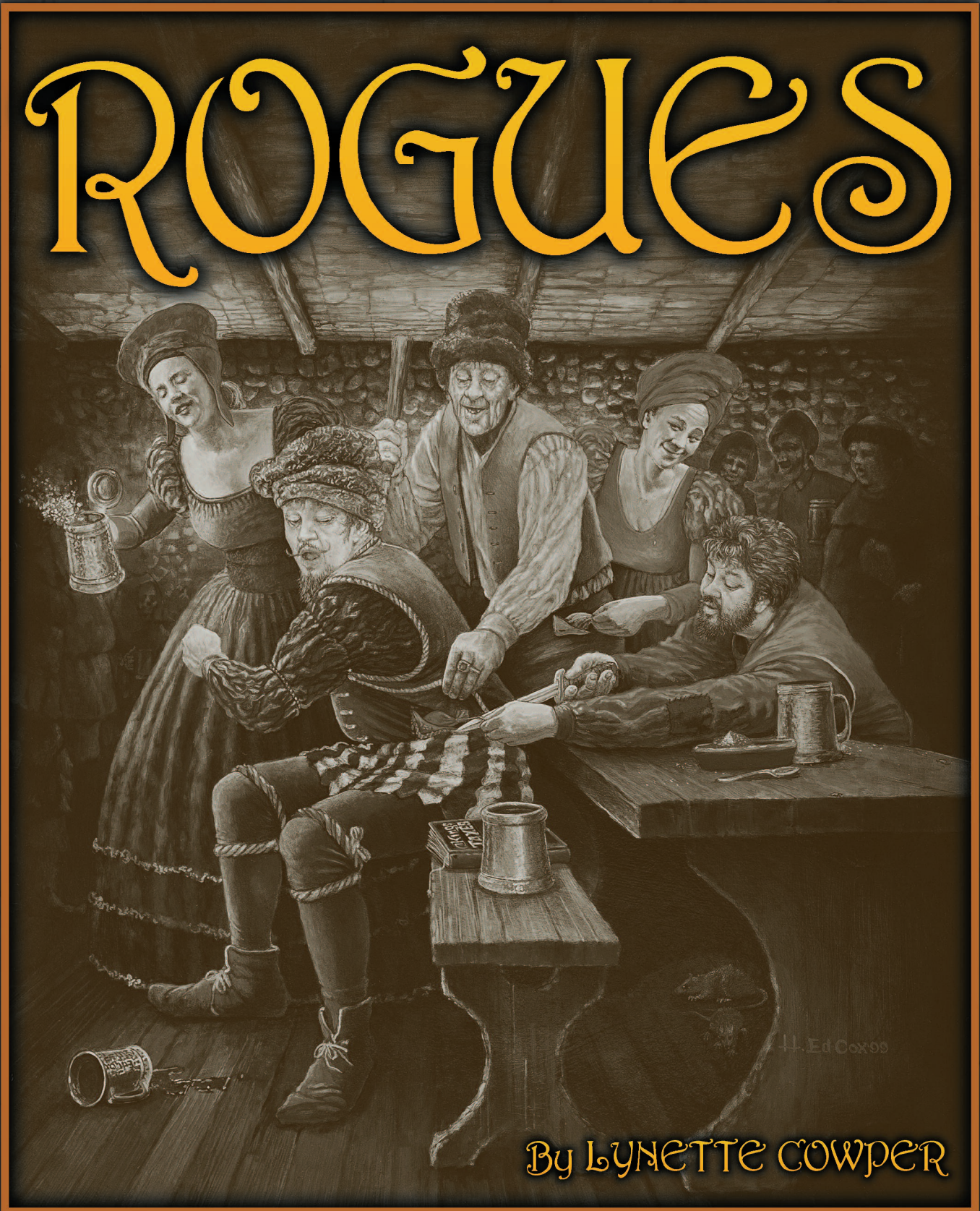


G U R P S[®]

ROGUES



By LYNETTE COWPER

STEVE JACKSON GAMES

It Takes A Thief...

When brute force won't get the job done, you need someone with . . . skills. A specialist. Preferably someone who doesn't let a lot of nagging concerns about law or morality get in the way.

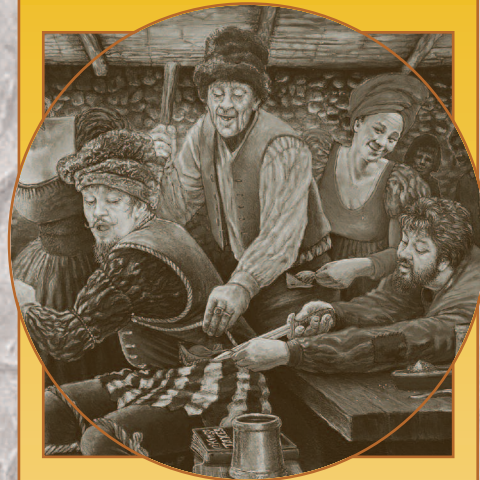
Whether you're looking for just the right character to round out an adventuring party, or a dangerous NPC to challenge your players, *GURPS Rogues* has what you need – 29 different templates, letting you quickly create the scoundrel that's right for the job.

Templates include . . .

- Thieves who are only in it for the money, such as the armed robber, cat burglar, pirate, pickpocket, house-breaker, and forger.
- Rogues who have other goals than mere material gain, like the spy, hacker, evil mastermind, mad scientist, and saboteur.
- Charmers who work more with people's minds than with lockpicks and prybars, . . . the con man, bard, fixer, gambler, prostitute, and street doctor.
- Mysterious figures who work on the shadowy edges of society – the tracker, poacher, assassin, master thief, smuggler, mobster, and black marketeer.

Each template comes with four complete characters, drawn from a wide range of settings. All told, you get 116 ready-to-use sample characters, as well as historical background and information on the technology and tactics that shaped their professions.

GURPS Rogues follows (stealthily) in the footsteps of *GURPS Warriors* and *GURPS Wizards*, our two previous books of characters and templates.



GURPS Basic Set, Third Edition Revised and *GURPS Compendium I* are required to use this book in a *GURPS* campaign. While designed for the *GURPS* system, the character archetypes and sample characters in this book can be used in any roleplaying setting.

THE ROGUES' GALLERY:

Written by

Lynette Cowper

Edited by

**Solomon Davidoff
and Scott Haring**

Cover by

Ed Cox

Illustrated by

**Andy B. Clarkson,
Jeremy McHugh,
Thomas Floyd,
Cob Carlos, Bob Cram,
Dennis Detwiller,
Ed Northcott,
and Chris Martinez**

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STEVE JACKSON GAMES
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G U R P S[®]

ROGUES



By Lynette Cowper

Additional material by Scott Haring

Edited by Solomon Davidoff and Scott Haring

Additional editing by Devin L. Ganger

Cover art by Ed Cox

Illustrated by Andy B. Clarkson,

Jeremy McHugh, Thomas Floyd, Cob Carlos,

Bob Cram, Dennis Detwiller, Ed Northcott,

and Chris Martinez

GURPS System Design ● Steve Jackson

Managing Editor ● Andrew Hackard

GURPS Line Editor ● Sean Punch

Project Administrator ● Monique Chapman

Production Manager ● Kellar Hall

Production Artists ● Philip Reed and Alex Fernandez

Print Buyer ● Monica Stephens

Art Director ● Philip Reed

GURPS Errata Coordinator ● Andy Vetromile

Sales Manager ● Ross Jepson

Lead Playtester: Joe Chaparro

Playtesters: Thomas Barnes, Frederick Brackin,

Peter V. Dell'Orto, Bob Huss, Hunter Johnson,

Phil Masters, T. Carter Ross, Emily Smirle,

Brian Smithson, Tim Stellmach, William Stoddard,

and the rest of the *Pyramid* playtest community.

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STEVE JACKSON GAMES

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INTRODUCTION

GURPS Rogues is the third *GURPS* book of character templates. It follows the design of the first two books, *GURPS Wizards* and *GURPS Warriors*, and incorporates the same template system used in those books, which will one day replace the *Random Characters* rules on pp. B84-85 as the *GURPS* “quick-start” system.

As with *Wizards* and *Warriors*, *Rogues* is designed with the new player in mind. Rogue characters often make use of skills outside the thief/spy categories, making the task of tracking down appropriate skills daunting for a new player. With that in mind, *Rogues* presents a number of different rogue types spanning a variety of genres and time periods.

Using This Book

Rogues contains 29 templates. Each consists of a description of a particular roguish character type, a list of abilities to choose from when making such a character (along with a discussion of why and how they were chosen), some customization suggestions, and advice on fitting the template into a campaign. Each template is accompanied by four sample characters.

A few notes on this presentation:

- Whenever possible, we’ve developed templates for standard 100-point campaigns. Some rogue types are inherently cinematic, however, and those templates have been designed for higher point totals.
- Rogue types tend to share a great number of similarities no matter where – or when – they hail from. The templates reflect this similarity while still including options for skills and abilities specific to certain time periods or genres. Players should keep in mind the tech level of their campaign and check with the GM if they are unsure about the appropriateness of an ability.
- The sample characters are derived from the templates, but not constrained by them. They are intended to illustrate how a player might customize a character built from a given template. As rogues, more than many other characters, tend to be unique, some of the sample characters are significant departures from the “average” character design.
- To save space, we’ve omitted Literacy and Illiteracy from sample characters if they would cost 0 points. Sample characters from TL5+ backgrounds are assumed to be literate, as are high-Status characters from some TL4- settings (e.g., *Imperial Rome*). See the appropriate worldbook for details.

About the Author

Lynette R. F. Cowper is the *INWO* line editor for Steve Jackson Games, but has been playing and GMing *GURPS* for a dozen years and gaming for 20. Her other activities include singing in her church choir, teaching Sunday School, hobby fiction writing, reading science fiction and fantasy, watching anime, and SMOFing. She, her husband Mike, and two kids, Megan and Ren, currently live in Mooresville, Indiana, home town of a certain famous bank robber about whom there is much conspiracy theory.

About GURPS

Steve Jackson Games is committed to full support of the *GURPS* system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources include:

Pyramid (www.sjgames.com/pyramid/). Our online magazine includes new *GURPS* rules and articles. It also covers *Dungeons and Dragons*, *Traveller*, *World of Darkness*, *Call of Cthulhu*, and many more top games – and other Steve Jackson Games releases like *In Nomine*, *Illuminati*, *Car Wars*, *Toon*, *Ogre Miniatures*, and more. *Pyramid* subscribers also have access to playtest files online!

New supplements and adventures. *GURPS* continues to grow, and we’ll be happy to let you know what’s new. For a current catalog, send us a legal-sized or 9”x12” SASE – please use two stamps! – or just visit www.warehouse23.com.

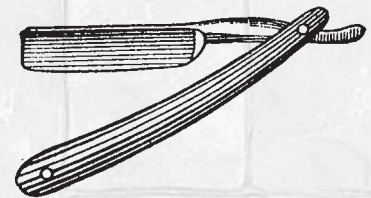
Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata sheets for all *GURPS* releases, including this book, are available on our website – see below.

Gamer input. We value your comments, for new products as well as updated printings of existing titles!

Internet. Visit us on the World Wide Web at www.sjgames.com for errata, updates, Q&A, and much more. *GURPS* has its own Usenet group, too: rec.games.frp.gurps.

GURPSnet. This e-mail list hosts much of the online discussion of *GURPS*. To join, e-mail majordomo@io.com with “subscribe GURPSnet-L” in the body, or point your web browser to gurpsnet.sjgames.com.

The *GURPS Rogues* web page is at www.sjgames.com/gurps/books/rogues/.



Page References

Rules and statistics in this book are specifically for the *GURPS Basic Set, Third Edition*. Any page reference that begins with a B refers to the *GURPS Basic Set* – e.g., p. B102 means p. 102 of the *GURPS Basic Set, Third Edition*. Page references that begin with CI indicate *GURPS Compendium I*. Other references are CII for *GURPS Compendium II*, J for *Japan*, MA for *Martial Arts*, and VE for *GURPS Vehicles*. The abbreviation for *this* book is RG. For a full list of abbreviations, see p. CI181 or the updated web list at www.sjgames.com/gurps/abbrevs.html.

TEMPLATES

GURPS is a simple system with a lot of depth. Much of that depth is in the character generation rules – it offers all the choices anyone could want! Unfortunately, this means new players sometimes find themselves overwhelmed by the game before they even start to play. One way to make character creation less intimidating is to use a “quick-start” technique known as a *template*.

A template is a blueprint for a player character that can successfully fill a specific role in a particular game world. By specifying many character traits in advance, the template reduces the amount of work needed to create the character and guarantees that the character will be comparable to others built on the same amount of character points. Templates can also be helpful for experienced players who are pressed for time. Finally, templates can be used to help the GM determine the abilities of NPCs.

Mechanically, a template is a partially-completed character sheet that contains only the attribute levels, advantages, disadvantages, and skill levels required for the character to competently fill a certain role. The point costs of these abilities are listed, and the sum is given as the “cost” of the template. The player purchases the template, then spends his remaining points to customize it into an actual character by choosing background skills and unique talents. If the template includes fewer disadvantages than the campaign limit, more may be taken and the extra points used for customization. The same applies to quirks.

Types of Templates

The number of possible templates is essentially unlimited, but most will fall into one of a few general categories. A few will fall into more than one. Not every category will exist in all campaigns, but characters built using different types of templates may be mixed within a single campaign.

Vocational Templates

These are the most common and easily-understood templates. A character who does a job (e.g., mercenary, physician, mechanic) is expected to possess certain skills and an appropriate wealth level; see the *Job Table* on p. B194 and those in various *GURPS* worldbooks for inspiration. Vocational Templates often assume a *successful* member of the profession in question, and include attribute levels and advantages that would lead to success.

Ethnic Templates

Cultural background is a powerful defining concept in many settings. For example, Conan was first and foremost a Cimmerian, and this identified him throughout his adventures. An ethnic template might specify the genetic traits of a closed breeding group, skills taught to all members of a culture, or the beliefs and prejudices of a given tribe, nation or religion.

Institutional Templates

A character may be a member of an institution, such as a military unit, an order of knights or priests, or an academy. This is not the same as a job; it defines his place in society rather than his profession. These templates typically specify Duties and Vows, attributes (“entrance requirements”) and social advantages such as Rank, Reputation, Status and Wealth.

Archetypes

An archetype is a dramatic role defined by the *genre* – e.g., “dashing hero,” “sidekick,” or “mascot.” Such a character may have any job or background, but he serves a specific purpose in the story. Since this type of template attempts to define personality rather than ability, it may include many mental advantages and disadvantages. It can be challenging to design and difficult to customize.

Template Design

This section will walk you through the process of designing a template. A running example will be used to illustrate the principles at work. After designing one or two templates this way, you’ll probably never have to come back to these guidelines again.

Creative Freedom

You never have to choose a template; you can always create a character from whole cloth, and many experienced players will wish to do exactly that. Note that it’s possible to mix characters created with and without templates in the same campaign. Since templates are *not* specially priced package deals (see *Discounts*, p. 7), characters made from templates are 100% compatible with characters made using the detailed character creation rules.

Templates and the Rules

Templates are *guidelines*, not rules. They are an introductory tool, a GM’s (or author’s) advice to new players on what is needed to fill certain roles in his world. This prevents players from neglecting important abilities or getting bogged down in the rules. Templates have no in-play effects; they are just an aid to character design, like a calculator or the *Instant Characters* booklet. Customization and alternation are always permitted, and your choice of template *in no way* limits your choices when improving your character later on.

Are Templates “Character Classes”?

No, and those familiar with other RPGs should bear this in mind. Many RPGs employ *character classes*, which bear a superficial resemblance to templates – but there are some important differences. You typically *have* to choose a character class, and once this is chosen, your options in play are generally limited by a number of rules. Customization is often limited, and improvement usually follows a narrow, prescribed scheme, with changes of class being difficult or impossible. None of this is true in the case of templates.

1. Concept

A template is really a “generic character.” You will need a “concept” – a unified vision of what it represents and where it fits in – just as for any other character. To develop this, decide the type of template you are designing and what general role it will fill. Now visualize which character traits will be needed to meet the demands of that role in your campaign. Template design is one of the last steps of campaign preparation, so use everything you know about the campaign world to help you here.

Example: We plan to construct a “heroic knight” template, suitable for a fantasy campaign. We decide he’s strong, honorable, a wise leader and a skilled warrior. This is both an archetype (the “heroic” part) and an institutional template (the “knight” part). One could create separate templates for each aspect, or treat them as “lenses” (see *Lenses and Filters*, p. 9), but we have chosen to keep things simple for now.

2. Degree of Detail

Decide how detailed you want the template to be. A dense template (lots of skills, minor advantages and disadvantages, etc.) will define a character’s role well, but may result in all characters built with it being rather alike. A sparse template (one or two skills and nothing else) will leave the character more ambiguous, making it easier to customize but giving the player only a vague idea of the role he’s supposed to be playing. Ideally, you want to strike a balance. Try to paint in broad strokes, leaving the fine details up to the individual player, but be sure to cover the entire canvas. A good template is *somewhat* stereotyped, so the player can get a handle on it, but not excessively so.

Related to this is the issue of template cost. The more you put into a template, the more points you’re spending for the player. Keep in mind what the campaign point total is, and come in under budget. Leave enough unspent points and enough free “disadvantage slots” (we suggest at least half the campaign allotment; e.g., -20 points out of -40) that the player can customize his character. If a template absolutely *must* tie up a lot of points, then either keep it somewhat bland so that it is easily flavored by a few quirks, or make it *interactive* (see p. 8).

Example: We’ll design our heroic knight for a 100-point game with a -40-point disadvantage limit. This means we’ll try to spend fewer than 100 points total, and take less than the full -40 points of disadvantages.

3. Attributes

Choose appropriate attribute levels for a character who is to fill the role in question. The 9-13 range is suitable for 90% of characters (adjusted accordingly for nonhumans). Classic “adventuring” templates (e.g., warrior, thief or spy) often demand above-average attributes; normal jobs may leave everything at 10. Archetypes are a special case, since it often serves the purposes of drama for an archetype to have substandard attributes (e.g., a fool might have low IQ). Avoid excessive stereotyping, however, and remember that a score of 12+ is exceptional and one of 14+ is *remarkable!*

Example: Since we see our knight as a strong, skillful

Racial Templates

The race creation rules are rules for creating templates, with a few important differences. Racial attribute modifiers alter attribute levels rather than specifying them, racial advantages are often unavailable to most other characters, racial disadvantages don’t count against campaign disadvantage limits, and racial skills sometimes use special rules. Your race *does* matter in play, too – racial descriptions often include “taboo traits” which restrict your abilities. None the less, the GM may choose to treat races in a manner similar to ethnic templates.

Templates and Your Campaign

Template design is a part of campaign design. Always consider the effects of your templates on the campaign world and on the players’ perceptions of it. If you present players with only warrior, thief and bandit templates, it paints a different picture than if you also include templates for glassblowers and herbalists. Also factor in the limitations of the campaign world – a “cyborg” template has no place in a TL0 hunter-gatherer campaign! Finally, keep the interactions between the templates in mind; they should always be designed to work together as a set.

Templates and Your Players

It’s important to be familiar with the character-creation habits of your experienced players. If their warriors all have Combat Reflexes and their wizards all have Magery 3, then your templates should follow suit, even if the “typical” warrior or wizard in your campaign lacks these features. This puts PCs built with templates on an equal footing with the creations of experienced players. If you have trouble justifying this, remember; you’re creating blueprints for *adventurers*, exceptional characters built with more points than the average person. “Rare” abilities are quite common among adventurers (especially PCs) and you shouldn’t be afraid to make your templates somewhat atypical, as long as they aren’t *stereotypical*.

warrior, we give him superior physical attributes across the board: ST 12 [20], DX 12 [20], and HT 12 [20]. To reflect his wisdom and resolve, we give him IQ 11 [10] – he’s supposed to be a wise leader, but not a genius. This comes to 70 points in attributes.

4. Advantages

Select the advantages you feel suit the template. These may be prerequisites (e.g., Literacy for a scribe), benefits granted by assuming the job or title (e.g., Clerical Investment for a priest), tricks picked up on the job (e.g., Combat Reflexes for a soldier), or simply traits commonly possessed by literary or cinematic examples of the template (e.g., Handsome for a swashbuckler). For vocational and institutional templates, also consider advantages that would lead one to select that particular career or lifestyle, or which would make one successful at it (e.g., Night Vision for a thief). For ethnic templates, keep genetic and cultural traits in mind (e.g., all Northerners have Temperature Tolerance).

Make sure the logic behind your choices is clear, and justify each advantage using an argument similar to one of those above. This means *most* advantages should be learned or social in nature, but anything is possible! Just remember: if an unusual advantage is *too* common, it can strain willing suspension of disbelief.

Example: According to p. B191, a knight is granted Status 2 [10]. We also give him a wealth level of Comfortable [10] to cover his high cost of living and buy his expensive equipment. Total advantage cost is 20 points.

5. Disadvantages

Choose these as you did advantages. In the case of vocational and institutional templates, *avoid* disadvantages that would inhibit the career choice covered by the template (e.g., Honesty for a thief). Keep in mind that some disadvantages could lead one down a specific career path (e.g., Fat for a sumo wrestler). Likewise, some career paths could lead to disadvantages (e.g., being a thief could lead to negative Status) and some will even *require* disadvantages as “prerequisites” (e.g., Vows for a priest). Finally, remember that archetypes are often defined almost entirely by their mental disadvantages, and often have a “tragic flaw.”

Example: Our Knight owes fealty to his liege lord, so we give him a Duty, arising on a roll of 9 or less [-5]. We also give him Honesty [-10] – which is probably why he’s a *heroic* knight. Finally, we give him the knight’s Code of Honor, “Chivalry” [-15], which is almost a prerequisite for a fantasy knight. This comes to -30 points in disadvantages.

6. Skills

Pick the set of skills and skill levels you feel are needed for the character to be competent in his role. Avoid excessive numbers of skills, but don’t skimp. Include any skills absolutely required by the template, a few that would be

helpful and one or two that would likely be picked up by someone with that background. Use the following guidelines when choosing skill levels:

Skill 12 Beginner: Good enough to get most regular jobs (e.g., accountant, librarian or scribe).

Skill 14 Competent: The minimum “safe” level for risky jobs (e.g., assassin, politician or surgeon).

Skill 16+ Expert: A reasonable level for someone who is meant to stand out in his field.

Overall, generalists typically have many skills at low levels, while specialists have fewer, but with one or two at expert levels. Realistic characters usually have a small number of related skills, while cinematic ones will often have dozens of unrelated skills, since they are expected to be good at everything. See the *Listing Skills* box for further information.

Example: Our knight is intended to be an adventurer, so we decide his primary skills will be his combat skills: Broadsword-14 [8], Lance-14 [8], Shield-14 [4], and Riding -13 [4]. We relegate his leadership abilities to the realm of secondary skills: Leadership-11 [2] and Tactics-11 [4]. Finally, we give him Armoury/TL3-10 [1] and Heraldry-10 [1] as background skills, to cover his knowledge of arms and armor. Total skill cost: 32 points.

7. Pricing the Template

Find the total cost of all the abilities selected, just as you would for a character. This is the template cost, the price that must be paid when the template is selected. If this is more than 90% of the starting point level of the campaign, then the template is probably too restrictive. Either go back, take a hard look at what’s really necessary and remove some things that aren’t, or try to *optimize* the template (see *Optimization* box). If you *still* can’t get the cost down to this level, then perhaps the point level you’ve selected cannot accommodate the characters you envisage working well in the campaign; in this case, consider a new starting point level!

Example: Our knight has spent 70 points on attributes, 20 on advantages, -30 on disadvantages and 32 on skills. That’s 92 points, which is above the suggested 90-point limit for a 100-point campaign. However, by upgrading DX to 13 instead of 12 (an extra 10 points), we can purchase Broadsword-14, Lance-14, Shield-14 and Riding-13 for 12 points rather than 24. This *saves* a net 2 points, bringing the template cost down to 90 points.

8. Customization Notes

Suggest a few things to think about when customizing the character. This may include useful abilities, a recommendation to trade points for cash or equipment (see p. CI17), even a short equipment list. This is also a good place to ask the player to think about things that will set his character apart in play (e.g., the exact features that give him Ugly appearance).

Example: We decide to mention that our knight needs a coat of arms and a liege lord. He should also have weapons, armor and a mount. Since Comfortable wealth will not buy all of that, we suggest either taking his liege lord as a Patron who can provide these things or trading a few points for equipment or cash.

Listing Skills

When listing skills in a template, include *all* relevant information about the skill: name, difficulty, relative level, point cost and actual level. Use the following format:

Skill Name (Difficulty) Relative Level [Point Cost]-Actual level

For example, “Bow (P/H) DX+1 [8]-14.” This makes things more transparent when the time comes to customize the character.

It can also be helpful to break skill listings down as follows:

Primary Skills: Skills absolutely required by the template, at level 12+ – or at level 14+, if they are likely to be relied upon in life-or-death situations.

Secondary Skills: Helpful skills it’s hard to imagine the character not having, at level 11+.

Background Skills: Anything else that fits, chosen for descriptive reasons rather than utility, usually at a lower level than primary and secondary skills.

Optimization

Experienced players minimize point cost while maximizing effectiveness during character design. New players usually don’t. Since templates are generally meant to be used by new players, it’s wise to optimize them so they do not appear to be too disadvantageous. To this end, select attributes that minimize the cost of the chosen skills. When doing so, remember that attributes beyond 13 are remarkable – giving every accountant IQ 16 strains belief! It’s important to realize that a template with high attributes and few points in skills suggests a talented beginner at the start of his career. This suits most PCs, who are typically quite young, but if you’re trying to make a crusty veteran, then points should be spent on skills to reflect this.

Also consider utilizing advantages that give skill bonus at discount rates (e.g., Animal Empathy gives +4 to Riding skill for only 5 points). While giving the occasional template an obscure advantage may seem like stereotyping, it’s nonetheless true that experienced players consistently give certain advantages to certain types of characters. At worst, this practice maintains the status quo.

9. Completed Examples

Finally, include a few sets of additional abilities that turn the template into a completed character to illustrate how it is used. Make these as different as possible. This is a good place to demonstrate the effectiveness of rarer advantages that suit the character type but which would create a stereotype were they included on the template. You may wish to leave quirks unspecified, just as for pregenerated characters. For more guidelines, see *Customization* (below).

Example: We create three completed examples of our heroic knight: the “courtly knight,” the “dragonslayer,” and the “general.”

The courtly knight is a canny political intriguer with aspirations to the peerage. We give him a political faction as an Enemy (medium-sized group, appearing on 6 or less) [-10] to round out his disadvantages. With his remaining 20 points, we raise IQ to 12 [10] (raising all IQ-based skills by 1) and buy Semi-Literacy [5]. Finally, we give him some courtly skills: Chess-11 [1/2], Dancing-11 [1/2], Diplomacy-11 [2], Falconry-11 [1] and Politics-11 [1].

The dragonslayer roams the countryside, keeping it free of monsters. We give him Overconfidence [-10] to complete his disadvantage list, and spend his remaining 20 points to raise DX to 14 [15] (raising all his DX-based skills by 1) and buy him Bow-13 [2], Tracking-10 [1] and Zoology/TL3-10 [2] so he can hunt and kill dangerous beasts.

The general is a charismatic leader of men. He spends his time in the field, commanding the levies of his liege lord. His desire to see the enemy defeated has led to the additional disadvantage of Bloodlust [-10], which may be seen as a “tragic flaw” by some. His 20 points go toward Charisma +2 [10] (which raises his Leadership skill to 13) and to raise his Leadership skill a further level to 14 [2], raise Tactics to 12 [2] and buy Strategy-12 [6].

While such examples are merely suggestions, intended to get the creative juices flowing, a player is free to use them if he wants. This is why the quirks are left unspecified.

Customization

Once a template is purchased, the player must customize it by spending any remaining character points. The template does not affect how these points are spent; the player decides this (subject to GM approval, as always). If the template has fewer disadvantages than the campaign permits, more may be taken, giving extra points to spend. Likewise, quirks should always be selected by the player. These guidelines also apply to the creation of completed examples.

Example: Our knight costs 90 points. In a 100-point campaign, this leaves 10 points to customize him with. He has only -30 points of disadvantages, so in a campaign with a -40-point disadvantage limit, the player could take -10 more points in disadvantages and earn a further 10 points. Finally, the player may select up to five quirks at -1 point each. This gives a net $10 + 10 + 5 = 25$ points to customize the character with.

Altering Templates

Remember, templates are not rules! When customizing a template (with the possible exception of a pregenerated character; see p. 8), the player is free to alter any or all of the items that came with it. After all, the PCs play the leading roles in their saga, and starring roles are rarely typical ones. Addition, subtraction and substitution of abilities are all acceptable, but it should be noted that *subtracting* items from a template (especially a vocational one) may result in a character who will be regarded as incompetent by his peers.



Discounts

In principle, a character built from a template should be indistinguishable from one designed from the ground up. This means the GM should avoid the temptation (often carried over from other RPGs) to offer a discount on the total cost of a template. Such discounts can only result in unfairness and imbalance. The simplicity of using a template should be its only reward.

Sample Templates

Heroic Knight

90 points

An honorable fantasy knight, strong in limb and character.

Attributes: ST 12 [20]; DX 13 [30]; IQ 11 [10]; HT 12 [20].

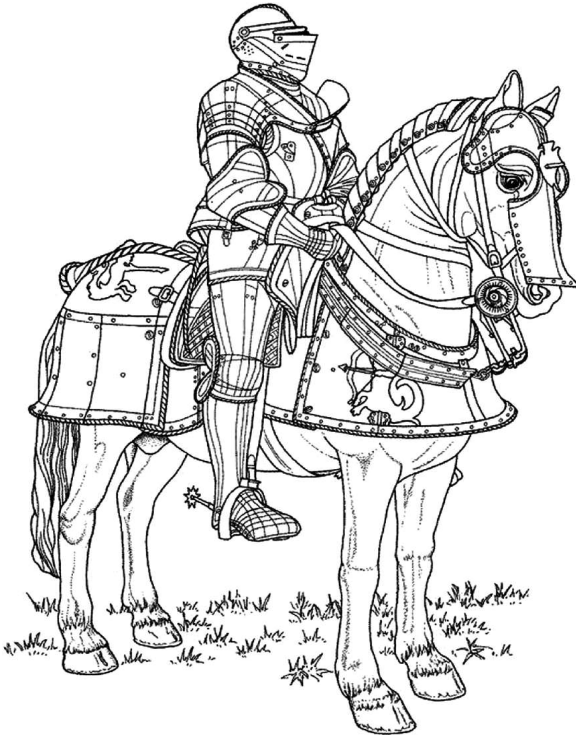
Advantages: Comfortable Wealth [10]; Status 2 [2].

Disadvantages: Duty to liege lord (9 or less) [-5] and -25 points of mental disadvantages chosen from Charitable [-15], Code of Honor (Chivalry) [-15], Compulsive Vowing [-5], Honesty [-10], Pacifism (Cannot harm innocents) [-10], Selfless [-10], Sense of Duty [-10], Truthfulness [-5] and Vow (Never refuse a request for aid) [-15].

Primary Skills: Broadsword (P/A) DX+1 [4]-14 or Axe/Mace (P/A) DX+1 [4]-14, Lance (P/A) DX+1 [4]-14, Riding (P/A) DX [2]-13, Shield (P/E) DX+1 [2]-14.

Secondary Skills: Leadership (M/A) IQ [2]-11, Tactics (M/H) IQ [4]-11.

Background Skills: Armoury/TL3 (M/A) IQ-1 [1]-10, Heraldry (M/A) IQ-1 [1]-10.



Customization Notes: Specify a coat of arms and liege lord. Take Patron (Liege lord) or trade points to cover equipment.

Completed Examples:

Courtly Knight: +1 IQ [10]; Semi-Literacy [5]; Enemy (Political faction) [-10]; Chess (M/E) IQ-1 [1/2]-11, Dancing (P/A) DX-2 [1/2]-11, Diplomacy (M/H) IQ-1 [2]-11, Falconry (M/A) IQ-1 [1]-11 and Politics (M/A) IQ-1 [1]-11.

Dragonslayer: +1 DX [15]; Overconfidence [-10]; Bow (P/H) DX-1 [2]-13, Tracking (M/A) IQ-1 [1]-10, and Zoology/TL3 (M/H) IQ-1 [2]-10.

General: Charisma +2 (gives a +2 Leadership) [10]; Bloodlust [-10]; +1 Leadership [2]; +1 Tactics [2]; Strategy (M/H) IQ+1 [6]-12.

Variations

Endless variations on these guidelines are possible. Below are some of the more common options.

Pregenerated Characters

These are *completed characters* designed in advance by the GM, who chooses everything but the quirks. They aren't really templates at all; they're more like the completed examples included with the templates. The player chooses the character he wishes to play and selects his quirks, and the GM may let him rearrange a small number of points, but for the most part he has no input during character design. This technique is useful when running a game for new players, or when there isn't enough time for character design. It can also be used for adventures that require a "specific cast," which is typical of many convention games. Most players find it difficult to identify with pregenerated characters, however, so they should be avoided in an extended campaign, unless the players enjoy the role-playing challenge!

Interactive Templates

Along with fixed character traits, you may wish to include a number of *choices* with equivalent point costs. These can be as specific (e.g., High Pain Threshold or Toughness-DR 1; Mathematics or Physics at 14) or as general (e.g., one P/A Combat/Weapon skill at 15, any three M/H sciences at 14) as you wish, as long as the point cost is the same. A good compromise is to set aside a fixed number of points to be spent on a specific list of options in whatever way the player sees fit.

This makes a good "default" option, since it simplifies the player's choices rather than eliminating them (which feels less like "rail-roading") and is an effective stepping stone to unassisted character creation. It is especially useful for mental disadvantages, particularly when the template specifies most of the campaign disadvantage allotment, because it gives the player more latitude in defining his character's personality.

Example: Looking at our knight template (see main text), we realize that not all knights use broadswords. Many preferred the mace as a weapon; therefore, we decide to replace our original requirement of Broadsword-14 with a choice between Axe/Mace-14 or Broadsword-14.

Next, since we've specified so many disadvantages, we decide to give the player a choice of mental disadvantages. Instead of requiring Code of Honor (Chivalry) and Honesty, we ask the player to choose -25 points from the following list: Charitable [-15], Code of Honor (Chivalry) [-15], Compulsive Vowing [-5], Honesty [-10], Pacifism (Cannot harm innocents) [-10], Sense of Duty (Nation) [-10], Truthfulness [-5], and Vow (Never refuse a request for aid) [-15].

Open Templates

Going one step beyond interactive templates, you can simply list a number of advantages, disadvantages and skills that are suitable for the role in question and let the player pick and choose from them at will. This amounts to listing suggestions rather than requirements, and is helpful for experienced players who know how to make a character but are experiencing a creative block. This kind of template has no point cost at all; the player may spend as many or as few points as he wants on the suggested abilities. Many *GURPS* books have a *Character Types* section that lists "templates" like this.

Uniqueness

You may be worried that two characters built with the same template will be rather alike. In practice, however, if two or three people pick one or two things to differentiate each character, they are likely to emphasize their differences heavily, leading to distinct characters that facilitate good roleplaying!



Combining Templates

Players will often want to select more than one template. This makes perfect sense: it's conceivable that a single character could have templates that define his job, membership in one or more organizations, ethnic origin *and* place in the story. On the other hand, templates are not meant to be "stacked," but taken one at a time, which presents a problem. There are several approaches to solving this, one of which should be chosen by the GM:

Endless Variations

The GM simply creates a separate template for each possible combination. For instance, instead of "knight," "Northerner" and "hero" templates, he creates a "heroic Northern knight" template, which is distinct from the "fallen Northern knight" and "heroic Plainsman knight" templates. This has the advantage of being easy on the players, but the disadvantage of being a great deal of work for the GM!

Lenses and Filters

This is a less labor-intensive approach. The GM decides on one class of "basic templates" that will be used in the campaign, and designs these normally. He treats all other types of templates as "lenses" or "filters" through which the base templates can be seen. They are designed as packages of advantages, disadvantages and skills that are carefully selected not to overlap with the base templates – or which explain what to do when overlap occurs – and which can be taken in *addition* to a base template. The completed examples included with most templates are essentially ready-made "lenses" of this type! The costs of the base template and any "lenses" taken are additive.

Example: The "heroic knight" in our example could also be handled as a vocational template ("warrior") with the "heroic" and "knight" lenses applied to it, specifying an archetype and an institution respectively.

The "warrior" template would cover skill at arms, and include ST 12 [20], DX 13 [30], IQ 10 [0], HT 12 [20], Armoury/TL3-9 [1], two P/A Combat/Weapon skills at 14 [8] and Shield-14 [2], for 81 points.

The "heroic" lens would cover wisdom, honor and leadership qualities, and consist of +1 IQ [10], -25 points of "good guy" disadvantages (from the list specified under *Interactive Templates*, p. 8), Leadership-11 [2] and Tactics-11 [4]. This would be worth -9 points.

Finally, the "knight" lens would cover the requirements of knighthood, giving Comfortable Wealth [10], Status 2 [10] and Duty [-5], specifying the two Combat/Weapon skills as Lance-14 and one of Broadsword-14 or Axe/Mace-14, and adding Heraldry-10 [1] and Riding-13 [2]. This would cost 18 points.

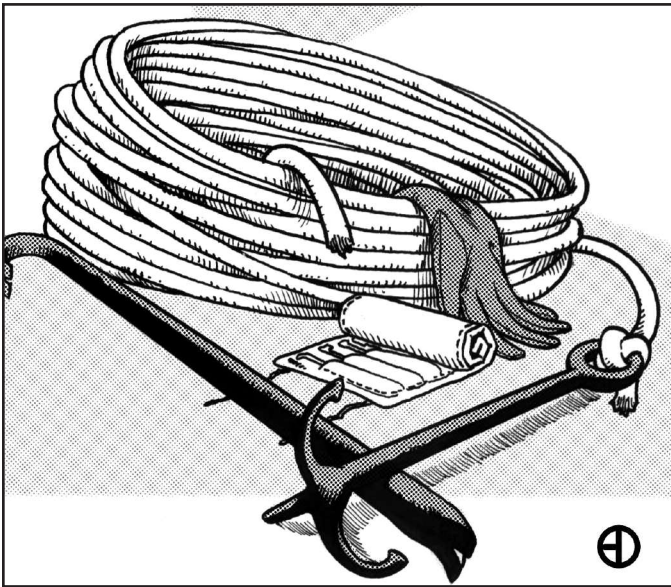
Eyeball It

This approach has the player do all the work. The GM creates templates as usual. If the player wants to take more than one, he combines them all and adds up the net cost himself. Generally speaking, the advantages, disadvantages and skill lists of all the templates should be combined. Where overlap occurs (i.e., both templates list an attribute or skill level), the most difficult requirement should be met. Repeated advantages or disadvantages should not be taken at higher levels (e.g., a Status 2 knight who is also a Status 1 merchant has Status 2, not Status 3). Conflicting advantages and disadvantages should be taken as a sign the two templates are incompatible (e.g., you can't be a Status -3 beggar and Status 2 Knight at the same time).

NIFTY ROGUE TOYS

Thieves, spies, and other rogues throughout the ages often make use of simple, ordinary things in their work. Many ordinary tools – crowbars, screwdrivers, pocket knives – can be turned to illegal uses. Children’s toys, as well as being useful as containers for smuggled goods, can often be turned to nefarious ends. Consider jacks, marbles, or even small plastic building blocks for halting pursuers. Radio-controlled vehicles can carry bombs or bugs. Small newspapers are a treasure-trove of information for the burglar looking for targets. Credit cards work well for shimmying a lock open. Consumer electronics stores are full of interesting gadgets just waiting for the larceny-minded to look at them in a new light.

The *GURPS* player wanting to play a rogue would do well to look at many of the items described in *GURPS Espionage*, the extra-legal equipment and many of the clothing items in *GURPS Magic Items* and *Magic Items 2*, the ninja equipment in *GURPS Martial Arts*, and the thief/spy equipment in *GURPS Ultra-Tech* and *Ultra-Tech 2*. Many of the bioweapons and body modifications in *GURPS Bio-Tech* are also quite useful. For Holdout ability, what beats a flesh pocket, after all? Also, *GURPS High-Tech* has descriptions of safeblowing, alarm systems, oxyacetylene torches, plastic surgery, and weapons and armor popular with criminals from TL4 to TL7.



Here are some other things worth considering.

Rogue’s dagger. This magical item appears to be a normal dagger, but at a command from the wielder transforms itself into a good quality lockpick (+1 to Lockpicking), varying its form with the lockpick required. TL1+ and magic. \$10,000.

Putty grapnel. Appropriate as an ultra-tech or magical device, instead of a hook, this grapnel uses a mass of alchemical or nanotech putty that sticks to any surface until the attached cord is pulled in a specific sequence. TL1+ and magic, or TL 9+. \$2,500.

Disguise Kits. Exact contents will vary with tech level – everything from make-up, wigs, and false mustaches and beards to syntheflesh appliances to nanites and DNA-modifying viruses. \$100 for +1 to Disguise skill, \$400 for +2, \$1,000 for +3.

Handcuff key. Most police handcuffs use a standard key. For a law-enforcement officer, replacing such a key would be \$1. It will run \$3 to \$10 to anyone else in a fairly-open society. Double or triple the price if it must be obtained illegally. TL 2+. The exact shape, materials, and range of standardization varies from tech level to tech level, but the price is about the same.

Spy Paper. This looks like ordinary paper, but is made of materials that dissolve in water for quickly eliminating sensitive documents. Don’t spill your drink while reading them! 20 sheets per pack. TL5 \$35, TL6 \$20, TL7+ \$10.

Portable business-card maker. Useful for creating instant identities. TL6-7. \$30.

Slim Jim. This device is used to unlock a car door from the outside by running it down the inside of the door via the window opening. Legally carried by most locksmiths and some police and fire units. In older models, hooked coat hanger wire will often work as a substitute. TL6-7 \$20.

Telephone voice changer. Useful for kidnappers and spies. TL7 \$300.

Telephone annoyances. Devices that hook into a telephone cable at any point between the main line and the telephone. There are ones made to prevent the ring signal from going through to the target, to cause the target phone to frequently dial wrong numbers, and to generate the standard operator message that the number has been disconnected. They are sold with the warning that the purchaser must use them in accordance with law, which generally means the purchaser can use them on his own phone, but it is illegal to use them on anyone else’s without their consent. Prices range from \$75 to \$120. TL7.

Universal garage door opener. Has all the standard frequencies used for automatic garage doors. TL7 \$30.

ID Card Maker. Uses instant film. Photographs, cuts and laminates. TL 7. \$2000 plus \$30 per 10 IDs for materials.

Sonic nausea device. The small device creates a subsonic noise that causes dizziness, nausea, and disorientation to those in its immediate vicinity. Useful for clearing a room in a hurry. TL7-8. \$60.

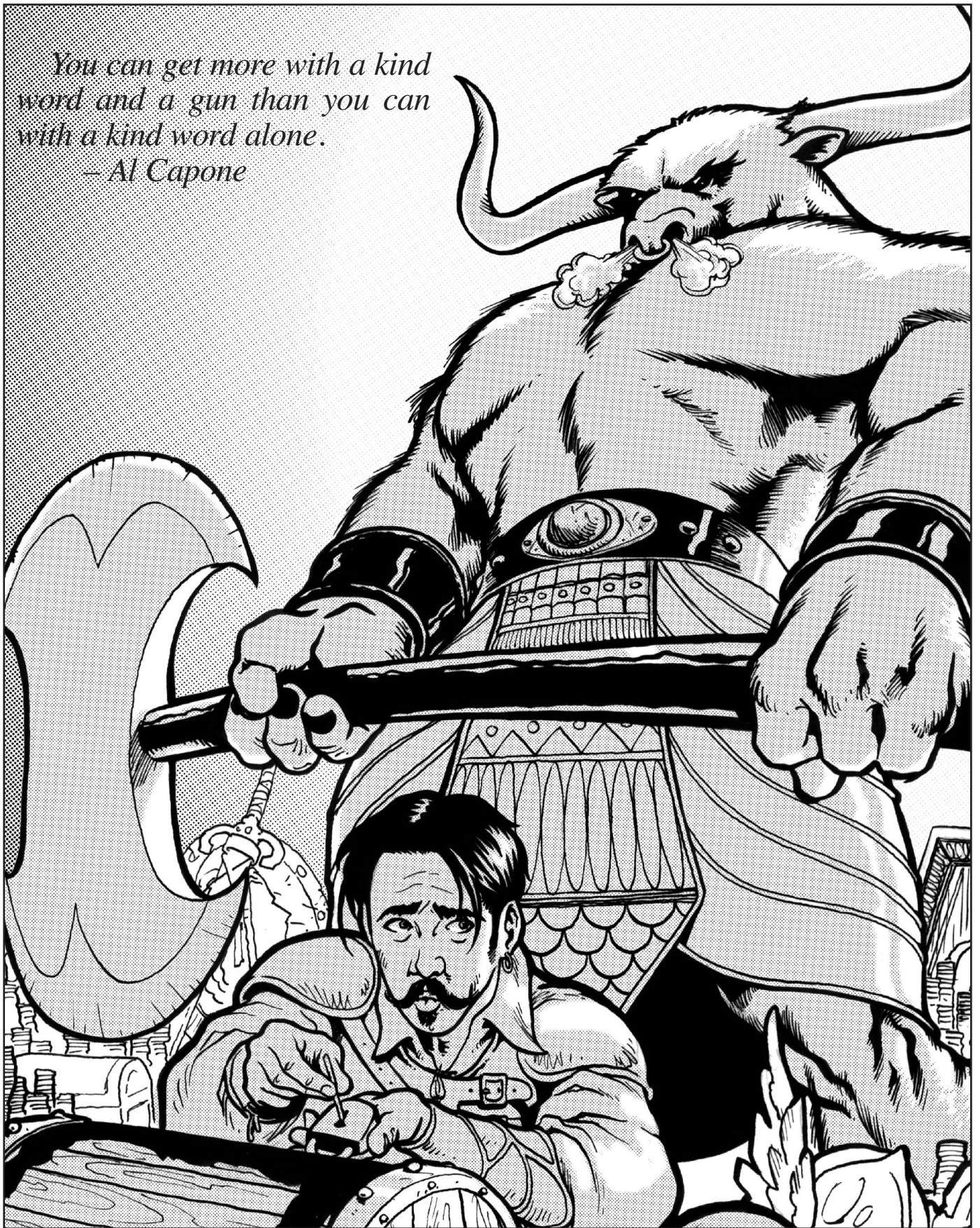
Shuttered lantern: a standard burglar’s tool from the time of the ninja to the invention of the flashlight. Cost and weight as for a normal lantern, but most sides are obscured so that it only casts a narrow beam of light.

Stethoscope: gives +1 to Lockpicking skill on mechanical combination locks (popular at TL6-7), Explosive Ordnance Disposal (to detect mechanical timers and similar devices), and, of course, Diagnosis. 1/4 lb, \$8. A good quality stethoscope (+2 to skills) costs \$200.

THE TEMPLATES

You can get more with a kind word and a gun than you can with a kind word alone.

– Al Capone



ARMED ROBBER

Armed robbers use force to take things from other people. The more efficient ones use only the threat of force, saving themselves some energy and possibly some prison time. But whether they actually use their weapons or not, what identifies an armed robber is his weapon, usually pointed at an innocent victim.

A classic armed robber archetype is the bank robber, bursting in the front door with a large gun in hand and a nylon stocking obscuring his features. Those who prefer lighter security (and smaller payoffs) go after liquor or convenience stores. Also in this class are the highwayman, the train robber, the vehicle hijacker, and the ever-popular fantasy bandit.

The armed robber has a great deal in common with the Street Tough in *GURPS Warriors*. The difference is that the Street Tough is always an urban creature, and armed robbers can be found anywhere and in any time period.

Since half of what defines the armed robber is that he is armed, a weapon skill is assumed. As vital as the weapon is the robber's ability to convince his victim that he will use it, so Intimidation is also a primary skill.

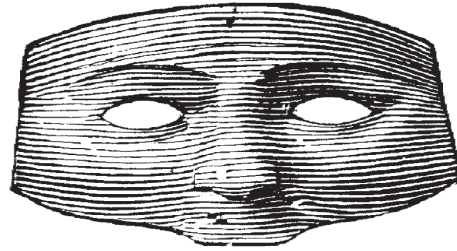
Design Notes

Attributes: You've got to be quick to last in the high-tension world of pointing nasty things at people, so we've chosen DX 12. Decent physical condition is also a plus, so we set ST and HT to 11. Armed robbers needn't be particularly clever, but not all of them are dumb as boards; IQ remains unchanged.

