

Beware the eevil clown.....

Zimmie the Clown

It all started several years ago. You were on the run from the law. You took a wrong turn and ended up hiding out in the circus. It probably isn't that uncommon a story except for the details.

The law, in this case, was the Galactic Patrol. The wrong turn involved crashing your spaceship. And the reason for the circus is because you are an alien and your race looks like a painted "clown" earthling. Your real name is ■●▼○.

You were on the run. You were a well known Galactic Criminal, although nobody had ever seen your face. You had just managed to steal a king's ransom in carbonic crystals and were hightailing out of there, when a ship from the Galactic Patrol appeared on your sensors.

You tried to outmaneuver them for several parsecs, but they were catching up. In a last ditch attempt, you tried to slingshot around Sol but you miscalculated and ended up crash landing on the third planet. Your ship and its precious cargo burned up in the atmosphere, but you managed to maneuver an escape pod to land outside of what turned out to be the small town of Rio Hondo (later renamed Roswell, look it up) in the territory that was to become the state of New Mexico.

The people there were somewhat curious when you wandered into town and asked you questions in Spanish and broken English. You didn't understand a word of it. They kept calling you "clown," which you decided would be a fine name.

Over the course of the next few months, you learned Spanish and English. You discovered that clown was your new occupation, not actual name. You learned how to use greasepaint to hide your appearance. Yes, hide. Your appearance is exactly that of a human being, but your natural colorings make you look like a clown. You use greasepaint and pancake makeup to have a more "natural" coloring.

Eventually, you had to leave Rio Hondo and travel. The natives were starting to get suspicious. You see, in order to eat, you must drink of the life energy of sentient beings. This rarely kills them – it just makes them tired and dizzy. And you can put them in a sort of trance so they do not remember you. But after a while people do get suspicious and you had to leave.

It was a stroke of luck that you discovered the circus. Circuses move from town to town and have clowns perform there. You could travel and drain people from the various towns and you had a natural camouflage. You managed to get a job at the first

circus you tried: Colonel Sebastian T. Rawhide's Circus of the Spectacular. (Well, you did mesmerize him into giving you the job).

They already had one clown and were looking to build up their repertoire. Herman "Binky" Binkowicz was still new at the clowning business, but he was already being hailed as the "savior of the circus." It is true that no matter where he goes and what he does people start laughing. It even affects you. You do not find his immature antics amusing at all, but you always start laughing when he is around. However, since your laughter sounds like a dog barking instead of human laughter – oh how you find human laughter disturbing, it affects you the way fingernails on a chalkboard affects people. In any case, since your laughter does not sound like human laughter, you tend to avoid Binky.

You suspect that Binky has some sort of mind control powers, similar to yours but on a larger scale. You are disturbed that Binky is able to manipulate you in this way. It is entirely possible that the day is coming soon where Binky must be eliminated.

Regardless, you have spent the past few Earth years with the circus, re-mesmerizing Colonel Rawhide whenever he was considering firing you. Apparently you frighten the small children. Good. Earth people are weak and truly annoy you. Their civilization is so backwards that they do not even have regular plumbing much less any form of locomotion or technology from which you could build a spaceship. Oh what you would give for even an atomic dirigible right about now.

You usually can feed off the locals, but sometimes you need to feed on the performers. This has only happened twice. Recently, Colonel Rawhide decided that the circus would go on a tour of the continent known as Europe. Europe is far from America across a vast ocean of salt-water. Because these humans are so primitive, it takes several weeks to get from America to Europe.

On the trip over, you were required to feed off of one of the newer circus performers, Lydia the Tattooed Lady. You were able to cloud her memories successfully afterwards so you do not think that she knows it was you, but you may want to keep an eye on her anyway.

Luckily, your other circus victim isn't with the circus anymore. Uma the Unicyclist was getting close to figuring you out. She first became suspicious when you had to feed on a small child in Fandonia and the parents complained that it was feeling dizzy. She was following you around towns, watching you.

You drained her and wiped her memory right before a show in France. Too dizzy to ride her six-foot unicycle, she fell and twisted her ankle. She was taken to a doctor and remains there to this day. Good, an interloper dealt with. But you know that her friend, Daisy Belle, has been asking questions. Daisy Belle might be your next victim.

And the timing is right, as well. You refrained from feeding during the trip home and now you are very hungry. You are going to have to feed within the next few hours, probably during one of the shows. You aren't very picky about whose life force you drain, although you get more energy from adult humans than from children or lesser animals. If you do not get enough life energy, you may get hungry again in a few hours.

But you have no worries. You have lived among the humans for several years now. You are even starting to think of Earth as home. There are a lot of possibilities here. For example, there is politics. You are starting to learn how Earth is ruled. Apparently, it is still split into a number of warrior-states called "countries."

Each country has its own system of leadership. Since you primarily reside in the United States of America, you have been learning about their government. The most powerful man in the country is Senator Hiram Bungling. His decisions sway the country and the United States is one of the most powerful countries on Earth.

You have noticed that this world is on the brink of an industrial revolution. You estimate that if this world follows the pattern, it should have interplanetary space travel in nearly three-hundred years. Of course, you'll be dead by then, so you've decided to push things along.

Unfortunately, even with your powers to cloud humans' minds, you would have difficulty seeing Senator Bungling. However, his eldest son, Jack Bungling has been around the circus lately and he has his father's ear, albeit not literally.

