



phasic

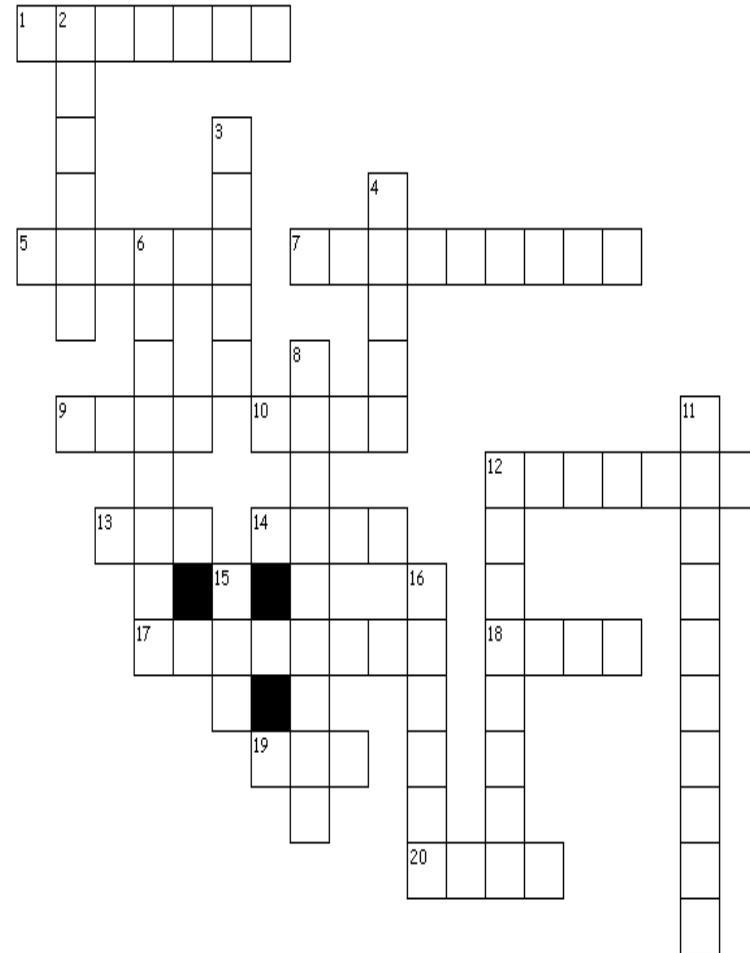
*A tiny little Encounter Critical
Fanzine*

Issue #4 - - Fall 2011

Crossword Critical

Have at it! Across:

1. ___ implant is for putting things into other heads. (sic)
5. E.C. was play-tested by the Saturday Night ___ Slayers Club.
7. The character class for psychics of any kind.
9. This spell creates a powerful magic explosion; Warlock _____.
10. This is the class of harlots, concubines and pleasure robots.



12. This is the class of wizards and shaman, among others.
13. Stats for player characters are generated by rolling three ___ digit dice.
14. The economy of Vanth is based on _____ Credits.

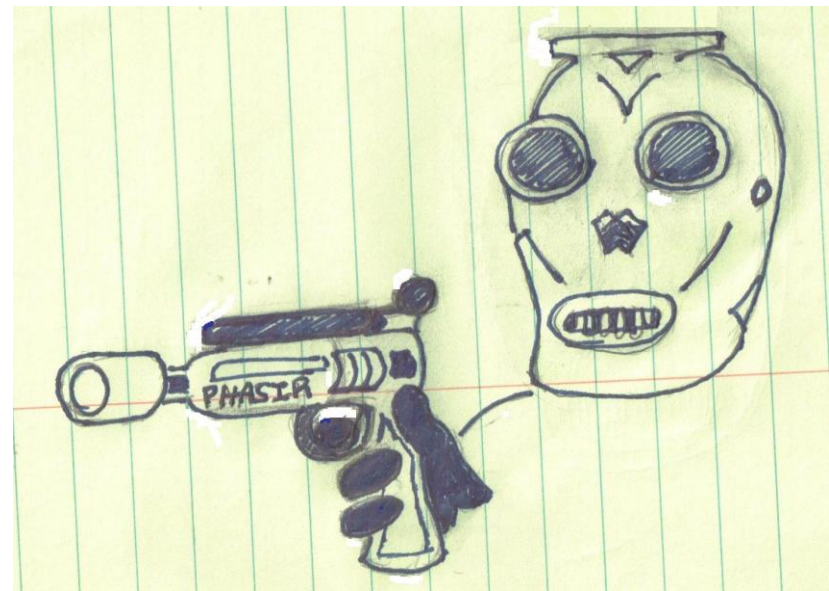
17. This means, “to work magic on the world around you.”
18. This player character ability is, “How to survive when you shouldn’t, more or less.”
19. ____ Ireland was the co-author of E.C
20. Hank Riley is a pseudonym for S. John ____ .

Down:

2. Encounter Critical is a work of ____ .
3. The original Science Fantasy setting for E.C. is ____ .
4. Encounter Critical was co-written by Hank ____ .
6. A warlocks’ private book which contains his spells is a ____ .
8. This is an intelligent machine with metal skin and electronic brains.
11. Accuracy of fantastic, heroic events in E.C. game play is insured by ____ realism.
12. This character class begins play with 2 to 8 hit points.

15. This defines the psychic potential and/ or skill of player characters.

16. This is one of the many fictional lands to be explored in Encounter Critical; The ____ Kingdoms.



phasic fanzine original idea; 2008, Jeff Rients. Encounter Critical; copyright 2004 – 2011 S. John Ross. Crossword Critical; Chris Creel 2011, based on the original work of S. John Ross.