Advantages: The advantages available represent sharp wits (Alertness, Combat Reflexes, and Danger Sense), keeping one's head in a bad situation (Collected and Composed), physical conditioning (High Pain Threshold and Toughness), and an extra "edge" (Daredevil, Fearlessness, and Luck). An Ally or Ally Group makes for a partner or an instant gang of thugs to aid the armed robber in his nefarious business. Contacts on the street or with the authorities are also appropriate.

Disadvantages: Quite a few disadvantages are suitable for armed robbers, though any given character will only have a few of them (or be handicapped into irrelevance!). The ones listed reflect low social class (Social Stigma, Poverty, low Status, and Youth), poor education (Semi/Illiteracy, Innumerate,

and Uneducated), gang ties (Code of Honor, Duty, Enemy, and Sense of Duty), brashness (Bully and Overconfidence), and the effects of his lifestyle on the mind and body (Addiction, Alcoholism, Bad Temper, and Callous). We've also given a few disadvantages that reflect a scarred, ritually scarred, tattooed, or intentionally unattractive appearance and manner (Appearance, Odious Personal Habit, and, in extreme cases, Unnatural Feature).



Primary Skills: Since half of what defines the armed robber is that he is armed, a weapon skill is assumed. There's no guarantee your average gun-toting scum is any good with that gun, but in this case we've provided enough points to ensure the character is adept at some form of violence. As vital as the weapon is the robber's ability to convince his victim that he will use it, so Intimidation is also a primary skill. Area Knowledge is included for the armed robber's ability to locate appropriate places to carry out his crimes.

Secondary Skills: Fast-Draw ensures the thug will get the most use out of his weaponry. For those moments when a weapon isn't handy, we've added a choice of unarmed combat skills. Survival is provided for those outdoor types and Streetwise for surviving in the underworld. Since transportation to the scene of the crime and fast getaways are important, several skills appropriate to different settings are also listed. Finally, when Intimidation isn't enough, Fast-Talk may come into play.

Background Skills: Robbers often supplement their income through the occasional petty theft (Climbing, Filch, Pickpocket, and Stealth) and by serendipity (Scrounging). Being able to sneak up on their target (Shadowing) is useful for many. Knowing how to take care of their weapons is also a useful talent.

Armed Robber 75 points

Attributes: ST 11 [10]; DX 12 [20]; IQ 10 [0]; HT 11 [10].

Advantages: A total of 20 points in Alertness [5/level]; Ally or Ally Group (Gang) [Varies]; Collected [5] or Composed [5]; Combat Reflexes [15]; Contact (Police or Street, skill-15, 9 or less, somewhat reliable) [2]; Danger Sense [15]; Daredevil [15]; Fearlessness [2/level]; High Pain Threshold [10]; Luck [15]; and Toughness (DR 1) [10].

Disadvantages: A total of -20 points chosen from Addiction [Varies]; Alcoholism [-15 or -20]; Appearance (Unattractive

or Ugly [-5 or -10]; Bad Temper [-10]; Bully [-10]; Callous [-6]; Code of Honor (Highwayman's) [-5]; Duty (Gang, 12/15 or less) [-10 or -15]; Enemy (any) [Varies]; Illiteracy or Semi-Literacy [-10 or -5]; Innumerate [Varies]; Odious Personal Habit [-5 to -15]; Overconfidence [-10]; Poverty: Struggling or Poor (-10 or -15); Sense of Duty (To gang) [-5]; Social Stigma (Outlaw) [-15]; Status [-5/level]; Uneducated [-5]; Unnatural Feature [-5/feature]; and Youth [-2/level].

Primary Skills: Area Knowledge (Any) (M/E) IQ+2 [4]-12; Intimidation (M/A) IQ+2 [6]-12; and 8 points invested in Weapon skills.

Secondary Skills: Fast-Draw (any) (P/E) DX [1]-12; Fast-Talk (M/A) IQ [2]-10; Streetwise (M/A) IQ+1 [4]-11; and 4 points spent on Brawling or Motorcycle/TL (any), both (P/E); Boxing, Driving/TL (any), Riding (any), or Wrestling, all (P/A); Judo or Karate, both (P/H); or Running (P/H; HT).

Background Skills: A total of 6 points spent among Scrounging (M/E); Armoury/TL (any), Shadowing, or Survival (any), all (M/A); Climbing, Filch, or Stealth, all (P/A); or Pickpocket (P/H).

Customization Notes:

Control Ratings (see p. B249) affect what weapons an armed robber can get his hands on. Toughs in a highly restrictive region will probably have to resort to makeshift weapons like clubs, chains, or knives. The economic status of the robber is also important to consider. Noble or expensive weapons such as thrusting broadswords and high-quality firearms will likely be beyond a typical armed robber's reach.

- Armor is likewise affected by the robber's area of operation and social status. Even if chainmail or Combat Infantry Dress are available to the locals, chances are the robbers will be using leather jackets or Kevlar vests.

- Many modern rogues study martial arts. *GURPS Martial Arts* provides a wide range of options for a character with such training. Even if the rogue hasn't studied an unarmed style under a master, there's one style that's always a perfect choice for this type of lowlife Streetfighting, detailed on p. MA102.

- For that dynamite-chucking maniac beloved to gamers everywhere, try tacking on the Throwing Skill, and perhaps half a point or so in Demolition and Fast-Draw (Cigar from Teeth) for lighting those fuses in a hurry.

Using This Character

This template is designed to be used for a 100-point PC or exceptional NPC. It can also be used to generate above-average bandits and cannon fodder for Game Masters in a hurry. The template is especially appropriate to the classic fantasy campaign and to *GURPS Old West* campaigns.

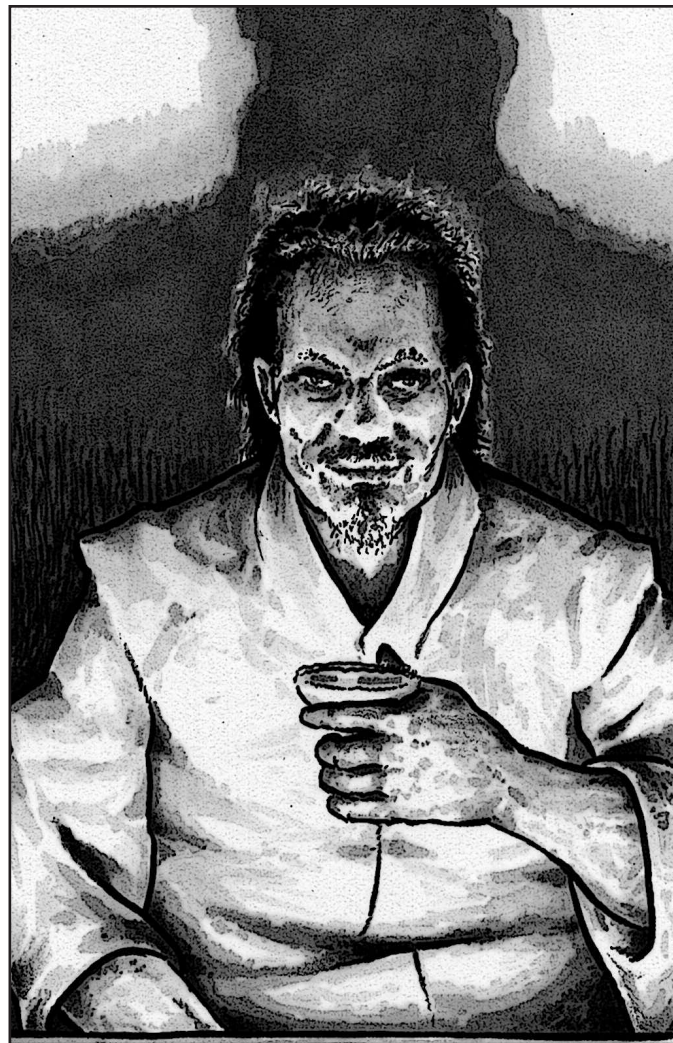
GURPS Japan

Raiden

100 points

Age 20; 5'4", 126 lbs.; black hair, worn long and unkempt; scraggly beard and mustache; dark brown eyes; darkly tanned golden skin; a dangerous-looking young man, in hakama and haori.

Raiden and his brother Takeshi prey on travelers through the Minami Alps. They avoid hurting or killing anyone if they can, preferring to intimidate. Takeshi has managed to hold onto more money than his brother and has a hankyuu bow,



which he typically trains on the victims while Raiden does the talking. Occasionally they reverse the roles, but Takeshi isn't much of a talker.

They go to different villages and towns to spend their money and get supplies. Raiden invariably spends most of his share on sweets, exotic foods, treats for stray animals, visits to teahouses, and similar indulgences.

ST 11 [10]; **DX** 13 [30]; **IQ** 12 [20]; **HT** 11 [10].

Speed 6.00; Move 7.

Dodge 6; Parry 9 (Brawling).

Advantages: Ally (Brother Takeshi, 15 or less) [15]; Collected [5]; Danger Sense [15].

Disadvantages: Compulsive Spending [-10]; Illiteracy [-5]; Poor [-15]; Status -2 [-10].

Quirks: Holds grudges; Hums tunelessly while traveling; Likes animals more than he likes people; Obnoxious drunk; Swears at the slightest provocation. [-5]

Skills: Area Knowledge (Minami Alps)-14 [4]; Armoury (Hand Weapons)-11 [1]; Axe/Mace-13 [2]; Bow-14 [8]; Brawling-14 [2]; Fast-Draw (Arrow)-13 [1]; Fast-Talk -12 [2]; Flail-12 [2]; Intimidation-14 [6]; Running-10 [2]; Shadowing-12 [2]; Stealth-13 [2]; Streetwise-13 [4]; Survival (Mountains)-12 [2].

Equipment: Nata (Hatchet, Cut 1d+1); Nunchaku (Cr 1d+3).

GURPS Old West

Big Cyrus Youngblood 100 points

Age 23; 6'4", 215 lbs.; bald, brawny man with brown eyes and light bronze skin; wearing typical cowboy clothes on the plains or a conservative business suit in town.

Big Cy was born in Kansas to a dirt farmer. His mother died when he was young, and most of his early care was provided by his paternal grandmother, who lived with them. She was a Kickapoo and he learned some of her language as a boy. The railroad bought his father's land when Cy was 15 and they moved into town, where his father blew it all on drink and gambling. Cy's father was killed within the year in a bar fight.

Cy supported himself and his grandmother with small-time robberies, slowly gathering other young thugs around him. His grandmother died when he was 18 and Cy moved on to larger things. He now makes a living, with his gang, holding up banks and trains. He tends to emulate his hero, Robin Hood, by giving some of his ill-gotten gain to poor folks he encounters.

ST 12 [20]; **DX** 13 [30]; **IQ** 11 [10]; **HT** 12 [20].

Speed 6.25; Move 6.

Dodge 6; Parry 9 (Brawling).

Advantages: Ally Group (Small outlaw gang, 12 or less) [20].

Disadvantages: Code of Honor (Pirates) [-5]; Duty (Gang, 12 or less) [-10]; Enemy (Local law enforcement, 6 or less) [-5]; Overconfidence [-10]; Sense of Duty (To the poor) [-10].

Quirks: Dislikes heights; Doesn't tolerate swearing; Has a weakness for blonde, blue-eyed women; Insists on shaving his (prematurely-balding) head every morning, no matter where he is; Tries to emulate the Robin Hood legends. [-5]

Skills: Acrobatics-12 [2]; Architecture-10 [1]; Area Knowledge (Kansas)-13 [4]; Armoury (Hand Weapons)-9/15 [1]; Brawling-14 [2]; Climbing-13 [2]; Demolition-10 [1]; Fast-Draw (Pistol)-14 [2]; Fast-Draw (Rifle)-13 [1];



Fast-Talk-11 [2]; Guns (Pistol)-17 [8]*; Guns (Rifle)-15 [1 1/2]**; Intimidation-13 [6]; Knife-13 [1]; Leadership-10 [1]; Riding (Horse)-13 [2]; Scrounging-11 [1]; Streetwise-12 [4]; Survival (Plains)-11 [2].

* Includes +1 from IQ.

** Brought up from Guns (Pistol) default.

Languages: English (native)-11 [0]; Kickapoo-9 [1/2].

Equipment: Small knife (Cut 1d-1, Imp 1d-2); S&W .44 Russian revolver (Cr 2d+, SS 10, Acc 3, 1/2D 150, Max 1,700, Wt 2.75, RoF 1, Shots 6, ST 10, Rcl -2).

GURPS Autoduel

Galiena Reyes 100 points

Age 25; 5'3", 115 lbs.; straight, black hair worn very short; green eyes; tan skin; a small, determined woman wearing fatigues and carrying a gun almost as big as she is.

Galiena is the nominal leader of a group of hijackers working the passes through the Rocky Mountains. Galiena frequently pulls the daredevil stunt of standing in the middle of the road with a submachine gun poised and ready to fire at an oncoming car. This generally so disconcerts the driver that he stops, whereupon Galiena's gang does their work. The gang is so rough on their vehicles that they frequently take over the ones they capture, leaving their stripped and worn-out hulks behind. This makes them difficult to track, as their vehicle descriptions change so often.

The gang consists of 5 members – Galiena, Marc Carrera, Kale Holder, Matisha Inman, and Kat Raine, all around Galiena's age. Galiena was a young runaway who joined the gang when it was under the leadership of Kale's father, Terrell Holder. When Terrell died in a fight, the others voted Galiena their new leader. Her past is a mystery to her fellow gang members, but they are loyal to her, regardless.

ST 11 [10]; **DX** 12 [20]; **IQ** 11 [10]; **HT** 11 [10].

Speed 5.75; Move 5.

Dodge 5; Parry 8 (Brawling).

Advantages: Ally Group (Gang, 4 members, 15 or less) [30]; Daredevil [15].

Disadvantages: Bad Temper [-10]; Code of Honor (Highwayman's) [-5]; Duty (Gang, 15 or less) [-15]; Impulsiveness [-10].

Quirks: Alcohol Intolerance; Dislikes being underground; Distrusts computers; Doesn't talk about her past; Secretly in love with Marc. [-5]

Skills: Area Knowledge (Rocky Mountains)-13 [4]; Armoury (Body Armor)-10 [1]; Armoury (Guns)-10 [1]; Armoury (Vehicle Armor)-10 [1]; Armoury (Vehicle Weapons)-10 [1]; Brawling-13 [2]; Driving (Automobile)-12 [2]; Fast-Draw (Pistol)-12 [1]; Fast-Talk-12 [4]; Gunner (Flamethrower)-12 [1]*; Gunner (Machine Gun)-12 [1]*; Guns (Flamethrower)-14 [2]*; Guns (Pistol)-13 [1]*; Guns (Rifle)-13 [1]*; Guns (Shotgun)-13 [1]*; Guns (Submachine Gun)-14 [2]*; Intimidation-13 [6]; Leadership-13 [6]; Streetwise-12 [4]; Survival (Mountains)-11 [2]; Tactics-12 [6].

* Includes +1 from IQ.

Age 31; 5'9", 165 lbs.; brown hair, brown eyes; dressed in a black pinstriped suit with gray fedora.

"Tommy Gun" O'Shea is a classic Depression-era bank robber, roaming the Midwest in a Ford Model A with an ever-changing assortment of confederates, knocking off banks and torching mortgage records. This second part of his *modus operandi* has made him a folk hero among the common people of the region. Most farmers and small-town folk don't have any money in the bank to lose, so they see O'Shea as a warrior striking a blow against the economic injustices of the day.

None of this changes the fact that O'Shea is a violent killer and a dangerous man. He has been lucky so far – the murder of an Illinois sheriff who stumbled on him by chance was never linked to him, and his other victims have been criminal associates who displeased him in some way, were killed far from witnesses, and won't be missed. And aside from a few intimidating bursts into the ceiling, he hasn't had to open up with his tommy-gun during a bank robbery . . . yet. But he would, without hesitation. Bank tellers who've met O'Shea have never given him any trouble, probably because they sense his true nature.

O'Shea would make a good NPC nemesis (or perhaps just a complicating factor) in a *GURPS Cliffhangers* setting. Other campaigns that can be set in the 1930s include *GURPS Horror* and *Cops*. Moving O'Shea to a modern-day or futuristic campaign would be more difficult, as once law enforcement and the media become capable of instantaneous electronic communication coast-to-coast, criminals using O'Shea's methods can no longer operate effectively.



ST: 11 [10] **IQ:** 11 [10] **Speed:** 6.00
DX: 12 [20] **HT:** 12 [20] **Move:** 6
Dodge: 6 **Parry:** 9 (Brawling)

Advantages

Alertness +2 [10]; Ally Group (Small gang, 12 or less) [20]; Comfortable [10]; Reputation +3 (As folk hero, to farmers and small-town citizens) [-10].

Disadvantages

Bad Temper [-10]; Bloodlust [-10]; Edgy [-5]; Pyromania [-5]; Ugly [-10].

Quirks

Collects all press clippings he can find about himself; Fanatic about baseball, especially the St. Louis Cardinals;

Believes all cars have a distinct personality; Meticulously neat (suit always pressed, shaves twice a day, gets a haircut once a week); Very respectful of older women (opens doors, calls them "ma'am," won't threaten them during a robbery). [-5]

Skills

Area Knowledge (Midwest)-13 [4]; Boxing-12 [2]; Brawling-14 [4]; Driving (Car)-12 [2]; Fast-Draw (Pistol)-13 [2]; Fast-Talk-11 [2]; Guns (Pistol)-14 [2]*; Guns (Shotgun)-14 [2]*; Guns (Tommy-gun)-14 [2]*; Intimidation-13 [6]; Knife-13 [2]; Scrounging-13 [4]; Stealth-12 [2]; Streetwise-12 [4]; Wrestling-11 [1].

* Includes +1 from IQ.

Equipment

Auto-Ordnance M1921 "Tommy-gun" .45 ACP (Cr 2d+1+, SS 10, Acc 8, 1/2D 180, Max 1,700, RoF 13*, 20 shots, Rcl -2); Smith & Wesson Military & Police .38 Special (Cr 2d-1, SS 10, Acc 2, 1/2D 120, Max 1,500, RoF 3, 6 shots, Rcl -1).

ASSASSIN

Now poison's good, and daggers, and arrows in the back; And if you're really desperate you can try a front attack. But why commit a murder, and risk the fires of hell, when black widows in the privy will do it just as well?

– Heather Rose Jones

Assassins kill people for money, power, or politics. The term assassin derives from the Arabic word “hashishin,” which literally means “hashish taker.” In the Middle East hashishin has much the same connotation as “druggie” or “pot-head” does in the West. The members of the 11th-century religious group, the Nizaris (a sub-sect of a sub-sect of Islam), inspired the Western world’s use of the term “assassin.”

Many terrorists also fit in the Assassin template when their primary form of terrorism is killing people to make a statement or to remove a political opponent. While many of these assassins may be snipers, some make significant use of explosives.

Historical assassins (the Nizaris excluded) were typically amateurs who used the direct approach and were often caught. A few were more subtle and used poison, which, while unreliable, was often untraceable, leaving the cause of death uncertain. Fantasy assassins prefer a more direct approach, and are often part of an extensive professional organization. They typically use a combination of stealth and combat skill to sneak up on their victims in a nominally safe place and dispatch them quickly. Many of the more legendary and fanciful exploits of the Nizari killers fall into the fantasy mold.

Modern and futuristic assassins normally rely on guns to do their dirty work. Poison has become passé since the advent of the stomach pump and the modern doctor. Most modern assassins bear a strong resemblance to the Sharpshooter template in *GURPS Warriors* (pp. WA104-107). Professionalism is common, but usually as part of a larger organized crime network rather than as part of a specialized Assassins’ Guild. Many terrorists also fit in the Assassin template when their primary form of terrorism is killing people to make a statement or to remove a political opponent. While many of these assassins may be snipers, some make significant use of explosives.

Although career killers exist in real life, the typical “assassin” character concept is more a cinematic one than a realistic one. The Assassin template therefore is quite cinematic. A realistic campaign with a hired killer should be built using the Goon template, pp. 52-55.

Design Notes

Attributes: Because they strike from concealment and by surprise, Strength is not a major factor for assassins. We leave the template with ST 10. Physical dexterity is far more important, especially for those who use stealth or sniper weapons, so we bump Dexterity up to DX 13. Intelligence is also useful for finding hiding places and for learning about poisons, so we give the template IQ 12. Assassins do not need to be particularly robust people, so we leave Health alone.

Advantages: Alertness or keen senses are useful for noting subtle changes in the environment that might lead to the failure of the assassination. Alternate Identity and Zeroed can be handy for keeping a low profile. Collected or Composed help when things go wrong. Night Vision helps the killer spot his target in the dark, a target who won’t see *him*. Patron, Wealth, and a good Reputation are all appropriate for a successful professional murderer. Resistant to Poison is especially appropriate for those who rely on toxins to get the job done.

Disadvantages: Code of Honor and Sense of Duty are both appropriate to the assassin connected to a criminal or terrorist organization or government agency. Trademark reflects the assassin who leaves behind a calling card or even forewarns his victim with the infamous dagger on the pillow. Unlike some criminals who don’t mind people knowing who they are and what they do, the professional hit man will want to keep his work a Secret. But even the most secretive assassin may have people who know of his profession, though their reactions may vary (both Enemy and Reputation are possibilities). Also listed are a grab-bag of mental disadvantages useful to reflect the fact that most assassins are simply not nice people.

Primary Skills: Stealth is needed for skulking about in the shadows without being detected. An assortment of weapon skills has been added, both for those assassins who use direct confrontations and those who put some distance between themselves and their targets. Poison and demolition skills have been included for those alternative assassination methods.

Secondary Skills: Streetwise is handy for finding equipment and, just as importantly, employers. Shadowing helps the assassin keep up with the target in a crowded room or city street. The other skills add basic knowledge useful to the hired killer.

Background Skills: Just about any Thief/Spy skill has the potential to be very useful to the assassin. Architecture is useful for figuring out the basic layout of buildings for those sneaking in and analyzing structural integrity for those planning on planting bombs. Fast-Draw helps in getting the assassination weapon out quickly, and Savoir-Faire is valuable for mixing with high society on those information-gathering and poisoning missions. Driving is useful for the quick getaway, as well as for hit-and-run operations.

Assassin 75 points

Attributes: ST 10 [0]; DX 13 [30]; IQ 12 [20]; HT 10 [0].

Advantages: 15 points chosen from Acute Senses [2/level] or Alertness [5/level]; Alternate Identity [15]; Collected [5] or Composed [5]; Comfortable Wealth [10]; Night Vision [10]; Patron (Assassins' Guild, criminal organization, or intelligence agency) [Varies]; Reputation [5/level]; Resistant to Poison [5]; and Zeroed [10].

Disadvantages: -20 points selected from Bloodlust [-10]; Callous [-6]; Code of Honor (Assassin's Guild, "Stays Bought," agency rules, or specific or forbidden targets would be examples) [Varies]; Edgy [-5] or Paranoia [-10]; Enemy [Varies]; Fanaticism [-15]; Loner or Reclusive [-5 or -10]; No Sense of Humor [-10]; Reputation [-5/level]; Secret [Varies]; Sense of Duty (Criminal or Terrorist Organization, or Employers) [-5]; and Trademark [Varies].

Primary Skills: Stealth (P/A) DX+1 [4]-14. Spend 8 points to buy level 14+ in one or more of Demolition/TL (M/A); Poisons (M/H); Beam Weapons/TL (any), Blackjack, Cross-bow, Garrote, Guns/TL (any), Knife, or Knife Throwing, all (P/E); or Blowpipe, Bow, Shuriken, or Throwing, all (P/H).

Secondary Skills: Streetwise (M/A) IQ [2]-12. Spend 10 points to buy level 12+ in two or more of Armoury/TL (any), Electronics Operations/TL (Security Systems), Electronics Operations/TL (Sensors), Lockpicking/TL, Shadowing, or Traps/TL, all (M/A); Chemistry/TL (M/H); Sleight of Hand (P/H); or any combat/weapon skill not listed as a Primary Skill.

Background Skills: A total of 6 points in Camouflage or Savoir-Faire, both (M/E); Acting, Architecture/TL, Disguise, Fast-Talk, Holdout, or Tracking, all (M/A); Forgery/TL or Intelligence Analysis/TL, both (M/H); Fast-Draw (any) (P/E); or Climbing or Driving/TL (any), both (P/A).



Customization Notes

● If you've decided to build an expert in the use of toxins, be sure to look at the rules for poisons in the sidebars on pp. CII137-146.

● Make sure there is such a thing as an Assassins' Guild before you take it for a Patron. Historical characters may have a specific aristocrat or government as a Patron instead.

● If you want to build a ninja, be sure to take a look at the Spy template on p. 104, the ninjutsu fighting style on pp. MA93-94 and the Ninja template on p. 59. "Ninja" means different things in different campaigns, so be sure to consult with the GM as well.

● At higher tech levels, biological agents used in assassinations may come to the fore. With a DNA sample from your target, you can design a poison, virus, or nanite to be deadly to your target and harmless to others.

● Assassins with long and successful careers generally do not have advantages and disadvantages that make them stand out or be easily remembered. Such things as Appearance (good or bad), Lamé, Missing Digits, Albino, Dwarfism, Gigantism, etc. are not recommended.

Using This Character

This template is designed for use in the typical 100-point campaign. Many Game Masters are uncomfortable with PC assassins, however, so players should consult with their GM before using this template. This template can also be used to create an NPC Enemy (or Ally).

GURPS Fantasy

Duana of the Knots

100 points

Age 23; 5'5", 90 lbs.; short, straight black hair; hazel eyes; dusky skin; a thin, dark woman wearing inconspicuous garb.

Duana is the daughter of an assassin and a prostitute of uncertain origins. Her mother died bearing her, leaving her father to raise her alone. They were poor and rarely had meat to eat, so Duana isn't used to, or fond of, the flavor or texture. Her skinniness is a consequence of her restrictive diet, as she tends to eat little in public places.

She followed in her father's footsteps, joining the secretive Assassin's Guild at 17. Her father died a year later while on a job. Duana has lived alone, save for a few stray cats, ever since.

ST 10 [0]; **DX** 14 [45]; **IQ** 13 [30]; **HT** 10 [0].

Speed 6.00; Move 6.

Dodge 6; Parry 10 (Karate).

Advantages: Alertness +1 [5]; Double-Jointed [5]; Patron (Assassin's Guild, 9 or less) [15].

Disadvantages: Code of Honor (Assassin's Guild) [-5]; Loner [-5]; Secret (Assassin) [-20]; Skinny [-5]; Trademark (Leaves a Celtic knot at the scene) [-5].

Quirks: Loves to listen to the music of string instruments, finds all other music vulgar; Protective of animals, especially stray cats; Secretly would like to settle down and have children; Talks to animals; Uncomfortable in religious settings. [-5]

Skills: Acrobatics-11 [1/2]; Acting-14 [4]; Area Knowledge (Tredroy)-13 [1]; Artist (Celtic Knots)-9/15 [1/2]; Cross-bow-15 [2]; Disguise-9 [1/2]*; Fast-Draw (Knife)-13 [1/2]; Fast-Draw (Knife from Teeth)-13 [1/2]; Garrote-14 [1]; Gesture-13 [1]; Holdout-12 [1]; Jumping-13 [1/2]; Karate-15 [8]; Knife-16 [4]; Lockpicking-14 [4]; Poisons-10 [1/2]; Shadowing-15 [5 1/2]**; Stealth-15 [4]; Streetwise-13 [2]; Throwing-14 [4].

* Includes -2 from Skinny.

** Bought up from Stealth default.

Languages: Patois Tredroyen (native)-13 [0].

Equipment: Lockpicks; Quiver with 10 crossbow quarrels; Crossbow (Acc+4, imp 1d+2); 2 Daggers (Acc+0, imp 1d-3); Small Knife (Acc+0, imp 1d-3, cut 1d-3); Large knife (Acc+0, imp 1d-2, cut 1d-2).

Modern-Day

Isabella diRegente 100 points

Age 42; 5'9"; 130 lbs.; black hair worn in long curls; brown eyes; a beautiful Italian woman in the very latest and most expensive fashions.

Isabella is not one of the brightest stars of the European jet-set scene, but she always seems to be around them. Her job, as near as the world can tell, is to look beautiful, wear the latest fashions, attend the best parties, throw the occasional bash herself, and be seen in all the right places with all the right people. It is a job at which she excels.

But it's a job that doesn't exactly pay well, so Isabella has a second career: contract killer. People in Isabella's social circles – fashion designers, supermodels, movie stars, pro athletes, pop singers, heiresses, dilettantes, and the otherwise fabulously wealthy – frequently fall prey to drug overdoses, drinking and driving, and other misadventures involving high speeds and dangerous circumstances. Some of these are not accidents.

Isabella has been very careful so far; a series of double-blind mail drops have kept her identity a secret. Even her employers don't know who she is. She goes to great lengths to keep it that way, including arranging an unfortunate accident for a former employer who started snooping around too much. As a sideline, Isabella loves to gamble on soccer, and is not above using her considerable talents to make sure a key member of a team she's bet against is too "under the weather" to play.

ST 10 [0]; **DX** 13 [30]; **IQ** 12 [20]; **HT** 10 [0].

Speed 7.00; Move 7.

Dodge 5.

Advantages: Attractive [5]; Comfortable [10]; Composed [5]; Status 1 [5]; Fashion Sense [5].

Disadvantages: Careful [-1]; Compulsive Spending [-10]; Secret (Contract killer) [20].

Quirks: Openly bisexual; Follows European soccer, especially the Italian teams; Gossips and plots to embarrass others just for the fun of it; Anti-fur; Rude to waiters, doormen, and all other hired help. [-5].

Skills: Acting-13 [4]; Acrobatics-12 [2]; Computer Operation-12 [1]; Demolition-12 [2]; Detect Lies-10 [1]; Disguise-12 [2]; Driving (Automobile)-13 [2]; Electronics Operation (Security systems)-11 [1]; Fashion-12 [2]; Gambling-12 [2]; Guns (Pistol)-14 [1/2]*; Guns (Rifle)-14 [1/2]*; Holdout-11 [1]; Knife-13 [1]; Lockpicking-12 [2]; Performance-12 [2]; Poisons-14 [8]; Research-11 [1]; Running-10 [4]; Savoir-Faire-14 [0]; Sex Appeal-12 [6]; Soccer-12 [1]; Stealth-14 [4]; Streetwise-12 [2].

* Includes +2 from IQ.

Languages: English-11 [1]; French-11 [1]; German-11 [1]; Italian (native)-12 [0]; Spanish-11 [1].

GURPS Space

Kalir Lishenii 100 points

Age 22; 6'1", 160 lbs.; straight dark brown hair; green eyes; brown weathered skin; a gawky farm kid.

Kalir Lishenii is a farm boy from an outlying world recently reabsorbed into a galaxy-spanning imperial government. He left his world to see the universe, signing on a ship as a simple laborer until he got into more "civilized" areas. But even as he marveled at the riches of distant worlds, he was hearing horror stories from back home about how the new overlords were oppressing those who questioned their wisdom and authority.

Trademark reflects the assassin who leaves behind a calling card or even forewarns his victim with the infamous dagger on the pillow. Unlike some criminals who don't mind people knowing who they are and what they do, the professional hit man will want to keep his work a Secret.

A member of a rebel underground called the Worlds Freedom League whom Kalir had befriended seized the opportunity to recruit him. He is now one of their foremost assassins, using sniper techniques or bombs to take out targeted individuals (and often those around them as well).

ST 11 [10]; **DX** 13 [30]; **IQ** 12 [20]; **HT** 11 [10].

Speed 6.00; Move 6.

Dodge 6.

Advantages: Luck [15]; Patron (Worlds Freedom League, 9 or less) [15].

Disadvantages: Duty (9 or less) [-5]; Fanaticism (Worlds Freedom League) [-15]; Impulsiveness [-10]; Sense of Duty (To oppressed) [-5]; Struggling [-10].

Quirks: Calls home once a week to check in; Chauvinistic; Congenial; Early riser; Will not harm women. [-5]

Skills: Acting-11 [1]; Agronomy/TL9-14 [6]; Animal Handling-10 [1]; Architecture/TL10-12 [2]; Beam Weapons/TL10-16 [2]*; Demolition/TL10-14 [6]; Disguise-11 [1]; Driving/TL9 (Tracked Vehicle)-14 [4]; Electronics Operation/TL10 (Security Systems)-12 [2]; Electronics Operation/TL10 (Sensors)-12 [2]; Fast-Talk-12 [2]; Mechanic/TL9 (Gasoline Engines)-12 [2]; Merchant-11 [1]; Shadowing-14 [6]; Stealth-14 [4]; Streetwise-12 [2].

* Includes +2 from IQ.

Languages: Homeworld dialect (native) -12 [0]; Imperial common tongue-11 [1].

Kevin Schultz

170 points

Age 27; 5' 11", 150 lbs.; straight dishwater blond hair; blue eyes; pale skin; left-handed; a slender professional-looking man.

Bland and quiet in a bookish way, few would have suspected that Kevin Michael Schultz would become one of the most dangerous snipers in the U.S. infantry. His childhood was normal, if not a little boring, and unexceptional aside from Kevin's precocious behavior and fervent church attendance. He performed well in school and found a good job after he graduated. His life seemed set until Pearl Harbor, and Schultz enlisted in the Army (along with thousands upon thousands of fellow Americans) the very next day.

Schultz proved to be a natural marksman, and was tabbed early on as a sniper. He got even better through hard work and long hours on the practice range, and he also excelled at the other aspects of his assignment – concealment, stealth, and how to get away after the deed was done. He was sent to the Italian campaign, where the fairly static lines made snipers particularly valuable. Schultz has earned several promotions and commendations so far.

Kevin is appropriate as a powerful NPC encounter in a WWII campaign. In more cinematic games, he could be recruited by the OSS to apply his skills against political and economic “targets” – i.e., civilians. After the war ends, his military or intelligence bosses will be reluctant to lose a man of his talents to civilian life; a Schultz in his 40s (or 50s or even 60s), with years of additional practice and experience, would be a formidable foe. Another possibility after the war ends is to use Schultz as the quiet guy who never talks about his military exploits and never looks for trouble . . . but reveals his skills when pushed too far.

ST: 10 [0]	IQ: 14 [45]	Speed: 6.50
DX: 13 [30]	HT: 13 [30]	Move: 7
Dodge: 6	Parry: 8 (Boxing)	

Advantages

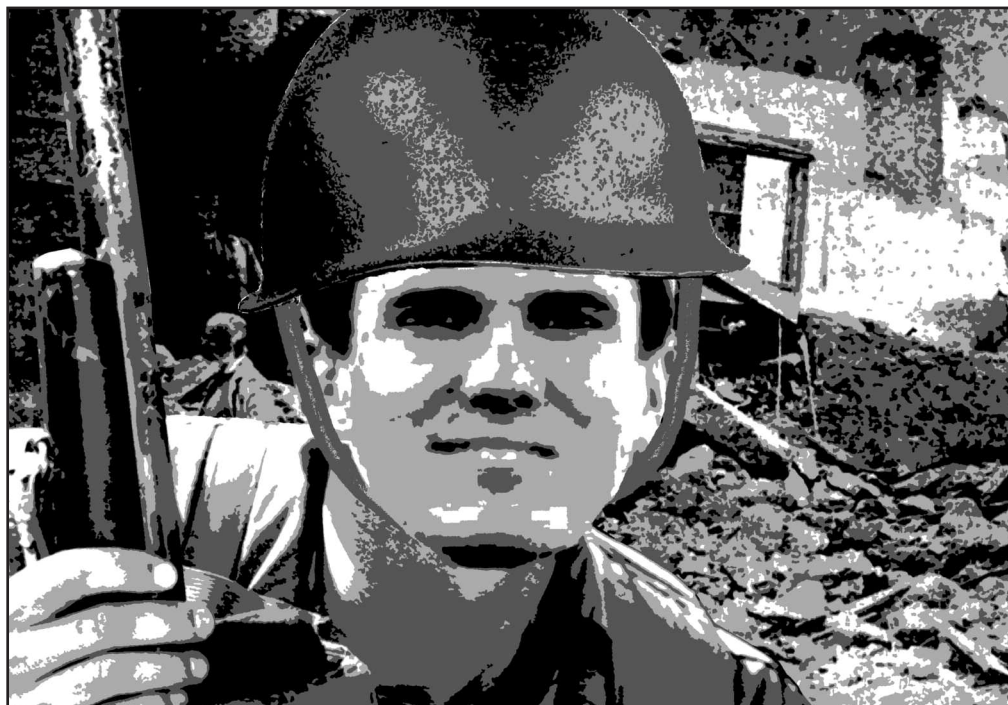
Acute Vision +3 [9]; Claim to Hospitality (Large Family) [3]; Composed [5]; Extra Fatigue +3 [9]; Fit [5]; Musical Ability +1 [1]; Night Vision [10].

Disadvantages

Code of Honor (Soldier) [-5]; Duty (Enlisted, 9 or less) [-5]; Loner [-5]; Sense of Duty (America) [-5]; Weak Will -1 [-8].

Quirks

Ashamed of his vanity; Constantly eats sunflower seeds, shell and all, when upset; Performs a religious observance daily (attending a church service if at all possible); Plans compulsively; Takes offense at comments about his German name from fellow soldiers. [-5]



Skills

Acrobatics-10 [1/2]; Acting-13 [1]; Area Knowledge (Seattle)-13 [1/2]; Armoury (Rifles and handguns)-15 [4]; Bard-13 [1]; Bicycling-12 [1/2]; Boating (Competitive Rowing)-13 [2]; Boxing-13 [2]; Camouflage-14 [1]; Climbing-11 [1/2]; Dancing-11 [1/2]; Diplomacy-13 [2]; Disguise-13 [1]; Driving/TL6 (Car, manual)-12 [1]; Fast-Talk-13 [1]; First Aid-13 [1/2]; Guns (Pistol)-17 [3 1/2]*; Guns (Rifle)-18 [8]**; History-12 [1]; Holdout-12 [1/2]; Leadership-13 [1]; Literature-13 [2]; Mathematics-12 [1]; Musical Instrument (Guitar)-12 [1/2]; Naturalist-12 [1]; Physics-12 [1]; Research-14 [2]; Running-11 [1]; Shadowing-16 [6]; Short Staff-11 [1]; Singing-15 [2]; Sports (Basketball)-11 [1/2]; Stealth-14 [4]; Streetwise-14 [2]; Swimming-12 [1/2]; Teaching-13 [1]; Theology-12 [1]; Writing (Technical)-14/20 [4].

* Bought up from Guns (Rifle) default.

** Includes +2 from IQ.

Languages

English (native)-14 [0]; German-12 [1/2].

Equipment

Springfield M-1903, .30-06 (Cr 7d+1, SS 14, Acc 11, 1/2D 1,000, Max 4,600, Wt 9.3, RoF 1/2, Shots 5+1, ST 12, Rcl -3); 4x scope (+2 to Acc for aimed shots, +1 if not braced; +2/+3 to vision).

BARD

We are the music makers, and we are the dreamers of the dream. Wandering by lone sea breakers, and sitting by desolate streams. World losers and world forsakers, for whom the pale moon gleams. Yet we are movers and the shakers of the world forever it seems.

— Arthur O'Shaunessey

Bards have been entertaining, inspiring, and moving people throughout history. Some have passed their names down through the years, while others have faded with time or changed into legends and myth, leaving behind little of the original person. In all times and places, those who entertain are a needed break from everyday life. And those who take the stage have molded the opinions of their listeners, promoted causes, and ruined reputations with their routines.

Historical and fantasy bards serve the role of news carrier, providing outlying areas with much-needed information (with their own personal slant) as well as entertainment. They are welcomed and tolerated even when aiming their wit directly at their hosts, or those beloved of them.

In campaigns where magic or psionics are common, the various Illusion and Creation spells and the Psychokinesis, Telepathy, and Teleportation powers can provide even more possibilities for the stage performer.

Because of the freedom bards seem to have, even in the most repressive society, it is frequently assumed that a traveling entertainer is, at best, a charming rogue and, at worst, a career criminal using his wandering ways to avoid notice. This doesn't have to be the case, of course, but it makes for a more interesting story that way . . .

Design Notes

Attributes: Both physical and mental skills are important, so we set DX and IQ at 12. A singer or public speaker also needs greater breath control and stamina, so we give our template a HT of 11. Bards are neither traditionally strong or weak, so we leave ST alone.

Advantages: We select advantages that reflect a bard's personal magnetism (Appearance, Charisma, Empathy, Sensitive, and Fashion Sense) and place in the culture (Bardic Immunity, Claim to Hospitality, Literacy, Semi-Literacy, Patron, Reputation, and Wealth). We then add some advantages that reflect unusual aptitude that may have drawn the character to this profession (Language Talent, Manual Dexterity, Musical Ability, Sensie Talent, and Voice) and finish off with a few that are common among the entertainers of fiction and history (Luck, Rapier Wit, and Versatile).

Disadvantages: For disadvantages, start with those that may have drawn him to the limelight (Chummy, Gregarious, Overconfidence, and Glory Hound). We then add those which reflect the mental toll the lifestyle may take (Addiction, Alcoholism, Compulsive Carousing, Extravagance, Fanaticism (Self), Jealousy, Lecherousness, Selfish, Self-Centered, and Xenophilia). Last, we include a handful that are common to some entertainers (Code of Honor, Enemy, Poverty, and Trademark).

Primary Skills: The primary skill of a bard is, of course, Bard, which we set at level 15. We then offer a choice of other specialties, such as Acting, Dancing, Musical Instrument, Performance, and Singing.

Secondary Skills: We offer a choice of other performance skills (Acrobatics, Escape, Fire Eating, Fire Walking, Juggling, Neurophon, Sensie Interface, Sleight of Hand, Snake Charming, Stage Combat, and Ventriloquism) and bardic learning (Bardic Lore, Musical Composition, Musical Notation, Oral Literature, Poetry, Politics, and Skaldic Lore) for secondary skills.

Background Skills: We offer a selection of skills having to do with rubbing elbows in high society (Appreciate Beauty, Carousing, Heraldry, Savoir-Faire), setting the stage or recording works (Fireworks, Make-Up, Scene Design, Video Production, Writing), and a few odds and ends that bards often seem to have (Fast-Talk, Scrounging, and Sex Appeal).

Bard 80 points

Attributes: ST 10 [0]; DX 12 [20]; IQ 12 [20]; HT 11 [10].

Advantages: A total of 20 points chosen from Appearance [5 or 15]; Bardic Immunity [10]; Charisma [5/level]; Claim to Hospitality [Varies]; Empathy [15] or Sensitive [5]; Fashion Sense [5]; Language Talent [2/level]; Literacy or Semi-Literacy [Varies]; Luck [15]; Manual Dexterity [3/level]; Musical Ability [1/level]; Patron [Varies]; Rapier Wit [5]*; Reputation [Varies]; Sensie Talent [2/level]; Versatile [5]; Voice [10]; and Wealth [10 or 20].

* With GM permission.

Disadvantages: A total of -20 points chosen from Addiction [Varies]; Alcoholism [Varies]; Chummy [-5] or Gregarious [-10]; Code of Honor (Bard's) [-5]; Compulsive Carousing [-5 or -10]; Enemy (Satire victims) [Varies]; Extravagance [-10]; Fanaticism (Self) [-15]; Jealousy [-10]; Lecherousness [-15]; Overconfidence [-10] or Glory Hound [-15]; Poverty [-10 or -15]; Selfish [-5] or Self-Centered [-10]; Trademark [-1 to -15]; and Xenophilia [-5 or -15].

Primary Skills: Bard (M/A) IQ+3 [8]-15. Spend 8 points to buy level 14+ in one or more of: Acting or Performance, both (M/A); Musical Instrument (any) (M/H); Singing (P/E; HT); or Dancing (P/A).

Secondary Skills: Spend 8 points to buy level 11+ on two or more of: Fire Walking or Musical Notation, both (M/E); Politics, Poetry, or Snake Charming, all (M/A); Bardic Lore, Musical Composition, Oral Literature, Sensie Interface/TL, Skaldic

Lore, or Ventriloquism, all (M/H); Neurophon (requires Physiology/TL (race) (M/VH)-10+) (M/VH); Juggling (P/E); Fire Eating or Stage Combat, both (P/A); Acrobatics, Escape, or Sleight of Hand, all (P/H); or any of the primary skills not taken initially.

Background Skills: A total of 6 points in your choice of: Make-Up/TL, Savoir-Faire, or Scrounging, all (M/E); Fast-Talk, Heraldry, Scene Design, Sex Appeal (based on HT), Video Production/TL, or Writing, all (M/A); Fireworks (M/H); Appreciate Beauty (M/VH); or Carousing (P/A; HT).

Customization Notes

● Bards who have Leadership (M/A) at 12+ can also learn Choreography (M/A) (requires Performance and Dancing at 12+), Conducting (M/A) (requires two Musical Instrument skills at 12+), Directing (M/H) (requires Performance at 12+), or Fight Choreography (M/A) (requires Stage Combat at 12+).

● The esoteric Enthrallment skills would also be appropriate as Secondary or Background skills, to simulate the cinematic bard's ability to manipulate his audience. All require Charisma +1. Persuade (M/A) also requires Bard-12+ (which characters made with this template will have). Suggest (M/H) and Sway Emotions (M/A) require Persuade-12+. Captivate (M/H) requires Suggest-12+.

● To represent a superstar's use of a stage name, you can take the advantage Legal Alternate Identity [5] and the disadvantage Secret Identity (Unwanted public attention) [-5] in tandem.

● GMs using this template to create an ordinary NPC bard may wish to reduce the levels or number of skills and advantages.

● In campaigns where magic or psionics are common, the various Illusion and Creation spells and the Psychokinesis, Telepathy, and Teleportation powers can provide even more possibilities for the stage performer.

Using This Character

This template can be used to design a 100+ point PC in any setting. It can also be used to create an NPC Patron, Ally, or Enemy.

GURPS Vikings

Thorvald Bjorgsson 100 points

Age 33; 5'9", 190 lbs.; shoulder-length red hair, blue eyes; fair skin; a burly, robust man, with a broad, smiling face.

Thorvald Bjorgsson is a skald singing the praises of Orm One-Eye, a very powerful Swedish jarl. He is a regular performer at Orm's numerous feasts, and is well-regarded by all for his excellent verses and his quick-wittedness. He is not the most dedicated of skalds, tending to coast on his immense talent and ability to make things up on the fly; as a result, he has not written as many epic poems in praise of Orm One-Eye as Orm would like. But since the poems Thorvald *has* written are uniformly excellent, Orm is still well-pleased with his skald.

Thorvald's main worry is that he and his wife Thora haven't managed to have any children. She has miscarried twice, though they remain hopeful.

ST 10 [0]; DX 13 [30]; IQ 12 [20]; HT 11 [10].

Speed 6.00; Move 6.

Dodge 6; Parry 8 (Brawling).

Advantages: Manual Dexterity +1 [3]; Patron (Orm One-Eye, 9 or less) [10]; Reputation +1 (As quick-witted and entertaining, 10 or less) [2]; Sensitive [5].

Disadvantages: Chummy [-5]; Compulsive Carousing [-5]; Dependent (Wife, 15 or less) [0]; Duty (Skald, 9 or less, not life-threatening) [0]; Overconfidence [-10].

Quirks: Refuses to perform for children; Prefers sleeping to practicing; Nosy; Saddened that it appears he will not have children; Ambitious and driven. [-5]

Skills: Acting-14 [6]; Axe/Mace-11 [1/2]; Bard-15 [8]; Boating-11 [1/2]; Brawling-12 [1/2]; Broadsword-11 [1/2]; Carousing-12 [4]; Dancing-14 [4]; Fast-Talk-12 [2]; Musical Instrument (Flute)-11 [2]; Performance-14 [6]; Poetry-12 [2]; Savoir-Faire-14 [4]; Scrounging-12 [1]; Singing-12 [2]; Skaldic Lore-10 [1]; Sleight of Hand-12 [1]*.

* Includes +1 from Manual Dexterity.

Languages: Swedish (native)-12 [0].

GURPS Horror

"Sunny" Marie Ansonne 100 points

Age 22; 5'7", 145 lbs.; a sultry-looking woman with curly black hair, green eyes and an aura of European elegance; at the club she'll be wearing something low-cut and slinky, but away from work she normally wears smart suits in simple charcoal or tweed, with a yellow neck-scarf for color.