You could probably convince Jack to convince his father to support the cause of government grants for technology. Your best bet is to persuade them of the importance of technology in warfare. Humans are a very warlike species, constantly fighting and killing each other. If you can get the government interested in supporting technological research on a large scale, then you can speed the development of spaceflight, and perhaps get home in your time.

But those are matters for the future. Right now, you are hungry. You must feed, and soon.

ITEMS

Balloons: You can use them to make balloon sculptures.

ROLEPLAYING HINT

You are vicious and evil. You have no regard for humanity; they are simply food to be enjoyed at leisure. You are out only for yourself. You do not enjoy being on the backward planet and want to go home. You scare little children.

THE OTHER CHARACTERS:

Colonel Sebastian T. Rawhide: The owner of the circus. He is weak. You occasionally must mesmerize him to keep him from firing you.

Daisy Belle: Colonel Rawhide's fiancée. A helpless female. Why do earth women act so helpless? Are they afraid to wield power? Genetically unable? You have nothing but contempt for her. Perhaps she would be good food.

Jack Bungling: A schemer to be sure. Were he not an inferior human, he might be worth taking as a partner when you return to your life of crime in the galaxy. His father is an influential politician, so you plan to convince him to persuade his father to increase government grants towards research and technology.

The Flying Credenza Brothers: They keep to themselves a great deal. They have their own private wagon, and they don't let anyone else in. They are from Italy, one of the many small countries in Europe.

Herman Binkowicz, "Binky" the Clown: He also has some sort of mind control powers that he uses to make those around him laugh. This has made him a very popular clown, but only you know the truth behind his success. Unfortunately, you are not immune to his powers.

Susan Wildes, The Strong Lady: She is extremely strong, far moreso than a normal human. While she could easily overpower you, the amount of life energy that she possesses due to her strength makes you salivate.

Franklin Winters, The Lion Tamer: He also has a good deal of life energy, although he tries to mask it with strong drink.

The Townshed Brothers: They are two brothers connected by a strip of flesh, a genetic anomaly. You find their dull brains and backwater chatter to be a bore.

Helena Ferez, the Bearded Lady: Another genetic anomaly. You suppose that is the point of the circus after all.

Peter Wainwright, the Fire Eater/Sword Swallower: He likes the attention he gets from the circus. He is also brimming with life energy, more than you have observed in most humans.

Bobo the Dog Faced Boy: He joined the circus in Europe. He almost caught you when he joined, too. You were in the process of putting on your makeup after a show and he barged into your wagon. You don't think he caught onto what was going on, but you have never trusted him since.

Zelda the Clown: She is a mute who joined the circus in Europe. She has a good deal of life energy as well. You must share a dressing room with her, and that annoys you a great deal as you must never be observed removing or applying makeup.

Señora Mysterioso: An older gypsy woman who tells fortunes and is also a snake charmer. You do not like her. She carries a snake around. It is very similar to a creature called a Hth'Na on your homeworld. The Hth'Na is a vicious predator, wily and immune to your powers. It is, perhaps, one of the few things you fear. And you dislike her snake as it reminds you of the Hth'Na.

The Masked Rider: The Masked Rider joined the circus in Europe. The Masked Rider likes privacy.

The Knife Thrower: The Knife Thrower also joined the circus while it was in Europe.

Lydia the Tattooed Lady: She is also weak. Bah, you detest weakness. You drained her of some life energy while on the ship to Europe.

The Great Zamboni: He arrived today asking for a job. Colonel Rawhide decided to give him a chance. You know nothing about him.

WELL KNOWN CHARACTERS NOT IN GAME:

Senator Hiram Bungling: A powerful man in the government of the United States. His son, Jack, should be able to influence him.

John Bungling: Jack Bungling's younger brother. He would also be able to persuade his father, if he were about.

Uma the Unicyclist: She had been spying on you. You drained her right before a show, causing her to be dizzy and fall and sprain her ankle. She left the circus and stayed in France. Good.

Preston the Prestidigitator: And annoying man. He had an accident while in France and was booed off the stage. You are glad to be rid of him. There is no reason to tolerate failure.

ABILITIES

Combat: 11 cards.

Balloon Creations: You may breathe life into your balloon creations and have them work as if they were the real thing (a gun or sword will do damage, a dog can be used to search, and so forth). The effect lasts for a few minutes. You may do this twice after each feeding, then you cannot do it again until you feed again. The creations must be within reason – as defined by the Roustabouts. A balloon nuclear bomb, for example, would not work.

Mesmerize: You can influence others to do your bidding or to forget certain experiences. You do this through the Roustabouts so the players do not have any specific knowledge that it was you. You may do this twice after each feeding, then you cannot do it again until you feed again.

Vampire: You must feed off energy during the game. Adult humans have the best energy, but you can feed off of children or animals in a pinch (although they might not give you enough power to use your other Abilities). After a feeding, your victims are dizzy and tired. See a Roustabout when you try to feed. You must defeat your victim in combat before you can feed.

Binky the Clown: You find Binky so hilarious that after a few minutes of listening to him (or interacting with him in any way), you must burst into laughter, no matter what the topic of conversation is. You cannot stop laughing until he leaves, and afterwards, you cannot clearly recall what he was talking about (or doing), but – my – that Binky sure is funny. Note that your laughing sounds like a dog barking, so you tend to avoid Binky.