanting to convert that into a GeoPaint project. All nice looking with the clean lines. Hmm, wonder where I put that disk? Anyway, this map thing doesn't have to be just for dice R.P.G.s. You can make them for C- games, your backyard garden, your room, your house Right you get the idea. But for me, maps are for the Dice R.P.G.s. That is my interest and the easiest way to explain the creation of maps in GeoPaint.

The easiest map to make, is creating one in GeoPaint from an existing source. Well that is going to wait till next time. When we go over making a map of a Gazelle Class Escort, Fiery Variant 400 ton displacement starship. Out of one of the supplement books for the game Traveller. I know this one by heart. Made a couple in GeoPaint for an edition of the Commodore MailLink. Make many more by hand on graph paper. Much easier with GeoPaint. Though it does take longer. I'll leave you with that one till next time.

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All flesh Must Be Eaten

P.B.E.M. P.C. Sheet for the Village BBS

Character Name

Character Type

Date of Generation

Primary Attributes

Secondary Attributes

Strength	<input type="text"/>	Int	<input type="text"/>	Life	<input type="text"/>
Dexterity	<input type="text"/>	Per	<input type="text"/>	End pts	<input type="text"/>
Constitution	<input type="text"/>	Will	<input type="text"/>	Speed	<input type="text"/>
				Essence	<input type="text"/>

Qualities

Pts

Qualities	Pts

Drawbacks

Pts

Drawbacks	Pts

Skill

Level

Skill	Level

Skill

Level

Skill	Level

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