Sunny is not the most beautiful woman in Chicago, but with a voice like hers, who cares? And it's not like she's ugly, either. She looks good enough to make her worth showing off to the guys, but plain enough you wouldn't be ashamed to introduce her to your mother.

Sunny makes a nice living as a nightclub singer, but there's no denying "The Boss" is tying her down. And what with Prohibition heating up the illegal liquor trade, things are getting a little bit hot down at 2222 South Wabash, Sunny's most regular venue. She's had to learn a few skills they don't teach at finishing school. She's quick with the little heater she keeps where you swear nobody could hide a gun, and she can throw a guy head over handkerchief if he gets too free and easy with the meat hooks. And for those occasions when things get a little out of control, well, she's good at hiding a shiner, too. A little powder here, a touch of liner, and voila! No bruise to be seen.

Sunny is designed to be a PC in a 100-point *Horror* campaign set in 1920s Chicago. She works quite well as a modern era character, and could probably serve to spice up an *Espionage* campaign set in any era that includes professional entertainers, organized crime, and easily-concealed weapons.

ST 10 [0]; DX 12 [20]; IQ 13 [30]; HT 13 [30].

Speed 6.25; Move 6.

Dodge 6; Parry 6 (Judo).

Advantages: Attractive [5]; Comfortable [10]; Voice [10].

Disadvantages: Duty (“The Boss”, 12 or less) [-10]; Extravagance [-10]; Overconfidence [-10]; Selfish [-5]; Xenophilia [-5].

Quirks: Considers herself a good Catholic girl and goes to Mass regularly; Finds cigarettes distasteful; Follows radio serials, talking about the characters as if they were real; Harbors a secret desire to “settle down”; Obnoxious drunk. [-5]

Skills: Bard-18 [18]*; Dancing-13 [4]; Detect Lies-12 [2]; Fast-Draw (Pistol)-13 [2]; Fast-Talk-11 [1/2]; First Aid-12 [1/2]; Gambling-11 [1/2]; Gesture-12 [1/2]; Guns (Pistol)-15 [2]**; Hold-out-12 [1]; Judo-10 [1]; Make-Up-13 [1]; Musical Instrument (Piano)-14 [6]; Performance-15 [2]*; Savoir-Faire-15 [1]*; Sex Appeal-16 [4]*; Singing-17 [4]*.

* Includes +2 from Voice.

** Includes +2 from IQ.

Languages: English (native)-13 [0].

Equipment: Remington Double Derringer, .41 Rimfire (Cr 1d+1, SS 11, Acc 0, 1/2D 80, Max 650, Wt 0.5, RoF 1, Shots 2, ST 9, Rcl -1); smartly tailored clothing; handbag containing assorted “girl stuff.” Sunny has a small but well-appointed apartment on the edge of The Levee. Except for a few objets d’art, and .38 Colt M1903 automatic pistol (Cr 2d, SS 10, Acc 2, 1/2D 135, Max 1,500, Wt 2.5, RoF 3~, Shots 7+1, ST 9, Rcl -1) kept in a bedside table, its contents are completely mundane.

GURPS Middle Ages I

Jordão Castelo 100 points

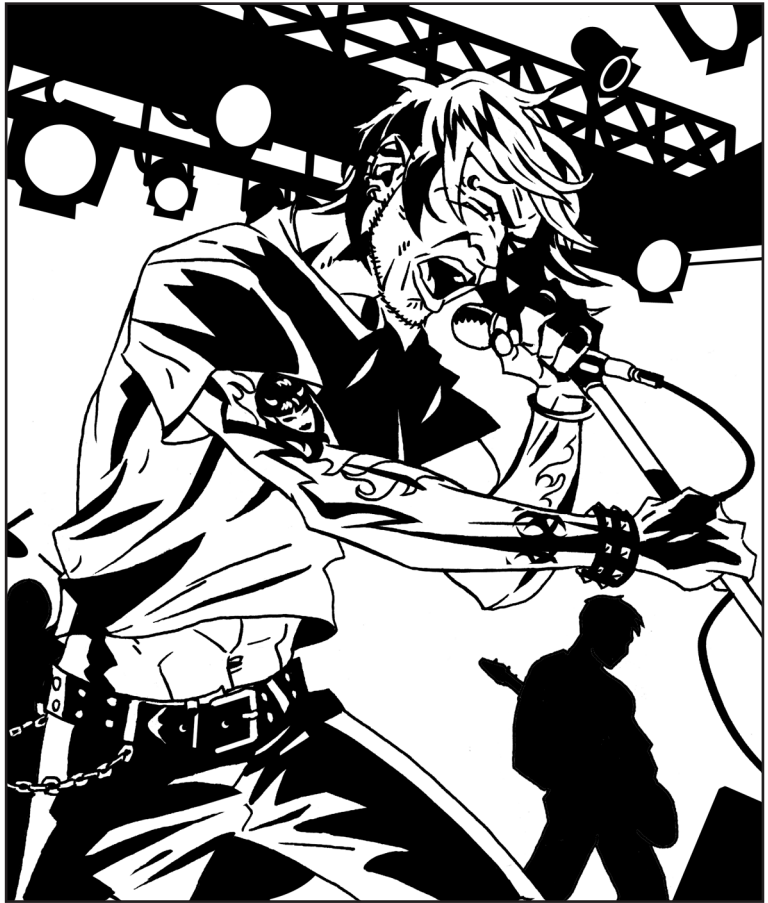
Age 26; 5’6”, 135 lbs.; black hair worn long; trimmed mustache and beard; golden-brown eyes; tanned skin; a small man wearing attractive, but somewhat worn travel clothes.

Jordão is the illegitimate son of someone very high-placed at court. This has had a strange effect on his life. On the one hand, he is protected against many of the consequences of his actions, as many nobles fear royal displeasure if they harm him. On the other, he openly hates his bastard status, affects to despise legitimate high-born folk, and continually strains the limits of his protection. So long as he doesn’t attack his father directly, however, he knows he has a measure of protection.

When things got too hot for him in Portugal, he came to the British Isles, living for a while entertaining people in his native language (the songs sound nice whether or not they are understood) until he learned enough of the native tongues to go back to his preferred form of entertainment – satirizing the nobility.

So far, his status has kept the nobles from doing much to him. Some have found he’s more than happy to take a payoff to move on. A couple have discovered if the payoff is sufficiently large, he’ll even take direction on where to go next, making him a useful tool in court intrigues.

ST 10 [0]; DX 12 [20]; IQ 12 [20]; HT 11 [10].



Speed 5.75; Move 5.

Dodge 5; Parry 6 (Staff).

Advantages: Charisma +3 [10]*; Cultural Adaptability [25]; Language Talent +2 [0]; Patron (Powerful court figure, 9 or less) [10].

* Includes one free level from Cultural Adaptability.

** Free from Cultural Adaptability.

Disadvantages: Cowardice [-10]; Enemy (Previous satire victim, 6 or less) [-5]; Extra Sleep [-3]; Jealousy [-10]; Overconfidence [-10]; Reputation -2 (Rabble-rouser, among European nobles, 10 or less) [-2].

Quirks: Agnostic; Begrudges his bastard status; Has trouble saying no to pretty women; Is always very polite with nobility, more than would be strictly necessary; Very hyper. [-5]

Skills: Bard-19 [8]*; Bardic Lore-10 [1]; Captivate-11 [2]; Carousing-11 [1]**; Fast-Talk-11 [1/2]**; Heraldry-10 [1/2]; Musical Composition-10 [1]; Musical Instrument (Lute)-12 [4]; Performance-14 [4]**; Persuade-12 [2]; Politics-11 [1/2]; Savoir-Faire-13 [1]**; Sex Appeal-13 [4]**; Singing-14 [8]; Staff-9 [1/2]; Suggest-12 [4]; Sway Emotions-12 [2].

* Includes +3 from Charisma and +1 from Cultural Adaptability.

** Includes +1 from Cultural Adaptability.

Languages: Anglo Saxon-14 [2]*; Norman French-15 [4]*; Portuguese (native)-14 [0]*.

* Includes +2 from Language Talent.

Equipment: Lute; Quarterstaff (cr 1d+2 [sw], cr 1d [th]).

Barabbas, Calabite of Andrealphus

692 points

Apparent age 23; 6'1", 160 lbs.; long, straight, dirty-blond hair; green eyes; tanned skin; a bad boy with a perpetual unshaven appearance and unkempt grungy clothes.

Barabbas is a well-respected Servitor of Andrealphus, Demon Prince of Lust, with an established Role as Barabbas Crash, grunge rock star and sex idol. In this role, he works closely with Servitors of Nybbas in realizing their Superiors' dream of creating a new religion based on pleasure and the media.

Barabbas's lyrics are full of blatant sexual content and disregard for others' feelings; his lifestyle is much the same. He and his band spend their time between recording sessions and concerts in a state of perpetual partying, with drugs, booze, and lots of promiscuous groupies. His hotel rooms are invariably left completely trashed. His concerts are an orgy of suggestive lyrics, dancing, wanton destruction, and short speeches by Barabbas about enjoying yourself no matter the pain to others. His fans love it.

Barabbas's band doesn't know he's a demon, though they've learned not to let him mess with the equipment.

Barabbas would be suitable as a powerful Enemy or Ally in a *GURPS In Nomine* game. In other games with a supernatural element, Barabbas could be modified to fit, replacing the *In Nomine*-specific advantages and disadvantages with similar ones and the Songs with magical spells or psionic abilities.

ST: 14 [0] **IQ:** 15 [10] **Speed:** 7.50
DX: 15 [10] **HT:** 15 [10] **Move:** 7
Dodge: 7 **Parry:** 10 (Brawling)

Advantages

Calabim of Lust Attunement [7]*; Calabite (see below) [508]; Charisma +1 [5]; Divine Favor (Invocation, Andrealphus) [13]; Power Investiture (3 in each realm) [0]; Rites (Andrealphus) [4]; Role +6 (Barabbas Crash, Rock star) [60]; Status 6 [0]**; Vessel (incl. Appearance Handsome) [45]; Very Wealthy [30].

* Calabim of Lust Attunement: With their resonance, the Calabim of Lust may do celestial damage to any target they can touch – even one protected by a corporeal vessel. However, this attack will not do the final hit of Soul damage that would cause potential attribute loss.

** Included free from Role.

Disadvantages

Celestial Discord (Laziness, Level 2, 8 or less) [-18]; Compulsive Carousing [-5]; Dissonance Condition (Callous, +50% for social skill penalty) [-14]; Duty (Andrealphus, 15 or less) [-15]; Lecherousness [-15].

Quirks

Chain smokes cigarettes; Holds grudges; Must have a Jacuzzi in his room; Prefers his food so spicy no one else can eat it; Wears only tight-fitting outfits. [-5]

Skills

Axe/Mace-15 [2]; Bard-17 [8]*; Brawling-15 [1]; Carousing-14 [4]**; Dancing-16 [4]; Musical Composition-14 [2]; Musical Instrument (Drums)-17 [8]; Musical Instrument (Guitar)-17 [8]; Poetry-14 [1]; Sex Appeal-22 [6]†; Singing-18 [8]; Streetwise-15 [2].

* Includes +1 for Charisma and -2 for Callous.

** Includes -2 for Callous.

† Includes +1 for Charisma, +4 for Appearance: Handsome, -2 for Callous, and +2 for Servitor of Lust Band Attunement.

Songs

Celestial Song of Charm-16 [2]*; Corporeal Song of Tongues-16 [2]*; Ethereal Song of Attraction-16 [2]*; Ethereal Song of Tongues-16 [2]*.

* Includes +3 for Power Investiture.

Languages

English (native)-15 [0]; Helltongue (native)-15 [0].

It's better to burn out than to fade away.
– Neil Young

Calabite 508 points

Calabim are the Destroyer demons, walking fields of entropy, that live for the joy of taking things apart. Celestially, they're red-skinned, horned, and bat-winged. Their forms and their vessels are sturdy and scarred, their clothes perpetually wrinkled, fraying, and dirty. They have +4 on all attributes [180], the advantages Awareness (Symphony) [15], Calabite Resonance (Variant of the Dehydrate super power (p. SU59) including the Resonance Backlash limitation [20]; +3 group skill bonus to skills used to dismantle or destroy things [18]) [38], Celestial Form [72], Doesn't Eat or Drink [10], Doesn't Fatigue [15], Doesn't Sleep [20], Essence Control 9 [24], Immunity to Disease [10], Non-Reciprocal Damage [30], Power Investiture (9 total, distributed as the player desires among the 3 Realms) [90], Slow Regeneration [10], Temperature Tolerance +10 [10], and Unaging (can change vessel's apparent age, +20%) [18], the disadvantages Compulsive Behavior (Dismantle things) [-10], Disturbs Symphony [-15], Proud [-1], Secret (Celestial being, if exposed results in unwelcome attention or Enemies who will try to capture him) [-5], Sterile [-3], and the skill of one "native" human language at IQ [0]. Calabim may also select one Discord of any point value which doesn't count against the -40 point limit.

BLACK MARKETEER

For money, you would sell your soul.
– Sophocles

Black marketeers deal in illegal and illicit items, whether they be stolen goods, weapons, pornography, controlled substances, dangerous magic, or literature espousing views contrary to those of the government in power. They are not small-time dealers, but those who trade vast quantities of goods, often working through middlemen or with street hoods to dispose of the loot in small quantities.

Dealing on the black market is a very lucrative trade which draws many bad elements. On the other hand, honest merchants who believe that a given item should be available to the public may also resort to trading it on the black market.

In any but the most lax society there is room for a black marketeer. Most governments will have *some* forbidden items. In modern-day America, this list would include a great number of drugs, automatic assault weapons, and child pornography. In a fantasy milieu, it might be magic weapons, mind-control potions, or necromantic spells and accoutrements. In some psionic campaigns where psis are controlled and regulated, the black marketeer may be selling rogue psis' services.

While a black marketeer may have smugglers as contacts (see p. 100), he is not primarily known for smuggling goods, but rather for selling them. He is already “on the inside” and his only use for transportation is for short jaunts to meet his contacts and for escaping law-enforcement. His smuggler contacts will be the real experts in transport and slipping through border patrols.

Most black marketeers specialize in a particular type of goods and know them well, but may know very little about others. Fences, for example, are a form of black marketeer specializing in stolen goods, which are usually not otherwise illegal. They will have a general knowledge of the value of most used legal goods and where they can dispose of them, but may have little idea of the value of illegal goods, such as drugs or assault weapons.

Design Notes

Attributes: The only thing a black marketeer really needs is his wits about him, so the only attribute we have modified is IQ, setting it to 13.

Advantages: Making a good impression is important to any merchant, so the template includes the option for Charisma, Cultural Adaptability, and a good Reputation. The ability to understand the desires of the customer is also very useful, so we've added Contacts, Empathy, Intuition, and Sensitive. To round out the list we've added some general advantages useful to anyone in the world of money: Language Talent, Lightning Calculator, Luck, Strong Will, and Wealth.

Disadvantages: Given the nature of the trade, we've included only a couple of “good” disadvantages: Code of Honor, to cover the businessman who sells goods at fair market value (which may be quite high if they're only available on the black market) and is honest about the quality of the goods, and Compulsive Generosity, for the rare black marketeer mostly motivated by the desire to provide goods that he feels *should* be available. The rest reflect the image of a money hound in search of a buck however he can land it (Extravagance, Greed, Jealousy, Miserliness, Selfish, Stubbornness, and Workaholic), and therefore willing to sell just about anything to anyone (Enemy, Incurious, and Reputation).

Primary Skills: The Merchant skill is all we need here.

Secondary Skills: Here are the skills that round out the merchant's repertoire (Accounting, Administration, Economics, and Fast-Talk). We then add a couple of skills of use to those operating on the wrong side of the law (Streetwise and a Combat/Weapon skill). Politics is added for its usefulness to the black marketeer in knowing what to sell and when to get out.

Background Skills: We wrap up by adding a few more skills useful to those wandering around in dangerous places (Area Knowledge, Carousing, Fast-Draw, Forgery, Gambling, Holdout, and Tactics), dealing with people on both sides of the law (Detect Lies, Diplomacy, and Law), communicating (Gesture and Languages), and getting away from trouble (Driving, Motorcycle, Piloting, and Riding). Computer Operation and Astrogration are added as useful skills for their appropriate tech levels.

Black Marketeer 70 points

Attributes: ST 10 [0]; DX 10 [0]; IQ 13 [30]; HT 10 [0].

Advantages: A total of 30 points in Charisma [5/level]; Contacts [Street or Police, skill 21, available on 6 or less, usually reliable] [4/Contact]; Cultural Adaptability [25]; Intuition [15]; Language Talent [2/level]; Lightning Calculator [5]; Luck [15]; Reputation [Varies]; Sensitive [5] or Empathy [15]; Strong Will [4/level]; and Wealth [10 to 30].

Disadvantages: A total of -20 points in Code of Honor (Merchant's) [-5]; Compulsive Generosity [-5]; Enemy [Varies]; Extravagance [-10]; Greed [-15]; Incurious [-5]; Jealousy [-10]; Miserliness [-10]; Reputation [Varies]; Selfish [-5]; Stubbornness [-5]; and Workaholic [-5].

Primary Skills: Merchant (M/A) IQ+2 [6]-15.

Secondary Skills: Accounting (M/H) IQ [4]-13; Fast-Talk (M/A) IQ [2]-13; Politics (M/A) IQ [2]-13; Streetwise (M/A) IQ [2]-13; and 1 additional point in any Combat/Weapon skill appropriate.

Background Skills: A total of 13 points in Area Knowledge (any), Computer Operation/TL, Cyphering*, or Gesture, all (M/E); Administration, Economics, Gambling, Holdout, or Language (any), all (M/A); Detect Lies, Diplomacy, Forgery/TL, Law, or Tactics, all (M/H); Fast-Draw (any) or Motorcycle/TL, both (P/E); Driving/TL (any), Piloting/TL (any), or Riding (any), (P/A); Carousing (P/A; HT); or any primary or secondary skill.

* Required for a merchant in any pre-literate society.

Customization Notes

● If the character is an experienced black marketeer in his geographical area and specialization, he will usually have some useful Contacts. GMs should require players to explain if they do not.

● Players may wish to add an optional specialization to the Merchant skill. Be aware that this will make the skill remarkably high, representing one of the best merchants in the world in this field.

● Players wishing to play a transporter of illegal goods should see the Smuggler template starting on p. 100.

Dealing on the black market is a very lucrative trade which draws some of the most dishonorable traders to it. On the other hand, honest merchants who believe that a given item should be available to the public may also resort to trading it on the black market.

Using This Character

The black marketeer is designed for a 100-point campaign, and is quite suitable as a PC in all but the most ethical of player groups. Dealers in illegal goods also make excellent NPC Enemies, Contacts, and Patrons. With a bit of modification, this template can also be used to represent any hard-nosed merchant in any genre.

Transhuman Space

Fiorenze Andrews **100 points**

Age 20; 5'6", 125 lbs.; auburn hair in a pixie cut; gray-green eyes; pale skin with a smattering of freckles; an attractive, elfin young woman wearing stylish and expensive street clothes, usually with varying cosmetic biomods.

Fiorenze's mother, a second-rate actress, selected an Ishtar-series upgrade for her daughter in the hopes that she would have better luck in the trade than she did. Fiorenze, however, wasn't taken with the vid industry and rebelled against the idea of performing. While in high school, she was approached by someone who offered her a "job" dealing illegal and adults-only biotech and drugs. She accepted.

When her supplier got caught, she sought out his sources and went into business for herself. While Fiorenze

has had a couple of close calls, her luck has always held and she's doing a decent business. She tends to blow all the extra money on cosmetic biomods, clothes, restaurant food, and the newest bikes from Harley-Davidson.

ST 9 [0]; **DX** 11 [0]; **IQ** 13 [30]; **HT** 11 [0].

Speed 5.50; Move 5.

Dodge 5.

Advantages: Contact (Street, skill-21, available on 6 or less, usually reliable) [4]; Ishtar-series upgrade (see below) [25]; Language Talent [2]; Luck [15]; Sensitive [5]; Strong Will +1 [4].

Disadvantages: Extravagance [-10]; Jealousy [-10].

Quirks: Compulsively flirts with people wearing functional biomods; Dislikes children ("They're even more self-centered than I am, the brats."); Instantly hates people who refer to her by a nickname; Never prepares her own meals; Uses the title "Doctor" whenever possible. [-5]

Skills: Accounting-13 [4]; Acting-12 [1]; Bard-13 [1/2]*; Beam Weapons/TL8 (Pistol)-13 [1]**; Carousing-10 [1]; Chemistry/TL8-10 [1/2]; Computer Operation/TL8-14 [2]; Dancing-10 [1]; Detect Lies-11 [1]; Diplomacy-13 [1]*; Disguise-11 [1/2]; Economics-11 [1]; Escape-8 [1/2]; Fast-Draw (Pistol)-11 [1]; Fast-Talk-14 [4]; Genetics/TL8-9 [1/2]; Holdout-13 [2]; Intimidation-11 [1/2]; Merchant-15 [6]; Motorcycle/TL8 (Light & Medium)-12 [2]; Performance-13 [1/2]*; Physiology/TL8-9 [1/2]; Politics-15 [2]*; Psychology-11 [1]; Scrounging-12 [1/2]; Sex Appeal-12* [1]; Shadowing-11 [1/2]; Streetwise-13 [2].

* Includes +2 from Voice.

** Includes +2 from IQ.

Languages: English (native)-14 [0]; Italian-13 [1].

Ishtar-Series Upgrade

25 points

The Ishtar-series upgrade gives ST -1 [-10], DX +1 [10], HT +1 [10]; Alcohol Tolerance [5], Beautiful [15], Disease Resistant [5], Voice [10]; Self-Centered [-10], and Overconfidence [-10].

GURPS Psionics

Mette-lise Jansen

185 points

Age 31; 5'6", 130 lbs.; light brown, straight hair worn in a page-boy; brown eyes; pale skin; a casually-dressed woman in jeans and rock band t-shirt, with a pierced tongue and multiple earrings in each ear.

Mette-lise supplies illegal psionic-enhancing drugs to an underground of unregistered psionics residing in Copenhagen. She also deals in other illegal drugs. Mette-lise's willingness to experiment has led to some problems. She had one very bad trip on some old-fashioned LSD and still occasionally has flashbacks, but since that experimentation first awakened her to her powers, she considers the flashbacks worth it.

Mette-lise has been known to sell drugs at an exceedingly cheap price to young people whom she senses may have psionic potential. She tends to steer them away from drugs that had little effect on her, and toward those she feels

awakened her abilities. She tries to keep tabs on these people both by keeping them as customers and by using her street contacts. She keeps a notebook of her observations that would likely be valuable to psionic researchers.

ST 10 [0]; **DX** 12 [20]; **IQ** 13 [30]; **HT** 10 [0].

Speed 5.50; Move 5.

Dodge 5.

Advantages: Contact (Major street figure, skill 21, available on 6 or less, usually reliable) [4]; Luck [15]; Reputation +2 (Good source, other psionics) [3]; Strong Will +2 [8]; Telepathy (Power 12) [60]; Teleportation (Power 13, One skill only: Autoteleport, Emergencies Only, Limited Use: 3 or 4 per day) [26]

Disadvantages: Code of Honor (Merchant) [-5]; Enemy (Police, 6 or less) [-20]; Flashbacks (2d seconds) [-5]; Secret (Is a psi) [-10].

Quirks: Gets a new piercing somewhere on her body every time she dates someone seriously; Keeps an eye on customers who may have high potential toward psionics; Keeps a diary of her drug use; Wants to find and marry a man who is her equal or better in telepathic ability; Won't enter any place that has a required dress code. [-5]

Skills: Accounting-14 [5 1/2]*; Acting-12 [1]; Area Knowledge (Copenhagen)-14 [2]; Biochemistry-12 [4]; Body Sense-12 [4]; Chemistry-10 [1/2]; Computer Operation-12 [1/2]; Cooking-12 [1/2]; Detect Lies-15 [1]; Diplomacy-12 [2]; Economics-11 [1]; Fast-Talk-13 [2]; Gambling-12 [1]; Gesture-13 [1]; Guns (Pistol)-15 [2]**; Holdout-14 [4]; Merchant-15 [6]; Motorcycle-12 [1]; Paraphysics-9 [1/2]; Pharmacy-10 [1/2]; Physics-12 [2]; Politics-13 [2]; Psionics-10 [1]; Streetwise-13 [2].

* Default from Merchant.

** Includes +2 from IQ.

Psi Skills: Autoteleport-12 [2]; Emotion Sense-13 [4]; Mind Shield-11 [1]; Sleep-12 [2]; Telereceive-13 [4]; Telesend-13 [4].

Languages: Danish (native)-13 [0].

GURPS WWII

Walter Garringer

100 points

Age 33; 5'9", 145 lbs.; brown, curly hair worn short; brown eyes; tanned skin; a pleasant man wearing brown trousers, white shirt, a bowler hat, and a pullover sweater, carrying a cane.

Walter Garringer was a RAF gunner until a bullet in the leg put an end to his military career. After that, he decided to go into the business of supplying military men with items they had difficulty getting through official channels, in exchange for military equipment that could be sold to civilians. He does quite a trade in nylons for guns.

Garringer is a man who doesn't ask questions and really doesn't want to hear any silly explanations. While he's a patriotic enough Englishman, he would willingly deal (and has) with almost anyone who had the goods he needed, without taking the time and effort to check up on them. He realizes that this could get him into difficulties, but like many black marketeers, he has a lot of important customers who he thinks would pull him out of any serious trouble.

ST 10 [0]; **DX** 10 [0]; **IQ** 13 [30]; **HT** 12/11 [20].

Speed 2.50; Move 2.

Dodge 2.

Advantages: Charisma +1 [5]; Contact (Military, skill-21, available on 6 or less, usually reliable) [4]; Intuition [15]; Lightning Calculator [5]; Reputation +1 (Can get you anything with no questions, 7 or less) [1].

Disadvantages: Code of Honor (Businessman's) [-5]; Incurious [-5]; Lame: Crippled Leg [-15]; Reduced Hit Points [-5]; Stubbornness [-5]; Workaholic [-5].

Quirks: Can't spell to save his life, and proud of the fact; Talks to himself; Uncongenial; Watches his back in pubs; Won't drink anything poured by someone else. [-5]

Skills: Accounting-14 [5]*; Acting-14 [4]; Area Knowledge (Europe)-14 [2]; Armoury-13 [2]; Carousing-13 [4]; Demolition-11 [1/2]; Detect Lies-13 [4]; Disguise-12 [1]; Driving (Car)-10 [1 1/2]; Fast-Talk-14 [4]; First Aid-12 [1/2]; Forgery-10 [1/2]; Gambling-14 [4]; Gesture-13 [1]; Gunner (Machine Gun)-10 [1/2]**; Guns (Rifle)-12 [1]**; Guns (Pistol)-12 [1]**; Holdout-13 [2]; Mathematics-10 [1/2]; Merchant-16 [8]; Motorcycle-9 [1/2]; Politics-13 [2]; Savoir-Faire (Military)-12 [1/2]; Streetwise-15 [6]; Tactics-10 [1/2]; Throwing-7 [1/2].

* Default from Merchant.

** Includes +2 from IQ.

Languages: English (native)-13 [0]; French-14 [4]; German-14 [4].



Lillian Gaunt

175 points

Age 27; 5'8", 130 lbs.; blond, almost white hair worn long and loose; pale blue eyes; pale skin; two extra pair of arms; a Half-Spider woman wearing a white jumpsuit.

Lillian Gaunt is one of those rare human-chimera hybrids, the Half-Spider. Her father was human and her mother a Spider Woman, one of the first born. Her mother was killed by an anti-Chimera mob when Lillian was 2. Her father remarried a human woman a year later. Lillian has two older Half-Spider brothers and one fully human half-sister.

Lillian deals in controlled magical potions and other magic items, using her criminal contacts to obtain them. She is a popular supplier because of her lack of curiosity. She doesn't care what is intended with the items she supplies. Her half-sister, Patricia Gaunt-Martin, is her police contact. Patricia knows what Lillian is doing and has tried to encourage her to get out of the criminal life, but Lillian sees little hope for advancement within human society. Patricia does her best to keep Lillian out of trouble.

Lillian is designed as a high-powered NPC for a *GURPS Technomancer* game. She can serve as a useful contact, a Patron, or a powerful Enemy. Creative GMs could replace her high-tech skills with lower-tech equivalents and place her in a more historical fantasy setting. She could also be presented as a genetically-modified spacer in a future setting, where she would deal in high-tech drugs and gadgets.



ST: 11 [10]	IQ: 15 [60]	Speed: 5.25
DX: 11 [10]	HT: 10 [0]	Move: 6
Dodge: 5	Parry: 6	

Advantages

Common Sense [10]; Contact (Police, skill-12, available on 9 or less, completely reliable) [3]; Contact (Major street figure, skill-21, available on 6 or less, usually reliable) [4]; Half-Spider (see below) [46]; Intuition [15]; Strong Will +2 [8].

Disadvantages

Bad Temper [-10]; Code of Honor (Deal fairly with customers) [-5]; Enemy (Police, 6 or less) [-20]; Incurious [-5].

Quirks

Neat freak; Overly critical; Skeptical when dealing with men in business, downright suspicious in social situations; Sleepy drinker; Taps fingers while thinking. [-5].

Skills

Accounting-16 [5 1/2]; Acting-15 [2]; Area Knowledge (St. Louis)-17 [4]; Carousing-11 [4]; Computer Operation-14 [1/2]; Detect Lies-15 [4]; Diplomacy-14 [2]; Economics-16 [6]; Fast-Talk-16 [4]; Gesture-15 [1]; Holdout-15 [2]; Judo-10 [2]; Law-12 [1/2]; Merchant (Controlled Magic)-16/21 [6]; Motorcycle-11 [1/2]; Politics-15 [2]; Research-15 [2]; Running-8 [1]; Streetwise-16 [4]; Tactics-13 [1].

Languages

English (native)-15 [0].

Half-Spider 46 points

The half-spiders are hybrids between humans and spider people. They look human except for an extra pair of arms midway down their torso and another pair of arms just above their hips. They have the advantages Extra Arms (4) [40], Sharp Teeth [5], Speak with Animals, Spiders Only (-30%) [11], Venom (1 level, slow-acting) [15]; and the disadvantages Social Stigma (Outsider) [-15] and Vulnerability (2d from silver) [-10].

CAT BURGLAR

A burglar who respects his art always takes his time before taking anything else.

– O. Henry

The cat burglar is the ultimate evolution of the non-violent thief. He competes for sheer panache and style with the Pirate, and for brains with the Evil Mastermind. The things he steals are always of the most exquisite taste and utmost value. An object must be incomprehensibly expensive, highly portable, and heavily guarded – preferably by a plethora of complex gadgets the burglar can use his excruciating patience and extreme cunning to defeat – to be worthy of consideration.

This template does not deal with the ordinary second-story man, who contents himself with knocking away a bit of plaster or breaking a window and taking whatever valuables come to hand. For that, go to the Housebreaker template on p. 60. This template covers the cinematic cat burglar, who steals art treasures, rare artifacts, or expensive jewels.

The cat burglar is the physical analog of the Hacker. The term “hacker” has, in fact, been used to refer to experts at physical breaking and entering. It may even predate the modern reference to experts at remote information theft. But for both character types, stealth is the key.

The burglar’s true genius is his stealth, and all his powers are bent to removing his treasures unnoticed. Getting caught in a direct confrontation means the cat burglar has failed, and it is time to beat a hasty retreat. Many cat burglars display a flamboyant pride, like their computerized counterparts – you’ll never know when they’re present, but you’ll know all about it when they’re gone.

Design Notes

Attributes: A cat burglar must be uncommonly dexterous, and DX 14 seems particularly apt for those following the comparison chart on p. C16. Our high-flying thief must also be brilliant, to fend off hordes of security professionals with his wits alone. So we give him IQ 14 as well. Finally, a cat burglar is expected to be in pretty good shape. We give him HT11.

Advantages: Two qualities are common to all of these expert sneaks: patience and creativity. To reflect that we give the template Single-Minded and Versatile. Then we offer an assortment of advantages that seem to fit the cinematic burglar type, from acute senses to wealth.

Disadvantages: Nicking valuable artifacts for fun and profit is not highly regarded in lawful society, so we give our thief the Secret disadvantage. Then we add the option to be a gentleman about the game (Cannot Harm Innocents, Code of Honor, Compulsive Behaviors, Extravagance, and Pacifism), or to be simply obsessed with this odd type of perfection (Curious and Overconfidence). We add Trademark, too. It seems like all the best cat burglars have one, simply to taunt their plodding foes.

Primary Skills: For the “cat” in “cat burglar” we choose Acrobatics and Climbing at a high level. Stealth is also boosted

up to an appreciable level, so as to avoid alerting the ever-present security guards. Lockpicking and Throwing (using a grapnel) are useful to get to where the treasure is, and Traps (or Electronics Operation) is handy for getting it out safely.

Secondary Skills: A burglar needs to know what he’s about when he’s on the inside, so we offer some skill in Architecture and Research. He also needs to know how his enemies seek him out, so we add a bit of Criminology. Jumping, it seems, would be handy in all that work above the ground. Additional skill choices depend on whether the burglar takes the solitary and stealthy approach, or the charming and seductive route.

Background Skills: All we add here are a specialized form of Appreciate Beauty and Merchant, to guide the burglar in his choice of targets and deal with disposing of the goods afterwards.

Cat Burglar 130 points

Attributes: ST 10 [0]; DX 14 [45]; IQ 14 [45]; HT 11 [10].

Advantages: Single-Minded [5]; Versatile [5]; and 15 points chosen from Acute Hearing/Taste & Smell/Vision [2/level]; Alertness [5/level]; Ambidexterity [10]; Appearance (Attractive or Handsome/Beautiful) [5 or 15]; Charisma [5/level]; Combat Reflexes [15]; Danger Sense [15]; Double-Jointed [5]; Fearlessness [2/level]; Fit [5]; Intuition [15]; Less Sleep [3/level]; Luck [15]; Manual Dexterity [3/level]; Night Vision [10]; Sanctity [5]; Serendipity [15]; Status [5/level]; and Comfortable [10].

Disadvantages: Secret (Imprisonment or Exile) [-20]; and an additional -15 points chosen from Code of Honor (Highwayman’s; Gentleman’s or Personal) [Varies]; Compulsive Behavior (Spendthrift or Generosity) [-5 to -15]; Curious [-5]; Extravagance [-10]; Overconfidence [-10]; Pacifism (Cannot Harm Innocents) [-10 or (Self-Defense Only or Cannot Kill) [-15]; Trademark [-5 to -15].

Primary Skills: Acrobatics (P/H) DX [4]-14; Climbing (P/A) DX+2 [8]-16; Lockpicking/TL (M/A) IQ [2]-14; Stealth (P/A) DX+1 [4]-15; Throwing (P/H) DX [4]-14; and either Traps/TL or Electronics Operation (Security Systems)/TL both (M/A) IQ+2 [6]-16.

Secondary Skills: Architecture/TL (M/A) IQ-2 [1/2]-12; Criminology/TL (M/A) IQ-2 [1/2]-12; Jumping (P/E) DX [1]-14; Research (M/A) IQ [2]-14 and 6 points spent on Camouflage and Savoir-Faire, both (M/E); Disguise, Fast-Talk, Holdout, Lip Reading, and Shadowing, all (M/A); Sex Appeal (M/A; HT); and/or Sleight of Hand (P/H).

Background Skills: Appreciate Beauty (specialized) (M/VH) IQ-2 [1]-10/16; Merchant (specialized) (M/A) IQ-1 [1] 12/18.

Customization Notes

● This template is intended for more cinematic campaigns. For lower-point campaigns, see the Housebreaker template on p. 60.

● A trademark is almost a genre demand. If you opted against it as a disadvantage, consider taking it as a quirk instead. Be sure to select a trademark that reflects the character's style and choice of targets.

● Technology, psionics, and magic have a big effect on how easy the cat burglar's job is. If you're playing in such a milieu, you may want to add a few extra technological, psionic, or magical skills.

● One archetypal cat burglar is also a petty aristocrat. If you opt to follow this model be sure to include those skills he'll need to navigate in the upper crust, such as Savoir-Faire and Heraldry.

● Many cat burglars in movies, books, and comics are portrayed as suave and debonair, or sexy and seductive, often to the point of the victim's spouse hiding the burglar or the usually unflappable detective being distracted by the thief's wiles. For this type, some level of Appearance or Charisma and a few points in Sex Appeal would be a good investment.

● With only slight alteration this template can be used as a kind of specialist spy. Be sure to take a look at the Spy template on p. 104. You may find the cat burglar more appropriate to your image of a spy.

Using This Character

This template is designed for a "cinematic" 150-point campaign. Given the cat burglar's highly-specialized talents, this template generally works best for a solo player, or for a party made up entirely of high-talent thieves and/or spies. Despite the high point value, a cat burglar is ill-suited for combat-oriented campaigns.

GURPS Arabian Nights

Muhtadi ibn Faruq **125 points**

Age 22; 5'9", 145 lbs.; straight black hair worn shoulder-length; dark brown eyes; brown skin; a wealthy young man wearing a colorful cotton shirt, baggy trousers, waist-wrap, djibbah, socks, lace-up sandals, and a white turban.

Muhtadi is a traveling spice dealer who moonlights, literally, as a cat burglar specializing in fine jewelry. He travels extensively, and usually sells loot from the latest theft at his next stop. His sales of stolen goods are made in disguise.

He is hoping to retire from both the spice and cat burglar trades at an early age and live on his wealth. However, he tends to be extravagant while traveling to his next location, and so has accumulated very little so far.

ST 10 [0]; **DX** 14 [45]; **IQ** 14 [45]; **HT** 11 [10].

Speed 6.25; Move 6.

Dodge 6.

Advantages: Comfortable [10]; Double-Jointed [5]; Single-Minded [5]; Versatile [5].

Disadvantages: Compulsive Generosity [-5]; Cynophobia [-5]; Pacifism (Cannot harm innocents) [-10]; Secret (Cat burglar) [-20].

Quirks: Always practicing coin tricks; Can't stand to stay still; Loathes confrontation and will do anything to avoid it; Makes retirement plans constantly; Wanderlust. [-5]

Skills: Acrobatics-14 [4]; Appreciate Beauty-11 [1]; Architecture-12 [1/2]; Camouflage-15 [2]; Climbing-19 [8]; Criminology-12 [1/2]; Disguise-14 [2]; Fast-Talk-12 [1/2]; Holdout-12 [1/2]; Jumping-14 [1]; Lock-picking-14 [2]; Merchant-13 [1]; Research-14 [2]; Savoir-Faire-13 [1/2]; Sex Appeal-9 [1/2]; Shadowing-12 [1/2]; Sleight of Hand-11 [1/2]; Stealth-16 [8]; Throwing-14 [4]; Traps/-16 [6].

Languages: Arabian (native)-14 [0].

GURPS Bestiary

Bonaparte

150 points

Age 22; 8" tall, 2'4" wingspan, 2 lbs.; a bright green Amazon parrot, with yellow and red markings.

Bonaparte was an exceptional parrot by any standards; even in his adolescence, he was the star of The Great Mystaro's Traveling Show of Wonders. He walked the tightrope, flew through rings of fire, negotiated mazes and obstacle courses, and could, apparently, read. His best trick was to fly to a pegboard with a dozen rings hanging from it, each with a large tag with a letter of the alphabet on it. Mystaro would allow a member of the audience to pick a letter and call it out, and Bonaparte would immediately fly over and grab the appropriate ring. Everyone knew it was a trick, but had no idea how Mystaro did it. Neither did Mystaro.

Only Mystaro's assistant, The Lovely Miranda, suspected the truth – that Bonaparte was actually much, much smarter than anybody realized. She worked with Bonaparte for several years honing a special set of skills, and once convinced he was up to the task, disappeared one night from the Traveling Show, taking the parrot with her.

Bonaparte (and Miranda) can be used in any pre-modern society, either with or without magic. Under Miranda's care and protection, Bonaparte is the ultimate "second-story man," gliding into open windows in the dead of night and plucking jewelry and whatever else he can carry.

ST 3 [20]; **DX** 15 [10]; **IQ** 9 [30]; **HT** 15/5 [30].

Speed 7.50; Move 7 (Flying).

Dodge 7.

Advantages: Buy off racial disadvantages Bestial, Poor Grip, Presentient, and Short Attention Span (see below) [45]; Absolute Direction [5]; Intuition [15]; Night Vision [10]; Patron (Miranda, 15 or less) [30]; Semi-Literacy [5]; Single-Minded [5]; Versatile [5].

Disadvantages: Curious [-5]; Pacifism (Cannot harm innocents) [-10]; Parrot (see below) [-76]; Secret (Extremely intelligent) [-20]; Sense of Duty (Miranda) [-5].

Quirks: Rarely passes a mirror without checking himself out; Taunts people behind their back, then plays dumb to their face. [-2]

Skills: Acrobatics-15 [4]; Appreciate Beauty-7 [2]; Architecture/TL7-8 [1]; Camouflage-9 [1]; Climbing-17 [8]; Criminology-8 [1]; Flight-15 [2]*; Holdout-9 [2]; Lock-picking/TL7-12 [8]; Merchant-10 [4]; Pickpocket-14 [2]; Research-9 [2]; Shadowing-12 [8]; Stealth-16 [4]; Throwing (Rock Dropping)-15 [4]; Traps/TL7-12 [4].

* Substitute for the Jumping requirement.

Languages: English 8 [1].

Equipment: A small pouch for carrying stolen objects, and the occasional lockpick.

Parrot **-76 points**

A parrot has ST -9 [-80], DX +4 [45], IQ -4 [-30], HT +2 [20], and Reduced Hit Points -10 [-50]; Acute Hearing +3 [6], Alertness (+5) [25], Beautiful [15], Decreased Life Support [10], Early Maturation (+3) [15], Enhanced Move 1 1/2 [15], Flight (Winged, Cannot Hover) [24], Increased Speed 1/2 [13], Mimicry [15], Penetrating Call [5], Peripheral Vision [15], Sharp Claws [25], and Super Climbing 1 [3]; Bestial [-10], Cannot Swim [0], Chummy [-5], Dead Broke [-25], Dull [-1], Fragile [-20], Inconvenient Size [-15], Jealousy [-10], No Sense of Smell/Taste [-5], Poor Grip [-5], Presentient [-20], Restricted Manipulators [-15], Short Attention Span [-10], Short Lifespan 1 [-10], Sleepy (50%) [-10], and Social Stigma (Valuable Property) [-10]; and the skill Survival (Plains or Jungle, specialized) -IQ/IQ+6 [4].

GURPS Fantasy

Deorwine Ericson **225 points**

Age 32; 6'1", 175 lbs.; brown, wavy hair worn shoulder-length; green eyes; white skin; a tall but otherwise unremarkable man wearing high soft boots, and a gray tunic and gray trousers.

Deorwine specializes in stealing magical and alchemical goods. He doesn't see it as stealing them so much as freeing them back into circulation. For this reason he rarely steals items that are in use, but instead focuses on those that are being hoarded away, frequently by non-mages. This makes finding targets somewhat more difficult, but he enjoys the challenge. Since his victims often don't discover the loss until long after the fact (Deorwine usually leaves behind a non-magical replacement), pursuit is easy to avoid.

Few investigators have guessed that the various magic item disappearances are related. Those who have usually believe their criminal is using magical protections to avoid detection and may very well be a powerful mage, considering how easily he seems to beat magical protections. Nothing could be further from the truth. Deorwine is so naturally anti-magical that most protections simply fail completely. Few mages looking into his thefts have high enough abilities to overcome his resistance, especially when coupled with the time lag before their investigations start.

Deorwine travels widely, and never sells a stolen item anywhere near where it was taken. He often picks poor mages and alchemists to sell his goods to, at prices even they can afford.

ST 12 [20]; **DX** 14 [45]; **IQ** 14 [45]; **ST** 12 [20].

Speed 6.50; Move 6.

Dodge 6.

Advantages: Alertness +2 [10]; Danger Sense [15]; Mana Damper (Own hex, switchable, 2 levels) [30]; Single-Minded [5]; Versatile [5].

Disadvantages: Code of Honor (Gentleman's) [-10]; Compulsive Generosity [-5]; Curious [-5]; Secret (Magic thief) [-20].

Quirks: Eats or drinks something from every home he burglarizes, and leaves the evidence; Feels that magic, alchemical items, and formularies shouldn't be hidden in locked rooms or musty libraries, but used; Loves heights; Mild overconfidence; Treats women with every courtesy, but as inept children. [-5]

Skills: Acrobatics-14 [4]; Acting-14 [2]; Alchemy-11 [1]; Appreciate Beauty-11 [1]; Architecture-13 [1]; Area Knowledge (Ytarria)-17 [6]; Camouflage-14 [1]; Climbing-16 [8]; Criminology-13 [1]; Disguise-14 [2]; Escape-13 [2]; Fast-Talk-14 [2]; Holdout-14 [2]; Jumping-14 [1]; Lockpicking-14 [2]; Merchant (Magical and alchemical goods)-13/19 [2]; Research-15 [4]; Savoir-Faire-14 [1]; Sex Appeal-11 [1]; Stealth-15 [4]; Thaumatology-13 [4]; Throwing-14 [4]; Traps-17 [8].

Languages: English (native)-14 [0]; Arabic-13 [1].



Zahra Maxwell, Intelligence Op 700 points

Age 24; 5'6", 125 lbs.; curly black hair; gray eyes; brown skin; a beautiful, dark, mysterious woman in clothes always appropriate to the occasion.

Zahra Maxwell was born to a poor, young couple in the inner city. Both parents were killed in a hit-and-run accident when she was 7. The driver was never caught, but witnesses said he appeared to be drunk. She spent the next 8 years being shuffled from foster home to foster home, facing the ever-increasing unlikelihood that she would ever be adopted, until she finally ran away at the age of 15.

Being a minor, she had few options for supporting herself and rejected a number of them (such as prostitution and drug dealing) as unpalatable. It was in this time of desperation that she discovered both her natural ability at breaking and entering and her eye for jewelry.

As time went by, she began mixing in higher society in various guises. As her skill increased, she took more time in choosing her targets. The unusual moonstone necklace that she decided to keep was what attracted the attention of The Company.

She was approached by a disguised Company member, and invited out for dinner. The next thing she knew, she was in a drugged haze listening to him talk about The Company, the Greys, and their mission.

Her curiosity got the better of her.

It's been five years now and she has no need to steal to support herself. Instead, she steals and spies for her employer.

Zahra is designed as a relative newcomer PC in a **GURPS Black Ops** campaign. She would also work well as an NPC Ally, Patron, Enemy or just a mysterious stranger in a setting where The Company exists, but isn't directly involved in the agents lives.

ST: 14 [45]	IQ: 17 [100]	Speed: 7.75
DX: 17 [100]	HT: 14 [45]	Move: 9
Dodge: 8	Parry: 11 (Karate)	

Advantages

Absolute Direction [5]; Absolute Timing [5]; Alertness +3 [15]; Ambidexterity [10]; Beautiful [15]; Combat Reflexes [15]; High Pain Threshold [10]; Night Vision [10]; Patron (The Company, 15 or less) [105]; Perfect Balance [15]; Single-Minded [5]; Strong Will +5 [20]; Toughness [10]; Versatile [5]; Very Fit [15]; Zeroed [10].

Disadvantages

Curious [-5]; Extremely Hazardous Duty [-20]; Overconfidence [-10]; Secret (Black op) [-30]; Sense of Duty (Friends and companions) [-5].

Quirks

Refuses to talk business while eating; Never drinks unless required by a mission; Outspoken atheist; Leaves behind a piece of costume jewelry whenever stealing a real gem; Spends so much on clothes and jewelry she frequently doesn't have enough for necessities. [-5]

It was in this time of desperation that she discovered both her natural ability at breaking and entering and her eye for jewelry.

