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**The Awful Forums >**

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Topic	Forum	Author	Replies	Views	Date
GAMES Thread: demonstration Preview: <i>[b]Thomas Castiglione[/b]</i> <i>Shrugging his head at the idiosyncratic location of this thread, Thomas clicks the reply button...</i> <i>[i]I reply with the contents of this post.[/i]</i> Jump to post	MooseKuh: WHAT DO I DO	Gul Banana	6	38	Aug 05, 2004 07:44AM
GAMES Thread: demonstration Preview: <i>[b]Title of the scene[/b]</i> <i>You are on an Internet message board, reading a thread. You see a post by the GM here, with a title in bold and descriptive text plain.</i> <i>[i]At the end, in italics, are out of character directives. A player post is comin</i> Jump to post	MooseKuh: WHAT DO I DO	Gul Banana	6	38	Aug 05, 2004 07:43AM
GAMES Thread: When Pygmy's Attack [D&D3.25] Preview: <i>I think Spiffy went belly-up when his parent corporation's IPO flopped :(</i> Jump to post	Traditional Games	Gul Banana	23	836	Aug 05, 2004 07:39AM
COMPUTERS Thread: ATTN: team barry barnyard Preview: <i>give us more stuff</i> Jump to post	MooseKuh: WHAT DO I DO	Gul Banana	8	110	Aug 05, 2004 05:32AM
DRUGS Thread: ATTN: JACK DANIELS Preview: <i>teeth</i> Jump to post	MooseKuh: WHAT DO I DO	Gul Banana	19	121	Aug 05, 2004 02:55AM
NEWS Thread: sorry i jacked off out side of your window Preview: <i>I'd be kind of flattered I guess</i> Jump to post	MooseKuh: WHAT DO I DO	Gul Banana	9	83	Aug 05, 2004 02:54AM
TV Thread: Big Eyes Small Mouth Kawaii! Game of Roleplaying (Start Soon) Internet News Preview: <i>It is, however Antonjin is nearly complete</i> Jump to post	Traditional Games	Gul Banana	29	519	Aug 05, 2004 02:53AM
MOVIES Thread: Recruitment/Interest - Blackbird Circus Preview: <i>A cat burglar is :coal:</i> Jump to post	Traditional Games	Gul Banana	50	678	Aug 04, 2004 11:07PM
MOVIES Thread: Recruitment/Interest - Blackbird Circus Preview: <i>Right! Sorry about recruitment moving at a snail's pace; that won't be the case for the actual game.</i> <i>Where we're at: Four people have workable main characters, UCC has a side one.</i> <i>What needs to be done: foxxtrot needs to flesh out and finish G</i> Jump to post	Traditional Games	Gul Banana	50	678	Aug 04, 2004 09:39PM
POLL Thread: Mage: the Ascension interest check Preview: <i>I am not sure if I have time to teach myself Mage :(but I am maybe very interested</i> Jump to post	Traditional Games	Gul Banana	12	196	Aug 04, 2004 01:29AM
SCIENCE Thread: Missouri voted yes to ban gay marriages Preview: <i>I was going to reply with something because I don't like banning things but then</i> Jump to post	MooseKuh: WHAT DO I DO	Gul Banana	37	342	Aug 04, 2004 01:01AM
FTP Thread: this thread is incredibly easy to reply to Preview: <i>HERE WE GO HERE WE GO HERE WE GO</i> Jump to post	MooseKuh: WHAT DO I DO	Gul Banana	55	363	Aug 04, 2004 12:53AM
SERIOUS Thread: 2 days without a cigarette Preview: <i>2 days without urmom</i> Jump to post	MooseKuh: WHAT DO I DO	Gul Banana	14	112	Aug 04, 2004 12:52AM

	Preview: <i>there is too much SHOUTING LAGER LAGER and not enough MEGA MEGA WHITE THING imbo</i> Jump to post	MooseKuh: WHAT DO I DO	Gul Banana	16	125	Aug 04, 2004 12:50AM
	Thread: i just downloaded 10k in 500 seconds Preview: <i>slow connection thread</i> Jump to post	MooseKuh: WHAT DO I DO	Gul Banana	2	33	Aug 04, 2004 12:43AM
	Thread: a garlic tip has gone missing Preview: <i>pans or plans</i> Jump to post	MooseKuh: WHAT DO I DO	Gul Banana	4	46	Aug 04, 2004 12:39AM
