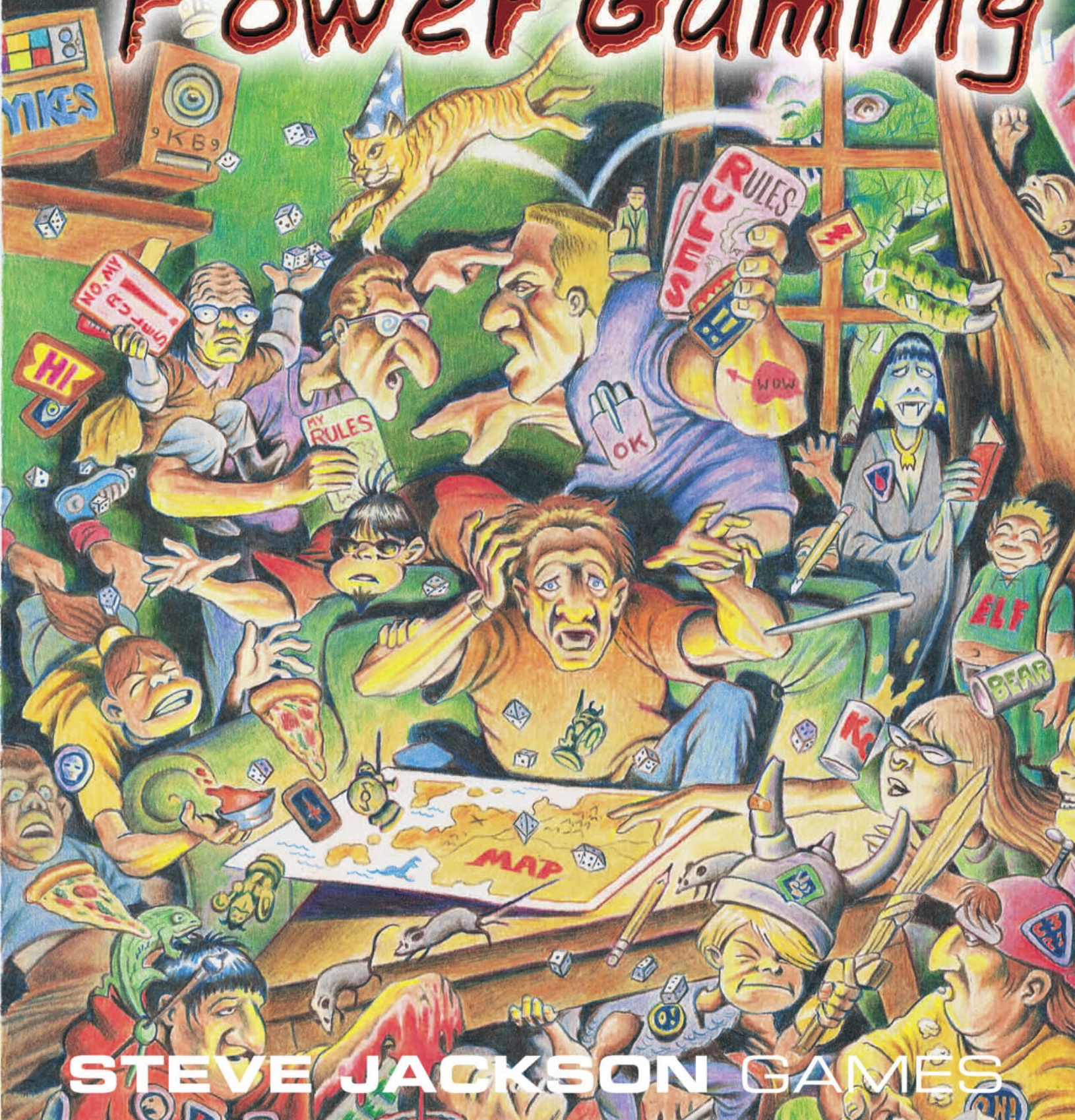


the
Munchkin's Guide to
Power Gaming



STEVE JACKSON GAMES

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INTRODUCTION

Welcome –

Welcome, one and all to the *Munchkin's Guide to Power Gaming!*

What is a munchkin? Well, we're not referring to the cute little fellows from *The Wizard of Oz* (though even they might be capable of munchkinism after reading this book). We're talking about power-gamers, mini-maxers, twinks, gun-bunnies, combat-wombats, and purveyors of ultra-violence. Those guys that demolish your average GM's intricately developed plots by killing everything in sight and somehow jumping straight to the end of your story without passing through the middle. They're the ones that you know have to be cheating with their dice when they claim to have three maximum stat rolls in a row; then, when you check, they roll

it again. They're that strange combination of luck, cheek, and aggression that most people seem to think is the bane of roleplaying today.