Skills

Acrobatics-18 [4]*; Acting-17 [2]; Animal Handling-15 [1]; Anthropology-20 [10]; Appreciate Beauty (Jewelry)-14/20 [2]; Architecture-15 [1/2]; Area Knowledge (Earth)-20 [6]; Armoury (Hand Weapons)-15 [1/2]; Armoury (Rifles & Handguns)-15 [1/2]; Artificial Intelligence-15 [1]; Astronomy-15 [1]; Bard-15 [1/2]; Bicycling-16 [1/2]; Boating-15 [1/2]; Botany-15 [1]; Bow-15 [1]; Boxing-16 [1]; Camouflage-17 [1]; Chemistry-15 [1]; Chess-17 [1]; Climbing-20 [8]*; Computer Operation-16 [1/2]; Computer Programming-15 [1]; Criminology-15 [1/2]; Crossbow-16 [1/2]; Cryptanalysis-15 [1]; Dancing-15 [1/2]; Demolition-15 [1/2]; Detect Lies-17 [4]; Diplomacy-14 [1/2]; Disguise-15 [1/2]; Driving (Automobile)-18 [4]; Driving (Tracked)-18 [4]; Ecology-15 [1]; Electronics (Computers)-15 [1]; Electronics Operation (Communications)-15 [1/2]; Electronics Operation (Security Systems)-19 [6]; Electronics Operation (Sensors)-15 [1/2]; Engineer (Electrical)-15 [1]; Engineer (Mechanical)-15 [1]; Escape-15 [1]; Fast-Talk-16 [1]; Fencing-15 [1/2]; Gambling-20 [8]; Geology-15 [1]; Gunner (Machine Gun)-21 [8]**; Guns (Flamethrower)-18 [1/2]**; Guns (Pistol)-21 [4]**; Guns (Rifle)-21 [4]**; History-20 [10]; Holdout-16 [1]; Intelligence Analysis-15 [1]; Judo-15 [1]; Jumping-17 [1]; Karate-15 [1]; Knife-16 [1/2]; Leadership-15 [1/2]; Literature-15 [1]; Lockpicking-17 [2]; Mathematics-16 [2]; Mechanic (Automobile)-15 [1/2]; Mechanic (Helicopter)-15 [1/2]; Merchant (Jewelry)-15/21 [1]; Motorcycle-16 [1/2]; Naturalist-16 [2]; Orienteering-15 [1/2]; Parachuting-16 [1/2]; Philosophy-15 [1]; Physician-15 [1]; Physics-15 [1]; Physiology-15 [2]; Physiology (Grey)-15 [2]; Piloting (Helicopter)-19* [4]; Piloting (Light Airplane)-19 [4]*; Poetry-15 [1/2]; Powerboat-15 [1/2]; Psychology-20 [10]; Psychology (Grey)-15 [1]; Research-17 [2]; Running-12 [1]; Savoir-Faire-20 [6]; Scuba-15 [1/2]; Sex Appeal-16 [6]; Shadowing-17 [2]; Shortsword-15 [1/2]; Sign Language (ASL)-15 [1/2]; Skating-14 [1/2]; Skiing-15 [1]; Spear-15 [1/2]; Sports (Rugby)-16 [1]; Stealth-20 [16]; Streetwise-20 [8]; Swimming-16 [1/2]; Tactics-15 [1]; Telegraphy-16 [1/2]; Throwing-17 [4]; Traps-16 [1]; Wrestling-17 [2]; Writing-15 [1/2]; Xenology-15 [1]; Zoology-15 [1].11

* Includes +1 from Perfect Balance.

** Includes +2 from IQ.

Languages

English (native)-17 [0]; French-16 [1]; Russian-16 [1]; Spanish-16 [1]; Swahili-16 [1].

CON MAN

Half the world is composed of idiots, the other half of people clever enough to take indecent advantage of them.

– Walter Kerr

From *The Music Man* to *The Sting* and *The Producers* to *Dirty Rotten Scoundrels*, the con man appears as one of our favorite characters. In any setting, there will be those willing to trade on the gullibility of the common man.

The term *con man* is a shortening of *confidence man*, referring to the rogue's ability to gain his victims' confidence.

There are many types of con men, from the snake-oil salesman, to the so-called disenfranchised nobleman taking money from the wealthy to free his enslaved people, to the "inventor" looking for investors for the newest energy device that "they" don't want you to know about, to the "businessman" with the new company seeking investors.

What they all have in common is the ability to manipulate people psychologically. They rely on social expertise and assets, as well as their victim's greed, to trick others into willingly giving up valuables. A good con man is long gone before the victim realizes he has been bilked, if he ever realizes it at all.

Con men tend to run specialized operations, and each of these has its own brand of psychological manipulation. The "inventors" and "businessmen" use the gadgets and esoteric lingo to bilk ignorant people out of their money. The ones claiming to be raising money for some noble cause appeal to people's sense of ethics and justice. Some make use of appearance, charm, apparent status, seduction techniques, and well-placed associates to help carry off their schemes. Other con men just have the gift of the gab down to such a fine art that they render their victims unable to think straight.

Design Notes

Attributes: While many con men can use other methods of larceny when necessary, and thus may have high Dexterity or other attributes, the only one common among all successful con men is Intelligence. We give our template IQ 14.

Advantages: The confidence man is known for emotional and psychological manipulation, so we offer a choice of advantages that help here (Attractive or Handsome/Beautiful, Charisma, Cultural Adaptability, Empathy or Sensitive, Pitiability, Sanctity, and Voice). We then add those that reflect the frequent adaptability of the impostor (Collected or Composed and Versatile), those that reflect an accomplice or associates (Ally, Ally Group, and Contacts), as well as ones that reflect the common element of good fortune (Intuition, Luck, and Serendipity). And, for the successful confidence agent, we also include Comfortable Wealth and Zeroed.

Disadvantages: We offer a choice from those that may have caused the character to become a con man (Compulsive Gambling, Compulsive Behavior: Hustling, Compulsive Lying, Compulsive Spending, Cowardice, Extravagance, Greed, Laziness, Overconfidence, Poverty, Self-Centered, Selfish, Trickster, and Weak Will), those personality traits

common to many con men (Chummy or Gregarious, and Codes of Honor about what sort of people he or she will con), and those that result from being a trickster (Enemies and Secret).

Primary Skills: We choose to represent the mind games of the con man as Acting, Fast-Talk, and Psychology, all at level 14. We then set aside 8 points on those skills most common to manipulate still further (Bard, Diplomacy, Enthralment (Captivate, Persuade, Suggest, and Sway Emotions), and Sex Appeal), to fit into social situations (Carousing and Savoir-Faire), to gather information (Area Knowledge, Detect Lies, Heraldry, Lip Reading, and Research), and to cue associates and survive in the underworld (Disguise, Forgery, Gesture, Holdout, Scrounging, and Streetwise).

A good con man is long gone before the victim realizes he has been bilked, if he ever realizes it at all.

Secondary and Background Skills: These are where many of the various specialty operations come into play. The con man needs to know these well enough to pull off his role, but is rarely good enough to actually perform them professionally, so they only need to be at level 10+. Alchemy, Herbalist, Herbarium, Pharmacy, and Poisons are all excellent skills for the snake-oil salesman who needs to know the lingo, produce some minor initial effects to convince victims of his potions' efficacy, and to make sure the potions won't kill the rubes he's bilked. Fortune Telling, Hypnotism, Occultism, and Theology work well for the religious or occult charlatan. For the con man pretending to high status and education, Appreciate Beauty, Dancing, History, Singing, and Writing can prove invaluable. Gambling, Jeweler, Merchant, Mimicry (Human Speech), and Survival (Urban) all provide other useful skills.

Con Man 70 points

Attributes: ST 10 [0]; DX 10 [0]; IQ 14 [45]; HT 10 [0].

Advantages: Spend a total of 30 points from Ally or Ally Group [Varies], Attractive [5 to 25], Charisma [5/level], Collected [5] or Composed [5], Comfortable Wealth [10], Contacts [variable], Cultural Adaptability [25], Empathy [15] or Sensitive [5], Intuition [15], Luck [15], Pitiability [5], Sanctity [5], Serendipity [15], Versatile [5], Voice [10], Zeroed [10], or a higher IQ.

Disadvantages: A choice of -30 points from the following: Chummy [-5] or Gregarious [-10]; Code of Honor [-5 to -15]; Compulsive Behavior: Hustling [-5 to -15]; Compulsive Gambling [-5 to -15]; Compulsive Lying [-15]; Compulsive Spending [-5 to -15]; Cowardice [-10]; Enemies (Previous victims, 9 or less) [-10]; Extravagance [-10]; Greed [-15]; Laziness [-10]; Overconfidence [-10]; Poverty

[-10 to -25]; Secret (“I am not really a prince/inventor/etc.”) [Varies]; Self-Centered [-10] or Selfish [-5]; Trickster [-15]; or Weak Will [-8/level].

Primary Skills: Acting (M/A) IQ [2]-14; Fast-Talk (M/A) IQ [2]-14; Psychology (M/H) IQ [4]-14. Spend 12 points to buy level 12+ in two or more of Area Knowledge, Gesture, Savoir-Faire, or Scrounging, all (M/E); Bard, Disguise, Entrhancement (Persuade or Sway Emotions), Heraldry, Hold-out, Lip Reading, Research, Sex Appeal (based on HT), or Streetwise, all (M/A); Detect Lies, Diplomacy, Entrhancement (Captivate or Suggest), or Forgery/TL, all (M/H); or Carousing (P/A; HT).

Secondary and Background Skills: Spend 5 points to buy level 10+ in two or more of the above or Fortune Telling, Gambling, Merchant, Occultism, Professional Skill (Any), Survival (Urban), or Writing, all (M/A); Herbalist, History, Hypnotism, Jeweler/TL, Pharmacy/TL, Poisons, or Theology, all (M/H); Alchemy/TL, Appreciate Beauty, or Herbarium/TL, all (M/VH); Singing (P/E; HT); Dancing (P/A); or Mimicry (Human Speech) (based on HT) or Sleight of Hand, both (P/H).

Customization Notes

● Con men often make considerable use of skill defaults from attributes to take on particular roles for a con. Players and GMs should keep these defaults in mind: Performance (M/A) defaults to Acting-2 and Intimidation (M/A) to Acting-3; Detect Lies (M/H) to Psychology-4 and Body Language (M/H) to Psychology-3; Fortune Telling (M/A) to Fast-Talk-3 and, for the really desperate character, Panhandling (M/E) to Fast-Talk-2.

● Disadvantages to avoid: Easy to Read, Gullibility, Honesty, Stuttering, Truthfulness, and a level of Trademark above -5 would all cut a con man’s career short in record time. A negative reputation in a large area would also be hard to deal with. Likewise, anything that makes the character quickly identifiable (Unnatural Feature, missing limbs, etc.) would make his life difficult.

● Levels of Appearance higher than Attractive are a mixed blessing. While they increase people’s reactions, they also make the con man more memorable. Charisma is generally the more useful advantage.

● Spending leftover points and the 15 points that can be gotten from additional disadvantages and quirks on DX, HT, Charisma, or Appearance would be a good investment.

● Some con men have lower HT and ST scores, and trade on their harmless appearance.

● Don’t forget that many of the above skills are affected by reaction modifiers!

● Keep in mind that a Fast-Talk skill of 20+ nets the character a +2 on all reaction rolls where he is allowed to talk.

● Typical NPCs, and PCs intended to be less competent con men, can be made with this template, but the IQ and skill levels should be lowered to reflect lesser abilities or experience.

● This template is quite customizable. The best approach would be to pick one or two kinds of con games, and focus on abilities that would help with those roles.

● For a con man whose main con is to play a mage, the player should look at the Charlatan template, p. WI36.

Using This Character

This template will work in any 100-point+ campaign: just add the appropriate normal skills for the campaign and adjust for TL. In campaigns with psionics or magic, this character can be more of a challenge to play, but in any game a con man takes finesse.

GURPS Old West

Doctor Elisha Jones

100 points

Age 34; 5’10”, 150 lbs.; healthy man with trim brown hair, dark brown eyes behind wire-rimmed glasses, and a distinguished mustache, in a suit and tie.

Doctor Elisha Jones is a typical snake-oil salesman. He travels from town to town hawking his medicines from his wagon. He spends his first day in a new town sitting in on any available card game, listening in on the local gossip while at the gambling table. The following day, he sets up and goes through his sales pitch, using information he gained the night before. He moves on after only a few days, before the situation gets too hot.

His most famous formula is *Dr. Jones’ Patented Purest Vegetable Indian Swamproot Tonic*, acclaimed to purify the blood and cure scrofula, dyspepsia, liver and kidney disease, jaundice, dropsy, skin problems, faintness, flatulence, bloating, baldness, headaches, toothache, asthma, catarrh, sleeplessness, rheumatism, tender nerves, and “female troubles.” The tonic is 40% alcohol, causing a lot of people to forget the ailment that inspired them to purchase the tonic. The rest of the ingredients are designed to give the tonic a slightly medicinal taste without harming the imbiber.

ST 10 [0]; DX 10 [0]; IQ 14 [45]; HT 12 [20].

Speed 5.50; Move 5.

Dodge 5.

Advantages: Charisma +4 [20]; Voice [10].

Disadvantages: Compulsive Gambling [-5]; Enemies (Previous victims, 9 or less) [-10]; Greed [-15]; Pacifism (Cannot harm innocents) [-10].

Quirks: Broad-minded; Fascinated by Indian medicines and is sure they work better than Western cures; Hates dust or dirt on his clothing; Likes to use flowery speech to show off; Prefers to dine alone. [-5]

Skills: Acting-15 [4]; Animal Handling-13 [2]; Bard-23 [8];* Brawling-11 [2]; Disguise-14 [2]; Fast-Talk-17 [8]; Gambling-14 [2]; Herbalist-12 [1]; Hypnotism-12 [1]; Lip Reading-14 [2]; Merchant-15 [4]; Pharmacy-13 [2]; Poisons-12 [1]; Psychology-14 [4]; Research-14 [2]; Scrounging-14 [1]; Teamster (Horse) -15 [4].

* Includes +4 from Charisma and +2 from Voice.

GURPS Fantasy

Kenuric ap Griffri

100 points

Age 25; 5’6”, 125 lbs.; red-brown hair; blue eyes, pale skin, wearing priest’s garb.

Kenuric was orphaned at an early age and his mother dedicated him to the church. A monastery raised him as an oblate and trained him for the priesthood. However, his

attitude toward authority soon made his unsuitability apparent. He left as soon as he was able, but he had few usable skills and soon turned to a life of swindling.

He usually appears as a priest in some outlying area, giving dire warning of some imminent occult threat that can only be averted by pious sacrifice to the church to whip the townspeople into a panicked frenzy of confession and offering. When his coffers are full, he disappears.

ST 9 [-10]; **DX** 14 [45]; **IQ** 15 [60]; **HT** 9 [-10].

Speed 5.75; Move 5.

Dodge 5.

Advantages: Charisma +1 [0]*; Cultural Adaptability [25]; Language Talent +2 [0]*; Sanctity [5].

* Free from Cultural Adaptability.

Disadvantages: Secret (Not really a priest) [-20]; Selfish [-5]; Trickster [-15].

Quirks: Always carries a staff to make him look more priestly; Dislikes snakes; Dislikes spending money; Dotes on children; Flirts shamelessly with women, although he knows he can't follow through while in disguise. [-5]

Skills: Acting-16 [2]*; Bard-16 [1]**; Detect Lies-12 [1/2]; Fast-Talk-16 [2]*; History-13 [1]; Hypnotism-13 [1]; Knife-13 [1/2]; Knife Throwing-13 [1/2]; Lip Reading-14 [1]; Occultism-14 [1]; Performance/Ritual (Catholic)-14 [1/2]; Persuade-14 [1]; Psychology-15 [4]; Scrounging-15 [1]; Singing-10 [2]; Sleight of Hand-14 [4]; Suggest-14 [2]; Sway Emotions-14 [1]; Theology (Catholic)-12/18 [1].

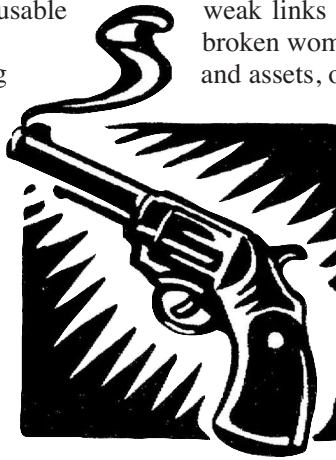
* Includes +1 from Cultural Adaptability.

** Includes +1 from Charisma and +1 from Cultural Adaptability.

Languages: English (native)-17 [0]*; Arabic 15 [1/2]*; Elvish 14 [1/2]*; Latin 17 [2]*.

* Includes +2 from Language Talent.

Equipment: Quarterstaff (cr 1d+1 [sw], cr 1d [th]); Small knife (cut 1d-4, imp 1d-3).



jobs while Jack works the human angle, finding the weak links in the human chain. Many are the heart-broken women he has conned out of corporate secrets and assets, only to turn them in and walk away with a fat consulting fee.

While Jack may not be the nicest person in the world, he works for a good cause and is scrupulously honest in his business dealings. He always keeps his contracts, doesn't lie to potential customers (though he may refuse to reveal information), and would never dream of revealing corporate secrets he has learned in his dealings. He isn't a spy. Other NPCs (and probably the player characters) will consider Jack "too good to be true" for a

typical *Cyberpunk* campaign, where everyone is working an angle and no one is what they seem. Jack is used to such treatment, but sometimes his patience wears a mite thin . . .

ST 13 [30]; **DX** 12 [20]; **IQ** 15 [60]; **HT** 13 [30].

Speed 6.25; Move 6.

Dodge 6.

Advantages: Ally (Trained accomplice, 12 or less) [20]; Empathy [15]; Fashion Sense [5]; Serendipity [15]; Very Handsome [25].

Disadvantages: Acrophobia [-10]; Code of Honor (Scrupulous Businessman) [-10]; Gregarious [-10]; Laziness [-10].

Quirks: Believes himself incapable of love; Catholic and proud of it; Mildly lecherous; Somewhat squeamish; Superstitious. [-5]

Skills: Acting-16 [4]; Appreciate Beauty-12 [1]; Area Knowledge (Chicago)-15 [1]; Area Knowledge (US)-15 [1]; Armoury (Rifles and Handguns)-13 [1/2]; Brawling-14 [4]; Carousing-14 [4]; Computer Operation-15 [1]; Computer Programming-13 [1]; Criminology-14 [1]; Darts-12 [1]; Diplomacy-14 [2]; Driving (Car)-12 [1 1/2]*; Electronics (Communications)-13 [1]; Electronics (Computers)-13 [1]; Electronics (Security Systems)-13 [1]; Electronics Operation (Communications)-14 [1]; Erotic Art-10 [1]; Fast-Draw (Pistol)-13 [2]; Fast-Talk-15 [2]; First Aid-15 [1]; Forgery-14 [2]; Gambling-14 [1]; Gesture-15 [1]; Guns (Pistol)-15 [2]**; Holdout-14 [1]; Interrogation-14 [1]; Intimidation-15 (from Acting default) [1 1/2]; Lock-picking-14 [1]; Mathematics-13 [1]; Mechanic (Small Gadgets)-14 [1]; Mimicry (Human Speech)-11 [1 1/2]*; Motorcycle-12 [1]; Pickpocket-11 [2]; Psychology-18† [4]; Research-15 [2]; Savoir-Faire-16 [2]; Scuba-13 [1/2]; Sex Appeal-14 [4]; Shadowing-14 [1]; Stealth-12 [1 1/2]*; Streetwise-14 [1]; Survival (Urban)-15 [2]; Swimming-13 [2]; Ventriloquism-13 [1].

* Bought up from IQ default.

** Includes +2 from IQ.

† Includes +3 from Empathy.

Languages: English (native)-15 [0]; French-14 [1]; Italian -15 [2]; Spanish-14 [1].

While Jack may not be the nicest person in the world, he works for a good cause and is scrupulously honest in his business dealings. He isn't a spy.

GURPS Cyberpunk

Jack "The Mouth" Secondino

250 points

Age 39; 6'0", 165 lbs.; blue-black hair; ice-blue eyes; tanned skin; always fashionably dressed.

Jack and his brother Robert (see p. 57) run a high-level security consulting firm. Robert does the more technical

Marchioness Lavinia Kimble

200 points

Age 25; 5'6", 125 lbs.; a very patrician-looking woman with hazel eyes, pale skin, and expensive clothing and accessories. Her hair is naturally white-blonde, but is usually dyed burgundy, pink, orange, green, blue, or violet, depending on her particular mood that week.

Lavinia Kimble is actually from a small, agricultural planet a little off the beaten path in a star-spanning galactic civilization. When she was 17, she managed to sweet-talk her way onto a freighter and get passage offworld.

She continued to use her charm and natural gift of gab to pay her way. She met a couple of other small-time grifters and they combined forces to pull off some larger cons, with Lavinia posing as a noblewoman. As she continued to con, the background story for her noblewoman role continued to grow.

According to her story, she comes from an underdeveloped planet named Leiprom, rich in natural resources. Her planet had been ready to join the largest of several galactic federations when a powerful overlord with psionic powers and his henchmen took over the planet for its riches. Her family, the governing nobles of the planet, were all killed. Loyal subjects who had yet to fall under the overlord's thrall smuggled her out. Now her people live in slavery to this tyrant as she tries to raise public support for the freedom fighters of her planet.

She soon found that she had hit a gold mine, garnering donations from the rich and poor alike. She even began to attract a small group of supporters who campaign for her and locate likely targets, never knowing they are accessories to a con.

She has also attracted an influential anonymous supporter. She's beginning to suspect that there is someone quietly arranging things in the background, just out of sight. She is not sure she likes the idea, as this theoretical partisan's motives and agenda are unknown to her. However, she suspects this person may be primarily motivated by anti-psionic sentiments.

Lavinia is designed as an above-average NPC for a 100-point *GURPS Space* game. She could be an antagonist or a Patron to the PCs, with the adventurers either in on her confidence game or completely taken in by it.

With adjustments to the TL and background story, Lavinia could be made to fit in other settings from *GURPS Fantasy* to *GURPS Celtic Myth* to the Renaissance period of history. Any period of time where the world is relatively well-known and stable would be more difficult. In a modern-day setting, she could be a high-ranking member or founder of an ethnic freedom movement, skimming off their funds.

ST: 10 [0]	IQ: 15 [60]	Speed: 5.50
DX: 12 [20]	HT: 10 [0]	Move: 5
Dodge: 5		

Advantages

Ally Group (Her con gang, 12 or less) [60]; Attractive [5]; Charisma +1 [5]; Contacts (Police, skill-15, available on

9 or less, usually reliable) [4]; Secret Patron (Anonymous supporter, possibly anti-psionic) [10]; Status +1 [0]; Very Wealthy [30]; Voice [10].

Disadvantages

Extravagance [-10]; Overconfidence [-10]; Secret (Not really noble) [-20].

Quirks

Congenial no matter the circumstance; Flirtatious; Proud; Quite vocal about being a vegan, but can't resist eating hard-boiled eggs on the sly; Speaks with her own made-up accent at all times. [-5]



Skills

Acting-15 [2]; Accounting-13 [1]; Administration-16 [4]; Appreciate Beauty-13 [1]; Bard-17 [1]*; Carousing-12 [8]; Dancing-12 [2]; Detect Lies-14 [2]; Diplomacy-16 [2]**; Driving (Hovercraft)-11 [1/2]†; Fast-Talk-15 [2]; Forgery-13 [1]; Gambling-14 [1]; Games (Card Games)-15 [1/2]; Guns (Pistol)-14 [1]††; History-13 [1]; Jeweler-14 [2]; Merchant-14 [1]; Psychology-15 [4]; Research-14 [1]; Savoir-Faire-19 [0]**; Sex Appeal-12 [2]**; Writing-14 [1].

* Includes +1 from Charisma and +2 from Voice.

** Includes +2 from Voice.

† Bought up from IQ default.

†† Includes +2 from IQ.

Languages

Anglic (native)-15 [0]

EVIL MASTERMIND

Do you expect me to talk?

No, Mr. Bond! I expect you to die!

– James Bond and Auric Goldfinger,
Goldfinger (1964)

Evil masterminds are a popular staple of fiction in all genres. The heroes must bring all their resources to bear to defeat the cunning, obsessed, powerful villain and his minions. These are likely to be rulers of vast, decadent empires or cult leaders, threatening the invasion of the heroes' home nation. Others are wealthy controllers of a vast network of criminals or terrorists.

In the real world, the evil mastermind exists as well, in the form of drug lords, mafia dons, and Third World dictators. These autocrats are not usually defeated by a small band of heroes, but instead require the resources of large law-enforcement agencies or entire nations to bring down. Sometimes, old age is the only thing capable of finally ending their evil reign.

Historically, the Third World hasn't been the only place they have ruled. The most powerful among them have cast a pall over their times that will never be forgotten. Their names are spoken with revulsion, if at all. They are the monsters of history.

What they all have in common is power, wealth, and the driving will to gather more through any means necessary. While they may have ethics, they aren't a kind most of the rest of the world recognizes. While they may have feelings of love and devotion, they are a dim light against the blackness of their deeds.

The exploits that lead to their downfall should be epic indeed.

Design Notes

Attributes: To claw your way up to power, you must have great intelligence, so we give our template IQ 16. For some, this will represent a lifetime of experience, for others, a natural genius.

Advantages: Evil masterminds wield great influence and wealth, so we offer a choice of advantages to cover this (Administrative Rank, Appearance, Charisma, Clerical Investment, Courtesy Rank, Diplomatic Immunity, Legal Enforcement Powers, Literacy, Military Rank, Multimillionaire, Reputation, Status, Strong Will, Voice, and Wealth). They also have an uncanny ability to avoid or survive betrayal through various means, which we represent here as well (Ally, Ally Group, Alternate Identity, Danger Sense, Hard to Kill, Luck, Resistance to Poison, and extra levels of HT).

Disadvantages: Since evil masterminds are first and foremost evil, we offer a number of disadvantages to fit the bill (Bad Temper, Bloodlust, Bully, Callous, Greed, Intolerance, Jealousy, Megalomania, Odious Personal Habit, Sadism, Self-Centered, and Selfish). They also tend to be obsessed and mildly unstable (Compulsive Behavior, Delusions, Fanaticism, Extreme Fanaticism, Glory Hound, No Sense of Humor, Obsession, and Stubbornness) and not well-liked (Edgy, Paranoid, Enemies, Excommunicated, and Reputation). Many a

fictional evil mastermind seems to find it impossible to just shoot the heroes and be done with it, but must instead gloat over his victory, reveal his full plans to the heroes, and arrange their deaths in some complicated and slow fashion that will inevitably let the heroes escape to thwart him. This would most certainly count as a -15 point Trademark. Lesser self-defeating Trademarks are also common among fictional and real evil masterminds. Finally, we offer two more that are common to many fictional, as well as real-world, oppressors – Age, to represent the time it may have taken to achieve final success, and poor Appearance, which may have been a motivating factor or may be a result of years of intrigue finally etching the tyrant's true nature onto his features.

Primary Skills: The evil mastermind needs skills in running a large organization (Administration and Leadership), in swaying his follower's opinions (Bard, Diplomacy, and Intimidation), and in proper behavior in social situations (Savoir-Faire).

Secondary Skills: Secondary skills apply to those skills that brought the mastermind to power and help keep him there.

Background Skills: Since these leaders will be upper class, we give them a choice of some common hobby pursuits of high society (Appreciate Beauty, Bicycling, Boating, Chess, Dancing, Driving, Flower Arranging, Games, History, Literature, Musical Composition, Musical Instrument, Philosophy, Piloting, Poetry, Powerboat, Riding, Sailor, Sculpting, Seamanship, Sex Appeal, Singing, Sports, and foreign languages). Since fictional and some historic evil masterminds have also had a reputation for eccentricity, we also offer a selection of more unorthodox pursuits (Gardening, Hidden Lore, Esoteric History, Meditation, Naturalist, Occultism, Origami, Paleontology, Paraphysics, Psionics, Thanatology, Ventriloquism, and Writing).

Evil Mastermind 240 points

Attributes: ST 10 [0]; DX 10 [0]; IQ 16 [80]; HT 10 [0].

Advantages: Spend 150 points in Administrative Rank [5/level]; Ally [Varies] or Ally Group [Varies]; Alternate Identity [15/5]; Appearance [5 to 25]; Charisma [5/level]; Clerical Investment [5/level]; Courtesy Rank [1/level]; Danger Sense [15]; Diplomatic Immunity [20]; Hard to Kill [5/level]; Legal Enforcement Powers [5 to 15]; Literacy [Varies]; Luck [15/30]; Military Rank [5/level]; Multimillionaire [25/level]; Reputation [Varies]; Resistance to Poison [5]; Status [5/level]; Strong Will [4/level]; Voice [10]; Wealth [10 to 50]; and extra levels of HT.

Disadvantages: -30 points in Age [-3/level]; Appearance [Varies]; Bad Temper [-10]; Bloodlust [-10]; Bully [-10]; Callous [-6]; Compulsive Behavior [-5 to -15]; Delusions [-1 to -15]; Edgy [-5] or Paranoia [-10]; Enemies [Varies]; Excommunicated [-10]; Fanaticism [-15] or Extreme Fanaticism [-15]; Glory Hound [-15]; Greed [-15]; Intolerance [-5 to -10]; Jealousy

[-10]; Megalomania [-10]; No Sense of Humor [-10]; Obsession [-5 to -15]; Odious Personal Habit [-5 to -15]; Reputation [Varies]; Sadism [-15]; Self-Centered [-10] or Selfish [-5]; Stubbornness [-5]; and Trademark [Varies].

Primary Skills: Administration (M/A) IQ+1 [4]-17; Bard (M/A) IQ+1 [4]-17; Diplomacy (M/H) IQ-2 [1] 14; Intimidation (M/A) IQ+1 [4]-17; Leadership (M/A) IQ+1 [4]-17; Savoir-Faire (M/E) IQ+1 [2]-17.

Secondary Skills: Spend 15 points distributed among Area Knowledge (M/E); Criminology/TL Fast-Talk, Gambling, Interrogation, Merchant, Politics, or Traps/TL, all (M/A); Economics, Forgery/TL, Intelligence Analysis/TL, Law, Poisons, Psychology, Strategy, Tactics, or Theology, all (M/H); Conspiracy Theory (M/VH); Fast-Draw (P/E); or any weapons skill.

Background Skills: A total of 6 points distributed among these upper class and eccentric “hobbies”: Chess, Flower Arranging, Games, Gardening, Origami, or Seamanship, all (M/E); Hidden Lore (any), Occultism, Poetry, Sailor/TL, Sex Appeal (based on HT), or Writing, all (M/A); History, History (Esoteric), Literature, Musical Composition, Musical Instrument, Naturalist, Paleontology, Philosophy, Thanatology, or Ventriloquism, all (M/H); Appreciate Beauty, Meditation, Paraphysics/TL, or Psionics/TL, all (M/VH); Bicycling or Singing (based on HT), both (P/E); Boating, Dancing, Driving/TL, Piloting/TL, Powerboat/TL, Riding, Sculpting, or Sports, all (P/A); or any foreign language (M/Varies).

Customization Notes

● Since there are so many options on secondary skills, it’s important to approach this template with an idea of your evil mastermind’s history – how he rose or is rising to power – and select the appropriate skills.

● True evil masterminds are few and far between. This character should be the center of an epic campaign or series of adventures. Don’t make him too weak!

● A truly evil character is liable to have more than -40 points in disadvantages. Don’t hesitate to design this character as you really envision him – there’s no disadvantage point limit for NPCs anyway, and PCs can break the limit with GM approval. If the GM wants to maintain the -40 point disadvantage limit, it’s still good roleplaying to give your Evil Mastermind the extra disadvantages anyway, without taking the point benefit.

● For a less epic villain, see the Mobster template, p. 72.

● In magic campaigns, the evil mastermind will have a number of mages working for him. If you want to have the mastermind himself be a mage, you might also consult the Overlord template, p. WI84, for inspiration.

Using This Character

This template is intended for a powerful NPC adversary. While his machinations should become clear as the adventures develop, he himself should not be fully encountered until the climax of the campaign or series of adventures. In a very high-powered and dark campaign, this template would work quite well for a PC.

GURPS Celtic Myth

Murchadh Mac Niul

300 points

Age 28; 5’11”, 160 lbs.; red, curly hair worn long; red beard and mustache; blue eyes; pale skin; a self-assured man wearing a knee-length tunic of fine quality, boots, a six-colored cloak, gold torc and arm bands and many finger rings.

Murchadh Mac Niul was royal kin, declared King upon the death of his father. Murchadh ruled for only a short time before a drought led to difficulties for the kingdom and, trying to change their luck, the warriors selected another King. Murchadh left home under a cloud, traveling to a neighboring land to regroup.

Once there, he began to train the warriors who remained loyal to him and some local young fighters, attracted to his charismatic personality, wealth, and obvious Sidhe abilities. His plot to invade and take back “his” kingdom grows closer to fruition with every new recruit.

ST 10 [0]; **DX** 10 [0]; **IQ** 16 [80]; **HT** 11 [10].

Basic speed 5.25; Move 5.

Dodge 5.

Advantages: Ally Group (Warriors, 12 or less) [60]; Charisma +2 [10]; Danger Sense [15]; Doesn’t Sleep [20]; Literacy [10]; Reputation +2 (As king in exile, all the time) [10]; Sidhe Blood [10]; Status +4* [15]; Very Wealthy [30]; Voice [10]; Voices on the Wind [10].

* Includes one free level from Very Wealthy.

Disadvantages: Code of Honor (Celtic) [-10]; Edgy [-5]; Fanaticism (Self) [-15]; Megalomania [-10].

Quirks: Affects a high-pitched giggle a couple times a day, in an effort to simulate “royal eccentricity”; Constantly plays “devil’s advocate”; Has to critique everything; Horrible hangovers; Will only consider marriage to a beautiful woman with red hair, clear complexion, and gray eyes. [-5]

Skills: Administration-17 [4]; Appreciate Beauty-14 [2]; Area Knowledge (Kingdom)-17 [2]; Bard-21 [4]*; Boating-10 [2]; Broadsword-10 [2]; Diplomacy-16 [1]*; Games (Fidchell)-16 [1]; Intelligence Analysis-16 [4]; Interrogation-17 [4]; Intimidation-17 [4]; Law-16 [4]; Leadership-18 [6]*; Poetry-15 [1]; Poisons-15 [2]; Politics-17 [1]*; Psychology-15 [2]; Riding (Horse)-10 [2]; Savoir-Faire-21 [2]**; Strategy-15 [2]; Tactics-15 [2]; Theology-14 [1].

* Includes +2 from Voice.

** Bought up from Status default. Includes +2 from Voice.

Languages: Goidelic (native)-16 [0].

Equipment: Thrusting broadsword (cut 1d+1, imp 1d).

GURPS Supers

Dark Green, Super Villain

600 points

Age 53; 6’3”, 155 lbs.; curly, unkempt dark green hair; green eyes; brown skin; a willowy older man who has yet to suffer much from the effects of age.

Daud Greene, or Dark Green, as he is more commonly known, was a superhero of great passion. But as the years went by and he continued to be shunned and rejected by the “normals” he was protecting, and as he witnessed the destruc-

tion of more and more of nature in the name of progress, he became more and more withdrawn and antagonistic to humankind. He now sees himself and his small band of associates as the protectors of the Earth against the infestation represented by normal humankind. Many supers, facing the same fear and mistreatment that he did, are listening to his arguments. His former group of superheroes, the Protectors of Mankind, are often arrayed against him.

ST 12 [20]; **DX** 12 [20]; **IQ** 16 [80]; **HT** 12 [20].

Speed 6.00; Move 6.

Dodge 6.

Advantages: Acute Taste & Smell +3 [6]; Ally (Blood Rose, 15 or less) [60]; Ally (Stonewall, 15 or less) [60]; Ally (Tesla, 15 or less) [60]; Charisma +4 [20]; Danger Sense [15]; Filthy Rich [50]; Multimillionaire [25]; Resistant to Poison [5]; Speak with Plants [15]; Strong Will +4 [16]; Tree-Kin [15].

Powers: Animate Plant +9 (Increased Area +2) [38]; Control Plant +8 (Increased Area +2) [23]; Plant Growth +9 (Reduced Fatigue Cost +3) [44]; Sense Plant +9 [9].

Disadvantages: Age (53) [-9]; Callous [-6]; Enemy (Protectors of Mankind, 9 or less) [-40]; Fanaticism (Self) [-15]; Intolerance (Normals) [-10]; Megalomania [-10]; Pyrophobia [-5]; Social Stigma (Mutant) [-10]; Unnatural Feature (Green hair, including all body hair) [-5]; Unusual Biochemistry [-5].

Quirks: Believes mutants are nature's answer to the infestation of humans on the planet; Distracted easily during conversation; Judges people by how healthy their plants and gardens are; Makes small-talk with foes in battle; Prefers sleeping outdoors. [-5]

Skills: Administration-15 [4]*; Agronomy-19 [1]**; Appreciate Beauty-15 [3 1/2]†; Bard-19 [4]*; Biochemistry-14 [2]; Botany-20 [4]**; Camouflage-15 [1/2]; Captivate-15 [2]; Chemistry-14 [1]; Diplomacy-12 [1]††; Flower Arranging-18 [4]; Gardening-18 [4]; Herbary-17 [4]; Intelligence Analysis-16 [4]; Interrogation-17 [4]; Intimidation-17 [4]; Knife-12 [1]; Knife Throwing-12 [1]; Leadership-20 [6]*; Musical Instrument (Violin)-14 [1]; Naturalist-18 [8]; Paleobotany-16 [4]; Paraphysics-13 [1]; Persuade-16 [2]; Philosophy-14 [1]; Physics-13 [1/2]; Poisons-18 [8]; Psychology-15 [2]; Savoir-Faire-17 [2]‡; Strategy-15 [2]††; Suggestion-15 [2]; Survival (Forest)-18 [5]‡‡; Survival (Plains)-16 [1]‡‡; Sway Emotions-16 [2]; Tactics-15 [2]††; Two-Handed Axe/Mace-13 [4]; Writing-14 [1/2].

* Includes +4 from Charisma and -2 from Callous.

** Includes +4 from Tree-Kin.

† Bought up from Savoir-Faire default.

†† Includes -2 from Callous.

‡ Bought up from Status default. Includes -2 from Callous.

‡‡ Bought up from Naturalist default.

Super Skills: Animate Plant-15 [4]; Control Plant-15 [4]; Plant Growth-15 [4]; Sense Plant-15 [4].

Equipment: Scythe (cut 1d+4 (2-handed), imp 1d+2 (1-handed but -2 to skill)).

Modern-Day

Marion Raker

300 points

Age 25; 5'6", 135 lbs.; shoulder-length blonde curly hair; green-brown eyes; pale skin; an intense man wearing designer jeans, a name brand sweater, and expensive shoes.

Marion Raker was the youth minister of a large independent community church in Detroit. To the adults of the church and the smaller children, he seemed a fairly normal man, though certainly exuberant about the Lord. The side of him they didn't see was what he showed to the teens and college students of the church. Suspicious of People of Color, the government, big business, foreigners, the Illuminati, Catholics, Baptists, Jews, atheists, etc, he filled the minds of the young people with conspiracies backed by scripture taken out of context.

The next thing the church knew, the charismatic leader had left to form his own congregation, and their young people had gone with him. They now form a commune where they are preparing for the coming of the Antichrist and the takeover of the government by demonic forces. They share a communal marriage and give all their income to Raker to invest in his preparations and in the upkeep of the commune itself. In addition to the commune members, there are other members of the church who attend services but don't live with Raker's group, who also give heavily to the cause.

Raker talks a good game, but he's strictly in it for the money and the power. His group is well-trained in defense, but without the stockpiles of weapons that have gotten other religious groups into trouble. Raker lives well, and his apartment is well-furnished. The most attractive members of the commune share his bed. He wears only the best clothes and drives the commune's only luxury car ("I must present the most attractive possible picture to the world to reach lost souls"). He also has an alternate identity, a female named Martina Simmonds (being short has its advantages), in whose name he keeps the assets stolen from the church, making them essentially untraceable.

ST 9 [-10]; **DX** 10 [0]; **IQ** 17 [100]; **HT** 9 [-10].

Speed 4.75; Move 4.

Dodge 4.

Advantages: Ally Group (Commune members, 15 or less) [90]; Alternate Identity (Martina Simmonds) [15]; Charisma +2 [10]; Clerical Investment [5]; Filthy Rich [50]; Multimillionaire [25]; Pious [5]; Sanctity [5]; Voice [10].

Disadvantages: Glory Hound [-15]; Greed [-15]; Intolerance [-10].

Quirks: Attempts to turn every discussion into a religious argument; Believes the IRS is trying to infiltrate his organization; Dislikes pets of all kinds; Pompous; Vindictive. [-5]

Skills: Administration-18 [4]; Area Knowledge (Detroit)-17 [1]; Bard-22 [4]*; Conspiracy Theory-15 [2]; Diplomacy-18 [2]; Fast-Talk-17 [2]; History (Church)-14/20 [1]; Intelligence Analysis-15 [1]; Interrogation-16 [1]; Intimidation-18 [4]; Leadership-20 [4]*; Literature-16 [2]; Occultism-16 [1]; Performance-18 [1]*; Philosophy-15 [1]; Poetry-16 [1]; Politics-18 [1]*; Psychology-16 [2]; Savoir-Faire-22 [2]**; Sex Appeal-10 [1]*; Singing-12 [2]*; Strategy-17 [4]; Tactics-17 [4]; Theology (Christian)-15/21 [2].

* Includes +2 from Voice.

** Bought up from Status default. Includes +2 from Voice.

Languages: English (native)-17 [0].

Devi Kala, Cult Leader

455 points

Age 35; 4'11" 80 lbs.; shiny, wavy black hair, worn extremely long; dark brown eyes; brown skin; a tiny, intense woman in a black sari.

Devi Kala has suffered from epilepsy for as long as she can remember. When she was 19, after a particularly unpleasant visit by a Christian missionary where her betrothed converted, she began having visions during her seizures that Shiva was calling her to be a "missionary" to the Hindu people, to bring them back to purity and away from false religions and heresies.

Devi sought out gurus to explain the wisdom of the Vedas and spent much time in study, much to the annoyance of her father, who wished to marry her off. It was only after he died when she was 24 that Devi began her cult. At first she was scorned, chased off, shouted down, and even beaten, but this only seemed to heighten her zeal. Her first members sought her out in secret, and she often used not only theological arguments, but her own feminine wiles to convince the men of the rightness of her cause.

She has grown quite wealthy from the cult, and has largely used this wealth to increase her outreach. She is now on the cusp of moving to a more aggressive, violent phase of her mission, having gathered believers and money enough to make a frightening show of power.

Devi was designed to be an NPC Enemy in a *GURPS Cliffhangers* adventure set in India. She would also work in a *GURPS India* campaign with little modification. For a less powerful character, her advantages can be trimmed (especially Wealth and Ally Group) to make her fit into a lower-powered campaign. With changes in background and some skills, she can be modified to fit other settings as well.

ST: 9 [-10] **IQ:** 16 [80] **Speed:** 7.25
DX: 13 [30] **HT:** 16 [80] **Move:** 7
Dodge: 7

Advantages

Ally Group (Large group, 15 or less) [90]; Charisma +5 [25]; Clerical Investment [5]; Danger Sense [15]; Empathy [15]; Filthy Rich [50]; Hard to Kill +2 [10]; High Pain Threshold [10]; Intuition [15]; Less Sleep +5 [15]; Serendipity [15]; Strong Will +5 [20]; Voice [10].

Disadvantages

Delusion (That she has been called to rid her nation of heretics) [-10]; Epilepsy [-30]; Fanaticism [-15]; Intolerance (Heretics) [-5]; No Sense of Humor [-10]; Odious Personal Habit (Rabble-raising) [-10]; Social Stigma (Second-class citizen) [-5].

Quirks

Careful; Refuses to cut her hair; Tends to answer questions with another question; Stays up until sunrise, gets up at noon; Will not even consider a long-term relationship with one man, let alone marriage. [-5]



Skills

Administration-17 [4]; Area Knowledge (Village and surroundings)-16 [1]; Bard-25 [6]*; Cooking-15 [1/2]; Dancing-11 [1/2]; Detect Lies-18 [1]**; Diplomacy-16 [1]†; Disguise-15 [1]; Erotic Art-12 [2]; Fast-Talk-17 [4]; History (Esoteric)-15 [2]; Hypnotism-15 [2]; Interrogation-15 [1]; Intimidation-17 [4]; Knife-14 [2]; Knife Throwing-14 [2]; Leadership-22 [4]†; Meditation-14 [2]; Musical Instrument (Flute)-14 [1]; Occultism-16 [2]; Poisons-16 [4]; Psychology-19 [4]‡; Savoir-Faire-21 [2]‡‡; Sex Appeal-17 [1]†; Singing-18 [1]†; Strategy-15 [2]; Tactics-15 [2]; Theology (Hindu)-16/22 [6]; Traps-16 [2]; Ventriloquism-15 [2].

* Includes +5 from Charisma and +2 from Voice.

** Includes +4 from Empathy.

† Includes +2 from Voice.

†† Includes +5 from Charisma.

‡ Includes +3 from Empathy.

‡‡ Bought up from Status default. Includes +2 from Voice.

Languages

English-15 [1]; Tamil (native)-16 [0].

FIXER

That man must want something: money, favors, a seat in the Supreme Court. Find out what he wants and get it for him.

– Mobster Paul “The Waiter” Ricca, to his lawyers

The fixers are those who work behind the scenes to assure a certain outcome for their bosses or clients. Most infamous among them would be the unethical lawyers who slip a little money to witnesses and corrupt police, prosecutors, and judges to see that their client is found innocent or, preferably, never even goes to trial. Other fixers would be lobbyists winning and dining legislators to assure a given bill passes or doesn't; members of the political machine assuring that the election swings toward their candidates, even if it means getting out the graveyard vote; and high-stakes gamblers who find a way to determine the outcome or point spread of a sporting event.

They are unusual among rogues in that they rub elbows with the high and mighty and are often well thought of. They are charismatic and convincing, often snaring a victim in a bribe without him ever knowing he has accepted a payoff. And once it's been done, the victim finds himself entangled into further cooperation until the only way out is to step down from power.

It takes a careful person to know which palms to grease, how to do so, and which players are too honest to risk an approach. Bribes can take many forms, from money to expensive gifts, to an introduction to a certain social circle, to a night of bliss with a skilled professional. The fixer must find the form of corruption which will work best. He is often adept at justifying the payoff to sound like it isn't one. And if the price

is too high, there is always the possibility of some strong-arm tactics or a little blackmail.

Design Notes

Attributes: A fixer has to have his wits about him to make his living bribing others, but few would be considered geniuses, so we set IQ to 13. Physical attributes vary widely in historical and fictional people of this type, so we leave those alone.

Advantages: We offer a choice of advantages that reflect the various occupations an expert in bribery might have (Administrative Rank, Diplomatic Immunity, and Literacy), their ability to impress others and call in favors (Charisma, Contacts, Courtesy Rank, Empathy, Sensitive, Fashion Sense, Favor, Heir, Reputation, and Status) and to reflect those with or for whom they work (Ally and Patron).

Disadvantages: Here are listed some choices largely reflecting reasons the character may have been drawn to his profession (Chummy, Code of Honor, Duty, Extravagance, Greed, and Involuntary Duty) and two (Enemy and Secret) to reflect the possible consequences of his job choice.

Primary Skills: The fixer's primary skills reflect his need to be able to read his victim (Body Language) and sway that victim to act in his client's behalf (Diplomacy, Fast-Talk, Psychology, and Savoir-Faire).

Secondary Skills: The secondary skills reflect the actual profession the fixer would have on his business card . . . Economics for certain lobbyists, Gambling for bookies and gamblers, Law for lawyers and other lobbyists, and Politics for political campaign managers.



Background Skills: The choice of background skills reflect other things it may be useful to know as a fixer, like how to hold your liquor (Carousing), how to fake a letter (Forgery), how to cue an associate (Gesture), or how to insure that someone resisting your charms doesn't talk (Intimidation).

Fixer 50 points

Attributes: ST 10 [0]; DX 10 [0]; IQ 13 [30]; HT 10 [0].

Advantages: A total of 20 points in Administrative Rank [5/level]; Ally [Varies]; Charisma [5/level]; Contacts [Varies]; Courtesy Rank [1/level]; Diplomatic Immunity [20]; Empathy [15] or Sensitive [5]; Fashion Sense [5]; Favor [Varies]; Heir [5]; Literacy [Varies]; Patron [Varies]; Reputation [Varies]; and Status [5/level].

Disadvantages: A total of -20 points in Chummy [-5]; Code of Honor [-5 to -15]; Duty [Varies]; Enemy [Varies]; Extravagance [-10]; Greed [-15]; Involuntary Duty [Varies], and Secret [Varies].

Primary Skills: Body Language or Detect Lies, both (M/H) IQ -1 [2]-12; Diplomacy (M/H) IQ+1 [6]-14; Fast-Talk (M/A) IQ+1 [4]-14; Psychology (M/H) IQ-1 [2]-12; and Savoir-Faire (M/E) IQ [1]-13.