	Thread: NT Preview: <i>NT</i> Jump to post	MooseKuh: WHAT DO I DO	Gul Banana	5	32	Aug 04, 2004 12:38AM
	Thread: Windows XP SP2 to support installation on pirated copies of XP Preview: <i>[QUOTE][i]iodine6626 came out of the closet to say: [/i][B] Well, we'll see on Wednesday, won't we? I just thought I'd let you all know... [/B][/QUOTE] No you didn't, because you didn't [i]let us all know[/i] anything at all. You thought one</i> Jump to post	Serious Hardware / Software Crap	Gul Banana	64	2619	Aug 03, 2004 09:49AM
	Thread: i was upgrading my pc to play doom 3 and i blew up a small country by mista Preview: <i>That would actually be cool.</i> Jump to post	MooseKuh: WHAT DO I DO	Gul Banana	9	120	Aug 02, 2004 09:17PM
	Thread: does anyone here know who the hell uberdoq is Preview: <i>Greg doesn't think Lowtax likes him.</i> Jump to post	MooseKuh: WHAT DO I DO	Gul Banana	27	220	Aug 02, 2004 09:06PM
	Thread: does anyone here know who the hell uberdoq is Preview: <i>yes I go to school with him He's called Gary.</i> Jump to post	MooseKuh: WHAT DO I DO	Gul Banana	27	220	Aug 02, 2004 08:58PM
	Thread: people still arent very smart Preview: <i>stealth edited</i> Jump to post	MooseKuh: WHAT DO I DO	Gul Banana	10	126	Aug 02, 2004 08:56PM
	Thread: First Freecell3 patch available from www.microsoft.com Preview: <i>why does GBS have to go and ruin Freecell for everyone >:(</i> Jump to post	MooseKuh: WHAT DO I DO	Gul Banana	16	223	Aug 02, 2004 08:55PM
	Thread: Post your Mars Matrix high scores right here Preview: <i>my score is did you know that there is a meteor</i> Jump to post	MooseKuh: WHAT DO I DO	Gul Banana	8	104	Aug 02, 2004 08:48PM
	Thread: people in games are fuming Preview: <i>voted 4 for gassed thread</i> Jump to post	MooseKuh: WHAT DO I DO	Gul Banana	98	1401	Aug 02, 2004 08:42PM
	Thread: hey thanks a lot for the cyberdemon >:(Preview: <i>I represent Games and I want to talk to a representative of FYAD about this</i> Jump to post	MooseKuh: WHAT DO I DO	Gul Banana	0	10	Aug 02, 2004 08:27PM
	Thread: Big Eyes Small Mouth Kawaii! Game of Roleplaying (Start Soon) Internet News Preview: <i>I'll play a modern samurai type; I'm just doing the character sheet now as I work out Tri-Stat. It'd be nice to know exactly what you mean by "fanservices" - I'm used to the term meaning "bits put in a show to titillate the viewer," but people seem t</i> Jump to post	Traditional Games	Gul Banana	29	519	Aug 01, 2004 11:43PM
	Thread: Big Eyes Small Mouth Kawaii! Game of Roleplaying (Start Soon) Internet News Preview: <i>I could provide this :q:</i> Jump to post	Traditional Games	Gul Banana	29	519	Aug 01, 2004 01:07AM
	Thread: Big Eyes Small Mouth Kawaii! Game of Roleplaying (Start Soon) Internet News Preview: <i>BESM d20, or the original? I only have access to the sourcebook for the former :(also is this to have crazy animu stuff in it because the setting sounds kind of normal and it would be a bit odd to use BESM otherwise</i> Jump to post	Traditional Games	Gul Banana	29	519	Aug 01, 2004 01:01AM
	Thread: [GURPS Deus Volte] Down by the River Preview: <i>[b]0.2.86 Iago walks into the bar, and says "ouch".</i>	Traditional	Gul			Jul 31,

	<p>Or if he doesn't, he's surprised, with the way his luck's been lately. Perhaps this is a sign; his worship has not been fervent enough recently. He swaggers (must keep up appearances for the o</p> <p>Jump to post</p>	Games	Banana				10:48AM