We're not here to judge. Most people are munchkins between the ages of eight and thirteen, but some just don't grow out of it. What you hold here in your hands is a guide to the very nature of the munchkin. What makes them tick? How do they fake those stupendous die rolls? How do they come up with a death machine when you're trying to play *Pixies and Flowers*TM? How exactly do they make you allow them to play these characters? These questions, and more, will be answered inside. Welcome to the bloody, sweaty, testosterone-laden lair that is the home of the munchkin . . .

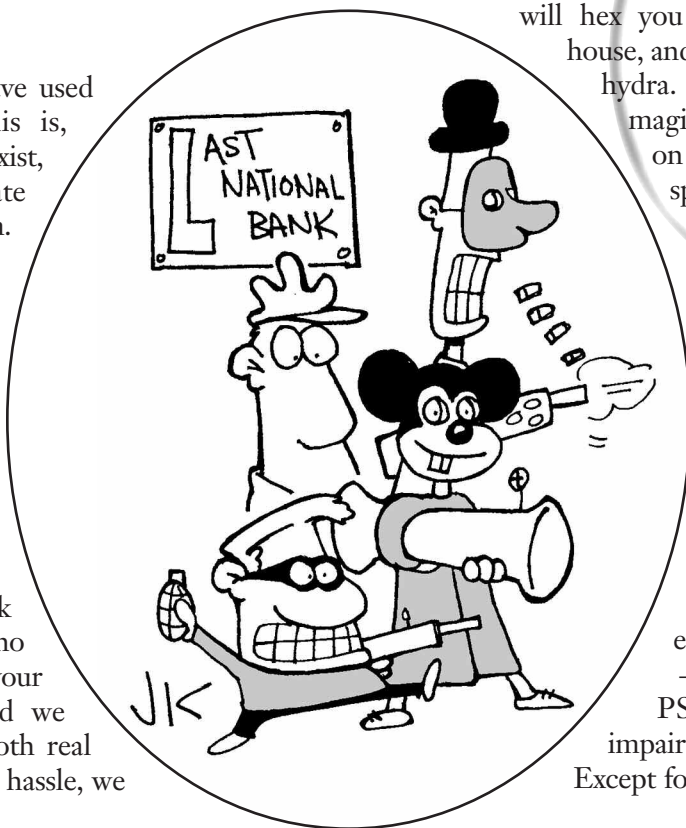


Pointless Stuff They Always Put at the Beginning of Roleplaying Books

DISCLAIMER

Throughout this book we have used the male pronoun "he." This is, of course, because we are sexist, misogynist scumbags who hate women and wish to insult them. This book also contains rude words, references to the occult, horrible, nasty, violent descriptions of things and general mickey-taking.

The authors obviously believe in magic and often sacrifice children. And we like to encourage satanic practices in others, especially impressionable young teenagers with a weak grasp on reality. We exist for no other purpose than to corrupt your children to the dark side, and we know that *AD&D* spells are both real and powerful. If you give us any hassle, we



will hex you until you glow, fireball your house, and *Polymorph Other* your cat into a hydra. For those of you of a similar magical persuasion there is, inscribed on this book in invisible runes, a special message just for you.

In addition to forming the Young Men's Satanic Association, we also like to keep our work extremely depressing, angsty, and horrible. This is in order to twist young minds into committing suicide or murder. Unlike most writers, we alone realize the value of wiping out most of our customer base and causing the rest to be incarcerated. Thank you for your attention.

– Grim & Steve

PS. For the terminally brain-impaired, we are of course teasing. Except for the hexing bit.

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