Secondary Skills: Choose one of Economics (M/H) IQ [4]-13; Gambling (M/A) IQ+1 [4]-14; Law (M/H) IQ [4]-13; or Politics (M/A) IQ+1 [4]-14.

Background Skills: Spend 1 point in one or more of Gesture (M/E); Intimidation (M/A); Forgery/TL (M/H); Carousing (P/A; HT); and whichever of Body Language or Detect Lies, both (M/H), not taken above.

Customization Notes

● While Body Language has a great deal of combat uses, it is also useful in non-combat situations. In general, if the character reads visual cues, he has Body Language. If he analyzes speech, he has Detect Lies. Keep in mind that the two skills default to each other at -3.

● The best fixers have little that would bring them to the attention of the authorities or the media. They don't have notably high Rank, Status, Wealth, or a wide-ranging Reputation outside the circle they work with, though they frequently have such advantages at lower levels. Such advantages should be taken in moderation.

● Disadvantages such as Glory Hound, Impulsiveness, Megalomania, Overconfidence, and Weirdness Magnet, and social disadvantages that negatively affect reactions, are also discouraged. Remember, though, that some historic and fictional fixers have had such disadvantages.

● Since fixers work in the background, many never reveal their client's identity. This qualifies as a Secret, ranging from Serious Embarrassment to Possible Death if the client's identity were revealed, depending on the vengefulness of the client.

Using This Character

This template is largely intended for a PC in a 100+ point game. Players and GMs should keep in mind that this rogue would be more appropriate to a game of political machinations and intrigue than to a wandering adventurer. As many

such characters would be callous toward the law and rules of fair play, GM permission should be sought first. An above-average NPC Enemy, Ally, or short encounter of 50 to 100 points can easily be made as well. This template can also be used to make a more ethical and sincere lawyer or political activist, if care is taken in the selection of disadvantages.

GURPS Imperial Rome

Dionysios

50 points

Age 20; 5'6", 135 lbs.; dark brown hair; gray eyes; white tanned skin; a well-dressed young man.

Dionysios is officially employed as a clerk in the Roman Senate. Unofficially, he works for Senator Junius, greasing the right palms, talking to the right people, and otherwise making sure his patron stays in power and that votes on Junius' favorite issues swing the proper way.

It is Dionysios' hope to one day put those skills to use for himself in some way, perhaps achieving some level of political clout.

ST 10 [0]; **DX** 10 [0]; **IQ** 13 [30]; **HT** 10 [0].

Speed 5.00; Move 5.

Dodge 5.

Advantages: Charisma +2 [10]; Literacy [10]; Patron (Senator Junius, 6 or less) [5]; Status +1 [5].

Disadvantages: Autophobia [-15]; Duty (Senator Junius, 12 or less, low risk) [-5]; Greed [-15]; Secret (Works for Senator Junius, serious embarrassment) [-5].

Quirks: Ambivalent toward sex, and doesn't understand those interested by it; Congenial; Dislikes quiet rooms. Looks down on people who cannot read Greek; Will go out of his way to argue new philosophical ideas; [-5]

Skills: Body Language-11 [1]; Detect Lies-12 [2]; Diplomacy-14 [6]; Economics-10 [1/2]; Fast-Talk-14 [4]; Forgery/TL2-11 [1]; History-11 [1]; Intimidation-12 [1]; Law-13 [4]; Literature-11 [1]; Philosophy-11 [1]; Politics-15 [6]; Psychology-12 [2]; Savoir-Faire-16 [2]; Wrestling-10 [2].

Languages: Greek-11 [1/2]; Latin (native)-13 [0].

GURPS Technomancer

Niles Sogard

150 points

Age 45; 5'11", 145 lbs.; very short dark brown wavy hair (going bald on top in human form); blue eyes; light brown skin; fox-like ears and bushy tail (when not in human form); a fashionably-dressed, pleasant, smiling man.

Niles Sogard was born to human parents as a Fox People Chimera. His parents hid him in shame until Niles learned the trick of projecting an image of himself as fully human. Hiding his true nature throughout childhood affected him to the point where he has difficulty telling the truth. Lying just comes more naturally, even if the question is unimportant.

This inspired him to try to lobby for Chimera rights, wanting to see that the next generation didn't suffer as he did. So he went into politics, not as the front man running for office, but as the political advisor and strategist who

arranges the candidate's publicity. He's connected himself to pro-Chimera human candidates, though it's never been obvious that the Chimera issue was what attracted him to any particular employer. He rose from local politics to state and then the national level, and is now the campaign manager for a senator from Massachusetts. In all that time, he has never revealed his true nature or his reasons for supporting the candidates he does.

In addition to the normal spin-doctoring, Niles has also been known to drop a bribe here and there to hush up an incident or smear a political opponent. The bribes are not always monetary. Niles' team is good at researching what a person really wants and then providing it, if possible.

Niles occasionally dreams of the day he'll come clean in public at some major event, though he fully expects to live his entire life as a human.

ST 12 [20]; **DX** 10 [0]; **IQ** 15 [60]; **HT** 10/8 [0].

Speed 5.00; Move 5.

Dodge 5.

Advantages: Charisma +1 [5]; Empathy [15]; Fashion Sense [5].

Disadvantages: Compulsive Lying [-15]; Extravagance [-10]; *Homo sapiens vulpes* (see below) [-4]; Secret (Chimera working for chimera rights) [-10]; Sense of Duty (Chimera) [-10].

Quirks: Affects a Boston accent; Admires chimeras in public roles; Hesitates before speaking, considering his words first; Mildly fanatical about whatever he happens to be doing; Neat freak. [-5]

Skills: Acting-15 [2]; Administration-16 [4]; Area Knowledge (Washington, D.C.)-17 [4]; Bard-15 [1]*; Body Language-17 [8]; Carousing-12 [8]; Detect Lies-19 [4]**; Diplomacy-17 [8]; Driving (Car)-10 [2]; Fast-Talk-17 [6]; Forgery-16 [6]; History (U.S.)-15 [4]; History (Esoteric)-15 [4]; Illusion Art-16 [6]; Intelligence Analysis-15 [4]; Interrogation-14 [1]; Intimidation-14 [1]; Law-16 [6]; Leadership-16 [2]*; Politics-18 [8]; Psychology-18 [4]†; Savoir-Faire-17 [4]; Sex Appeal -10 [2].

* Includes +1 from Charisma.

** Includes +4 from Empathy.

† Includes +3 from Empathy.

Homo sapiens vulpes -4 points

Homo sapiens vulpes (Fox People Chimera) have Acute Hearing (+2) [4], Acute Taste & Smell (+3) [6], Fur, Very Thin [0], Knack: Perfect Illusion Disguise (As a Human) [10], Sharp Teeth [5], Speak with Animals, Canines and foxes only (-30%) [11], Ultrahearing (+2) [5]; Dependency (Mana, Common, Constantly (1 HT per minute)) [-25], Reduced Hit Points -1 [-5], and Vulnerability (2d from silver and DN, Rare) [-10]. They also usually have Social Stigma (Minority Group) [-10] which Niles has replaced with Secret (Is really a Fox Man working from the inside) [-5] for a total of -4 rather than -9.

Modern-Day

Toni Isham

100 points

Age 33; 5'7", 130 lbs.; long, straight, red hair; green eyes; tanned skin; a statuesque, buxom woman in an attractive and stylish suit.

Toni Isham is a blackmailer. A married sports star, jockey, official, coach, horse owner, team owner, or manager may find himself approached by the gorgeous femme fatale. If he falls for her wiles, in a few days or weeks or months he's likely to find a package delivered to him, consisting of a nicely-produced video tape of himself with Toni and careful instructions for avoiding distribution. Toni isn't after money, though, at least not directly. Rather, Toni arranges for various sporting events to go the way she and her clients want. Toni makes some of her money directly through gambling, but most of it is made from clients willing to pay her fees to have a game fixed. Though it's uncommon, Toni's been known to seduce women in the course of her job as well. Such blackmail attempts often work even if the woman isn't married, since being outed as a lesbian can still be damaging in modern society.

Through her blackmail and general networking, Toni has built up a collection of favors and contacts she's more than willing to call in, for a price. She also has a considerable collection of videos she hasn't used yet, in reserve for the right occasion.

ST 10 [0]; **DX** 10 [0]; **IQ** 13 [30]; **HT** 10 [0].

Speed 5.00; Move 5.

Dodge 5.

Advantages: Charisma +2 [10]; Contact (Business, skill-15, available on 6 or less, usually reliable) [2]; Contact (Business, skill-21, 6 or less, unreliable) [1]; Contact (Business, skill-12, available on 12 or less, completely reliable) [6]; Favor (Business contact, skill-21, available on 12 or less, completely reliable) [5]; Very Beautiful [25].

Disadvantages: Greed [-15]; Odious Personal Habit (Flirts with men and women) [-5]; Secret (Blackmailer) [-20].

Quirks: Always carries a bottle full of sundry medications for heartburn, stomachache, headaches, nausea, etc; Dislikes heights; Prefers to eat out every meal; Tries to find, and then wear on her left wrist, 5 rubber bands every day; Very touchy-feely with friends and even people she just met. [-5]

Skills: Acting-13 [2]; Body Language-13 [4]; Carousing-10 [2]; Computer Operation-13 [1]; Cooking-15 [4]; Detect Lies-13 [4]; Diplomacy-14 [6]; Disguise-11 [1/2]; Driving (Car)-8 [1/2]; Electronics Operation (Bugs)-13 [2]; Erotic Art-9 [2]; Fast-Talk-15 [6]; First Aid-13 [1]; Gambling-15 [6]; Guns (Pistol)-12 [1]; Intimidation-12 [1]; Judo-9 [2]; Photography-13 [2]; Psychology-12 [2]; Savoir-Faire-14 [2]; Sex Appeal-13 [8]; Sports (Baseball)-9 [1]; Sports (Basketball)-9 [1]; Sports (Horse Racing)-9 [1]; Video Production-13 [2].

Languages: English (native)-13 [0]; French-12 [1]; Russian-12 [1].

Jevon Hart

100 points

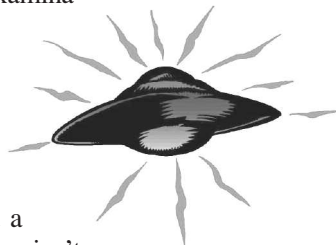
Age 30; 5'8", 175 lbs.; straight brown hair worn short; brown eyes; pale skin; a man without any distinctive characteristics, wearing a black suit.

Jevon Hart had an encounter that changed his life. One night, driving home from a date, his car was stopped suddenly by a bright light. That light turned out to be an alien vehicle, and they had a plan for his so-far directionless life.

He is now an attorney working in the Boston suburb of Brookline, in his own private practice. He is also an agent for the UFOs. He does a very good job of burying cases that would be damaging to the working of his Illuminati, or, if they do come to trial, making sure they are dismissed as a bunch of insane ramblings. His cross-examinations are quite brutal.

While Jevon is completely human, he's donated samples to the UFOs and has met, on a couple of occasions, an alien-human hybrid that is supposed to be his child. He's considered a rather eligible bachelor, but he isn't looking to marry. It would cause too many uncomfortable questions.

This character is designed as a powerful NPC or beginning PC in a *GURPS Illuminati* game. He would also function as an interesting campus visitor for a *GURPS Illuminati University* game. Going further afield, his alien contact could have been some sort of spirit creature posing as an alien in a *GURPS Voodoo* or *GURPS In Nomine* setting. Which side he is working for would be up to the GM.



ST: 10 [0]	IQ: 14 [45]	Speed: 5.00
DX: 10 [0]	HT: 10 [0]	Move: 5

Dodge: 5

Advantages

Charisma +2 [10]; Empathy [15]; Patron (The UFOs, 6 or less) [15].

Disadvantages

Duty (To the UFOs, 12 or less) [-10]; Enemy (Other Illuminati, 6 or less) [-20]; Secret (Is an agent for the extraterrestrials) [-10].

Quirks

Believe other Illuminati have planted agents to spy on him; Ever since his encounter, refuses to wear socks; Reads at every opportunity (on elevators, waiting for a traffic light to change, on the subway, at meals, etc.); Talks to dogs; Uncongenial. [-5]

Skills

Acting-15 [4]; Area Knowledge (Boston)-15 [2]; Body Language-14 [4]; Carousing-10 [2]; Detect Lies-19 [2]*; Diplomacy-17 [10]; Driving (Car)-10 [2]; Fast-Talk-17 [8]; Forgery-13 [2]; Law-16 [8]; Politics-14 [2]; Psychology-18 [6]**; Research-15 [4]; Savoir-Faire-15 [2].

* Bought up from Psychology default. Includes +3 from Empathy.

** Includes +3 from Empathy.

Languages

English (native)-14 [0]; Latin-14 [2].



FORGER

Immature artists imitate, mature artists steal.
– Lionel Trilling

Forgers make their living creating and passing off phony goods as the real thing. In older times, this involved debased coinage, religious artifacts, or fakes of the works of well-known artists. Today, the forger may specialize in counterfeit currency, legal documents, artwork, ancient archeological artifacts, or even more recent antiques and collectibles. As the world moves more toward electronic trade, the currency counterfeiter is being replaced by the hacker, but the anonymity of the net makes the passing of art and collectible imitations easier at the same time. In a future setting with the artifacts of thousands of worlds and cultures, the forger will find his place secure. Fantasy worlds often offer exotic lands and strange races whose products can be reproduced and sold to easy marks.

The forger may work alone, creating his product and putting it into circulation himself, or he may have associates who handle the merchandising, leaving him to his dubious art. His underworld connections may be minimal, in the case of some currency counterfeiters and art plagiarists. In the case of creators of false documents, some criminal ties are crucial for drawing in customers.

The motivations of the forger are myriad. For some, it may be simple greed and laziness. What easier way is there to make money than to actually *make* money? For others, it may be a combination of a belief in the worthlessness of their own creations and a desire to make a living as an artist. Others may be inspired by a desire for revenge against the art world that belittled their work, or revolting against a society and government that has become too entangled in documents and paperwork.

Design Notes

Attributes: Forgers must have decent wits and finesse to accomplish their deceptions, so we set both IQ and DX to 12.

Advantages: We offer a choice of advantages that would help in creating fakes (Acute Vision, Alertness, Literacy, Manual Dexterity, and Single-Minded) and in selling the product (Ally, Contacts, Favor, Patron, Reputation, and Sanctity), and that might result from a successful career (Alternate Identity, Wealth, and Zeroed).

Disadvantages: For disadvantages, we have an assortment of those that might incline a person toward fraud (Compulsive Spending, Greed, Laziness, Loner, Reclusive, Low Self Image, Poverty, Reputation, and Trickster) and those that might result from such a career (Enemy and Secret). Finally, there are two that would dispose the forger to keeping his clients' identities quiet (Code of Honor and Incurious).

Primary Skills: Since a forger will generally specialize in one area, we offer a choice of those skills useful for art fraud (Artist, Glassblowing, Jeweler/TL, Sculpting, and Appreciate Beauty), documents and currency counterfeiting (Forgery/TL,

Calligraphy, Metallurgy/TL, Law, and Uttering of Base Coin/TL), and antiquities fabrication (Pottery, Stone Knapping, Woodworking, Archeology, Theology, and History).

Secondary Skills: Here we offer a choice in skills for selling sham merchandise (Fast-Talk and Merchant) and learning more about the background of what they are reproducing (Research).

Background Skills: We finish off the character with a grab bag of skills of use to the forger.

Forger 55 points

Attributes: ST 10 [0]; DX 12 [20]; IQ 12 [20]; HT 10 [0].

Advantages: Spend 20 points on a choice of Acute Vision [2/level]; Alertness [5/level]; Ally [Varies]; Alternate Identity [15]; Contacts [Varies]; Favor [Varies]; Literacy [Varies]; Manual Dexterity [3/level]; Patron [Varies]; Reputation [Varies]; Sanctity [5]; Single-Minded [5]; Wealth [Varies]; Zeroed [10].

Disadvantages: Spend -20 points on a choice of Code of Honor [-5 to -15]; Compulsive Spending [-10]; Enemy [Varies]; Greed [-15]; Incurious [-5]; Laziness [-10]; Loner [-5] or Reclusive [-10]; Low Self-Image [-10]; Poverty [Varies]; Reputation [Varies]; Secret (Imprisonment or Exile) [-20]; Trickster [-15].

Primary Skills: Choose one of Artist (M/H) IQ+2 [8]-14; Calligraphy (P/A) DX+2 [8]-14; Forgery/TL (M/H) IQ+2 [8]-14; Glassblowing (P/H) DX+1 [8]-13; Jeweler/TL (M/H) IQ+2 [8]-14; Pottery (M/A) IQ+3 [8]-15; Sculpting (P/A) DX+2 [8]-14; Stone Knapping (M/A) IQ+3 [8]-15; Uttering of Base Coin/TL (M/H) IQ+2 [8]-14; and Woodworking (P/A) DX+2 [8]-14. Choose one of Appreciate Beauty (M/VH) IQ-2 [2]-10; Archaeology (M/H) IQ-1 [2]-11; History (M/H) IQ-1 [2]-11; Law (Official Documents) (M/H) IQ-1 [2]-10/16; Metallurgy/TL (M/H) IQ-1 [2]-11; and Theology (M/H) IQ-1 [2]-11.

Secondary Skills: Spend 4 points in one or more of Fast-Talk (M/A); Merchant (M/A); and Research (M/A).

Background Skills: Spend 1 point in one or more of Chemistry/TL (M/H); Computer Operation/TL (M/E); Mechanic/TL (Printing Presses or Pottery Wheels) (M/A); Photography/TL (M/A); and Scrounging (M/E).

Customization Notes

● This template is primarily for the creator of false goods, with an eye toward some selling ability. For a character who specializes in selling bogus merchandise, see the Con Man, p. 32.

● While the template is made to cover a wide range of plagiarists, clever players and GMs will undoubtedly come up with things the template doesn't address. Feel free to include other artistic and craft skills as needed.

● In campaigns with magic, the forger may be, or be partnered to, a mage or enchanter utilizing many of the spells from the Illusion and Creation college to enhance his work. While it would be tempting to use Create Object alone, in worlds where magic is fairly common safeguards will be

taken to prevent such tricks. The perils of forgery in such a setting are more than made up for by the opportunity to counterfeit magical artifacts, claiming great powers and history for simple magical devices.

Using This Character

This template is designed for a PC in a 100+ point game in practically any setting where there are some sort of valuable goods that can be forged. Players and GMs should keep in mind that forgers require equipment, which generally makes them more appropriate to a settled campaign. A 50+ point NPC can also be made with this template. Such a PC might be an Ally or Enemy or merely pass off counterfeit goods to adventurers.

GURPS Middle Ages I

Cedric the Tinker **100 points**

Age 20; 5'5", 125 lbs.; dark brown, straight, short hair; gray eyes; fair skin; long beard; a tinker of Celtic ancestry.

Cedric is a simple tinker in and around London, traveling from house to house and offering to repair pots, sell new ones, and buy old ones to later repair. As London is a significant center of trade, many coins from many lands circulate through it. Cedric adds a few more, not entirely legal, copies of those coins into circulation each day, both as change to customers and for purchases of supplies and salvage.

Many would be surprised to find that Cedric is worth considerably more than he appears. He is a decent tinker,

though a little over-generous on prices. However, he actually uses very little genuine coin in his dealings, so he can afford to be.

ST 10 [0]; **DX** 13 [30]; **IQ** 13 [30]; **HT** 12 [20].

Speed 6.25; Move 7.

Dodge 6.

Advantages: Acute Vision +2 [4]; Alertness [5]; Comfortable [10]; Manual Dexterity +2 [6].

Disadvantages: Alcoholism [-15]; Greed [-15]; Laziness [-10].

Quirks: Bad with names; Chatty; Dislikes deep water; Exceedingly polite with women; Sings at the drop of a hat, but badly. [-5]

Skills: Acting-14 [4]; Area Knowledge (London)-14 [2]; Brawling-13 [1]; Fast-Talk-14 [4]; Holdout-13 [2]; Merchant-15 [6]; Metallurgy-12 [2]; Professional Skill: Tinker-12 [1]; Running-12 [4]; Scrounging-14 [2]; Sleight of Hand-14 [2]*; Uttering of Base Coin-16 [10].

* Includes +2 from Manual Dexterity.

Languages: English (native)-13 [0].

GURPS Space

Vanessa Chatham **50 points**

Age 20; 5'9", 155 lbs.; short auburn hair; brown eyes; pale skin with freckles; a serious young woman in tailored clothes.





Vanessa owns a small antiquities shop on the world she grew up on, a world well-known for the collection of exotic alien statuary and artifacts recovered from ruins that pre-date the current civilization and a popular tourist destination. While some of the items in her store are genuine, Vanessa manufactures many of them in her home workshop. She also makes repairs or modifications to items to increase their value.

ST 10 [0]; **DX** 12 [20]; **IQ** 12 [20]; **HT** 10 [0].

Speed 5.50; Move 5.

Dodge 5.

Advantages: Wealthy [20].

Disadvantages: Charitable [-15]; Code of Honor (Only cheats people who can afford it) [-5]; Enemy (Former victims, 6 or less) [-5]; Greed [-15].

Quirks: Believes strongly in feminine intuition; Likes to play matchmaker; Staid; Takes herself very seriously; Uncomfortable around alien species significantly larger than her. [-5]

Skills: Archaeology-12 [4]; Area Knowledge (homeworld) -12 [1]; Bard-11 [1]; Fast-Talk-12 [2]; Jeweler/TL9-14 [8]; Merchant-14 [6]; Metallurgy/TL9-10 [1]; Photography/TL9-11 [1]; Savoir-Faire-15 [2]*; Sculpting-14 [8]; Xenology-10 [1].

* Bought up from Status default.

Languages: Homeworld (native)-12 [0].

GURPS Swashbucklers

Giulio Cupello

100 points

Age 20; 5'9", 150 lbs.; black curly hair, thin beard and mustache; blue eyes; tanned skin.

The illegitimate son of a wandering artist and a laundress, Giulio Cupello found work as a young boy in the local parish church, where the priest decided to educate the bright child. Giulio was drawn to art, as his father had been, and followed in his father's footsteps at an early age.

When, by the age of 18, he hadn't received the praise and acclamation he thought he deserved, Giulio gave up his own creations and instead began to make and sell copies of

the paintings and sculptures that he had seen. While it was easy work, it was also boring; so he set off to see the world.

A few months later, he returned home, claiming to have visited a great many holy places. And he had the relics to prove it, which he would sadly part with for the right price.

Now Giulio takes short trips every few months and returns with various pieces of artwork from famous artists and religious relics from various blessed sites. He makes enough to pay his way, but his lavish lifestyle keeps him from getting significantly ahead financially. Any thorough investigation of his home would indicate that all his merchandise is manufactured by him there.

Giulio would make an interesting NPC encounter in any game set in post-Renaissance Italy or elsewhere in Europe. With a few adjustments, he could be made to fit in many historical periods. He would also work with few changes in a *GURPS Fantasy* campaign.

ST 10 [0]; **DX** 12 [20]; **IQ** 12 [20]; **HT** 10 [0].

Speed 5.50; Move 5.

Dodge 5; Parry 6.

Advantages: Alertness +1 [5]; Eidetic Memory +2 [60]; Literacy [10]; Sanctity [5].

Disadvantages: Compulsive Carousing [-5]; Laziness [-10]; Short Attention Span [-10]; Trickster [-15].

Quirks: Boasts of being a good fencer, but avoids duels and other tests of his skill; Drops hints that his father is a famous artist, though which one varies from day to day; Likes to travel; Refuses to wear clothing that hasn't been freshly laundered; Spends as much time as possible at the local tavern. [-5]

Skills: Area Knowledge (Europe)-14 [1]; Artist-12 [1]; Carousing-8 [1/2]; Fast-Talk-13 [1]; Fencing-10 [1/2]; History-11 [1/2]; Jeweler-12 [1]; Literature-11 [1/2]; Merchant-15 [2]; Metallurgy-11 [1/2]; Occultism-12 [1/2]; Pottery-13 [1]; Psychology-9 [1/2]; Research-13 [1]; Scrounging-14 [1]; Sculpting-14 [8]; Theology (Christian)-13/19 [2]; Woodworking-11 [1].

Languages: French-12 [1/2]; Greek-12 [1/2]; Italian (native)-12 [0]; Latin-11 [1/2].

Robert Heil

100 points

Age 32; 5'8"; 150 lbs.; short wavy brown hair, brownish green eyes, bushy eyebrows.

Robert Heil is the man to see for answers. He knows everything that goes on in the city. What he doesn't know he can find out, and what he can't find out he will make up. Sometimes he just skips ahead and makes things up from the beginning. Nothing delights Robert, or "Bad Bob" as he is sometimes called, more than responding to a request for information with the most outlandish lie he can pass off.

Robert is a hedonist in the purest sense, and generally the best way to extract accurate information from him is to ply him with fine food, wine, and imported cigarettes. Alternatively, the promise of luxury items once the information or documents have been delivered or verified can be very effective.

Besides information, Robert's other great talent is forgery. His "artistic works" provide him the most money, and with many opportunities for amusement. Robert also uses his forgery skills for protection and revenge. People who have crossed him have had their cars repossessed, arrest warrants served, and have even had their homes demolished by innocent middlemen who had received very authentic-looking instructions, apparently from their superiors.

Robert is a terrible spendthrift. Although his various schemes and deals bring in a great deal of money, Robert spends it much faster than he makes it. As a result, Robert sleeps in a very modest apartment in a fairly poor neighborhood. Robert can usually be found in the city's chic coffee shops, restaurants, or clubs.

For reasons unknown to even his closest friends, Robert is a devout follower of an obscure Abyssinian cult generally believed to have died out several centuries ago. Rob is discreet about his beliefs, and aside from a small bronze rat statue in his apartment there is little evidence of his religious persuasion.

Robert is designed as an above-average NPC in a modern-day setting. He works well as an information source or Enemy if the PCs have crossed him, but would also work as an Ally.

ST: 10 [0]	IQ: 15 [60]	Speed: 5.50
DX: 12 [20]	HT: 10 [0]	Move: 5
Dodge: 5		

Advantages

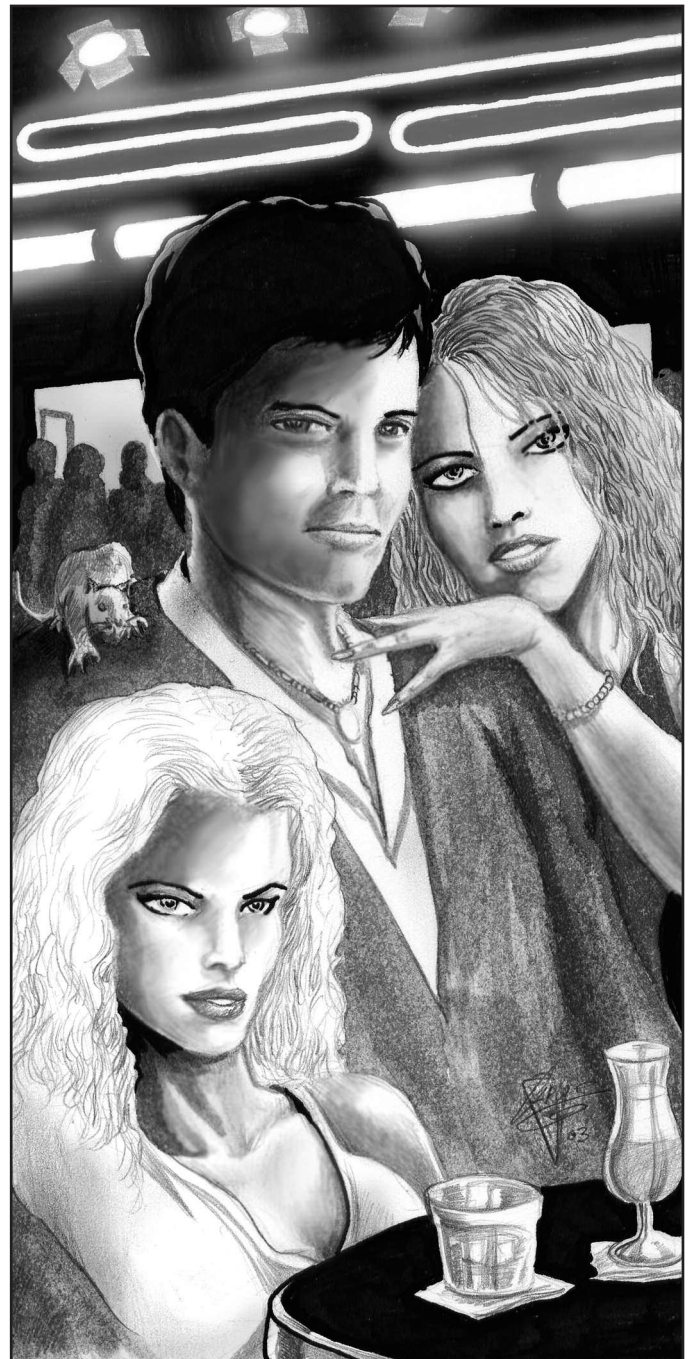
Contacts (Street, skill-12, available on 12 or less, somewhat reliable) [2]; Contacts (Business, skill-15, available on 12 or less, usually reliable) [12]; Contacts (Police, skill-12, available on 12 or less, completely reliable) [6].

Disadvantages

Compulsive Lying [-15]; Compulsive Spending [-10]; Gluttony [-5]; Struggling [-10].

Quirks

Always dressed very fashionably; Drinks elaborate coffee-based drinks; Keeps a rat on his shoulder. [-3]



Skills

Accounting-15 [4]; Acting-15 [2]; Administration-16 [4]; Area Knowledge (City)-16 [2]; Bard-14 [1]; Computer Operation-15 [1]; Fast Talk-15 [2]; Forgery-17 [8]; Karate-10 [1]; Law (Official Documents)-13/19 [2]; Merchant-14 [1]; Research-15 [2]; Savoir-Faire-15 [1]; Scuba-14 [1]; Stealth-13 [4]; Streetwise-14 [1]; Theology (Abyssinian Rat Cult)-12/18 [1].

Languages

Abyssinian-13 [1]; English (native)-15 [0]; French-14 [1]; Spanish-14 [1].

GAMBLER

The race is not always to the swift nor the battle to the strong but that's the way to bet it.

– Damon Runyon

Wherever and whenever there are activities with uncertain outcomes, there are men and women willing to bet money on the result. And whenever there are a large number of people gambling, there are also men and women willing to organize the wagering and calculate the odds. And there are those who will cheat to win.

Bookies, cardsharps, and cheats. This is the world of the gambler. It is the lure of easy money that draws people here. It is the rush of beating the odds – honestly or otherwise – that keeps them here.

There are two basic types of gambling – sports gambling, where the gambler doesn't actively participate in the contest, and card and casino gambling, where the gambler is an active participant. While gamblers may be involved in either or both types, bookies are generally involved only in sports gambling. Cheats predominantly work in card and casino gambling. (When they work the sports gambling side of things, they're more accurately considered Fixers – see p. 40.) The smart

professional gamblers pick their games carefully, weighing the odds and any insider information they may have.

In many settings, organized gambling is simply too unprofitable – there are no league sports to follow and the world is too vast, unsettled, lawless, and untamed to risk operating a casino or other sort of gambling establishment. So the gambler must go elsewhere, or make do with personal wagers. In other settings, betting houses and associations are illegal, forcing the gambler to involve himself in the underworld to pursue his pastime. The bookies, of course, also vary their approach depending on whether their operations are legal or underground.

The cheats have to be the wiliest of them all. In backgrounds where magic, psionics, super abilities, or high-tech are common, gambling houses and sports arenas will usually have safeguards in place against cheating by these means. In worlds where these methods are uncommon, those rare people who have and use them will often find themselves accused of cheating if they win too often or too much. More mundane methods of cheating can be easily spotted, requiring subtlety to pull off, and quick wits and reflexes if caught.



Design Notes

Attributes: The weighing of various risk factors, keeping track of cards, and socializing associated with gambling requires some brains, so we give our template an IQ of 13. We also give them a DX of 12 to represent the adroitness that many gamblers develop.

Advantages: For advantages, we offer a selection of those useful for gaining insider information or spotting cheaters (Acute Vision, Alertness, Contacts, Empathy, Sensitive, Intuition, and Lightning Calculator), for cheating or getting out when caught (Ally, Charisma, and Manual Dexterity), mixing in gambling society (Alcohol Tolerance, Claim to Hospitality, Less Sleep, No Hangover, and Reputation), and, of course, the two most obvious, Luck and Wealth. For bookies and some cheats, we also offer Patron.

Disadvantages: Here we list a choice of weaknesses that may have drawn the character to gambling (Chummy, Compulsive Gambling, Extravagance, Greed, Laziness, Obsession, and Overconfidence) and those that may result from the life of a betting man (Alcoholism, Enemy, Fat, Overweight, Lecherousness, Odious Personal Habit, Poverty, and Reputation). For the bookie, we also include Code of Honor and Duties.

Primary Skills: Gambling is all we need here.

Secondary and Background Skills: Here we present those other skills useful to the gambler in deciding his wagers (Body Language, Cyphering for pre-literate settings, Games, Hobby, Psychology, Research, and Sports), associating with other gamblers (Carousing, Savoir-Faire, Sex Appeal, and Streetwise), cheating (Gesture, Holdout, and Sleight of Hand), determining questions of cheating (Detect Lies, Diplomacy, and Fast-Talk), and dealing with cheaters or accusations of fraud (Fast-Draw and combat/weapon skills). For those who are bookies, we also offer Accounting and Professional Skill: Bookie. Finally, for those gamblers interested in working out their own counting schemes or other theories of the profession, we offer Mathematics.

Gambler 75 points

Attributes: ST 10 [0]; DX 12 [20]; IQ 13 [30]; HT 10 [0].

Advantages: Spend 20 points on Acute Vision [2/level]; Alcohol Tolerance [5]; Alertness [5/level]; Ally [Varies]; Charisma [5/level]; Claim to Hospitality [1-10]; Contacts [Varies]; Empathy [15] or Sensitive [5]; Intuition [15]; Less Sleep [3/level]; Lightning Calculator [5]; Luck [15]; Manual Dexterity [3/level]; No Hangover [5]; Patron [Varies]; Reputation [Varies]; Wealth [Varies].

Disadvantages: Choose -20 points in Alcoholism [-15/-20]; Chummy [-5]; Code of Honor [-5 to -15]; Compulsive Gambling [-5 to -15]; Duties [Varies]; Enemy [Varies]; Extravagance [-10]; Fat [-10/-20] or Overweight [-5]; Greed [-15]; Laziness [-10]; Lecherousness [-15]; Obsession [-5 to -15]; Odious Personal Habit [-5 to -15]; Overconfidence [-10]; Poverty [Varies]; and Reputation [Varies].

Primary Skills: Gambling (M/A) IQ+4 [10] 17.

Secondary and Background Skills: Spend 15 points on one or more of Accounting (M/H); Body Language (M/H);

Carousing (P/A(HT)); Cyphering (M/E); Detect Lies (M/H); Diplomacy (M/H); Fast-Draw (any) (P/E); Fast-Talk (M/A); Games (any) (M/E); Gesture (M/E); Hobby (any spectator sport) (M/A); Holdout (M/A); Mathematics (M/H); Professional Skill: Bookie (M/A); Psychology (M/H); Research (M/A); Savoir-Faire (M/E); Sex Appeal (M/A(HT)); Sleight of Hand (P/H); Sports (P/A); Streetwise (M/A); and any combat/weapon skill.

Customization Notes

● This template assumes a relatively competent PC or NPC professional gambler. Adjust IQ and skill levels down if you want a less canny gambler.

● Even if the character you are designing is not a cheater, having some Fast-Talk and/or combat skills is still not a bad idea, especially if your character has Empathy or Luck, as accusations are still made against perfectly aboveboard gamblers who have a string of good fortune.

● In campaigns with magic or psionics, a mundane gambler might do well to take some Magic Resistance or Psionic Resistance, both [2/level].

● For counting cards, a good memory is useful. Eidetic Memory [30/60] would be an appropriate advantage in place of several of the ones listed above.

Using This Character

This template is appropriate for building a 100-point PC or any NPC, Ally, or Enemy. It will fit into any setting or tech level with little or no modification.

GURPS Old West

Arthur "Red" Sanders 100 points

Age 38; 5'9", 155 lbs.; blond-brown, straight hair worn shoulder-length; blue eyes; pale skin; an unexceptional man wearing an expensive suit and holding a pocket watch.

Sanders has always made his living gambling. He can calculate the odds in practically any game of chance at the drop of a hat, and uses this ability to help him win. He's a little better than most as a result of this talent, but most of his luck is in his head. Sanders has stayed close to home, working mostly in the saloons and social clubs of San Francisco, with the occasional foray into the miners' camps of Northern California to separate prospectors from their gold. His weapon of choice is a .41 Remington 2-shot derringer (see p. OW87) in a wrist-spring holster (see p. CII88).

ST 10 [0]; **DX** 12 [20]; **IQ** 13 [30]; **HT** 10 [0].

Speed 5.50; Move 5.

Dodge 5.

Advantages: Charisma +2 [10]; Lightning Calculator [5]; Sensitive [5].

Disadvantages: Chummy [-5]; Extravagance [-10]; Lecherousness [-15]; Overconfidence [-10].

Quirks: Atheist, intolerant of all clergy; Considers himself extraordinarily lucky; Has an ornate pocket watch he checks continually because he hates to be late to anything; Incompetent at horse riding; Whittles in spare time. [-5]

Skills: Acting-15 [6]; Area Knowledge (California)-13 [1]; Body Language-13 [4]; Carousing-12 [8]; Detect Lies-15 [8]; Diplomacy-13 [4]; Fast-Draw (Pistol)-13 [2]; Fast-Talk-15 [6]; Gambling-17 [10]; Games (Card Games)-15 [4]; Games (Dice Games)-14 [2]; Guns (Pistol)-15 [2]*; Intimidation-12 [1]; Knife-13 [2]; Mathematics-12 [2]; Merchant-11 [1/2]; Sex Appeal-13 [8]; Streetwise-13 [2]; Woodworking-10 [1/2].

* Includes +2 from IQ.

Languages: English (native)-13 [0]; Spanish-12 [2].

Renaissance

Luchinus de Pescina 100 points

Age 21; 6', 160 lbs.; dark brown, curly hair worn short; brown eyes; olive skin; a muscular man wearing gray pumpkin breeches, white shirt, and blue jerkin.

Luchinus is from Spain. He and his family moved to Cherbourg, France to seek the services of a well-known physician when he started going deaf as a young teen. He never learned French and was never cured. Luchinus began to spend time around the docks, hoping to catch sight of sailors from his homeland. He learned savate, as it was taught at the docks and in the streets, not in the salles. He also began to gamble, and his family finally felt forced to cut him off after they caught him stealing from them to support his gambling habit. They hoped he would give up gambling, but so far he hasn't done so.

Luchinus is a passable savate fighter, but is better at spotting the better man in a contest. He spends most of his time gambling on fights. He also occasionally fights for a purse himself. His business contact, a man named Marcel le Blanc, sets up most of these.

ST 13 [30]; **DX** 12 [20]; **IQ** 13 [30]; **HT** 10 [0].

Speed 5.50; Move 5.

Dodge 5.

Advantages: Alcohol Tolerance [5]; Contact (Business, skill-12, available on 9 or less, completely reliable) [3]; Luck [15].

Disadvantages: Code of Honor (Gamblers – keep the game fair, don't flaunt winnings, be polite) [-5]; Compulsive Gambling [-5]; Deafness [-20]; Struggling [-10].

Quirks: Always worried about his health; Humble; Quickly irritated by children; Vain about his long hair, thinks it makes him attractive; Will allow his gaming dice to be examined, but refuses to allow anyone to gamble with them. [-5]

Skills: Body Language-13 [4]; Boxing-13 [4]; Broadsword -11 [1]; Carousing-8 [1/2]; Fast-Draw (sword)-11 [1/2]; Fencing-12 [2]; Gambling-17 [10]; Gesture-18 [4]*; Holdout-12 [1]; Karate-13 [8]; Lip Reading-16 [2]*.

* Includes +3 from Deafness.

Maneuvers (Savate): Back Kick-12 [1]; Drop Kick-10 [1]; Hit Location (Karate)-12 [2]; Jump Kick-12 [1]; Kicking-13 [2]; Spin Kick-13 [1].

Languages: Spanish (native)-13 [0].

GURPS Middle Ages I

Algernon Fitzhugh 100 points

Age 19; 5'9", 140 lbs.; curly, blond hair worn short; watery blue eyes; pale skin; a languid young man wearing fashionable, colorful noble's clothes.

Algernon Fitzhugh is the son and heir of a minor lord in the vicinity of Nottinghamshire. Algernon, however, hasn't shown much inclination to learn the military skills necessary to really take his father's place. He is much more interested in hunting on his father's lands and gambling. Algernon is especially fond of betting on the local archery competitions. He isn't good enough to win them himself, but he has a good eye for winners.

It was at one such contest where he first saw a man he realized must be the leader of a local band of highwaymen romanticized by the peasantry as folk heroes. The lordling bet on the outlaw, and won a hefty purse from it. On his way home that night he was stopped by the same robber (and his band) and smilingly gave them his winnings. Since that time he has followed the exploits of the Sherwood robbers and has come to find himself abiding by the highwayman's code of courtesy, generosity, and graciousness. (Whether this outlaw is *the* Robin Hood or somebody else with similar motives or something else entirely is up to the GM.)

He has the potential to become a strong ally of the band, but has not done so as yet. However, he keeps his eyes peeled for this mystery man or other members of his outlaw gang at fairs, and will always bet on them given the opportunity.

ST 10 [0]; **DX** 12 [20]; **IQ** 13 [30]; **HT** 10 [0].

Speed 5.50; Move 5.

Dodge 5; Parry 5.

Advantages: Acute Vision +2 [4]; Alertness +1 [5]; Comfortable [10]; Contact (Local gambler Tom Roberts, skill-15, available on 9 or less, usually reliable) [4]; Fashion Sense [5]; Heir [5]; Intuition [15]; Status +2 [10].

Disadvantages: Code of Honor (Highwayman's) [-5]; Reputation -1 (Lazy and soft, all the time) [-5]; Laziness [-10]; Pacifism (Cannot harm innocents) [-10]; Sense of Duty (To the poor) [-10].

Quirks: Cocky; Flirts a lot with peasants; Quite interested in outlaw stories; Tries to be unpredictable; Worried that he'll go bald early like his father. [-5]

Skills: Administration-12 [1]; Area Knowledge (Nottinghamshire)-14 [2]; Bow-11 [2]; Broadsword-10 [1/2]; Carousing-9 [1]; Dancing-10 [1/2]; Diplomacy-10 [1/2]; Disguise-11 [1/2]; Falconry-10 [1/2]; Fast-Draw (Arrow)-12 [1]; Fast-Talk-13 [2]; Gambling-17 [10]; Gesture-12 [1/2]; History-10 [1/2]; Law-11 [1]; Leadership-11 [1/2]; Psychology-12 [2]; Research-13 [2]; Riding (Horse)-12 [2]; Savoir-Faire-16 [2]; Sex Appeal-9 [1]; Sports (Archery Contests)-12 [2]; Tactics-10 [1/2].

Languages: Latin-11 [1/2]; Middle English-12 [1]; Norman French (native)-13 [0].

Leo Gearhart

100 points

Age 26.5; 5'9", 195 lbs.; brown curly hair worn just too long to keep it under control; brown eyes; pale skin; an overweight man wearing thick glasses, black pants, cable-knit sweater, and unmatched socks.

Leo is a professional cardsharp with an advantage; he can see what cards his opponents are holding. He still draws bad cards on occasion, but losses are minimized as a result of his talent. He will throw a game occasionally to keep people off-balance, although sometimes his greed gets the better of him. Leo varies his tables and casinos to avoid accusations of cheating.

The study of psionics is just beginning to be an accepted scientific pursuit, so few people have thought of accusing him of using these abilities to win. Most merely shrug and comment that he's just lucky with cards. For the most part any other sort of gambling presents the same odds to him as to anyone else.

He currently makes his home in a moderately priced hotel room in Las Vegas, where he can always find a card game day or night. The problem with this is that Las Vegas can get rather expensive in the long term, considering the steady outflow of cash for restaurant meals, laundry services, and the other costs



The study of psionics is just beginning to be an accepted scientific pursuit, so few people have thought of accusing him of using these abilities to win. Most merely shrug and comment that he's just lucky with cards.

of a man without a permanent residence. It's working out for now, but he's running out of casinos, and eventually somebody will notice how often he wins. That's when Leo's real problems will start.

Leo is designed as an above-average NPC or PC for a modern-day or just slightly futuristic game in which psionics are allowed but not common. With slight changes, he can be made suitable for a wide variety of other time periods, if the same conditions on psionics apply. Leo works well as the "people person" of the group, with his Charisma and social skills. He is not likely to do well as a PC in settings with a great deal of combat.

ST: 10 [0] **IQ:** 13 [30] **Speed:** 5.50
DX: 12 [20] **HT:** 10 [0] **Move:** 5
Dodge: 5

Advantages

Charisma +2 [10]; Manual Dexterity +4 [12].

Powers

ESP +10 (Clairvoyance only) [20].

Disadvantages

Bad Sight (Correctable) [-10]; Greed [-15]; Low Pain Threshold [-10]; Overweight [-5].

Quirks

Attentive; Believes cell phones interfere with his psionic powers; Dislikes dogs; Fascinated by Native American religions; Superstitious. [-5]

Skills

Acting-12 [1]; Bardic Lore (Indian)-10 [1/2]; Body Language-12 [2]; Brawling-12 [1]; Carousing-8 [1/2]; Diplomacy-14 [6]; Fast-Talk-15 [6]; Gambling-17 [10]; Holdout-13 [2]; Psychology-12 [2]; Sleight of Hand-17 [8]*; Streetwise -13 [2].

* Includes +4 from Manual Dexterity.

Psionic Skills

Clairvoyance-17 [12].

GOON

For himself doth a man work evil in working evils for another.

– Hesiod

Every mad scientist, evil mastermind, and mobster seems to have a goon – that minion of minions who spends his time doing his master’s bidding, mostly so he can avoid thinking about the tough questions in life, like which shoe he puts on first in the morning.

The goon is none too bright, socially inept, and confused most of the time. He appears in fantasy, historical, modern-day, superhero, and science fiction settings. He may be an essentially good soul who has gotten mixed up with the wrong person, or he may be as evil as his superior. But regardless of his motives, he will be the one the heroes must face down as the true villain escapes out the secret passage. He is the one who will be left to see the heroes finished off in the death trap, who will probably fall for a trick of the champion’s and, perhaps literally, throw a wrench into his master’s work. He is the one who is sent to do the dirty work, and who invariably messes it up. He is usually the only soul in the evil organization who can be redeemed, once he has been gently shown the error of his ways.

So why does the villain keep him around? Perhaps because the goon is the only person in the world who truly seems to appreciate him unconditionally. Maybe the evildoer feels obligated to the minion for some past kindness or family connection. Perchance he makes the miscreant feel superior. Or, most likely, despite all his faults, the lunk is still more useful than not.

Whatever the case, the goon remains one of the favorite antagonist characters in literature, television, and the movies, for there is something inexplicably lovable in the character.

Design Notes

Attributes: Goons are stronger and tougher than the norm, so we give our template ST and HT of 12. They must also be decent with their hands, so we give a DX of 11. While they are also infamous for being dull-witted, we leave IQ at 10, as this dull-wittedness may come from various mental disadvantages, rather than a lower overall IQ.

Advantages: Goons, by definition, serve a Patron or perhaps an Ally, so this is a required advantage. We then offer a choice of others that insure the minion’s long survival.

Disadvantages: As a flunky, the goon will have some level of Duties to his Patron, so this is required. Next, we offer a large selection of oafish disadvantages (Clueless, Confused, Hidebound, Illiteracy, Semi-Literacy, Incurious, Indecisive, Innumerate, Klutz, Laziness, Low Empathy, No Sense of Humor, Obdurate, Oblivious, Primitive, Shyness, Stubbornness, Stuttering, Uneducated, Weak Will, and

lowered IQ) and possible motivations for choosing an evil master (Bad Temper, Berserk, Bully, Callous, Fanaticism, Extreme Fanaticism, Laziness, Odious Personal Habit, Secret, and Sense of Duty). Last, we offer a few other classic flunky disadvantages (Appearance, Dwarfism, Edgy, Hunchback, Low Self-Image, Paranoia, Gigantism, and Status).

Primary Skills: The goon’s chief purpose is to fight the villain’s battles for him, so combat/weapon skills are of greatest concern.