MOVIES	<p>Thread: Recruitment/Interest - Blackbird Circus</p> <p>Preview: [img]http://banana.ucc.asn.au/approved.gif[/img]</p> <p>Jump to post</p>	Traditional Games	Gul Banana	50	678		Jul 31, 2004 05:54AM
MOVIES	<p>Thread: Recruitment/Interest - Blackbird Circus</p> <p>Preview: <i>Kahrytes, if you still want to play contact me (IRC if possible) and I'll walk you through making a character.</i> <i>:q;, welcome to the circus; I'll be your ringmaster for tonight and as long as you bring in the punters there's nothing to worry about.</i></p> <p>Jump to post</p>	Traditional Games	Gul Banana	50	678		Jul 31, 2004 04:44AM
MOVIES	<p>Thread: Recruitment/Interest - Blackbird Circus</p> <p>Preview: <i>Can you play? Yes. Can you use that character? No. He doesn't fit the setting at all, and is ridiculously overpowered (the strongest man in the world, for one thing). We want a group of low-level lowlife friends, not random heroes with crazy backgrou</i></p> <p>Jump to post</p>	Traditional Games	Gul Banana	50	678		Jul 30, 2004 08:09PM
MOVIES	<p>Thread: Recruitment/Interest - Blackbird Circus</p> <p>Preview: <i>As discussed elsewhere, UCC is going to be a semi-NPC, slightly less involved in the plot than most people. Hard Harry is thus a little more "cinematic" than other characters, so using him as a measuring stick would be misleading.</i> <i>You've all heard</i></p> <p>Jump to post</p>	Traditional Games	Gul Banana	50	678		Jul 30, 2004 10:51AM
MOVIES	<p>Thread: Recruitment/Interest - Blackbird Circus</p> <p>Preview: <i>This is not too many. More than that would probably be too many :)</i></p> <p>Jump to post</p>	Traditional Games	Gul Banana	50	678		Jul 30, 2004 09:56AM
MOVIES	<p>Thread: Recruitment/Interest - Blackbird Circus</p> <p>Preview: <i>Characters! Both are pretty great. There are only a few issues:</i> <i>Neither of you has many skills. Specialisation is all very well and good, but bear in mind that just about anything can happen in a circus. Be prepared, like a boy scout! Or don't, if</i></p> <p>Jump to post</p>	Traditional Games	Gul Banana	50	678		Jul 30, 2004 06:00AM
GAMES	<p>Thread: [GURPS Deus Volte] Down by the River</p> <p>Preview: [b]0.2.79</p> <p><i>Iago shudders slightly, but manages to prevent himself from taking the Lord's name in vain.</i> <i>"I am not at all having good luck today."</i> <i>He turns haughtily away from the spectral figure and stalks back to the figure against the tree,</i></p> <p>Jump to post</p>	Traditional Games	Gul Banana	275	4072		Jul 30, 2004 04:27AM
GAMES	<p>Thread: [D&D 3.something] Jungle Fever</p> <p>Preview: [b]D.0.2.4</p> <p><i>Without actually opening his eyes, Nigel mutters a response.</i> <i>"Yes. Take our win from the bastards that didn't have to fight a damned dragon."</i> <i>He scrambles to his feet, looking somewhat the worse for wear and somewhat less inclined</i></p> <p>Jump to post</p>	Traditional Games	Gul Banana	271	4392		Jul 30, 2004 03:46AM
MOVIES	<p>Thread: Recruitment/Interest - Blackbird Circus</p> <p>Preview: <i>The basic idea is fine, foxtrot. Actual character sheets now available for templatey goodness.</i> <i>Also I just realised I never replied to Kadrin: yes, d8 in a single skill is fine. If you want to focus on something, take a bunch of skills related to</i></p> <p>Jump to post</p>	Traditional Games	Gul Banana	50	678		Jul 30, 2004 03:30AM
MOVIES	<p>Thread: Recruitment/Interest - Blackbird Circus</p> <p>Preview: <i>oh dear I have accidentally misled you foxtrot :(</i> <i>I will post two sample characters, and you will see what I mean</i> <i>Graham, I am immune to peer pressure :coal:</i></p> <p>Jump to post</p>	Traditional Games	Gul Banana	50	678		Jul 30, 2004 02:58AM