Secondary and Background Skills: Here we offer a choice for more combat skills and care of weapons (Armoury, Fast-Draw, and combat/weapon skills), skills of use in transporting the master (Boating, Driving, Powerboat, and Teamster), running “errands” (Savoir-Faire (Servant), Scrounging, Shadowing, and Streetwise), and a few assorted skills of use in the violent underworld (Fast-Talk, First Aid, Gambling, and Intimidation).

Goon 65 points

Attributes: ST 12 [20]; DX 11 [10]; IQ 10 [0]; HT 12 [20].

Advantages: Spend 30 points on Patron [Varies] or Ally [Varies] and a choice of Combat Reflexes [15]; Danger Sense [15]; Fearlessness [2/level]; Fit [5] or Very Fit [15]; Hard to Kill [5/level]; and High Pain Threshold [10].

Disadvantages: Spend -30 points on Duties [Varies] and a choice of Appearance [Varies]; Bad Temper [-10]; Berserk [-15]; Bully [-10]; Callous [-6]; Clueless [-10]; Confused [-10]; Dwarfism [-15]; Edgy [-5] or Paranoia [-10]; Fanaticism or Extreme Fanaticism [-15]; Gigantism [-10]; Hidebound [-5]; Hunchback [-10/-15]; Illiteracy [-10] or Semi-Literacy [-5]; Incurious [-5]; Indecisive [-10]; Innumerate [-1/-5/-10]; Klutz (if permitted) [-5/-15]; Laziness [-10]; Low Empathy [-15]; Low Self-Image [-10]; No Sense of Humor [-10]; Obdurate [-10]; Oblivious [-3]; Odious Personal Habit [-5 to -15]; Primitive [-5/level]; Secret [Varies]; Sense of Duty [Varies]; Shyness [-5 to -15]; Status [-5/level]; Stubbornness [-5]; Stuttering [-10]; Uneducated [-5]; and Weak Will [-8/level] or a lower IQ score.

Primary Skills: Spend 8 points to purchase one or more combat/weapon skills. One of these must be level 12+.

Secondary and Background Skills: Spend 7 points in one or more of Animal Handling (M/H); Armoury/TL (any) (M/A); Boating (P/A); Driving (any) (P/A); Fast-Draw (any) (P/E); Fast-Talk (M/A); First Aid/TL (M/E); Gambling (M/A); Intimidation (M/A); Powerboat (P/A); Savoir-Faire (Servant) (M/E); Scrounging (M/E); Shadowing (M/A); Streetwise (M/A); Teamster (M/A)*; and any combat/weapon skill.

* Requires Animal Handling 12+.

Customization Notes

● This template will work well in the 75- to 100-point range. For higher point totals, raise the physical stats or purchase additional advantages. A lower total can be achieved by reducing points spent on advantages.

● If the goon is working for his master because of some form of blackmail, this would be reflected in an Involuntary Duty. The Secret, however, may still be secure as long as the character keeps doing his Duty.

● If the character is intended to be stupid but basically good at heart, stick to the oafish disadvantages and avoid the more “evil” ones. Giving the character one “evil” disadvantage to overcome in order to be reformed can present some interesting challenges to the player playing a goon, or the adventurers interested in this approach to defeating the NPC goon.

Using This Character

This template is designed to create a 75- to 100-point PC in any primarily dark or “evil” party where there is either another player they can attach themselves to, or a suitable NPC for their Patron. A reformed goon (one with few if any “evil” disadvantages) could make a formidable combat-oriented PC in a more heroic setting. It also makes an excellent above-average to outstanding NPC. GMs should keep in mind that since goons are secondary to their evil masters, it’s unlikely that the NPC goon alone would make a decent Enemy. However, he could appear in the place of his superior.

GURPS Undead

Greg Crowe -45 points

Age 29; 6’3”, 230 lbs.; short, red hair; blue eyes; pale, rotting skin; a big, rotting, shambling corpse.

Greg Crowe was once a big and not too bright gas station attendant, who used a racial slur in reference to a rather large man, and paid with his life. He doesn’t remember that. He serves the large man now as a bodyguard in dealings with those who wouldn’t find a zombie too out of the ordinary. Obviously, his master deals with some unusual people. His master does keep rather close tabs on him, since having him wander off might lead to unpleasant questions. No one particularly misses him.

ST 15 [45]; **DX** 11 [10]; **IQ** 8 [0]; **HT** 14/19 [45].

Speed 6.25; Move 6.

Dodge 6.

Advantages: Hard to Kill +2 [10]; Patron (Voudonista Alden Wills, 9 or less) [20].

Disadvantages: Confused [-10]; Duty (Alden Wills, 12 or less, involuntary) [-15]; Hard of Hearing [-10]; Klutz [-5]; Voudon Zombie (see below) [-145].

Quirks: Calls all women “Mother”; Cruel; Dislikes fire; Nervous around dogs; Uncongenial. [-5]



Skills: Axe/Mace-12 [4]; Boating-10 [1]; Brawling-14 [8]; Knife-12 [2].

Languages: English (Native)-8 [0].

Voudon Zombie

-145 points

Voudon Zombies have ST +1 [10], IQ -2 [-15]; Doesn't Breathe [20], Doesn't Eat or Drink [10], Doesn't Sleep [20], Extra Hit Points +5 [25], High Pain Threshold [10], Immunity To Disease [10], Immunity to Poison [15], Injury Tolerance: No Blood [5], Invulnerability (Mind Control) [75], Night Vision [10], Single-Minded [5], Temperature Tolerance 10 [10], Unaging [15], Unfazeable [15]; Appearance: Monstrous [-25], Bad Smell [-10], Cannot Learn [-30], Dependency (Mana, Common, Constantly) [-25], Disturbing Voice [-10], Eunuch [-5], Hidebound [-5], Low Empathy [-15], No Sense of Humor [-10], No Sense of Smell/Taste [-5], Obdurate [-10], Poverty: Dead Broke [-25], Reduced Move -1 [-5], Reprogrammable Duty [-25], and Slave Mentality [-40], Social Stigma (Dead) [-20], Unhealing [-30], Unliving [-50], Vulnerability (4d from salt) [-40]. Features and Taboo Traits: Affected by Control Zombie, Pentagram, and Turn Zombie [0], No mental skills [0], Will become a skeleton [0].

GURPS Japan

Hideo

130 points

Apparent age 30s; 5'11", 140 lbs.; black hair shaved on top and queued; black eyes; light golden skin; a Tsukumogami appearing as a handsome and graceful man.

Hideo is a Tsukumogami, or artifact spirit, who sprang to life from the bow of a ninja named Kiyoshi when he was in dire straits. Kiyoshi's father, also a ninja, had just been killed in an assassination gone wrong. Kiyoshi ran at once, but was stopped by a couple of samurai. Hideo's appearance from the bow so shocked the guards that Hideo and Kiyoshi easily dispatched them.

The bow has been in the family for many generations and Hideo feels a strong loyalty to Kiyoshi. Kiyoshi, for his part, has treated Hideo equably, providing for his needs in exchange for services. Hideo shows no signs or intention of returning to his slumbers anytime soon, as Kiyoshi has yet to exact revenge upon his father's killers.

ST 15 [20]; **DX** 14 [10]; **IQ** 9 [0]; **HT** 14 [20].

Speed 7.00; Move 7.

Dodge 7.

Advantages: Patron (A ninja named Kiyoshi, 12 or less) [30]; Tsukumogami (see below) [48].

Disadvantages: Berserk [-15]; Duty (12 or less) [-10]; Illiteracy [-5]; No Sense of Humor [-10].

Quirks: Becomes violent toward people who abuse weapons; Dislikes socializing and doesn't talk much; Dull; Mildly overconfident; Sensitive about his height. [-5]

Skills: Appreciate Beauty-10 [0]; Armoury (Hand Weapons)-8 [1]; Bow-13 [2]; Intimidation-10 [4]; Judo-12 [1]; Karate-12 [1]; Katana-13 [1]; Knife-14 [1]; Savoir-Faire-9 [0]; Shadowing-9 [2]; Shortsword-12 [1/2]; Shuriken-11 [1/2]; Staff-11 [1/2]; Streetwise-7 [1/2]; Throwing-13 [2].

Spells: Illusion Disguise-12 [8]; Illusion Shell-12 [8]; Simple Illusion-15 [14].

Languages: Japanese (native)-9 [0].

Equipment: Katana (cut 2d+2, imp 1d+2); Small Knife (cut 1d+1, imp 1d, SS 11).

Tsukumogami

48 points

Tsukumogami have ST +3 [30], DX +3 [30], IQ -1 [-10], HT +2 [20]; Alertness +1 [5], Handsome [15], Magery +1 [15]; Dependency (Mana, Constantly) [-25], Impulsiveness [-10], Jealousy [-10], Sense of Duty (Object's owner) [-5], Status -4 [-20]; and the racial skills Appreciate Beauty at IQ+1 [12], and Savoir-Faire at IQ [1].

GURPS Imperial Rome

Vitus

100 points

Age 20; 7'1", 290 lbs.; black, curly hair worn short; brown eyes; olive skin; a handsome giant of a young man, wearing a plain toga and barefoot.

Vitus is a slave belonging to a merchant who specializes in a number of illegal or questionable goods, and occasionally needs protection. The gigantic Vitus is his first choice, since the slave is not only intimidating, but also quite well-formed and handsome, making him one of his master's favorites. Within the city, Vitus isn't permitted to carry a sword, but when traveling he is issued a gladius.

Recently, Vitus has been learning about the Christian religion, but is being very quiet about it. He has been very slow to decide whether to accept or reject it; the current negative attitude toward Christians throughout the Empire is a problem for him.

The gigantic Vitus is his first choice, since the slave is not only intimidating, but also quite well-formed and handsome, making him one of his master's favorites.

ST 12 [20]; **DX** 11 [10]; **IQ** 10 [0]; **HT** 12 [20].

Speed 5.75; Move 5.

Dodge 5; Parry 6 (Shortsword).

Advantages: Danger Sense [15]; High Pain Threshold [10]; Patron (Petrus Flavianus, 6 or less) [5]; Very Handsome [25].

Disadvantages: Duty (owner, 15 or less) [-15]; Gigantism [-10]; Hidebound [-5]; Social Stigma (Slave) [-10].

Quirks: Dislikes closed-in places; Follows the gladiatorial rumors avidly; Mutters to himself while in combat; Secretly learning about Christianity; Talkative. [-5]

Skills: Acrobatics-9 [1]; Area Knowledge (Trade routes)-10 [1]; Armoury-9 [1]; Cooking-9 [1/2]; Erotic Art-9 [1]; Fast-Draw (Sword)-13 [4]; First Aid-10 [1]; Intimidation-14 [10]; Merchant-9 [1]; Savoir-Faire (Servant)-11 [2]; Sex Appeal-13 [4]; Shortsword-12 [4]; Theology (Christianity)-6/12 [1/2]; Wrestling-13 [8].

Languages: Aramaic-8 [1/2]; Greek-8 [1/2]; Latin (native)-10 [0].

Wolf

60 points

Age indeterminate; 2'9" at the shoulder, 85 lbs.; a brown-and-black German Shepherd dog with a higher-domed forehead and larger skull.

Wolf is a K-10A Postcanine, uplifted from German Shepherd stock in the *Transhuman Space* game world. Wolf is primarily a bodyguard for the Martian Triad (see p. TS107) mobster Hyacinth Anastasio, but she also sends him out as muscle on special jobs. A snarling dog can be very intimidating, especially when you realize that he's snarling at you *in English*. His domesticated instincts mean he is basically loyal to Anastasio, but it bothers him that she treats him like any of her other housepets, when he is clearly much more than that. Player characters who figure this out may be able to use it in their dealings with both Wolf and Anastasio.

Wolf gets along much better with the other bodyguards, because they treat him more like a fellow soldier in the crime family and less like a mascot. Still, old instincts are hard to break – you can still get far with Wolf with a scratch behind the ear and a dog treat.

Wolf is designed as a low-level PC or NPC in *Transhuman Space*, but he could be adapted to a cyberpunk or other near-future setting. (*GURPS Bio-Tech* could be useful for further modifying the Postcanine template.) Changing his patron could fit him into a number of PC parties. As an NPC, he works well as an antagonist or Ally. With a little finesse, he could also provide the PCs with a great deal of information, especially if they promise him some freedom from Anastasio. As a servant, he may know a great deal about the workings of Anastasio and the Triads in general.



ST: 12 [12]	IQ: 9 [20]	Speed: 6.50
DX: 14 [10]	HT: 12 [0]	Move: 6
Dodge: 7	Parry: 12 (Brawling)	

Advantages

Ally Group (Fellow guards, 12 or less) [20]; Danger Sense [15]; Fearlessness [2]; Patron (Hyacinth Anastasio, 6 or less) [8].

Disadvantages

Bloodlust [-10]; Clueless [-10]; Duty (Bodyguard, 9 or less) [-5]; Edgy [-5]; K-10A Postcanine (see below) [-1]; Sense of Duty (To fellow guards) [-5]; Stubbornness [-5].

Quirks

Can't stay mad at someone he knows if bribed with a treat; Spins around exactly three times before lying down; Startled by loud home appliances (vacuum, blender, leaf blower). [-3]

Skills

Brawling-17 [8]; Intimidation-10 [4]; Savoir-Faire (Servant)-11 [4].

Languages

English-9 [2].

K-10A Postcanine

-1 point

The K-10A Postcanine (see p. TS118) is a semi-sapient domesticated dog. Their voice boxes are modified to allow them to speak, so in addition to the usual bodyguard and physical intimidation work, they make excellent infiltrators. They have DX +3 [30], IQ -3 [-20], HT +2 [20]; the advantages Alertness (+7) [35], Combat Reflexes [15], Discriminatory Smell (works as Empathy within 2 hexes, +50%) [23], Early Maturation 1 [5], Enhanced Move (Running) 1 [10], Extra Legs (4 legs) [5], Fur [4], Sharp Teeth [5], Ultrahearing [5]; and the disadvantages Chummy [-5], Color Blindness [-10], Horizontal [-10], Innumerate [-5], No Fine Manipulators [-30], Proud [-1], Responsive [-1], Semi-Literacy [-5], Sense of Duty (Master) [-5], Short Arms [-10], Self-Destruct [-20], Short Lifespan 2 [-20], Sleepy (50% of time) [-10], Social Stigma (Valuable Property) [-10], Stress Atavism (Mild, uncommon) [-6], and Stuttering [-10].

HACKER

Yes, I am a criminal. My crime is that of curiosity. My crime is that of judging people by what they say and think, not what they look like. My crime is that of outsmarting you, something that you will never forgive me for.

– *The Mentor, from “The Conscience of a Hacker,”
Phrack, Volume One, Issue 7, Phile 3*

As soon as computers began to be networked together, there appeared a group of individuals who occupied themselves with breaking into secure systems and “liberating” the information within. Sometimes this was just for the glory of being able to say they’d done it, but as time passed these hackers began selling the information they obtained or using their skills to gain benefits for themselves more directly. Perhaps the most dangerous of them all were the ones who committed malicious acts deleting files, planting viruses, and crashing entire systems.

The term hacker as it is used today has two separate, but related, meanings. The first is a computer aficionado who likes exploring the capabilities of the system and commonly comes up with ingenious solutions to problems inherent within them. The second, popularized by the media, is someone who illegally cracks into systems to obtain critical information, or to cause malicious damage. The first type of hacker is usually annoyed by the second type being referred to as hackers, and prefers the term “cracker” (and “phreak” for someone who breaks into telephone systems) to be used in referring to them. In truth, the word has a long history of use for someone who penetrates secure areas or pulls ingenious pranks. It also has an equally long history of referring to an enthusiast. What this all boils down to is that some characters will prefer other terms for themselves, or use them differently than the common media definition. Regardless, someone using the term for himself will generally mean it with pride.

Even when the hacker is not interested in selling the data he’s obtained, or is otherwise not malicious in nature, he is often seen as somewhat of a rogue for nosing into systems and programs in which he has no legitimate reason to delve. For instance, many hackers will attempt to find holes in the security of a system and then send a message to the owners, telling them of the holes they found and how to fix them. While this can be a useful service, such activities may mask coinciding attempts by more malicious types to break into the system, may interfere with legitimate uses of the system, and may cause unintentional harm to the system if the hacker doesn’t know what he’s doing. Such activities are regarded much like those of vigilantes. While it may be useful, it’s still none of their business.

Design Notes

Attributes: The hacker needs strong wits, so we give him IQ 14.

Advantages: We offer a selection of advantages that may result from a successful hacking career (Alternate Identity,

Reputation, Wealth, and Zeroed). The rest are stereotypical advantages that aid the hacker in his endeavors.

Disadvantages: Here, we present a list of disadvantages that may have attracted the hacker to his pursuit (Compulsive Behavior (Net surfing), Curious, Delusions (“Information wants to be free” is an especially classic one, but hardly the only choice), Greed, Insomniac, Jealousy, Klutz, Laziness, Lecherousness, Loner, Reclusive, Obsession, Shyness, Solop-sist, Stuttering, Trickster, and Youth) and a collection of problems with a social impact that seem to plague many hackers (Absent-Mindedness, Appearance, Bad Smell, Clueless, Edgy, Paranoid, Fat, Overweight, Gluttony, Gullibility, Low Empathy, Oblivious, Odious Personal Habit, Poverty, Reputation, Skinny, and Workaholic). Finally, we finish with a few other stereotypical disadvantages (Bad Sight, Code of Honor, Enemy, Secret, Secret Identity, Trademark, Unfit, and Very Unfit).

Primary Skills: Computer Hacking is the only skill common to all hackers.

Secondary Skills: We offer a selection of related skills that many hackers will have to some degree. Computer Operation is useful for performing the more mundane tasks that hackers often need done. Computer Programming aids in creating hacking software. Electronics Operation, Electronics (Computers), Electronics (Telecommunications), Electrical Engineer, and Photonics (Computers), Professional Skill (Web Design or Tech Support) are useful for troubleshooting problems with the hardware, or for representing likely jobs or courses of study the hacker may be, or have been, in. Research often provides the hacker with insight into his targets. For those who are selling the information they obtain, Merchant and Streetwise are also listed.

Background Skills: The listed background skills represent some common interests of the geek – Area Knowledge of Cyberspace, Artificial Intelligence, Chess, Cyberdeck Operation, Games, History, Hobby (Comic Book Collecting, Historical Recreationism, Lego Collecting, SF Films, etc.), Literature (Comics or SF), and Sports (Skateboarding) – and the person interested in security and encryption (Cryptanalysis, Cryptography, and Cryptology). Some of the more adventurous hackers actually physically invade the offices where their target hardware is located, so skills like Electronics (Security Systems), Forgery, and Lockpicking are also appropriate.

Hacker 65 points

Attributes: ST 10 [0]; DX 10 [0]; IQ 14 [45]; HT 10 [0].

Advantages: A total of 15 points in Alternate Identity [15/5]; Contacts [Varies]; Daredevil [15]; Favor [Varies]; Interface Jack [10]; Intuition [15]; Less Sleep [3/level]; Lightning Calculator [15]; Mathematical Ability [10]; Neural Cyberdeck Interface [Varies]; Patron [Varies]; Reputation [Varies]; Serendipity [15]; Single-Minded [5]; Versatile [5]; Wealth [Varies]; and Zeroed [10].

Disadvantages: A total of -20 points in Absent-Mindedness [-15]; Appearance [Varies]; Bad Sight (Correctable) [-10]; Bad Smell [-10]; Clueless [-10]; Code of Honor [-5 to -15]; Compulsive Behavior (Net surfing or Crack systems) [-5 to -15]; Curious [-5 to -15]; Delusions [-1 to -15]; Edgy [-5] or Paranoia [-10]; Enemy [Varies]; Fanaticism [-15]; Fat [-10/-20] or Overweight [-5]; Gluttony [-5]; Greed [-15]; Gullibility [-10]; Insomniac [-10 or -15]; Jealousy [-10]; Klutz (if permitted) [-5/-15]; Laziness [-10]; Lecherousness [-15]; Loner [-5] or Reclusive [-10]; Low Empathy [-15]; Oblivious [-3]; Obsession [-5 to -15]; Odious Personal Habit [-5 to -15]; Poverty [Varies]; Reputation [Varies]; Secret [Varies]; Secret Identity [Varies]; Shyness [-5 to -15]; Skinny [-5]; Soloplist [-5]; Stuttering [-10]; Trademark [Varies]; Trickster [-15]; Unfit [-5] or Very Unfit [-15]; Workaholic [-5]; and Youth [-2/level].

Primary Skills: Computer Hacking (M/VH) IQ+2 [16] -16.

Secondary Skills: Spend 6 points on one or more of Computer Operation (M/E); Computer Programming (M/H); Electronics (Computers) (M/H); Electronics (Communications) (M/H); Electronics Operation (Computers) (M/A); Engineer (Electrical) (M/H); Merchant (Specialization: Illegal Data) (M/A); Photonics (Computers) (M/H); Professional Skill (Web Designer or Tech Support) (M/A); Research (M/A); Streetwise (M/A).

Background Skills: Spend 3 points on one or more of Area Knowledge (Cyberspace) (M/E); Artificial Intelligence (M/H); Chess (M/E); Cryptanalysis (M/H); Cryptography (M/H); Cryptology (M/H); Cyberdeck Operation (M/VH); Electronics/TL (Security Systems) (M/H); Engineer (Robotics) (M/H); Forgery/TL (M/H); Games (Computer, RPGs, Video, or War) (M/E); History (M/H); Hobby (Comic Book Collecting, Historical Recreationism, Lego collecting, SF Films, etc.) (M/A); Literature (Comics or SF) (M/H); Lock-picking/TL (M/A); Sports (Skateboarding) (P/A); or any of the secondary skill above.

Customization Notes

● Many physical disadvantages not listed here that would keep a character home or limit his ability to interact physically (such as Blindness [-50]; Deafness [-20]; Epilepsy [-30]; Hemophilia [-30]; Lameness [-15 to -35]; Mute [-25]; No Physical Body [-100]; Quadriplegic [-50]; Terminally Ill [-50 to -100]; Tourette Syndrome [-15 to -35]; and Weak Immune System [-30]) make good backstories for hackers, but are outside the point value set for hacker disadvantages or are extremely rare. Feel free to use these instead of or in addition to those listed above.

● Remember that Computer Hacking defaults to Computer Operation-8 and Computer Programming-4. While the Computer Operation default isn't all that useful, the Computer Programming default is, especially for a character conceived as being a programmer who hacks on the side. It is perfectly acceptable to optimize this package by spending some or all of the 16 points that was spent in Computer Hacking on Computer Programming, so long as *some* points are spent in Computer Hacking skill beyond the default.

● Addiction (VR) [-25] is an appropriate disadvantage for Cyberpunk hackers to take instead of those listed above.

Using This Character

The template is suitable for a 100+ point PC in any setting where computer networks are common. It would also be suitable for an NPC Ally or Enemy.

GURPS Cyberpunk

Robert "Stargazer" Secondino

150 points

Age 32; 5'11", 110 lbs.; blue-black hair; gray eyes; pale skin; always a little rumped and unshaven.

Robert and his brother Jack (p. 34) run a high-level security consulting firm. Robert, having been cursed by a stutter that has made him more self-conscious as the years go by, does the more technical jobs while Jack works the human angle. Robert feels very much in the shadow of his more outgoing, more outwardly successful brother, and doesn't realize the extent of the talent he possesses.

Encountered online, Stargazer is confident and friendly, willing to spend hours discussing the pros and cons of various operating systems, security protocols, the newest astronomical discoveries, wine vintages, and so on – a stark contrast to Robert Secondino in person.

ST 10 [0]; **DX** 10 [0]; **IQ** 14 [45]; **HT** 10 [0].

Speed 5.00; Move 5.

Dodge 5.

Advantages: Extraordinary Luck [30]; Intuition [15]; Lightning Calculator [5]; Mathematical Ability [10]; Patron (Business partner, 12 or less) [30].

Disadvantages: Code of Honor (Hackers) [-5]; Crippling Shyness [-15]; Skinny [-5]; Stuttering [-10]; Workaholic [-5].

Quirks: Avid amateur astronomer and creator of astronomy-inspired artwork; Envy his brother Jack's ability with women; Trademark (Leaves the name Stargazer in systems or files he hacks); Uses only the Red Hat Linux operating system, and installs it on every system he can; Wine aficionado. [-5]

Skills: Area Knowledge (Cyberspace)-17 [6]; Artist-14 [4]; Astronomy/TL8-14 [4]; Computer Hacking/TL8-19 [16]*; Computer Operation/TL8-15 [2]; Computer Programming/TL8-18 [6]*; Cooking-14 [1]; Cryptanalysis/TL8-15 [1]*; Cyberdeck Operation/TL8-10 [1/2]; Driving/TL8 (Car)-10 [1]**; Electronics/TL8 (Computers)-15 [2]†; Engineer/TL8 (Electrical)-14 [1]†; Mathematics-17 [4]*; Photography-14 [2]; Physics/TL8-11 [1/2]; Research-17 [8]; Scrounging-14 [1].

* Includes +3 from Mathematical Ability.

** Bought up from IQ default.

† Includes +2 from Mathematical Ability.

Languages: English (native)-14 [0].



GURPS Special Ops

Sgt. Dan “Murph” Murphy 150 points

Age 28; 6', 185 lbs.; black skin, kinky black hair, cut military short. Wears camouflage shirt, pants, and hat at all times, unless dressier uniform is required.

Sgt. Dan Murphy (called “Murph” by everyone) is attached to a U.S. Army Special Forces unit as an electronic intelligence specialist. He is on the front line of the “infowar,” using his hacking skills to penetrate enemy databases and command and control centers, steal data, plant viruses, and to protect friendly information systems from the same. He doesn't have quite as much field training as the regular Special Forces troops (while they were off learning how to dig snow caves, he was cracking Pentagon sites for practice), but he can hold his own in the field in a pinch.

Murph has a few other uses, too. When in the field, his unit seems to always get the best food and those scarce luxury items, “accidentally” diverted by computer glitches in Supply, and this has earned him a great deal of loyalty and protection from his comrades and his C.O. He's not entirely innocent, however – his Alternate Identity is one he's been working on in his spare time, and thanks to his high-level government access, it's as solid as they come. He hasn't used it yet, but he has some plans for when his military career is over . . .

Even when the hacker is not interested in selling the data he's obtained, or is otherwise not malicious in nature, he is often seen as somewhat of a rogue for nosing into systems and programs in which he has no legitimate reason to delve. For instance, many hackers will attempt to find holes in the security of a system and then send a message to the owners, telling them of the holes they found and how to fix them.

ST 11 [10]; **DX** 13 [30]; **IQ** 14 [45]; **HT** 11 [10].

Speed 5.50; Move 5.

Dodge 5; Parry 8 (Brawling).

Advantages: Alternate Identity [15]; Attractive [5]; Fit [5]; Military Rank 1 [5].

Disadvantages: Compulsive Behavior (Hacking) [-15]; Curious [-5]; Extremely Hazardous Duty [-20].

Quirks: Believes no one online tells the truth about who they really are; Compulsively neat when it comes to his tools and work materials; Dreamer; Talks to himself while hacking; Wears camo fatigues at all times, on or off duty, unless ordered to wear dress uniform. [-5]

Skills: Area Knowledge (Cyberspace)-16 [4]; Brawling-13 [1]; Computer Hacking/TL7-18 [24]; Computer Operation/TL7-15 [2]; Computer Programming/TL7-18 [12];

Electronics Operation/TL7 (Communications)-14 [2]; Electronics Operation /TL7(Computers)-15 [4]; Electronics Operation/TL7 (Sensors)-14 [2]; First Aid/TL7-14 [1]; Guns/TL7 (Light Automatic)-14 [1/2]*; Guns/TL7 (Rifle)-14 [1/2]*; Intelligence Analysis-14 [4]; Knife-13 [1]; NBC Warfare/TL7-13 [1]; Research-15 [4]; Savoir-Faire (Military)-14 [1]; Scrounging-15 [2]; SIGINT Collection/Jamming/TL7-12 [1]; Soldier-13 [1]; Traffic Analysis-13/TL7 [2].

* Includes +2 from IQ.

GURPS Reign of Steel

Priscilla Dane, AKA Parsifale 125 points

Age 17; 5'6", 125 lbs.; long, straight, auburn hair, usually braided; blue-green eyes; pale skin; an average teenaged girl wearing jeans and a T-shirt with high-tech jewelry.

Priscilla Dane is the daughter of a high-level government official and his late wife. Or, at least, that's the official story. Priscilla's mother was actually a woman who wouldn't submit to the reproductive laws and was given to Matthew Dane as a plaything. She was terminated when she became too much to handle.

Priscilla has access to a lot of high tech because of her father's position. He doesn't realize what she's using it for – hacking Washington's computers for GRRL. Unlike most GRRL hackers, who spend most of their time modifying women's files to make them appear to be in line with the laws, Priscilla uses her hacking to harass government officials who have made public statements in support of the reproductive laws. Men whose electricity has been turned off for failure to pay their bills, or whose credit cards are suddenly maxed out, or who have been taken into custody because their records indicate they are women who have failed to have children, often find the name Parsifale in their modified records. So far, the law hasn't located this mysterious Sir Parsifale, nor made the connection to GRRL.

ST 12 [20]; **DX** 12 [20]; **IQ** 14 [45]; **HT** 12 [20].

Speed 6.25; Move 6.

Dodge 6.

Advantages: Immunity to Disease [10]; Less Sleep [3]; Mathematical Ability [10]; Patron (GRRL, 6 or less) [8].

Disadvantages: Post-Combat Shakes [-5]; Secret (Is “Sir Parsifale”) [-20]; Sense of Duty (Humanity) [-15].

Quirks: Curious about her mother; Hopes to travel the world one day soon, and often plans long trips she never takes; Twisted sense of humor regarding damage done to the lives of her hacking targets; Uses the trademark hacker name Sir Parsifale; Would like to have children when she grows up, just not Zone Washington's way. [-5]

Skills: Computer Hacking/TL8-19 [16]*; Computer Operation/TL8-15 [2]; Computer Programming/TL8-20 [10]*; Electronics Operation/TL8-14 [2]; Engineer/TL8 (Robotics)-15 [2]**; Mechanic/TL8 (Robotics)-14 [2].

* Includes +3 from Mathematical Ability.

** Includes +2 from Mathematical Ability.

Languages: English (native)-14 [0].

Adam Tanner

100 points

Age 28; 5'10", 220 lbs.; dark brown hair, worn short; blue eyes; glasses; a husky man in jeans and a turtleneck.

Born in 1972, Adam Tanner was reared in Butte, MT. He was a quiet and studious kid who enjoyed reading and playing video games. When Tanner was 14, his parents moved him to Vacaville, CA. He was not pleased with the move at the time. In the new environment, he became quieter and more secluded, becoming more involved with his computer. He eventually made a few good friends, mostly computer geeks.

When he graduated from high school, he delivered pizza for a living to pay his part-time community college tuition. He enjoyed delivering pizzas, which to Adam was simply driving around listening to the radio while getting paid. He also got involved with karate, earning his brown belt before dropping out to focus on school. He got his bachelor's degree in electronics, and immediately moved to Portland, OR. He's been there the last two years, working out of a computer chip manufacturing plant, which is where he met his business Contact, someone working for a large software company also in Oregon.

While there's lucrative data to be gotten at work, Tanner doesn't want to risk his job. He focuses on locating software still in the development phase to sell to his business Contact, if it would be of interest to them, or to his street Contact if it is a computer game. He also occasionally does specific jobs on request for others who have found him through his Contacts or his Reputation.

Adam Tanner is designed as an NPC for a 100-point modern-day campaign. He would work well as an Ally or source of information. He could also function as an antagonist, hacking into the PCs' systems. With few modifications to skills and character history, he could also be dropped into a *GURPS Cyberpunk* game as well.

ST: 11 [10] **IQ:** 14 [45] **Speed:** 5.25
DX: 11 [10] **HT:** 10 [0] **Move:** 5
Dodge: 5

Advantages

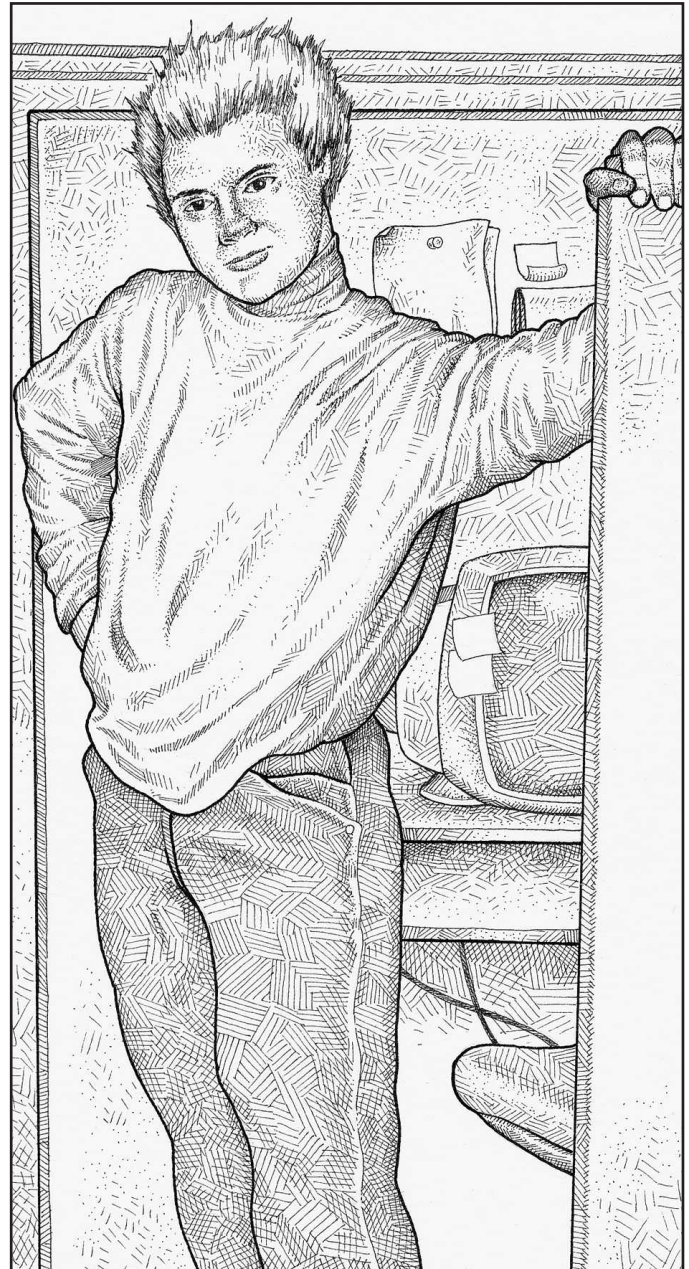
Contact (Business, skill-18, available on 6 or less, usually reliable) [3]; Contact (Street, skill-15, available on 9 or less, completely reliable) [9]; Cool [1]; Patron (Employer, 6 or less) [13]; Reputation +3 (As a competent hacker, to other hackers, all the time) [5]; Single-Minded [5].

Disadvantages

Bad Sight (Correctable) [-10]; Compulsive Behavior (Shops at favorite stores even if the store is a hundred miles away) [-5]; Compulsive Spending (Mild) [-5]; Hard of Hearing [-10]; Overweight [-5]; Unfit [-5].

Quirks

Allergic to practically everything; Can fall asleep at the drop of a hat when not in front of his computer; Drives like he



is still delivering pizzas (i.e., a maniac); Extremely tolerant of annoying situations; Lets friends easily twist his arm to do what they want. [-5]

Skills

Administration-12 [1/2]; Area Knowledge (Local city roads)-14 [1]; Computer Hacking-16 [16]; Computer Operation-15 [2]; Computer Programming-12 [1]; Driving (Car)-13 [7 1/2]*; Electronics (Computers)-14 [4]; Electronics Operation (Computers)-13 [1]; Games (Computer)-13 [1/2]; Games (Console)-13 [1/2]; Guns (Pistol)-12 [1/2]**; Karate-11 [4]; Law-11 [1/2]; Mathematics-12 [1]; Merchant (Illegal Data)-13/19 [2]; Research-13 [1]; Streetwise-13 [1].

* Bought up from IQ default.

** Includes +2 from IQ.

HOUSEBREAKER

We mostly did Italian weddings. We cleaned out the house while the people were at the church.

— Peter Bianco, burglar for the Violi crime family

The housebreaker is a common criminal, often motivated by poverty, low status, and little legal opportunity to better his position in society. He turns to burglary as an easy method of advancement. While rebellious youngsters often experiment with theft, most are caught or give it up when their efforts to get rid of their ill-gotten gains for a decent profit prove to be too difficult. The professional housebreaker, however, has found he has some ability at the task and has established a way to turn his booty into cash.

He generally avoids targets with complicated alarms or locks. The wealthy, with all their defenses, are rarely hit. He prefers to do his breaking and entering into less secure middle- and lower-class homes. He will look for open windows and unlocked doors before considering forced entry or lock-picking. Once in, he will take everything he can carry that might be remotely valuable, selling it to a fence or a pawn shop. He will pick several different houses as potential targets and keep an eye on them until he finds one unoccupied for the evening or weekend. In modern times, the telephone is a great aid to him, as are security lights (which provide him light without the need to arouse suspicion with a flashlight).

Newspaper stories, especially the social section listing vacationers, the wedding listings, and the obituaries, can provide information about who is likely to be away from home. In a small town or in earlier times, the town rumor mill provides much of the same information. In the future, he may rely upon bouncing email inboxes, comments dropped in public newsgroups or mailing lists, or hacking into someone's home system to find out when files were last updated. To be avoided are such things as answering machines, caller ID, alarm systems, light timers, household robots, pets, retinal or voiceprint locks, and nosy neighbors.

While the more cinematic cat burglar (p. 28) tends to be a loner, the housebreaker may have one or more associates. This allows the posting of a lookout or a driver and reduces the time spent inside and, thus, the likelihood of being caught.

Design Notes

Attributes: The specialist in breaking and entering needs to be agile to get in and strong enough to carry heavy goods, so we give him ST and DX of 12.

Advantages: We offer several advantages to reflect the housebreaker's ability to spot trouble before it spots him (Acute Hearing, Acute Vision, Alertness, Combat Reflexes, Danger Sense, and Night Vision) and his criminal associations



(Ally, Contacts (Criminal), and Patron (Gang)). Double-Jointed, Fearlessness, Fit, and Manual Dexterity are other beneficial qualities in this line of work.

Disadvantages: We list several disadvantages that reflect a need for money (Addiction, Dependents, Greed, and Poverty) or social obstacles (Illiteracy, Semi-Literacy, Innumerate, Social Stigma, Status, Uneducated, and Youth). For the housebreaker in a criminal ring, we've included Duty. And since associating with the underworld may lead to animosity, we've included Enemy and Secret.

Primary Skills: Lockpicking and Starglazing are necessary for the housebreaker to get to the goods, and Stealth for avoiding capture.

Secondary and Background Skills: Here we offer other skills useful for breaking and entering (Acrobatics, Camouflage, Climbing, Electronics Operation (Security Systems), Garrote, Jumping, and Traps), for getting away (Driving, Riding, Running, and Teamster), for talking your way out after being discovered (Fast-Talk and Intimidation). Most housebreakers don't keep their loot, so they need to find a fence and sell their goods (Merchant (Stolen goods) and Streetwise). Lastly, we provide some skills to reflect the housebreaker's need to survive on the streets (Scrounging and Survival (Urban)).

Housebreaker 60 points

Attributes: ST 12 [20]; DX 12 [20]; IQ 10 [0]; HT 10 [0].

Advantages: Spend 15 points on your choice of Acute Hearing [2/level]; Acute Vision [2/level]; Alertness [5/level]; Ally [Varies]; Contacts (Criminal) [Varies]; Combat Reflexes [15]; Danger Sense [15]; Double-Jointed [5]; Fearlessness [2/level]; Fit [5]; Manual Dexterity [3/level]; Night Vision [10]; Patron (Gang) [Varies].

Disadvantages: Spend -15 points on your choice of Addiction [Varies]; Dependents [Varies]; Duty (Gang) [Varies]; Enemy [Varies]; Greed [-15]; Illiteracy [-10] or Semi-Literacy [-5]; Innumerate [-1/-5/-10]; Poverty [Varies]; Secret [Varies]; Social Stigma [Varies]; Status [-5/level]; Uneducated [-5]; and Youth [-2/level].

Primary Skills: Stealth (P/A) DX [2]-12; and 8 points spent in Lockpicking/TL (M/A) and Starglazing (P/E).

Secondary and Background Skills: Spend 10 points on one or more of Acrobatics (P/H); Camouflage (M/E); Climbing (P/A); Driving (any) (P/A); Electronics Operation (Security Systems)/TL (M/A); Fast-Talk (M/A); Garrote (P/E); Intimidation (M/A); Jumping (P/E); Merchant (Stolen goods) (M/A); Riding (any) (P/A); Running (P/H/HT)); Scrounging (M/E); Streetwise (M/A); Survival (Urban) (M/A); Teamster* (any) (M/A); and Traps/TL (M/A).

* Requires Animal Handling 12+.

Customization Notes

For a more cinematic character, see the Cat Burglar template, p. 28.

● In a campaign where psionic, magical, or high-tech teleporting is a possibility, don't forget Body Sense (P/H)!

● The housebreaker specializes in breaking into unoccupied, low security houses and other buildings. In most settings, there are usually plenty of targets. Many of the braver and more experienced thieves will expand their options by taking on targets with simple security measures. Be sure to put some points into Electronic Operations (Security Systems) or Traps for this.

Using This Character

This template is intended for a 100-point PC in any setting. It is also suitable for an above-average NPC, but if a more average professional is needed, reduce or eliminate advantages and secondary skills first. For the rebellious youth dabbling in breaking and entering, little is required in advantages and skills.

GURPS China

Fa Chao-Xiang 100 points

Age 15; 5'4", 120 lbs.; black, straight hair worn long and loose; brown eyes; gold skin; a poor teenaged girl wearing worn and patched clothes.

Chao-Xiang is the daughter of a prostitute. She has been groomed since she was young to go into the business as well, with her mother explaining life to her. She dreamed of more than just getting by from day to day, a life that didn't steal her youth as she had seen happen to her mother. The girl hit on the notion of burglary.

Her approach is to hit a house that is empty and clean it out of anything that she can carry. She has a fence who buys most of what she steals, but she tends to keep a few of the prettier things, which may cause trouble some day.

Her mother doesn't approve of her career, which she feels is more dishonest than prostitution (her customers get something in return, after all). She can't, however, argue with the extra income, and she would never dream of abandoning her daughter. While she doesn't accompany Chao-Xiang on her heists, she is sometimes near enough in her work to come to the rescue if her daughter were to get into trouble.

ST 12 [20]; **DX** 13 [30]; **IQ** 11 [10]; **HT** 11 [10].

Speed 6.00; Move 7.

Dodge 6.

Advantages: Acute Hearing +2 [4]; Ally (Mother, 6 or less) [3]; Attractive [5]; Contact (Street, skill-15, available on 9 or less, usually reliable) [4]; Danger Sense [15]; High Pain Threshold [10]; Pitiabile [5].

Disadvantages: Poverty: Poor [-15]; Social Stigma (Second-class citizen) [-5]; Status -3 [-15]; Youth -3 [-6].

Quirks: Collects interesting stones; Has a weakness for flattery; Pessimist; Stutters when excited; Suspicious of men. [-5]

Skills: Courtesan-9 [1/2]; Fast-Talk-10 [1]; Lockpicking-14 [8]; Merchant (Stolen goods)-11 [2]; Running-11 [4]; Scrounging-12 [2]; Sex Appeal-9 [1/2]; Stealth-14 [4]; Streetwise-12 [4]; Survival (Urban)-11 [2]; Traps-11 [2].

Languages: Cantonese (native)-11 [0].

GURPS Goblins

Jesus Wept Bronson **20 points**

Age 14; 4'3", 215 lbs.; legs: 34", torso: 17", arms: 45"; long black straight hair; blue eyes; tea-colored fur; large ears; a little, fat goblin with long legs and a permanent 5-o'clock shadow, wearing soft boots, brown coat, brown trousers, and a black silk neckerchief.

Jesus Wept Bronson has just emerged into adulthood, having survived six years of mistreatments, four years of charity school, and four years as a burglar apprentice. He was rather lazy in school, resulting in his never having learned to read properly; he is only semi-literate. He also preferred to learn sewing over the math courses, which he considered too hard. He chose to be male, though he's not quite sure that was the right choice.

He is well suited to be a burglar in some ways, having the advantage of being able to see at night, but his fear of heights may keep him from ever achieving the success he hopes for.

Newspaper stories, especially the social section listing vacationers, the wedding listings, and the obituaries, can provide information about who is likely to be away from home. In a small town or in earlier times, the town rumor mill provides much of the same information. In the future, he may rely upon bouncing email inboxes, comments dropped in public newsgroups or mailing lists, or hacking into someone's home system to find out when files were last updated.

ST 12 [20]; **DX** 15 [60]; **IQ** 13 [30]; **HT** 10 [0].

Speed 6.25; Move 3.

Dodge 6; Parry 10 (Brawling).

Advantages: Acute Hearing [2]; Attractive [5]; Fur [4]; Goblin Temperature Tolerance (Cold) [5]; Goblin Temperature Tolerance (Heat) [5]; Manual Dexterity [3]; Menace [10]; Night Vision [10]; Semi-Literacy [5]; Strong Will [4].

Disadvantages: Compulsive Gambling [-5]; Dead Broke [-25]; Fat [-20]; Goblin (see below) [-33]; Greed [-15]; Indecisive [-10]; Laziness [-10]; Lecherousness [-15]; Odious Personal Habit (Frequently debates whether he made the right gender choice) [-5]; Acrophobia [-10]; Tannophobia (Fear of Tea) [-5]; Status -3 [-15].

Quirks: Admires professionalism; Always calls everyone, even those he knows personally, "Sir" or "Madame"; Collects stamps; Gets irritable when asked anything regarding numbers; Sensitive about height. [-5]

Skills: Acting-11 [1/2]; Climbing-15 [2]; Disguise-11 [1/2]; Fast-Talk-12 [1]; Filch-16 [2]*; Jumping-15 [1]; Merchant (Stolen goods)-13 [2]; Needlecraft-16 [2]*; Running-8 [1]; Scrounging-13 [1]; Starglazing-18 [8]; Stealth-15 [2]; Streetwise-13 [2]; Survival (Urban)-13 [2]; Theology (Church of England)-11/17 [2]; Traps-12 [1].

* Includes +1 from Manual Dexterity.

Languages: English (native)-13 [0].

Equipment: Small Bible; Black silk neckerchief with two little holes cut in it; Pocketknife; Carpet-bag labeled "SWAG."

Goblin **-33 points**

All goblins from *GURPS Goblins* have Goblin Resilience [25], Goblin Luck [0]; Alcoholism [-15], Goblin Aging [-15], Goblin Jingoism [-15], Goblin Snobbery [-10], Intolerance (Anyone with Social Status -4) [-5]; and the skill Brawling at DX+1 [2].

Modern-Day

Jenny Garland **100 points**

Age 25; 5'10", 105 lbs.; long black straight hair; green-brown eyes; porcelain skin; a tall and fragile-looking woman wearing jeans and turtleneck.

Jenny Garland was born and raised in San Francisco. She would probably still be flipping burgers at the local fast food joint if it hadn't been for a boyfriend who convinced her that with her natural grace, she'd be a perfect partner in his housebreaking endeavors. She learned everything she knows about burglary from him.

A year ago, a break-in went bad. Jenny got out, but her boyfriend wasn't as lucky. He's serving six years. It took her a couple of weeks to work up the courage to break into another house, but she's gotten beyond that now. Her one problem is that her boyfriend had all the street contacts. She's stuck with fencing her stuff to pawn shops and the like. She generally takes it out of town, but it still may catch up to her one of these days, especially since her severe stutter tends to make her memorable.

While Jenny isn't sure her incarcerated boyfriend was Mr. Right, she's always been a bit lazy when it comes to romance, waiting for the man to come to her, so she'll probably still be single when he gets out.

ST 12 [20]; **DX** 15 [60]; **IQ** 9 [-10]; **HT** 11 [10].

Speed 6.50; Move 6.

Dodge 6.

Advantages: Alertness +3 [15].

Disadvantages: Alcoholism [-15]; Greed [-15]; Stuttering [-10].

Quirks: Alcohol intolerance; Always relates things to TV shows; Careful; Dislikes spiders; Distrusts computers. [-5]

Skills: Area Knowledge (San Francisco)-12 [6]; Carousing -11 [2]; Dancing-15 [2]; Driving (Car)-15 [2]; Jumping-16 [2]; Lockpicking-11 [6]; Merchant (Stolen goods)-10 [4]; Motorcycle-17 [4]; Research-9 [2]; Scrounging-10 [2]; Starglazing-17 [4]; Stealth-17 [8]; Traps-11 [6].

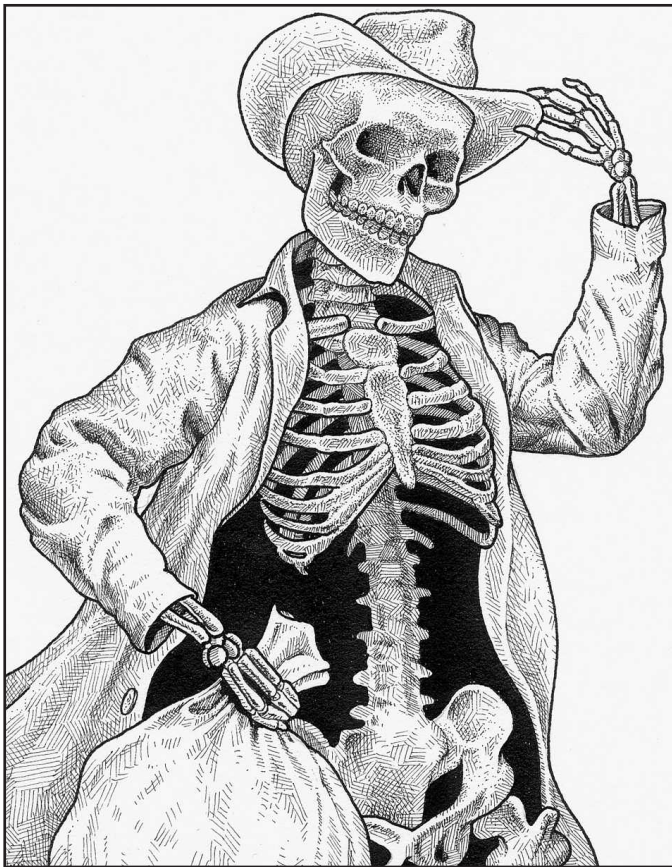
Sam Hill

100 points

Age indeterminate; 5'9", 30 lbs.; a walking human skeleton, sometimes wearing a coat and hat, jauntily angled.

Sam Hill (no one knows if that's his real name) claims to have been born in 1825 and killed in 1850. He was caught breaking into a miner's cabin, and was left chained to a support strut in an abandoned part of the mine to die of thirst. He awoke some time later, undead. At first not realizing the change in his status, he began calling to the miner for release. When the miner finally arrived, he took one horrified look at the undead man and fled, blasting a section of the mine down to seal Sam in.

There Sam remained for over 70 years, watching his body decay and fall apart, leaving only his skeleton. Then he could get free of the chains and roam through the small section of tunnel left him.



In 1923, a group of young men opened up the wall into his section of the mine. Sam watched, laying perfectly still, as they inspected him and his surroundings. He liked what he saw – they were looking for loot and a good hideout. When they fell asleep, he borrowed one of their coats to give himself a bit more form, and approached them in darkness, asking to join their gang. They talked for quite a while before he revealed himself to them. As he expected, most of them fled – but their leader, Kirk Connor, stayed. He swore Sam to loyalty and secrecy, seeing him as a potential “secret weapon of fear.”

That was many years ago. The old gang is dead, though some of them have children and grandchildren. Sam works

for and lives with Eric Connor, Kirk's great-grandson, filling Eric's bank account and going about his quiet existence. Most of the gang's descendants believe Sam Hill to be a legend, a notion that Eric has cultivated.

Sam Hill is designed as a modern-day character using the rules from *GURPS Undead*. He could work well as an NPC, functioning as an Ally, Patron, or Secret Patron. He is also appropriate as a beginning PC in a campaign where the GM would allow undead adventurers. While a horror setting is most obvious, Sam could also function in many other modern settings, providing an interesting surprise factor. A slight change in his background and language can insert him into many other settings.

ST: 11 [20] **IQ:** 10 [0] **Speed:** 7.00
DX: 14 [20] **HT:** 10 [0] **Move:** 7
Dodge: 7

Advantages

Alertness [5]; Night Vision [10]; Willful Skeleton (see below) [50].

Disadvantages

Duty (Eric Connor, 15 or less) [-15], Greed [-15]; Sense of Duty (Descendants of his gang) [-10].

Quirks

Always laughs at his own jokes; Incessantly clicks bones together; Mourns the loss of the beard he had in life; Newspaper and magazine junkie; Speaks very softly. [-5]

Skills

Camouflage-12 [4]; Climbing-16 [8]; Garrote-15 [2]; Merchant-10 [2]; Scrounging-13 [6]; Starglazing-17 [8]; Stealth-16 [8]; Traps-10 [2].

Willful Skeleton 50 points

Talking, intelligent skeletons appear in 15th-century European art, Christian “mystery plays,” and Iroquois legends and always seem to be wise in the lore of death and self-motivated. They have -1 ST [-10] and +2 DX [20]; the advantages DR 2 (vs. missiles, beams and impaling attacks) [4], Doesn't Eat or Drink [10], Doesn't Sleep [20], High Pain Threshold [10], Immunity To Disease [10], Immunity to Poison [15], Imperturbable [10], Increased Speed +1 [25], Injury Tolerance (No Blood, No Brain, No Impaling Bonus, No Vitals) [35], Temperature Tolerance (+10) [10], Unaging [15], Vacuum Support [40]; the Group Skill Bonus +1 to Demon Lore, Occultism, Spirit Lore, Thanatology, and Theology [6]; and the disadvantages Appearance: Hideous [-20], Disturbing Voice [-10], Eunuch [-5], Fragile [-20], Inconvenient Size (Skeletal) [-10], No Sense of Smell/Taste (Anosmia) [-5], Social Stigma (Dead) [-20], Unhealing [-30], and Unliving [-50].

MAD SCIENTIST

There is in every madman a misunderstood genius whose idea, shining in his head, frightened people, and for whom delirium was the only solution to the strangulation that life had prepared for him.

– Antonin Artaud

The mad scientist, his genius only matched by his insanity, is a staple in many books and movies. Enconced in his laboratory, he pursues his questionable research and experimentation. He may be a multidisciplinary, discovering connections between seemingly unrelated fields. If he concentrates in one area, he often makes discoveries that are so far beyond current scientific understanding that he and his theories are regarded as crazy. Sometimes, it is his obsession to uncover the universe's secrets or to prove his pet theorem, regardless of the cost in human lives and misery, that sends him into the pit of depravity. In other instances, it is his dabbling into things man was not meant to know that has driven him to madness.

While the mad scientist is encountered most often in a cliffhangers, horror, or steampunk setting, he can easily fit in many other genres. In fantasy, he will be the cutting-edge alchemist or the one researching into the nature of magic itself. In a historical setting, he will be the one challenging the religious suppositions of the day with his discoveries in astronomy, paleontology, genetics, or psychology, or the one willing to test his newest medical theories on human subjects. Today, he may be exploring the possibility of psionic abilities or investigating advanced physics questions with experiments that threaten the local ecology or even the entire Earth. In the future, even the possible destruction of the entire universe may not dissuade him from his experiments.

Design Notes

Attributes: The mad scientist is always portrayed as a genius, so we give him an IQ of 16. Since the other attributes vary across the board, we leave them alone.

Advantages: We offer a large collection of advantages common to academicians (Academic Status, Ally (assistant), Claim to Hospitality (Universities), Collected, Composed, Imperturbable, High Technology, Intuition, Lightning Calculator, Literacy, Mathematical Ability, Reputation (Famous scientist), Single-Minded, Status, Strong Will, Tenure, Versatile, and Wealth). We also offer a couple of advantage to represent possible sources of funding for their extravagant experiments (Military Rank and Patron).

Disadvantages: Scientists are invariably poking into things, so we give our template Curious. We then offer a choice of several disadvantages common to academicians (Higher levels of Curious, Absent-Mindedness, Age, Bad Sight, Clueless, Compulsive Behavior, Hard of Hearing, Oblivious, Obsession, Stubbornness, and Workaholic). Our other choices are all common to the stereotypical mad scientists of fiction (Bad Temper, Bully, Callous, Delusions,

Dependent, Edgy, Paranoid, Enemy, Fanaticism, Glory Hound, Overconfidence, Intolerance, Jealousy, Loner, Reclusive, Low Empathy, Megalomania, No Sense of Humor, Odious Personal Habit, Reputation (Absolute nutcase), Secret, Self-Centered, Selfish, and Split Personality).

Primary Skills: For our primary skill, we offer several choices of scientific endeavor. Since the mad scientist has immersed himself in his field for a number of years, we put a significant number of points into the skill or skills, making our character one of the best scientists in his field.

Secondary Skills: As the mad scientist is a researcher, Research skill is obvious. Writing is required for reporting his findings.

Background Skills: For background skills, we offer an assortment of other scholarly skills (Artist for those early scientists to sketch their findings. Computer Operation, Electronics Operation, Language, Leadership, Literature, Mechanic, Meteorology, Naturalist, Pharmacy, Philosophy, Photography, Picture-Writing, Planetology, Surgery, Teaching, Theology, and Xenobiology) and skills to represent dabbling in lore often better left alone (Conspiracy Theory, Hidden Lore, Hypnotism, Occultism, and Poisons).

Mad Scientist 105 points

Attributes: ST 10 [0]; DX 10 [0]; IQ 16 [80]; HT 10 [0].

Advantages: A total of 20 points in Academic Status [5/level]; Ally (76-100 point assistant, 9 or less) [5]; Claim to Hospitality (Universities) [1 to 10]; Collected [5], Composed [5], or Imperturbable [10]; High Technology +1 [20]; Intuition [15]; Lightning Calculator [15]; Literacy [Varies]; Mathematical Ability [10]; Military Rank [5/level]; Patron [Varies]; Reputation (Famous scientist) [Varies]; Single-Minded [5]; Status 1-2 [5 or 10]; Strong Will [4/level]; Tenure [5]; Versatile [5]; Wealth [Varies].

Disadvantages: Curious [-5] and -20 points chosen from higher levels of Curious [-5 or -10]; Absent-Mindedness [-15]; Age [-3/level]; Bad Sight [-10/-25]; Bad Temper [-10]; Bully [-10]; Callous [-6]; Clueless [-10]; Compulsive Behavior [-5 to -15]; Delusions [-1 to -15]; Dependent [Varies]; Edgy [-5] or Paranoia [-10]; Enemy [Varies]; Fanaticism [-15]; Glory Hound [-15] or Overconfidence [-10]; Hard of Hearing [-10]; Intolerance [Varies]; Jealousy [-10]; Loner [-5] or Reclusive [-10]; Low Empathy [-15]; Megalomania [-10]; No Sense of Humor [-10]; Oblivious [-3]; Obsession [-5 to -15]; Odious Personal Habit [-5 to -15]; Reputation (Absolute nutcase) [Varies]; Secret [Varies]; Self-Centered [-10] or Selfish [-5]; Split Personality [-10/-15]; Stubbornness [-5]; and Workaholic [-5].

Primary Skills: Either two of Artificial Intelligence; Botany; Chemistry; Cryptology; Ecology; Economics; Geology;

Herbalist; History; Mathematics; Metallurgy; Paleontology; Physician; Physics; Psychology; Thanatology; Veterinary; Xenology; or Zoology, all (M/H) IQ+4 [12]-20; or one of Alchemy; Genetics; Linguistics; Physiology (race); Psionics; Thaumatology; or Weird Science*, all (M/VH) IQ+4 [24]-20.

* If permitted.

Secondary Skills: Research (M/A) IQ [2]-16 and Writing (M/A) IQ [2]-16.

Background Skills: Spend 2 points on any three of Artist (M/H); Computer Operation (M/E); Conspiracy Theory (M/VH); Electronics Operation (any) (M/A); Hidden Lore (any) (M/A); Hypnotism (M/H); Language (any) (M/Varies); Leadership (M/A); Literature (M/H); Mechanic (any) (M/A); Meteorology (M/A); Naturalist (M/H); Occultism (M/A); Pharmacy (M/H); Philosophy (M/H); Photography (M/A); Picture-Writing (M/H); Planetology (any) (M/A); Poisons (M/H); Surgery (M/VH); Teaching (M/A); Theology (M/H); and Xenobiology (M/A).

Customization Notes

● If choosing two fields, the combination should usually be logical (Botany and Ecology, or Veterinary and Zoology), though that isn't always the case with mad scientists. Comic book mad scientists, in particular, are known for being general overall "experts."

● Be aware that in some settings certain fields simply do not exist yet, or are so well-known as to be unworthy of scientific endeavor. If in doubt, check with your GM.

● Computer Programming (M/H); and Biochemistry; Herbarium (M/VH); Hyperspace Physics; Nuclear Physics; Paraphysics; Probability Physics; Science! (if permitted); and Temporal Physics, all (M/VH), would also be appropriate skills, but have various prerequisites.

● The Gadgeteer [25/50] advantage occurs with a number of fictional mad scientists.

● In high magic, supers, or psionic campaigns, the mad scientist will not necessarily be a mage, super, or psi himself. However, it isn't uncommon for him to be an investigator into the strange powers of his world.

Using This Character

The mad scientist is intended as a 150+ point NPC in any setting. While the obvious application is as a villain against a set of heroic PCs, he would also make a good Patron for the party, especially if his madness is of a more subtle nature. He also makes a good objective for a mission. GMs should keep in mind that just because he is crazy doesn't mean he's wrong! His theories and discoveries may be vital to the safety of the world.

GURPS Horror

Philip Bruges 150 points

Apparent age 55; 6'4", 165 lbs.; bald; pink eyes; albino skin; a tall, thin man, wearing knee breeches, hose, shirt, and vest.

Philip Bruges is an acknowledged expert in botany, and several of his books are standard university texts. He has spent the last few years working alone, working on new theories (he

says) of plant hybridization and cultivation, focusing on increasing their medicinal effects. He communicates with only a handful of former colleagues, and he hides some aspects of his work even from them.

Bruges is accomplishing his latest breakthroughs by combining botany and alchemy. He's always been an accomplished alchemist; while his albinism is the result of a failed experiment in his youth, he's also 137 years old. A few of his most vocal critics (and academic rivals, when he cared about that sort of thing) have died rather suddenly.

Some of Bruges' new hybrids do show some promise as medical miracles, and for that he continues to be well-funded. But many, many more are deadly freaks – poisonous plants otherwise identical to common foods, meat-eaters with enough mobility to hunt down their prey, grappling vines and stabbing thorns, seemingly moving with their own evil intent – and Bruges, as a man of science, will not destroy any of them as long as there is more to be learned. Bruges' garden is not a place to go for a casual stroll . . .

ST 10 [0]; **DX** 10 [0]; **IQ** 16 [80]; **HT** 13 [30].

Speed 5.75; Move 5.

Dodge 5.

Advantages: Ally (Assistant, 9 or less) [5]; Wealthy [20].

Disadvantages: Albinism [-10]; Clueless [-10]; Curious [-10]; Reclusive [-10].

Quirks: Dislikes the dark; Has no knowledge of current events; Inspects and comments on gardens, flower arrangements, and botanical artwork; Talks to *all* plants; Uncongenial. [-5]

Skills: Alchemy-20 [24]; Area Knowledge (Edinburgh)-17 [2]; Artist-14 [1]; Botany-18 [8]; Chemistry-14 [1]; Distilling-15 [1]; Flower Arranging-16 [1]; Gardening-17 [2]; Genetics-13 [1]; Herbalist-15 [2]; History (Esoteric)-14 [1]; Naturalist-15 [2]; Occultism-16 [2]; Pharmacy-15 [2]; Poisons-15 [2]; Research-16 [2]; Scrounging-16 [1]; Teaching-16 [2]; Writing-16 [2].

Languages: Latin-15 [1]; English (native)-16 [0].

GURPS Steampunk

Alexandra Penn Clayton 150 points

Age 48; 5'3", 110 lbs.; graying black hair worn pulled back into a bun; laughing blue eyes; pale skin; a smiling, somewhat dowdy middle-aged woman wearing a plain dark skirt and white blouse and carrying a plain black umbrella.

Alexandra Penn Clayton is a rather eccentric military scientist whose theories have led to the invention of many vehicles and weapons. Many a military engineer has been surprised to find that Alex Penn Clayton is not a man but a somewhat dowdy, smiling woman. Alex is used to this, however, and expects it from any new contact, never taking offense at their surprise.

She never remarried after her husband, Colonel Norman Clayton, passed away many years ago. She raised her two sons, Norman Jr. and Paul, to adulthood and is enjoying the freedom of having her house to herself. Norman Jr., as brilliant as his mother, lives nearby where he teaches science at a public secondary school, and occasionally drops by to visit, learn about her newest researches, and help out. Paul joined the military and is currently stationed in Hong Kong.

While Alex is a sweet and kind-hearted woman, she tends to be a bit naive about the ethical implications of her work. She has yet to realize the true scale of destruction her creations are capable of causing. Her designs are ever more dangerous, and she continues to increase the destructive power of her inventions, simply to see if it can be done.

ST 10 [0]; **DX** 10 [0]; **IQ** 16 [80]; **HT** 10 [0].

Speed 5.00; Move 5.

Dodge 5; Parry 6.

Advantages: Ally (Norman Jr., 6 or less) [5]; Imperturbable [10]; Reputation +4 (As brilliant scientist, to military, 10 or less) [10].

Disadvantages: Curious [-10]; Dependent (Michael Aronstam, lab assistant, 15 or less) [-36].

Quirks: Always carries an umbrella when she leaves the house, and is quick to wield it as a weapon if trouble arises; Distrusts people with American accents; Dresses in long skirts no matter the situation or circumstances; Humble; Prefers to be called Doctor Alex, even by family members. [-5]

Skills: Administration-16 [2]; Airshipman-13 [1/2]; Area Knowledge (Manchester and vicinity)-19 [6]; Artist-13 [1/2]; Bard-14 [1/2]; Bicycling-12 [4]; Boating-11 [4]; Broadsword-12 [8]; Chess-15 [1/2]; Cryptanalysis-15 [2]; Cryptography-15 [2]; Cryptology-15 [2]; Demolition-14 [1/2]; Driving (Locomotive)-11 [4]; Engineer (Balloons)-14 [1]; Engineer (Guns)-14 [1]; Engineer (Steam Machinery)-15 [2]; First Aid-15 [1/2]; Hiking-10 [2]; History-16 [4]; Hypnotism-15 [2]; Intelligence Analysis-14 [1]; Juggling-12 [4]; Leadership-16 [2]; Mechanic (Steam Engine)-16 [2]; Meteorology-14 [1/2]; Orienteering-14 [1/2]; Philosophy-15 [2]; Piloting (Balloon)-10 [2]; Research-16 [2]; Savoir-Faire-15 [1/2]; Savoir-Faire (Military)-15 [1/2]; Strategy-14 [1]; Swimming-9 [1/2]; Tactics-13 [1/2]; Weird Science-20 [24]; Writing-17 [4].

Equipment: Umbrella (Broadsword skill, cr 1d-2, cr 1d).

GURPS IOU

Dr. Dieter Kromm

300 points

Age 43; 5'10", 137 lbs.; salt-and-pepper hair; blue eyes; fair skin; scraggly, bearded man in dark glasses and a lab coat.

Dr. Dieter Kromm is a professor in the College of Weird and Unnatural Sciences and Engineering at Illuminati University. Sadly, like many professors, he hasn't actually bothered to acquire any teaching ability, but instead is more concerned with research that can bring money into the department coffers and his own pockets. Kromm's specialty is an area called chemical astrophysics. It somehow relates to quantum mechanics and the nature of singularities, which he will gladly expound upon for hours if asked. It's best not to ask.

How and why his research results in income for the university isn't something easily understood by the layman, though he will gladly expound upon it for hours if asked. It's best not to ask.

In the course of his research, he has occasionally managed to requisition some time travel from C.T.H.U.L.H.U. in order to study the time period immediately after the Big Bang. He's been told it's impossible to study the first singularity itself, but he has some ideas about getting around that, which he will gladly expound upon – Well, you get the idea.

Sometimes, it is his obsession to uncover the universe's secrets or to prove his pet theorem, regardless of the cost in human lives and misery, that sends him into the pit of depravity. In other instances, it is his dabbling into things man was not meant to know that has driven him to madness.

ST 10 [0]; **DX** 12 [20]; **IQ** 16 [80]; **HT** 12 [20].

Speed 6.00; Move 6.

Dodge 6.

Advantages: Academic Status +4 [20]; Extra Hit Points [5]; Mathematical Ability [10]; Reputation +2 (As brilliant scientist, 10 or less) [5]; Tenure [5]; The Treatment [125]; Very Wealthy [30].

Disadvantages: Absent-Mindedness [-15]; Curious -2 [-10]; Duty (To IOU, 9 or less, frequently hazardous) [-10]; Enemy (Untenured IOU astrophysics professors, 9 or less) [-20]; Greed [-15]; Intolerance (University Administration) [-5]; Odious Personal Habit (Spouts incomprehensible physics gibberish at the drop of a hat) [-10]; Overconfidence [-10]; Pyromania [-5].

Quirks: Forgets people's names constantly; Gesticulates wildly when he talks; Imaginative; Overly critical; Rubs hands together and nods vigorously when excited. [-5]

Skills: Acting-14 [1/2]; Alchemy-14 [2]; Area Knowledge (Illuminati University)-17 [2]; Astronomy-17 [6]; Bicycling-12 [1]; Chemistry-20 [12]; Computer Hacking-16 [1]*; Computer Operation-17 [2]; Computer Programming-17 [1]*; Cryptanalysis-16 [1/2]*; Demolition-17 [4]; Detect Lies-13 [1/2]; Diplomacy-13 [1/2]; Electronics Operation (Lab Equipment)-16 [2]; Escape-9 [1/2]; Explosive Ordnance Disposal-14 [1]; Fast-Talk-15 [1]; Hyperspace Physics-14 [2]; Interrogation-14 [1/2]; Intimidation-14 [1/2]; Law-13 [1/2]; Mathematics-19 [4]*; Merchant-14 [1/2]; Nuclear Physics-14 [2]; Physics-21 [14]; Probability Physics-14 [2]; Research-19 [8]; Speed Reading-16 [2]; Survival (Illuminati University)-16 [2]; Temporal Operation-14 [1/2]; Writing-19 [8].

* Includes +3 from Mathematical Ability.

Languages: English-15 [1]; German (native)-16 [0].

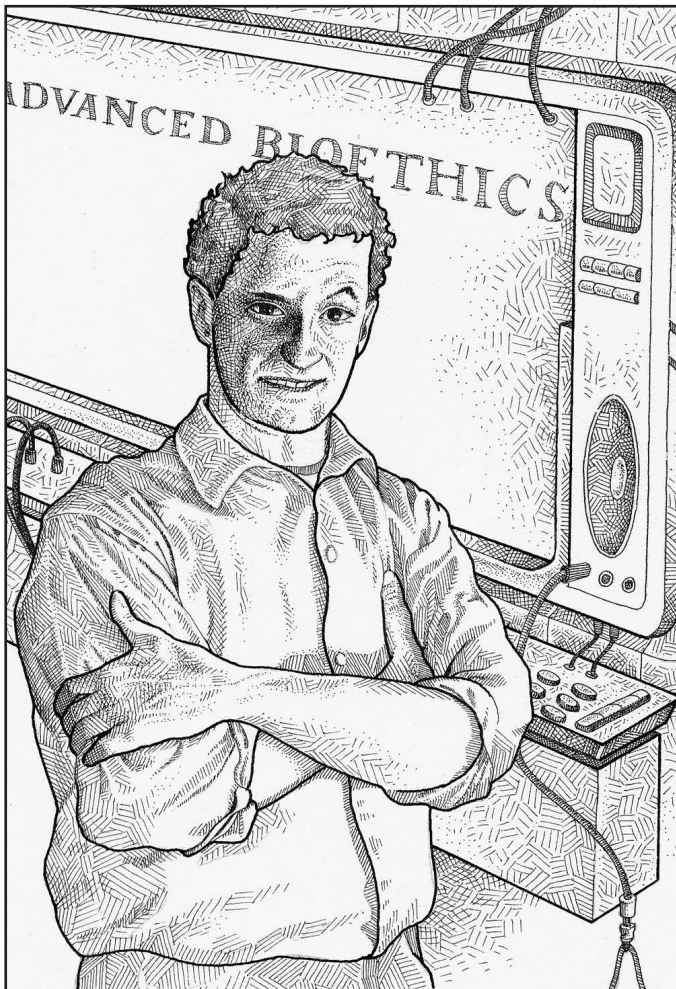
Akins Rowlett

200 points

Age 40; 5'10", 160 lbs.; dark brown, curly hair worn short; blue eyes; brown skin; an attractive man wearing casual business attire.

Dr. Akins Rowlett is a genetics engineer and professor at the Genetic Engineering Department of the School of Medicine at Indiana University. The school is happy to have him, as his research there has brought significant grants to the school, not to mention the out-of-state tuition from students drawn to the school in hopes of studying under him.

Those students are in for a shock, however, as Dr. Rowlett is aloof, cold, and rarely teaches his own classes, preferring to let teaching assistants handle most of the load. He also has a quiet, but passionate, drive to cleanse the human genome of various anomalies, including not only such obviously undesirable traits as hemophilia, but also more debatable ones such as hyperactivity, homosexuality, or a tendency toward religious fervor. He's also concluded that the human race would be better off if every woman were limited to three pregnancies in her lifetime, with immediate menopause thereafter. While he doesn't keep his unorthodox views secret, he doesn't generally discuss them with students outside of his Advanced Bioethics class (the only general class he is sure to show up to teach). His AB students are often left wondering whether he believes any of the stances he takes, or whether he's playing devil's advocate all the time.



Much of Rowlett's research time goes toward developing a series of proteus nanoviruses that could be released into the general population that would result in specifically encoded genetic alterations in the next generation. Certain government agencies follow his work very closely.

Akins Rowlett is designed as a powerful NPC in a TL10 campaign using *GURPS Bio-Tech*. He could appear as either an Enemy to the PCs or as a Patron to them, depending on the particular campaign.

ST: 10 [0] **IQ:** 17 [80] **Speed:** 5.50
DX: 11 [0] **HT:** 11 [0] **Move:** 5
Dodge: 5

Advantages

Gilgamesh-series parahuman (see below) [60]; Intuition [15]; Mathematical Ability [10].

Disadvantages

Curious [-5]; Great Vow (Cleanse the human genome) [-15]; Low Empathy [-15]; Workaholic [-5].

Quirks

Automatically dislikes people who add an "e" to the end of his last name; Enjoys arguing about bioethics and taking seemingly outrageous positions; Fascinated by nocturnal animals; Flirts with undergraduate English majors; Refuses to part with any book, no matter how it was acquired. [-5]

Skills

Administration-17 [2]; Anthropology-19 [8]; Biochemistry-14 [1]; Chemistry-15 [1]; Computer Operation-18 [2]; Ecology-19 [8]; Genetics (Genetic Engineering, Terrestrial)-21 [24]; History-16 [2]; Naturalist-16 [2]; Philosophy (Bioethics)-16 [2]; Physician-16 [2]; Physiology-15 [2]; Psychology-13 [2]*; Research-21 [10]; Surgery-13 [1/2]; Teaching-16 [1]; Veterinary-14 [1/2]; Writing-17 [2]; Zoology-19 [8].

* Includes -3 from Low Empathy.

Languages

English (native)-17 [0].

Gilgamesh-Series Parahuman 60 points

Gilgamesh-series parahumans are a *Homo superior* design intended for high intelligence and lengthened lifespan. The Gilgamesh series looks human, but features extensive eugenic and species modifications, including redesigned heart, arteries, spleen, and gastrointestinal tract, plus alterations to the cell structure itself to reduce cumulative copying errors. They have +1 DX [10], +1 IQ [10], +1 HT [10]; and the advantages Appearance: Attractive [5]; Extended Lifespan [5]; Immunity to Disease [10]; Longevity [5]; and Sanitized Metabolism [5].

MASTER THIEF

Why did I take up stealing? To live better, to own things I couldn't afford, to acquire this good taste that you now enjoy and which I should be very reluctant to give up.

– John Robie, in “To Catch a Thief”

The master thief is the thief to beat all thieves. Part cat burglar, part spy, part con man, he brings all his skills to bear on his jobs. He usually steals on contract, rather than stealing “on spec” and reselling to a fence or keeping items for himself. He may steal *objets d'art*, jewels, rare artifacts, design prototypes, or information, as his contracts require.

His modus operandi is to hire his services out to acquire a specific object or piece of information. He then puts all his social graces to use in insinuating himself with people associated with the target to obtain as much information as possible. Once he is satisfied, he goes to work retrieving the objective. Safely delivering the stolen article and getting paid is often tricky as well, requiring a great deal of finesse. While many fictional master thieves are pacifists, there are some who will not hesitate to use violence in achieving their ends.

The master thief is a rarity in any time period, but most settings have room for at least one. Whether found in the past, present, or future, the master thief is always creative, charming, and slippery, and willing to indulge other people's greed – for the right price.

Design Notes

Attributes: The master thief must be reasonably fit, so we give him ST and HT 11. He must be extremely agile, so we give him a DX 14. More than anything else, the master thief uses his wits, so we give him IQ 15.

Advantages: In order to get clients, the master thief must have a good reputation, so we give our template a Reputation with the underworld. The master thief will also have some level of wealth, so we give him Comfortable Wealth. We then offer some choices reflecting the master thief's extraordinary perception (Absolute Timing, Acute Hearing, Acute Taste/Smell, Acute Vision, Alertness, Combat Reflexes, Danger Sense, Intuition, and Night Vision), his social grace (Appearance, Charisma, Contacts, Cultural Adaptability, Empathy, Sensitive, Favor, Language Talent, Literacy, Sanctity, Status, and Voice), and the resources, physical, mental, and social, that he may bring to bear in his job (Ally or Ally Group, Alternate Identity, Collected, Composed, Fearlessness, Fit, Less Sleep, Luck, Serendipity, Single-Minded, and Zeroed). We then offer additional Reputation, additional Wealth, and Multimillionaire for the successful Master Thief.

Disadvantages: Most master thieves are motivated by avarice or an enjoyment of outwitting the police and society, so we offer a choice of Greed or Trickster. We then list some other possibilities that may have driven the thief to this career (Compulsive Behavior, Extravagance, Jealousy, Obsession, Overconfidence, Self-Centered, and Selfish), those common to fictional master thieves (Pacifism, Chummy, Code of Honor, Lecherousness, and Trademark), and those that may result from his occupation (Enemy, Secret, and Secret Identity).

Primary Skills: The master thief requires a number of skills to negotiate with clients and to research his objectives (Acting, Disguise, Fast-Talk, Diplomacy, Forgery, Psychology, Merchant (Stolen goods or data), and Research). Once he has learned what he can about his target, he must have the skills to acquire it (Acrobatics, Climbing, Lockpicking, Stealth, Throwing, Traps, and Electronics Operation (Security Systems)).

Secondary Skills: A number of other skills are also useful in social settings and for gathering information (Appreciate Beauty, Architecture, Body Language, Carousing, Computer Hacking, Cryptography, Detect Lies, Gambling, Intimidation, Lip Reading, Savoir-Faire, Sex Appeal, and Shadowing), for thieving (Camouflage, Filch, Jumping, Pickpocket, and Sleight of Hand), for avoiding capture (Criminology, Escape, and Holdout), and for surviving in the sometimes deadly underworld (Poisons and Streetwise)

Background Skills: Here we offer a grab bag of artistic and upper-class “hobby” skills for blending in with likely target groups (Bard, Chess, Dancing, Fencing, Games, History, Jeweler, Languages, Literature, Philosophy, Politics, Sculpting, Singing, Thaumatology, and Writing), skills for handling a group on a mission (Gesture and Leadership), for defending himself or taking down guards (Armoury, Beam Weapons, Blackjack, Blowpipe, Bow, Boxing, Cloak, Crossbow, Fast-Draw, Garrote, Guns, Judo, Karate, Knife, Knife Throwing, and Shuriken), and for getting away quickly (Driving, Motorcycle, Piloting, and Riding). We also offer skills of use for gathering information or getting to those hard-to-reach targets (Area Knowledge, Breath Control, Computer Operation, Heraldry, Photography, Scuba, Survival (Urban), Swimming, and Tracking).

Master Thief 175 points

Attributes: ST 11 [10]; DX 14 [45]; IQ 15 [60]; HT 11 [10].

Advantages: Reputation (+4, sometimes, the underworld) [5]; Wealth (Comfortable) [10]; and a choice of 25 points from additional Reputation [Varies], additional Wealth [Varies]; Absolute Timing [5]; Acute Hearing, Acute Taste/Smell, and/or Acute Vision, all [2/level]; Alertness [5/level]; Ally or Ally Group [Varies]; Alternate Identity [15/5]; Appearance [Varies]; Charisma [5/level]; Collected [5] or Composed [5]; Combat Reflexes [15]; Contacts [Varies]; Cultural Adaptability [25]; Danger Sense [15]; Empathy [15] or Sensitive [5]; Favor [8]; Fearlessness [2/level]; Fit [5]; Intuition [15]; Language Talent [2/level]; Less Sleep [3/level]; Literacy [Varies]; Luck [15/30] or Serendipity [15/30]; Multimillionaire [25/level]; Night Vision [10]; Sanctity [5]; Single-Minded [5]; Status [5/level]; Voice [10]; and Zeroed [10].

Disadvantages: Greed [-15] or Trickster [-15]; and a choice of -15 points from Pacifism (Cannot Harm Innocents) [-10] or Pacifism (Self-defense Only or Cannot Kill) [-15]; Chummy [-5]; Code of Honor [-5 to -15]; Compulsive Behavior [-5 to -15]; Enemy [Varies]; Extravagance [-10]; Jealousy [-10];

Lecherousness [-15]; Obsession [-5 to -15]; Overconfidence [-10]; Secret [Varies]; Secret Identity [Varies]; Self-Centered [-10] or Selfish [-5]; and Trademark [Varies].

Secondary Skills: Spend 6 points on two or more of Camouflage and Savoir-Faire, both (M/E); Architecture, Criminology/TL, Gambling, Holdout, Intimidation, Lip Reading, Shadowing, and Streetwise, all (M/A); Body Language, Cryptography/TL, Detect Lies, and Poisons, all (M/H); Appreciate Beauty and Computer Hacking/TL, both (M/VH); Sex Appeal (M/A(HT)); Carousing (P/A(HT)); Jumping (P/E); Filch (P/A); and Escape, Pickpocket, and Sleight of Hand, all (P/H).

Background Skills: Spend 4 points on two or more of Area Knowledge (Any), Chess, Computer Operation/TL, Games, and Gesture, all (M/E); Armoury/TL (any), Bard, Leadership, Photography/TL, Politics, Scuba, Survival (Urban), Tracking, and Writing, all (M/A); Heraldry, History, Jeweler/TL, Literature, Philosophy, and Thaumatology, all (M/H); Breath Control (M/VH); Languages (M/Varies); Beam Weapons/TL, Blackjack, Crossbow, Fast-Draw (any), Garrote, Guns/TL, Knife, Knife Throwing, Motorcycle, Singing, and Swimming, all (P/E); Boxing, Cloak, Dancing, Driving (any), Fencing, Piloting/TL (any), Riding (any), and Sculpting, all (P/A); and Blowpipe, Bow, Judo, Karate, and Shuriken, all (P/H).

Customization Notes

● Some esoteric skills would be appropriate to a cinematic master thief. If the character has Trained By A Master [40], check out Body Control (M/VH) (requires Breath Control and Meditation); Dislocating (P/H) (requires Escape-15+); Invisibility Art (M/VH) (requires Hypnotism and Stealth, both at 16+); Light Walk (M/H) (requires Acrobatics and Stealth, both at 15+); and Muscle Reading (M/VH) (requires Physiology and Psychology).

● In a magical, psionic, or high-tech setting, the master thief is likely to have invested in a number of magical, psitech, or high-tech devices to make his job easier. Be sure to use his wealth to get the best and latest in equipment.

● In a magic, psionic, or high-tech setting, a master thief may make use of some sort of teleport device or ability. Be sure to take Body Sense (P/H) for this.

Using This Character

The master thief template is appropriate for a 200+ point PC in almost any setting. It can also be used for a powerful NPC adversary or Patron.

GURPS Steampunk

Andrew Phillip Kingsley 275 points

Age 47; 5'11", 140 lbs.; straight, blond hair worn short; blue eyes; pale skin; a slender, refined man wearing a proper double-breasted suit and cravat.

Andrew Phillip Kingsley was an ordinary street rat until he was taken in by Chow Hsing, an old Chinese man whose jewelry store he was attempting to rob. He was soon learning at the feet of a master thief who had operated for years in London before retiring to the jeweler's trade. Kingsley lived with his adoptive "father" for a number of years, until the old man passed away one night quietly in his sleep. Kingsley inherited the store and a nest-egg of stolen goods.

Kingsley specializes in jewels and jewelry. He maintains a mental list of potential targets, continually researching and updating it, until he feels the time is ripe. The stolen item will then be hidden away until it is not so hot.

ST 11 [10]; **DX** 14 [45]; **IQ** 15 [60]; **HT** 11 [10].

Speed 6.25; Move 6.

Dodge 6.

Advantages: Charisma [5]; Comfortable [10]; Empathy [15]; Less Sleep +2 [6]; Reputation +4 (As master thief, 10 or less, the underworld) [5]; Sanctity [5]; Serendipity [15]; Trained by a Master [40].

Disadvantages: Code of Honor (Thief's) [-5]; Enemy (Police Inspector Philip Kingston, 6 or less) [-5]; Pacifism (Self-defense only) [-15]; Trickster [-15].

Quirks: Any woman more than 15 years younger is romantically off-limits; Fascinated by carved jade; Finds jewelry on men to be effeminate, and a sign of weakness; Likes to play the eccentric uncle to friends' children; Uses all three names, all the time. [-5]

Skills: Acrobatics-15 [8]; Acting-15 [2]; Appreciate Beauty -11 [1/2]; Architecture-13 [1/2]; Area Knowledge (London)-16 [2]; Bard-14 [1/2]*; Carousing-10 [1]; Climbing-15 [4]; Criminology-13 [1/2]; Dancing-12 [1/2]; Detect Lies-12 [1/2]; Diplomacy-14 [2]; Disguise -17 [6]; Escape-13 [2]; Fast-Talk-14 [1]; Forgery-13 [1]; Gambling-13 [1/2]; Holdout-13 [1/2]; Hypnotism-16 [6]; Invisibility Art-14 [4]; Jeweler-15 [4]; Jumping-14 [1]; Light Walk-14 [2]; Lip Reading-14 [1]; Literature -12 [1/2]; Lockpicking-16 [4]; Merchant (Jewelry) -14/20 [2]; Muscle Reading-14 [4]; Philosophy-14 [2]; Physiology-12 [1]; Pickpocket-15 [8]; Psychology-16 [1]**; Research-15 [2]; Savoir-Faire-15 [1]; Sex Appeal-11 [2]; Shadowing-13 [1/2]; Sleight of Hand-11 [1/2]; Stealth-16 [8]; Throwing-13 [2]; Traps-16 [4].

* Includes +1 from Charisma.

** Includes +3 from Empathy.

Languages: English (native)-15 [0]; Mandarin-13 [1/2].

GURPS Fantasy

Barak the Fair 300 points

Age 35; 5'6", 125 lbs.; blond, straight hair, neck-length; gray-blue eyes; pale skin; trimmed beard and mustache; a slight, slender, attractive man wearing a caftan and trousers.

Barak is the eldest son of a minor nobleman living near Megalos on Yrth. He doesn't really need the extra money his thefts bring in; rather, he enjoys tweaking the noses of "stuffy" nobility. One such victim, Robert Greystone, managed to track him down, but hasn't been able to prove that Barak did the deed. Barak knows Greystone is keeping a close watch on him, but hasn't entirely been able to avoid his favorite pastime.

Barak has no magical abilities or items, and is not particularly keen on taking on jobs that may run him up against magical defenses.

ST 11 [10]; **DX** 14 [45]; **IQ** 15 [60]; **HT** 13 [30].

Speed 6.75; Move 6.

Dodge 6.

Advantages: Absolute Timing [5]; Alcohol Tolerance [5]; Alertness +2 [10]; Appearance: Attractive [5]; Charisma +2 [10]; Comfortable [10]; Composed [5]; Double-Jointed [5]; Fashion Sense [5]; Fit [5]; Heir [5]; Intuition [15]; Reputation +4 (As a thief who gets his objective, 10 or less, to the underground) [5]; Sanctity [5]; Sensitive [5]; Serendipity [15]; Single-Minded [5]; Voice [10].

Disadvantages: Code of Honor (Gentleman's) [-10]; Enemy (Minor noble Robert Greystone, 9 or less) [-5]; Pacifism (Cannot harm innocents) [-10]; Trickster [-15].

Quirks: Believes he has a guardian angel; Dislikes snakes; Never takes shortcuts, goes the long way to stay in shape; Obnoxious drunk; Vain. [-5]

Skills: Acrobatics-14 [4]; Acting-16 [4]; Appreciate Beauty-13 [2]; Architecture-13 [1/2]; Area Knowledge (Moscow)-14 [1/2]; Bard-17 [1/2]*; Beekeeping-13 [1/2]; Blackjack-13 [1/2]; Carousing-12 [1]; Climbing -18 [4]**; Criminology-14 [1]; Crossbow-15 [2]; Dancing-13 [1]; Diplomacy-15 [1]†; Disguise-14 [1]; Escape-14 [1/2]**; Fast-Talk-14 [1]; Forgery-12 [1/2]; Gambling-13 [1/2]; Holdout-15 [2]; Jumping-15 [2]; Lockpicking-15 [2]; Merchant-17 [6]; Pickpocket-15 [8]; Psychology-13 [1]; Research-16 [4]; Riding (Horse)-12 [1/2]; Savoir-Faire-17 [1]†; Sex Appeal-15 [2]†; Sleight of Hand-12 [1]; Stealth-16 [8]; Throwing -13 [2]; Traps-16 [4].

* Includes +2 from Charisma and +2 from Voice.

** Includes +3 from Double-Jointed.

† Includes +2 from Voice.

Languages: English (native)-15 [0].

GURPS Horror

Tatyana Montecalvo 465 points

Apparent age 15; 5'2", 105 lbs.; black, straight hair worn long; gray eyes; pale skin; a teenage Goth girl wearing a black lace dress and fingerless gloves.

Tatyana was a teenaged daughter of immigrants in 1954, who, in a fit of pique over their old-fashioned ideas, stomped out of the house with her teddy bear, claiming she was running away from home. That night, as she was walking back home, a car pulled over and the woman inside offered her a ride. It was an age of relative innocence and Tatyana accepted the ride with little thought to the danger. She never made it home.

For 23 years, Tatyana was in thrall to an older vampire, Mary Lockhart, learning hunting, stealth, and the use of magic. In 1977, Mary was decapitated in a car accident, freeing Tatyana to operate on her own. Tatyana, who'd always felt the lack of nice things, launched a career as a thief. When not on the job, Tatyana likes to do the Goth scene, from dress to music to live-action roleplaying. She blends right in and enjoys hanging out with teenagers again, all of whom admire her adherence to the "role" she plays.

ST 21 [10]; **DX** 14 [45]; **IQ** 15 [60]; **HT** 16 [10].

Speed 7.50; Move 9.

Dodge 7; Parry 8 (Brawling).

Advantages: Alternate Identity (Becky Shoen) [15]; Alternate Identity (Anne Monroe) [15]; Comfortable [10]; Vampire (see below) [265]; Reputation +4 (As a thief par excellence, to the underworld, 10 or less) [5].

Disadvantages: Code of Honor (basically the Highwayman's) [-5]; Greed [-15]; Secret (Vampire) [-30]; Trademark (Small teddy bear with the stitched initials "TM" left at the scene) [-10]; Youth (-3) [-6].

Quirks: Devoted to a pet black cat; Frequently quotes old TV shows and movies; Lives the "Goth scene" lifestyle and participates fully; Proud; Roots for the predators on nature programs and the bad guys in other entertainments. [-5]

Skills: Acrobatics-14 [4]; Acting-16 [4]; Appreciate Beauty -11 [1/2]; Architecture-14 [1]; Area Knowledge (Seattle) -15 [1]; Brawling-13 [1/2]; Camouflage-15 [1]; Climbing-15 [4]; Cooking-14 [1/2]; Detect Lies-13 [1]; Diplomacy-15 [4]; Disguise-18 [8]; Driving (Car)-12 [1/2]; Electronics Operation (Security Systems)-16 [4]; Escape -13 [2]; Fast-Talk-16 [4]; Forgery-13 [1]; Games (LARPs)-15 [1]; History (Victorian)-14 [2]; Holdout-14 [1]; Intimidation-15 [2]; Jumping-14 [1]; Literature-12 [1/2]; Lockpicking-16 [4]; Merchant-15 [2]; Psychology -13 [1]; Research-15 [2]; Running-13 [1/2]; Shadowing -15 [2]; Stealth-15 [4]; Streetwise-14 [1]; Survival (Urban)-14 [1]; Thaumatology-13 [1]*; Throwing-13 [2]; Traps-16 [4].

* Includes +1 from Magery.

Spells: Beast Summoning-14 [1]; Beast-Soother-14 [1]; Blur-15 [2]; Continual Light-14 [1]; Create Air-14 [1]; Create Water-14 [1]; Darkness-15 [2]; Daze-15 [2]; Extinguish Fire-15 [2]; Find Weakness-14 [1]; Flash-14 [1]; Foolishness-14 [1]; Ignite Fire-14 [1]; Light-14 [1]; Mammal Control-15 [2]; Mass Daze-15 [2]; Mass Sleep-15 [2]; Persuasion-15 [2]; Purify Air-14 [1]; Purify Water-14 [1]; Seek Earth-14 [1]; Seek Water-14 [1]; Seeker-15 [2]; Sense Emotion-14 [1]; Sense Foes -15 [2]; Sense Life-14 [1]; Shape Air-14 [1]; Shape Earth-14 [1]; Shape Fire-14 [1]; Shape Water-14 [1]; Shatter-13 [1]; Sleep-15 [2]; Trace-15 [2]; Walk on Water-14 [1]; Weaken-14 [1].

Languages: English (native)-15 [0]; Russian-14 [1].

Vampire 265 points

Vampires have ST +10 [110], HT +5 [60]; Alertness +4 [20], Bite [30], Doesn't Breathe [20], Dominance [5], Immunity to Disease [10], Immunity to Poison [15], Magery 1 [15], Night Vision [10], Temperature Tolerance [10], Unaging [15], Vampiric Invulnerability [150]; Dependency (Blood; occasional, daily, ages without it [-40], The Draining [-10], Dread (One of garlic, hemlock, wild rose, wolfsbane, or wormwood) [-10], Dread (Religious symbol within 6 yards) [-16], Dread (Running Water) [-20], No Body Heat (except after feeding) [-1], No Reflection [-10], No Shadow [-10], Nocturnal [-10], Pallor (except after feeding) [-5], Social Stigma (Dead) [-20], Sterile [-3], Unhealing [-20], Vulnerability (2d from holy water) [-6], Weakness (1d/minute from sunlight) [-60]; Can be turned using True Faith [0]; and Innate spells Body of Air at IQ+5 [12] and Shapeshifting (Bat or wolf) (VH) at IQ+5 [24].

Cyrano Rawnsley

275 points

Age 40; 6'1", 180 lbs.; long, light brown hair worn long; blue eyes; pale skin with perpetual stubble; a jaunty man with a twinkle in his eye wearing nice, but somewhat rumpled clothing and low-heeled sandals. His public persona, Theodoric Metter, is clean-shaven with a distinctive ivy tattoo that winds its way from the middle of his forehead, around one eye, across the cheekbone, around one ear (where it is set off by an ivy-shaped gold earring), down his neck and curling down one arm to his hand where it ends at his ring finger, on which he wears a filigree ring with a single emerald nestled among the curls. His brown hair is always pulled back to show off the tattoo to good effect. The tattoo also sets off the green of his eyes.

Cyrano, his wife Marie, and two daughters, Anne, 16, and Therese, 17, live on a pleasant and rather boring planet and appear to their neighbors to be a pleasant and rather boring family. Little do their neighbors know . . .