MOVIES	<p>Thread: Recruitment/Interest - Blackbird Circus</p> <p>Preview: <i>Details [i]provided[/i] (see first post). More coming Very Soon, too. For those of you worried about the Window, take a look at the summary up there - there's really nothing to it at all.</i></p> <p>Jump to post</p>	Traditional Games	Gul Banana	50	678		Jul 30, 2004 02:46AM
GAMES	<p>Thread: [GURPS Deus Volte] Down by the River</p> <p>Preview: [b]0.2.76</p> <p><i>Iago kicks the old man in the cojones*, perfunctorily but with extreme force. Theodemus can do</i></p>	Traditional	Gul				Jul 28, 2004

	<i>the talking, but he feels it's time a demonstration was given. He just hopes that the demon-servant is not so dry and withered as to not feel</i>					05:34AM
	Jump to post					
MOVIES	Thread: let's play Duck, Duck, Goose Preview: <i>duck</i>	MooseKuh: WHAT DO I DO	Gul Banana	1641	102606	Jul 26, 2004 09:36PM
	Jump to post					
NEWS	Thread: More American "Bigotry" as courts say no to transexual marriage Preview: <i>[QUOTE][i]SD came out of the closet to say: [i] [B]I personally am inclined to the belief that a few bizzare exceptions occuring without great frequency are not enough to make a rule useless.[/B][/QUOTE] They're enough to prevent it from being a</i>	General Bullshit	Gul Banana	134	4423	Jul 26, 2004 08:11PM
	Jump to post					
MOVIES	Thread: Recruitment/Interest - Blackbird Circus Preview: <i>MORE information, which I should really edit into the first post:) The setting will be London, at some unspecified point near the end of the 20th century.) I can be contacted most easily on IRC, #partyhard @ irc.zirc.org Currently, there's</i>	Traditional Games	Gul Banana	50	678	Jul 24, 2004 08:35PM
	Jump to post					
MOVIES	Thread: Recruitment/Interest - Blackbird Circus Preview: <i>I can make things work with anything from 3 to 8 players, I think, so feel free :)</i>	Traditional Games	Gul Banana	50	678	Jul 24, 2004 10:40AM
	Jump to post					
MOVIES	Thread: Recruitment/Interest - Blackbird Circus Preview: <i>Here is some more information:) The game will not start for a while; exactly how long is determined by the progress of this thread, but a few days at the least.) "Bugger" is a mildly rude word at best.</i>	Traditional Games	Gul Banana	50	678	Jul 24, 2004 10:19AM
	Jump to post					
MOVIES	Thread: Recruitment/Interest - Blackbird Circus Preview: <i>Well, if that ain't a good start I dunno what is. What's the dicky bird on this "Kadrin" lad? edit: And do either of you have opinions on the system, as that's about the only thing we can discuss yet?</i>	Traditional Games	Gul Banana	50	678	Jul 24, 2004 10:05AM
	Jump to post					
MOVIES	Thread: Recruitment/Interest - Blackbird Circus Preview: <i>[b]Original post; see below for more detailed information[/b] I'd like to run a game inspired by the movies Snatch and Lock Stock And Two Smoking Barrels, set in the British criminal underworld. The game, Blackbird Circus*, would be more cinematic</i>	Traditional Games	Gul Banana	50	678	Jul 24, 2004 09:59AM
	Jump to post					
GAMES	Thread: [GURPS Deus Volte] Down by the River Preview: <i>[b]0.2.69 - North End of Pontchartrain Park Iago unfolds upwards, smoothing the creases from his jacket. "Brother-Lieutenant, may I shoot this man in the head?"[/b]</i>	Traditional Games	Gul Banana	275	4072	Jul 24, 2004 06:16AM
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