Cyrano and his family make their money through well-planned and well-executed thefts. While he is usually the front man in these operations, the others provide the research, planning, and diversions for most of the jobs. The quieter of these are often done on their home planet, but once a year he, as Theodoric, rents a yacht and they go on vacation, where they find more interesting targets. These yearly jobs are normally epic in scope, and the result of a full year of planning and preparation.

Cyrano is designed as a high-powered NPC for a *GURPS Space* campaign. He works well as the target of an investigation by the PCs. He could also function as a source of information, or even a Patron. He could be made to work as an Enemy, but this is less likely with his personality and Secret. As an alternative, Cyrano could be the head of a group of PC thieves; flesh out the family members and other associates as needed, and remove the Ally Group from Cyrano's description.



ST: 11 [10]	IQ: 15 [60]	Speed: 6.50
DX: 14 [45]	HT: 12 [20]	Move: 6
Dodge: 6	Parry: 6 (Judo)	

Advantages

Ally Group (Wife and two daughters, 15 or less) [60]; Comfortable [10]; Eidetic Memory [30]; Reputation +4 (As master thief, to the underground, 10 or less) [5].

Disadvantages

Greed [-15]; Secret Identity (Theodoric Metter) [-20]; Sense of Duty (Family) [-5].

Quirks

Believes men in general have dishonorable intentions towards his daughters; Collects unusual liqueurs, especially from his targets; Cocky; Homeschools his children; Chauvinistic. [-5]

Skills

Acrobatics-15 [8]; Acting-16 [2]; Architecture-16 [2]; Area Knowledge (Home Sector)-16 [1]; Beam Weapons (Laser)-16 [1]*; Beverage-Making-16 [1]; Climbing-15 [4]; Computer Hacking-16 [6]; Computer Operation-16 [1]; Criminology-16 [2]; Diplomacy-15 [2]; Disguise-16 [2]; Electronics Operation (Security Systems)-18 [4]; Fast-Draw (Pistol)-15 [2]; Fast-Talk-16 [2]; First Aid-15 [1/2]; Forgery-15 [2]; Heraldry-14 [1/2]; Holdout-15 [1]; Intelligence Analysis-13 [1/2]; Judo-14 [4]; Karate-14 [4]; Leadership-16 [2]; Lockpicking-16 [2]; Merchant-16 [2]; Piloting (Starship)-15 [4]; Psychology-14 [2]; Research-16 [2]; Savoir-Faire-16 [1]; Sex Appeal-15 [4]; Stealth-15 [4]; Tactics-13 [1/2]; Throwing-14 [4].

* Includes +2 from IQ.

Languages

Galactic Common (native)-15 [0].

MOBSTER

We would kill people that disrespected our family, and I thought that was good.

– Philip Leonetti, *Mafia underboss*

In most worlds and settings, there are powerful men who control powerful criminal organizations. They deal in vice – illegal drugs, prostitution, gambling, extortion, bribery, loan-sharking, money laundering, assassination, and the black market. While small independent operators can perform and profit from any of these, the criminal organizations benefit from the same market forces that favor large chains over Mom and Pop stores. They can do it bigger, cheaper, and more profitably.

Mobsters are the crime syndicate’s salesmen and middle managers. They insure their employer’s interests are served by means of force and threat. The human tendency toward vice is their PR department. Threats and assassinations take care of the competition. What pleasures and objects of power the local government outlaws will determine their merchandise. In a world where magic, or certain types of magic, is illegal, a criminal association will see to the manufacture and distribution of that illicit commodity. In a campaign where psionics are strictly controlled, some “family” will see that such talent is not wasted. Illegal biotech, cyberware, or even artwork? Look no further than your local Mob operative.

Despite the dark nature of their trade, mobsters have a twisted sense of honor and loyalty to the organization. And when the lawmen track down a member, they may find their efforts hampered by purchased judges, corrupted fellow policemen, and high-priced defense attorneys. The family takes care of its own.

Design Notes

Attributes: It helps to be in good shape when you’re in a criminal organization, so we give our template ST and HT of 11. The mobster must also be sharp and quick to succeed in this field, so we give him DX and IQ of 12.

Advantages: The mobster is, by definition, part of a powerful criminal organization that sometimes comes to the aid of its members, so Patron is a required advantage. We then offer a choice of advantages to make survival more likely (Alertness, Ally, Ally Group, Combat Reflexes, Danger Sense, Daredevil, Fearlessness, Hard to Kill, High Pain Threshold, Luck, and Toughness) or to aid in carrying out assignments (Contacts and Strong Will). Lastly, we offer three to reflect the rewards for a job well done (Reputation, Status, and Wealth).

Disadvantages: Being part of an organization means a mobster will have certain jobs, so we give him a Duty. Criminal syndicates also have a set of behaviors they expect their members to follow, which is reflected in Code of Honor. We then list some common mental disadvantages that may lead to a life of crime (Bad Temper, Berserk, Bloodlust, Bully, Callous, Compulsive Behavior, Extravagance, Greed, Jealousy, Self-Centered, Selfish, Sense of Duty, and Stubbornness) and

those mental and social disadvantages that might result from it (Addiction, Alcoholism, Edgy, Paranoid, Enemy, Excommunicated, Reputation, Secret, Secret Identity, and Trademark).

Primary Skills: The mobster must know his syndicate’s territory from the bottom up, so we give him Area Knowledge and Streetwise. Since the threat of violence is the usual way of handling problems, we also give him Intimidation. We then offer an assortment of skills to deal with superiors, underlings, and members of rival organizations, either through talk (Administration, Detect Lies, Diplomacy, Fast-Talk, Interrogation, Leadership, and Savoir-Faire) or through more permanent means (Shadowing and Poisons).

Secondary Skills: The mobster must be able to plan and organize violent engagements with rivals and, sometimes, the police, so we also offer Tactics. Accounting and Merchant are included for the mobsters who mix their criminal activities with legitimate business interests.

Background Skills: The mobster needs to be able to defend himself and occasionally follow through on his threats, so we list a choice of combat and weapons skills.

Mobster 85 points

Attributes: ST 11 [10]; DX 12 [20]; IQ 12 [20]; HT 11 [10].

Advantages: Patron (Mob family, Yakuza, or other powerful criminal organization, 6 or less) [13]; and a choice of 15 points in Alertness [5/level]; Ally or Ally Group [Varies]; Combat Reflexes [15]; Contacts (Police or Criminal) [Varies]; Danger Sense [15]; Daredevil [15]; Fearlessness [2/level]; Hard to Kill [5/level]; High Pain Threshold [10]; Luck [15]; Reputation [Varies]; Status [5/level]; Strong Will [4/level]; Wealth (Comfortable) [10]; and Toughness (DR 1) [10].

Disadvantages: Code of Honor (Omerta, Yakuza, etc.) [-5]; Duty (9 or less) [-5]; and a choice of -15 points in Addiction [Varies]; Alcoholism [-15]; Bad Temper [-10]; Berserk [-15]; Bloodlust [-10]; Bully [-10]; Callous [-6]; Compulsive Behavior [-5 to -15]; Edgy [-5] or Paranoia [-10]; Enemy [Varies]; Excommunicated [-5]; Extravagance [-10]; Greed [-15]; Jealousy [-10]; Reputation [Varies]; Secret [Varies]; Secret Identity [Varies]; Self-Centered [-10] or Selfish [-5]; Sense of Duty [Varies]; Stubbornness [-5]; and Trademark [Varies].

Primary Skills: Area Knowledge (Territory) (M/E) IQ+1 [2]-13; Intimidation (M/A) IQ [2]-12; Streetwise (M/A) IQ [2]-12; and 12 points to purchase one or more of Administration (M/A); Detect Lies (M/H); Diplomacy (M/H); Fast-Talk (M/A); Intelligence Analysis (M/H); Interrogation (M/A); Law (M/H); Leadership (M/A); Merchant (M/A); Poisons (M/H); Research (M/A); Savoir-Faire (M/E); and Shadowing (M/A).

Secondary Skills: 2 points distributed among Accounting and Tactics, both (M/H); and Merchant (M/A).

Background Skills: 2 points spent on combat/weapons skills.

Customization Notes

● For a Mob assassin, see the Assassin template, p. 16. Heads of mobster organizations should be made with the Evil Mastermind template, p. 36.

● The Code of Honor varies from organization to organization, but all require loyalty to the syndicate and concern for their reputation. The Pirate's Code of Honor (p. B31) is a good place to start.

● It is a common stereotype of both the Mafia and the Yakuza that their members are often fairly devout in their faith (attending religious rites, performing prayers and meditations, surrounding themselves with icons and symbols, and giving money for charity and other workings of their sect). However, because they overlook certain of their religion's tenets, most mobster's creeds would qualify as only quirk-level Vows rather than Disciplines of Faith.



● Many members of crime organizations in the U.S. may have the Social Stigma (Minority Group) [-10] disadvantage – Japanese in the Yakuza, Chinese in the Tongs, Italians (who were stigmatized in the past) in the Mafia, and so on. Keep in mind that these stigmas change over time and do not apply to the criminal organization in its homeland.

● Don't forget, if making a mobster with Guns skill that there is a +2 bonus for IQ 12+.

● In urban environments, local Control Ratings (see p. B249) may affect what a mobster will be using and will certainly affect what he is obviously carrying. Mobsters frequently have access to illegal weapons, but use them with care. After all, a bothersome pimp who dies from a knife wound could have been offed by one of his girls. If he was killed in a drive-by shooting with a machine gun, the police will know to look for their suspect elsewhere.

● In a campaign where magic is common, a mage mobster is possible. He would replace most of the combat/weapon skills with common battle spells and many of his information-gathering skills with Communication and Empathy and Knowledge spells. See the Battle Wizard (p. W128) for ideas on combat spells and the Law Enforcer (p. W172) for information-gathering spells.

Using This Character

This template is suitable for a 100+ point PC in most settings. As the ties and duties to the crime organization will limit what the PC can do or where he can go, players should make sure to check with the GM before making a Mobster character. This template also works well for an above-average NPC Ally, Enemy, or antagonist with no modifications. If a more average NPC mobster is needed, reduce attributes and drop the number of points spent on advantages.

GURPS Space

Valour Paulin

100 points

Age 29; 5'11", 165 lbs.; curly black hair; gray eyes; white skin.

As a younger man, Valour Paulin saved the life of Gotthard Hovarth, the scion of a powerful criminal family, when he was attacked in the bar where Valour worked as a bartender. Valour was almost killed in the process. Claus Hovarth, Gott's father and the current family head, was impressed with Valour and hired him as a general gofer for the family. The former bartender had just the right combination of savvy and ruthlessness to do well in organized crime. He is now overseeing the family's gambling interests in a couple of systems.

ST 11 [10]; DX 12 [20]; IQ 12 [20]; HT 11 [10].

Speed 5.75; Move 5.

Dodge 5; Parry 8 (Brawling).

Advantages: Comfortable [10]; Patron (Harvorth family, 6 or less) [13]; Status +1 [5].

Disadvantages: Alcoholism [-15]; Code of Honor (Loyalty to the family name and business, fair dealings with others in the family, etc.) [-5]; Duty (Hovarth family, 9 or less) [-5]; Edgy [-5]; Jealousy [-10].

Quirks: Believes people who don't drink can't be trusted; Chauvinistic; Distractible; Obnoxious drunk; Proud of the noticeable scar on throat [-5].

Skills: Acting-10 [1/2]; Administration-12 [2]; Area Knowledge-13 [2]; Bartender-13 [4]; Beam Weapons-15 [2]; Brawling-12 [1]; Breath Control-8 [1/2]; Carousing-10 [1]; Computer Hacking (TL)-8 [1/2]; Detect Lies-12 [4]; Diplomacy-12 [4]; Driving (Automobile)-10 [1/2]; Driving (Hovercraft)-10 [1/2]; Fast-Talk-11 [1]; First Aid-11 [1/2]; Gambling-11 [1]; Guns (Pistol)-14 [1]*; Intelligence Analysis-10 [1]; Interrogation-13 [4]; Intimidation-12 [2]; Knife-15 [8]; Leadership-13 [4]; Merchant-12 [2]; Strategy-12 [4]; Streetwise-12 [2]; Swimming-14 [4].

* Includes +2 from IQ.

Languages: Anglic (native)-12 [0].

Equipment: Body Pistol (5mm, Cr 2d-1, SS10, Acc2, 1/2D100, Max1,467, RoF3); Boot knife (Imp 1d-2).

GURPS Cliffhangers

Ra'id ibn Jibril

100 points

Age 19; 5'5", 120 lbs.; black, curly hair worn long and unkempt; dark brown eyes; brown skin; trimmed beard; a small toad of a man wearing loose trousers, shirt, vest, and turban.

Ra'id is the eldest son of an enforcer for the Mahmet family, the organization behind a great deal of the theft, assassination, prostitution, gambling, and drug and alcohol trade in their city. Ra'id has ambitions of marrying into the family and has shown a great deal of initiative. Right now, the family is rewarding that ambition and he is currently in charge of collecting monies from independent operatives and dealers on the streets in a small portion of the city.

Ra'id isn't above killing criminals who get too cocky, but he'd much prefer to bring them in line with the organization if possible. He frequently targets their friends and loved ones as a warning to those who have gotten out of line.

For *Cliffhangers* characters visiting an exotic Arabian locale, Ra'id could be a useful guide or source of local information – for a price. He doesn't have a noble bone in his body, but will deliver if the price is right.

ST 11 [10]; **DX** 12 [20]; **IQ** 12 [20]; **HT** 11 [10].

Speed 5.75; Move 5.

Dodge 5; Parry 9 (Brawling).

Advantages: Luck [15]; Patron (Mahmet family, 9 or less) [25]; Strong Will (+1) [4].

Disadvantages: Bully [-10]; Code of Honor (Mobster) [-5]; Duty (To Mahmet family, 9 or less) [-5]; Miserliness [-10]; Trademark [-5]; Unattractive [-5].

Quirks: Always double checks his instructions; Always washes his hands after handling coins; Holds grudges; Nervous twitch; Refuses to let anyone walk directly behind him. [-5]

Skills: Administration-12 [2]; Area Knowledge (Mahmet Territory)-14 [4]; Brawling-14 [4]; Broadsword-11 [1]; Crossbow-12 [1]; Detect Lies-11 [2]; Gesture-11 [1/2]; Intelligence Analysis-10 [1]; Interrogation-13 [4]; Intimidation-13 [4]; Knife-11 [1/2]; Knife Throwing-11 [1/2]; Leadership-14 [6]; Riding (Horse)-10 [1/2]; Shadowing-12 [2]; Streetwise-12 [2]; Tactics-11 [2].

Languages: Arabic (native)-12 [0].

Equipment: Cheap thrusting broadsword (cut 1d+2, imp 1d+1); Dagger (imp 1d-2); Crossbow (imp 1d+4).

GURPS Fantasy

Angus the Knife

150 points

Age 48; 6'0", 145 lbs.; red-brown hair, wavy hair, worn long; gray eyes; white skin; somewhat pointed ears and elven features; a half-elven man in good gray clothes and a hat or headband which covers his ears.

For the last couple of generations, the Petru family has been taking over the criminal dealings in Megalos, putting their people into positions of power in various criminal "guilds," including the Thieves' Guild. Angus the Knife is a

rarely acknowledged member of this family. Angus's mother, granddaughter of the head of the Petrus, had an affair with an elf, which was discovered when she bore a half-elven child. Angus has always been told that his mother died in bearing him, though the rumor is that her husband killed her in a rage. His father died mysteriously soon after.

Angus was raised by the Petru family, with grandparents and various uncles, aunts and cousins taking him in at different times. They saw that he got some training in magic, since he had the talent, but his education was sporadic at best.

When he came of age, he went into the family business and soon gained a reputation for his bad temper. Angus prefers to use caustic tar, a painful but non-lethal poison, to get his point across. He finds the broken spirit of his victims far more satisfying than their deaths would be.

ST 11 [10]; **DX** 13 [30]; **IQ** 13 [20]; **HT** 11 [10].

Speed 6.00; Move 6.

Dodge 6; Parry 7 (Knife).

Advantages: Comfortable [10]; Danger Sense [15]; Fearlessness +2 [4]; Half-Elf (see below) [30]; Patron (Very Powerful Org, 6 or less) [13]; Reputation (+2, as "not to be crossed," to the underground) [5].

Disadvantages: Bad Temper [-10]; Code of Honor (Petru family oath) [-5]; Duty (Petru family, 9 or less) [-5]; Greed [-15]; Reputation (-4, as "dangerous criminal," to honest citizens) [-10].

Quirks: Always has his favorite dagger and a vial of poison on him; Dresses and acts as blandly as possible in an effort to appear as a "dull human"; Sensitive about his elven heritage; Violent toward women who scorn his advances; Wants to learn to read. [-5].

Skills: Area Knowledge (Petru family territory)-14 [2]; Broadsword-12 [1]; Detect Lies-12 [2]; Fast-Draw (Knife)-13 [1]; Interrogation-13 [2]; Intimidation-14 [4]; Knife-16 [8]; Leadership-14 [4]; Poisons-12 [2]; Shadowing-13 [2]; Strategy (Land)-11 [1]; Streetwise-13 [2]; Tactics-12 [2]; Throwing-12 [2].

Spells: Apportation-12 [1]; Create Fire-12 [1]; Fireball-12 [1]; Ignite Fire-12 [1]; Lend Strength-12 [1]; Lockmaster-12 [1]; Locksmith-12 [1]; Mind-Reading-12 [1]; Mind-Search-11 [1]; Nightingale-12 [1]; Poltergeist-12 [1]; Recover Strength-12 [1]; Sense Danger-12 [1]; Sense Emotion-12 [1]; Sense Foes-12 [1]; Shape Fire-12 [1]; Truthsayer-12 [1]; Winged Knife-12 [1].

Languages: English (native)-14 [0].

Equipment: Gray leather jacket (PD1, DR1, Covers:6, 8-11,17-18); Small vial of caustic tar (See p. B132); Thrusting broadsword (Cut 1d+2, Imp 1d+1); Fine Dagger (Acc+0, Imp 1d-1); Large knife (Acc+0, Cut/Imp 1d-1); Small knife (Cut/Imp 1d-2); Powerstone (2pt) worn on a necklace generally concealed under his shirt.

Half-Elf

30 points

Half-elves have IQ +1 [10]; Extended Lifespan [5], and Magery 1 [15].

Stefano Josephs

400 points

Age 42; 5'11", 220 lbs.; short, graying hair; brown eyes; olive skin; a burly, imposing man impeccably dressed.

Stefano Josephs runs the Philadelphia crime family that bears his name. He has a truce with the other major family in town, and currently the situation is peaceful, with turf divisions clearly understood. Both families have major connections to New York, Chicago, and Miami-based organizations, and everyone is under a lot of pressure to make the truce work and keep the money flowing. That will end someday, of course – it's the nature of things – but for now, business is good.

Josephs went to law school, assuming he would serve as his older brother Tomaso's *consigliere*. But when Tommy died of a brain tumor at the age of 27, Stefano's destiny took a turn. Recently taking over from his retired father, he is a good boss, with a near-perfect mix of practicality and ruthlessness. If he can avoid a sudden, violent end, his time at the head of the Josephs family could extend for many more years, even decades.

Josephs is intended as a high-powered NPC in a campaign set in the modern U.S. He would also work as a PC in a game where all the characters were members of the crime family, but Stefano is so much more powerful than his underlings that game balance would be a delicate issue. He can be easily inserted into many campaigns, from *Voodoo* to *Illuminati* to *Illuminati University* to *In Nomine* with only minor additions to his advantages and disadvantages. While he would make a formidable opponent for even a powerful group, he is entirely pragmatic, and not evil *per se*; under the right circumstances, the PCs can approach Josephs and use him as an Ally, Patron, or friend. Of course, some day – and that day may never come – he may call upon you to do a service for him . . .

ST: 11 [10] **IQ:** 15 [60] **Speed:** 5.75
DX: 12 [20] **HT:** 11 [10] **Move:** 7
Dodge: 5 **Parry:** 8 (Brawling)

Advantages

Alertness [5]; Ally Group ("family" members, 15 or less) [90]; Ally Group (bribed government officials, 12 or less) [40]; Ally Group (blackmailed government officials, 9 or less) [10]; Contacts ("owned" police officials, available on 12 or less, completely reliable) [24]; Filthy Rich [50]; Multimillionaire 2 [50]; Patron (New York crime family, 6 or less) [13].

Disadvantages

Code of Honor (Omerta) [-5]; Duty (To family, 9 or less) [-5]; Edgy [-5]; Enemy (Other families, 6 or less) [-15]; Sense of Duty [-5]; Stubbornness [-5].

Quirks

Distrusts the Internet; Goes to Mass every day; Holds grudges; Lapses into Italian in front of people

who don't speak it, and doesn't care how rude they think it is; Passionately follows the Eagles football team. [-5]

Skills

Accounting-14 [2]; Acting-14 [1]; Administration-15 [2]; Area Knowledge (Eastern U.S.)-16 [2]; Brawling-12 [1]; Carousing-9 [1/2]; Computer Operation-15 [1]; Cooking-15 [1]; Criminology-15 [2]; Dancing-11 [1]; Detect Lies-15 [4]; Diplomacy-15 [4]; Driving (Car)-11 [1/2]; Economics-14 [2]; Fast-Talk-15 [2]; First Aid-14 [1/2]; Gambling-15 [2]; Gesture-15 [1]; Guns (Pistol)-15 [2]*; History (Recent U.S.)-13 [1]; Interrogation-16 [4]; Intimidation-16 [4]; Law-15 [4]; Leadership-14 [1]; Literature-13 [1]; Merchant-13 [1/2]; Musical Instrument (Violin)-14 [2]; Psychology-13 [1]; Research-14 [1]; Running-10 [2]; Savoir-Faire-18 [2]**; Sex Appeal-10 [1]; Strategy-13 [1]; Streetwise-15 [2]; Tactics-13 [1]; Theology (Catholic)-12/18 [1].

* Includes +2 from IQ.

** Bought up from Status default.

Languages

English (native)-15 [0]; Italian-15 [2].



PICKPOCKET

HAND, n. A singular instrument worn at the end of the human arm and commonly thrust into somebody's pocket.
– Ambrose Bierce, from *The Devil's Dictionary*

The pickpocket is considered by many to be the lowest rung of the professional ladder of thieves. In most settings they are poor, young, uneducated, and unskilled, with little hope of improving their lot in life. But because it is most often extreme need that drives this type to steal, they are also in many ways the most innocent and redeemable of thieves.

But only for the most part. Some cutpurses are motivated by nothing more than laziness – snatch a purse, lift a wallet, finesse a brooch off a lady's jacket that she's left hanging on her chair, slice open the bottom of a belt pouch and catch the contents as they fall out. What could be easier? And then there is the rarer type, the true expert, who chooses carefully selected targets and deprives them of their valuables with uncanny skill.

The pickpocket is an urban creature. He needs the camouflage and high target density of the crowd. He fits in any setting where there are urban areas and loose valuables. Where money is largely electronic, requiring retinal scans, voice prints, and the like, the pickpocket becomes a less viable character, but even in such settings there are still small, valuable devices and jewelry to be pilfered.

Stealing valuables from a real, live body is not the place for the clumsy, the slow, or the timid. Many pickpockets graduate to other forms of thievery such as housebreaking, armed robbery, or confidence games. Some manage, through luck or great success, to pull themselves out of the gutter and become honest, respectable members of society. A few make a comfortable living as pickpockets and remain so for the rest of their lives. The rest die young or spend most of their lives in jail.

Design Notes

Attributes: The pickpocket must have great agility, finesse, and speed, so we give our template DX 14.

Advantages: The pickpocket is known for his sticky fingers, so we give him Manual Dexterity +3, which will add to his DX for the Pickpocket skill. We then offer a selection of advantages for spotting targets or trouble (Acute Vision, Alertness, Combat Reflexes, and Danger Sense) and for making it easier to grab the loot (Ambidexterity). We offer Luck and Serendipity for help in finding marks and hiding places if spotted. Ally and Ally Group represent a partner or gang who may provide distractions for each other. Pitiable and Sanctity reproduce the ability of some pickpockets to appear harmless and even helpless to their marks.

Disadvantages: We list a number of disadvantages that may have driven the pickpocket to such a “lowlife” occupation (Greed, Illiteracy, Semi-Literacy, Innumerate, Laziness, Poverty, Primitive, Social Stigma, Status, Trickster, Uneducated, and Youth). Also common is Enemy – former victims, as well as law enforcement.

Primary Skills: The pickpocket has two primary skills – Pickpocket, naturally, and Stealth, for sneaking up on victims and getting away unnoticed.

Secondary Skills: Here we offer other skills of use to the pickpocket – Psychology for spotting likely marks, Fast-Talk for talking one's way out of trouble, Holdout for hiding the loot, Merchant for selling the more unusual items, Area Knowledge and Running for avoiding capture, and Streetwise for knowing the unwritten rules of the life that the thief has chosen.

Background Skills: Some pickpockets utilize more unusual ways of approaching their marks, such as pretending to need help, doing street performance, flirting, or simply following someone who's obviously wealthy, so we list Acting, Juggling, Sleight of Hand, Sex Appeal, and Shadowing. Those with Allies may need to communicate non-verbally, so we also offer Gesture. Since cutpurses carry knives with them anyway, it follows that some will learn to use one to defend themselves as well. Finally, the purse snatcher may find he needs to survive by other means for a while, so Panhandling, Scrounging, and Survival (Urban) are included.

Pickpocket 70 points

Attributes: ST 10 [0]; DX 14 [45]; IQ 10 [0]; HT 10 [0].

Advantages: Manual Dexterity +3 [9] and a total of 20 points from Acute Vision [2/level]; Alertness [5/level]; Ally [Varies] or Ally Group [Varies]; Ambidexterity [10]; Combat Reflexes [15]; Danger Sense [15]; Luck [15] or Serendipity [15]; Pitiable [5]; and Sanctity [5]. Alternatively, an additional level of DX can be taken to replace the Manual Dexterity +3 advantage, to represent a more generally agile pickpocket. Leave points spent on Pickpocket and Stealth as they are and adjust the skill levels. This will cost an additional 6 points beyond the template cost.

Disadvantages: A total of -25 points from Enemy [Varies]; Greed [-15]; Illiteracy [-10] or Semi-Literacy [-5]; Innumerate [-1/-5/-10]; Laziness [-10]; Poverty [Varies]; Primitive [-5/level]; Social Stigma [-5 to -20]; Status [-5/level]; Trickster [-15]; Uneducated [-5]; and Youth [-2/level].

Primary Skills: Pickpocket (P/H) DX+1 [8]-18* and Stealth (P/A) DX+1 [4]-15.

* Includes +3 for Manual Dexterity.

Secondary Skills: A total of 6 points spent on one or more of Area Knowledge (M/E); Fast-Talk (M/A); Holdout (M/A); Merchant (M/A); Psychology (M/H); Running (P/H(HT)); and Streetwise (M/A).

Background Skills: A total of 3 points spent on one or more of Acting (M/A); Gesture (M/E); Juggling (P/E); Knife (P/E); Panhandling (M/E); Scrounging (M/E); Sex Appeal (M/A(HT)); Shadowing (M/A); Sleight of Hand (P/H); and Survival (Urban) (M/A).



Customization Notes

- In a higher-point game, raising HT and DX by 3 total will increase the pickpocket's unencumbered move to 7 – 2 more than the average man – making for quick get-aways when things go sour. Running skill is also useful for increasing move, though it will not help with dodging.

- If the pickpocket frequently takes more than currency, he will have considerable dealings with a fence. Merchant skill is useful for getting the most out of his loot. Specializing in illegal goods will add 5 to the skill for fencing goods, but will reduce it by one for other merchant dealings.

- Credit cards are of some value to a pickpocket, if he doesn't get too greedy. Most store clerks don't check signatures and gasoline pumps and other automatic vending machines don't require them. But the smart thief needs to keep in mind that he has a day, at most, to use the card.

- In magic settings, the value of the potential loot goes up, with magical jewelry, powerstones, potions, and other high-powered trinkets, but so do the chances – and the consequences! – of getting caught.

- A wizardly or psionic pickpocket is possible, making use of Apportation, Teleport, and other movement spells, but the player would need to consider the motivation behind wasting such talents on pilfering trifles.

Using This Character

This template is designed for a PC in a 100-point game. A higher-powered character can be created by raising attributes and putting more points into advantages and skills. With the high DX, the pickpocket could be made into a formidable combat character as well. This template is also useful for creating an above-average NPC pickpocket with no modifications needed. For a more ordinary NPC pickpocket, reduce DX and points put in advantages. Most run-of-the-mill cutpurses choose easy targets to make up for their lack of skill.

GURPS Japan

Kazuo

100 points

Age 23; 5'7", 148 lbs.; black hair worn in the typical style of queue behind and shaved on top; Long mustache; brown, deep-set eyes; golden skin; a Japanese man with a vapid appearance, wearing a hakama and haori.

Kazuo often strikes those he meets as clumsy and not too bright. This impression is aided by the usual vapid expression on his face and his pointless stories. This is Kazuo's intent. No one expects an idiot to pick their pocket after he's clumsily lumbered into them. In fact, no one expects an idiot to do much at all, which allows him to avoid work.

He manages to make enough money to support his gambling habit, occasional visits to teahouses, and still buy the necessities of life. He purchases few other luxuries, preferring to save his money for a teahouse of his own.

ST 12 [20]; **DX** 15 [60]; **IQ** 10 [0]; **HT** 10 [0].

Speed 6.25; Move 7.

Dodge 6.

Advantages: Acute Vision +1 [2]; Ambidexterity [10]; Manual Dexterity +3 [9]; Pitiableness [5]; Sanctity [5].

Disadvantages: Compulsive Gambling (1 to 6 hours a day) [-10]; Greed [-15]; Laziness [-10]; Reputation -1 (As an idiot) [-5].

Quirks: Cultivates a reputation as stupid and clumsy; Fascinated by insects; Preens his mustache while talking; Tells stories with no point; Wants to own a teahouse. [-5]

Skills: Acting-12 [6]; Fast-Talk-11 [4]; Gambling-10 [2]; Holdout-11 [4]; Merchant-10 [2]; Pickpocket-19 [8]*; Running-8 [1]; Shadowing-9 [1]; Stealth-16 [4]; Streetwise-10 [2].

*Includes +3 from Manual Dexterity.

Languages: Japanese (native)-10 [0].

GURPS Fantasy

Manon L'Orpheline 100 points

Age 15; 5'1", 90 lbs.; straight dark brown hair worn in a short, pageboy style; pale violet eyes; white skin; a slender girl, not yet filled out to womanhood, wearing plain, oft-repaired boy's clothing.

Manon grew up in an orphanage and doesn't remember her parents. At the age of 15, she and another orphan, Jonas Redtop, were sent to work as servants in the house of Lord Adwulf. After they had been there a couple of months, she started noticing bruises, scratches, small cuts, and other odd wounds on Jonas, but her friend claimed never to remember how he had gotten them. One night she returned to her room to find Jonas cowering in terror in the corner, his body covered in dirt and blood. Whatever had happened to him, he wouldn't or couldn't say, and he hasn't spoken a word since that night.

Terrified of what horror might have attacked Jonas, Manon packed up their small collection of belongings and fled to the nearest city. At first the two survived by panhandling and the occasional petty theft of unwatched goods. Manon discovered she had rather a knack for cutting purses, however, and the few times she was spotted, she was always able to outrun any pursuers.

Recently, she acquired what she believes to be an alchemical potion, but she doesn't know what it is and is loathe to sell it without finding out first.

Some cutpurses are motivated by nothing more than laziness – snatch a purse, lift a wallet, finesse a brooch off a lady's jacket that she's left hanging on her chair, slice open the bottom of a belt pouch and catch the contents as they fall out. What could be easier?

ST 9 [-10]; **DX** 14 [45]; **IQ** 11 [10]; **HT** 13 [30].

Speed 7.00; Move 7.

Dodge 7; Parry 8 (Brawling).

Advantages: Absolute Direction [5]; Alertness +1 [5]; Danger Sense [15]; Less Sleep 2 [6]; Manual Dexterity +3 [9].

Disadvantages: Dependent (Jonas, 12 or less) [-12]; Poor [-15]; Social Stigma (Second-class citizen) [-5]; Status -1 [-5]; Youth (16) [-4].

Quirks: Believes she may have an enemy from her time at Lord Adwulf's; Dreamer; Dresses as a boy; Goes out of her way to show kindness to animals; Uneasy around clean shaven men. [-5]

Skills: Acting-10 [1]; Area Knowledge (City)-11 [1]; Brawling-13 [1/2]; Cooking-11 [1]; Fast-Talk-10 [1]; Gesture-12 [2]; Holdout-10 [1]; Knife-13 [1/2];

Merchant-10 [1]; Panhandling-12 [2]; Pickpocket-18 [8]*; Savoir-Faire (Servant)-11 [1]; Scrounging-11 [1]; Stealth-15 [4]; Streetwise-12 [4]; Survival (Urban)-11 [2].

* Includes +3 from Manual Dexterity.

Languages: English (native)-11 [0].

Equipment: Morpheus (sleep) Potion; Dagger (Acc+0, imp 1d-3).



GURPS Greece

Parmene 80 points

Age 15; 5'1", 105 lbs.; black, curly hair worn in a short man's style; brown eyes; dusky skin; a relatively androgynous boy wearing a plain tunic.

Parmene is a street performer with his father, Dionysian, in Thebes. The crowds provide small coins as a reward for their acts of acrobatics, stage magic, and juggling. However, most of their income is generated from cutting purses. Generally, one of them will distract the crowd with their performance while the other collects "fees" from the audience. Parmenos, known as Parmene while "she" is performing, is known to be rather touch-oriented, so no one considers it odd that while Dionysian performs, Parmenos occasionally offers the friendly squeeze of the arm or pat on the back. Of course, there have been a few close calls, but so far the pair have remained uncaught.

Parmenos seems to have an unusual knack for picking out good targets that yield especially good takes, so his father is letting him learn more of the trade while he provides distraction. He is somewhat concerned, however, as Parmenos not only seems to get a special thrill in taking risks merely for the sake of taking them, but also tends to maintain his role of a girl at all times.

ST 10 [0]; **DX** 15 [60]; **IQ** 10 [0]; **HT** 10 [0].

Speed 6.25; Move 7.

Dodge 6.

Advantages: Ally (Father, 12 or less) [10]; Manual Dexterity +3 [9]; Pitiabile [5]; Serendipity [15].

Disadvantages: Illiteracy [-5]; Secret (Works crowds dressed as a man) [-5]; Social Stigma (Appears as a woman) [-10]; Status [-5]; Trickster [-15].

Quirks: Belongs to the cult of Dionysius; Distracted easily during conversation; Prefers to target non-Greeks; Smiles a lot; Very touch-oriented (touching people when talking to them, etc). [-5]

Skills: Acrobatics-13 [1]; Acting-11 [4]; Area Knowledge (Thebes)-10 [1]; Fast-Talk-10 [2]; Gesture-10 [1]; Holdout-9 [1]; Juggling-18 [1]*; Pickpocket-19 [8]*; Running-8 [1]; Sleight of Hand-16 [1]*; Stealth-16 [4]; Streetwise-9 [1].

* Includes +3 from Manual Dexterity.

Languages: Greek (native)-10 [0].

Michael Remington

125 points

Age 26; 5'9"; 150 lbs.; short auburn straight hair; gray eyes; white skin; an average man wearing a nondescript business suit and tie.

Michael Remington is a professional pickpocket who works Los Angeles International Airport. In the anonymity of the airport, few notice the businessman who never seems to get on a plane, though a few airport security men have become aware of Michael. They seem unsure as to whether he's a thief or merely a homeless man residing at the airport. Remington usually nicks wallets and other valuables from pockets, but isn't above collecting the occasional laptop or suitcase left unattended. He lives decently on the income from his thefts and finds it a much less tedious job than he could otherwise expect for the money.

Michael works alone and uses the normal distractions of the airport to aid in his work. Unlike some pickpockets, he usually doesn't approach or talk to his victims, not wanting anyone to remember his face. He prefers stealth and a quick hand while his target is preoccupied.

Michael is designed for a campaign set in the modern day, as either a PC or moderately high-powered NPC. As a character under GM control, he can be used for the obvious purpose of separating the PCs from their money. However, he also works well as a source of information – much goes on at an airport that he could have observed in the course of his work. He could be used in any modern setting near an airport by changing his Area Knowledge and language to fit. With changes to his Enemy, Area Knowledge, and language, he could be made to fit in many settings, as there is nothing particularly high-tech about his approach or skills. In a futuristic campaign, he would work well at a spaceport. Historical settings are likely to find him at a seaport town. Malls and markets also work well for the anonymous nature of this pickpocket.



ST: 11 [10] **IQ:** 12 [20] **Speed:** 6.25
DX: 15 [60] **HT:** 10 [0] **Move:** 7
Dodge: 6

Advantages

Acute Vision +3 [6]; Ambidexterity [10]; Manual Dexterity +3 [9].

Disadvantages

Enemy (Four members of Los Angeles International Airport security, 6 or less) [-5]; Greed [-15]; Laziness [-10]; Self-Centered [-10].

Quirks

Alcohol intolerance; Always ducks his head and turns away while passing airport employees; Avid college football fan, and will camp out in front of an airport television set if a game is on; Careful; Superstitious. [-5]

Skills

Acting-15 [8]; Area Knowledge (LAX)-14 [4]; Fast-Talk-12 [2]; Holdout-13 [4]; Merchant-12 [2]; Pickpocket-20 [16]*; Psychology-12 [4]; Running-8 [1]; Shadowing-11 [1]; Stealth-17 [8].

* Includes +3 for Manual Dexterity.

Languages

English (native)-12 [0]; Spanish-11 [1].

PIRATE

He was the mildest mannered man that ever scuttled ship or cut a throat.

– Byron, from “Don Juan”

Pirate is a term that fills our heads with images of peg legs, parrots, chests of gold, and the Jolly Roger whipping in the sea air. The pirate is both a romantic figure – independent, colorful, and adventurous – and a fearsome figure – lawless, uncouth, and deadly. The pirate existed at a time when the seas were the primary routes for trade, but largely unpatrolled and without communication ability. A small crew of tough, well-armed men could take an unescorted trade vessel, collect their loot, scuttle the other ship, and disappear with no one the wiser to their deeds. With the advent of radio and radar, the classic pirates disappeared, leaving only tales of buried treasure and colorful legends. Modern piracy has become a more of a covert activity, and better handled by the armed robber template (with the addition of some ship handling skills).

Space, however, promises to have many of the same conditions that prevailed during the age of piracy. In many science fiction settings interstellar trade routes are vast, with little possibility for law enforcement to easily patrol them effectively. Ship communications may also have limited ranges, and even those settings where ship communication is more effective frequently have routes where ships are so scarce that a rescue cannot be mounted in time. Thus, the vast ocean of space may promise to be an ocean indeed, complete with pirates.

Design Notes

Attributes: The pirate must be fast and sharp to survive, so we give our template DX 12 and IQ 12. A plunderer must also be strong and healthy, so we give ST 11 and HT 11.

Advantages: In the trackless areas between civilizations, a pirate can use an ability to know where he is, so we offer 3D Spatial Sense or Absolute Direction. Shipboard life can be hard, so we include some advantages to make it more bearable (Acceleration Tolerance, Disease-Resistant, Fit, Very Fit, G-Experience, and Immunity to Disease). Of course, a pirate is generally a member of a crew and may be able to rely on his crewmates for assistance (Ally Group), though he may be unknown to society at large (Zeroed). Pirates have a reputation for hard drinking, so a character may find Alcohol Tolerance, Light Hangover, or No Hangover to be of benefit. Some corsairs play on their romantic image, so we offer Charisma. Finally, we offer a handful of advantages to aid in surviving combat (Combat Reflexes, Military Contacts, Danger Sense, Daredevil, Fearlessness, Hard to Kill, and Luck).

Disadvantages: Pirates are all wanted men, so we require Enemy (Law Enforcement) or Reputation (Pirate) and Social Stigma (Outlaw). The lifestyle attracts men for different reason, but the primary ones are Greed, Laziness, and lack of options due to poor education (Illiteracy, Semi-Literacy, Innumerate, and Uneducated) and Social Stigma. However, the career choice can be detrimental both mentally (Alcoholism, Bad

Temper, Bloodlust, Bully, Callous, Code of Honor (Pirates), Compulsive Carousing, Compulsive Gambling, Odious Personal Habit, Phobias, Self-Centered, Selfish, and Trademark) and physically (Appearance, Bad Smell, Lamé (Crippled Leg), Missing Digit, One Arm, One Eye, and One Hand), not to mention the bad Reputation.

Primary Skills: Piracy is basically robbing others with threat of force (Intimidation) or actual combat (Beam Weapons, Black Powder Weapons, Knife, Guns, Axe/Mace, Broadsword, Fencing, Shortsword, and Spear).

Secondary Skills: Here we offer a collection of shipboard jobs and the skills required to fill them, plus the ones every crewman needs to survive shipboard life.

Background Skills: We list a selection of other skills that may be picked up on board ship (Area Knowledge, Gambling, Musical Instrument, Strategy, Brawling, Singing, Fishing, Fast-Draw (Knife from teeth), Boating, Harpoon, Electronics, Photonics, and Inertialess Agility) and in strange ports (Streetwise, Survival, and Languages). Lastly, for burying that treasure in such a way that no one can get to it but you, we include Traps.

Pirate 75 points

Attributes: ST 11 [10]; DX 12 [20]; IQ 12 [20]; HT 11 [10].

Advantages: A total of 20 points in 3D Spatial Sense [10] or Absolute Direction [5]; Acceleration Tolerance [10]; Alcohol Tolerance [5]; Ally Group (fellow pirates) [Varies]; Charisma [5/level]; Combat Reflexes [15]; Contact (Military) [Varies]; Danger Sense [15]; Daredevil [15]; Disease-Resistant [5]; Fearlessness [2/level]; Fit [5] or Very Fit [15]; G-Experience [10]; Hard to Kill [5/level]; Immunity to Disease [10]; Light Hangover or No Hangover [2 or 5]; Luck [15]; and Zeroed [10].

Disadvantages: Enemy (Law Enforcement (or other powerful authority such as Imperial Navy or Spain), 6 or less) [-20], or Reputation (-2, Pirate) [-10] and Social Stigma (Outlaw) [-10]; and -15 points chosen from Alcoholism [-15], Appearance [Varies], Bad Smell [-10], Bad Temper [-10], Bloodlust [-10], Bully [-10], Callous [-6], Code of Honor (Pirates) [-5], Compulsive Carousing [-5], Compulsive Gambling [-5 to -15], Greed [-15], Illiteracy [-10] or Semi-Literacy [Varies], Innumerate [-1/-5/-10], Lamé (Crippled Leg) [-15], Laziness [-10], Missing Digit [-2/-5], Odious Personal Habit [-5 to -15], One Arm [-20], One Eye [-15], One Hand [-15], Phobias [Varies], Self-Centered [-10] or Selfish [-5], Trademark [-1 to -15], Uneducated [-5]; and additional points in Enemy [Varies]; Reputation and Social Stigma [-5 to -20].

Primary Skills: Intimidation (M/A) IQ+2 [6]-14; and 2 points in one of Beam Weapons (any), Black Powder Weapons, Knife, Guns (any), all (P/E), or Axe/Mace, Broadsword, Fencing, Shortsword, and Spear, all (P/A).

Secondary Skills: *Sea Lens:* Swimming (P/E) DX+1 [2]-13; Sailor/TL (M/A) IQ [2]-12. And *two* of the following:

1. (Pilot) (Counts as *two* slots) Area Knowledge (Specific sea or ocean area) (M/E) IQ [1]-12; Navigation/TL (M/H) IQ [4]-12; Meteorology/TL (M/A) IQ [2]-12; Seamanship/TL (M/E) IQ [1]-12; and Shiphandling/TL (M/H) IQ+1 [4]-12.
2. (Gunner) Armoury (Ship Weaponry) (M/A) IQ [2]-12; Gunner (any ship-mounted) (P/A) DX+3 [4]-15*.
3. (Engineer) Engineer (Marine Vessel) (M/H) IQ [4]-12; Mechanic (any) (M/A) IQ [2]-12.
4. (Crewman and Boarder) Climbing (P/A) DX [2]-12; Fast-Draw (P/E) DX [1]-12; Jumping (P/E) DX [1]-12; and Seamanship/TL (M/E) IQ+1 [2]-13.
5. (Captain) Leadership (M/A) IQ [2]-12; Tactics (M/H) IQ [4]-12.

Space Lens: Free Fall (P/A) DX [2]-12; Vacc Suit (M/A) IQ [2]-12. And *two* of the following:

1. (Pilot) Astrogation/TL (M/A) IQ [2]-12 and Piloting (spacecraft type) (P/A) DX+1 [4]-13.
2. (Gunner) Armoury (Ship Weaponry) (M/A) IQ [2]-12; Gunner (any ship-mounted) (P/A) DX+3 [4]-15*.
3. (Engineer) Engineer (Vehicles) (M/H) IQ [4]-12; Mechanic (any) (M/A) IQ [2]-12.
4. (Comm) Electronics Operation (Comm) (M/A) IQ [2]-12 and Traffic Analysis (M/H) IQ [4]-12.
5. Electronics Operation (Sensors) (M/A) IQ [2]-12; SIG-INT Collection/Jamming (M/H) IQ [4]-12.
6. (Captain) Leadership (M/A) IQ [2]-12; Tactics (M/H) IQ [4]-12.

* Includes +2 from IQ.

Background Skills: A total of 6 points in Area Knowledge (System, Trade Routes, etc.) (M/E); Gambling, Streetwise, Survival (any), all (M/A); Musical Instrument, Strategy, both (M/H); Language (M/var); Brawling (P/E); Singing (P/E(HT)); Carousing (M/E(HT)); and (for sea pirates) Fishing (M/E); Traps/TL (M/A); Fast-Draw (Knife from teeth) (P/E); Boating (P/A); and Harpoon (P/H); or (for space pirates) Electronics/TL (M/H); Photonics/TL (M/H); and Inertialess Agility (P/H).

Customization Notes

● This template doesn't consider air pirates, autoduel pirates, or present day sea piracy. Some possible skills for them would be Airmanship/TL (M/H); Aviation/TL (M/A); Driving/TL (Type) (P/A); Freight Handling (M/A); Motorcycle/TL (P/E); Naturalist (M/H); Orienteering/TL (M/A); Piloting/TL (type) (P/A); Riding (P/A); and Teamster (M/A).

● Fantasy settings with important sea trade routes are also promising for pirates. Even with magic communications, ships may get out of range of help. Pirate ships are likely to have a few mages aboard or some anti-magic devices.

● If an entire pirate party is desired, players should be sure to select diverse jobs and combinations to avoid overlap between characters.

● With the exception of pirate captains, most pirates were common sailors with a bit of weapon training and bloodthirsty ambitions. Spending fewer points on attributes and advantages will result in a more run-of-the-mill NPC pirate.

● A privateer, basically a pirate with a Letter of Marque and Reprisal from a nation at war giving them the ability to attack enemy ships and pay themselves out of the booty, can also be designed with this template. They would have Patron (Single powerful person or group, 9 or less) [10] to represent the Letter of Marque as part of their advantages and Extremely Hazardous Duty [-20] to replace the Enemy or Reputation/Social Stigma disadvantages. They are, otherwise, identical to pirates in most respects, and may in fact run into circumstances, ranging from desperation to a mutinous crew, that turn them against the law.

Using This Character

This template is intended for a 100-point PC in a historic or fantasy campaign on or near the sea or a space campaign. It is also appropriate for a high-level NPC encounter or villain.

GURPS Celtic Myth

Aneirin ap Culhwch

100 points

Age 23; 5'10", 165 lbs.; wavy, red-blond hair worn long, pulled back into a ponytail; darker, scraggly red beard; gray eyes; tanned skin; a sullen Welshman wearing functional trouser, tunic, cloak, boots, gold torc, and several silver finger rings.

Aneirin is the son of a Welsh fisherman who decided that the simple life of a fisherman was too much work. At 16, a pirate vessel raided his hometown and he sought to join them. His nerve impressed the captain, who took him on as a crewman. He has slowly worked himself up into the position of pilot.

Aneirin has a Sidhe ancestor and, thus, some unusual abilities that have served him well in his outlaw life. He is notable for being rather curt and unfriendly with the other members of the crew, but they've come to accept that it's just his nature to be so, and that he means no particular offense.

ST 11 [10]; **DX** 12 [20]; **IQ** 12 [20]; **HT** 11 [10].

Speed 5.75; Move 5.

Dodge 5; Parry 8 (Brawling).

Advantages: Absolute Direction [5]; Alcohol Tolerance [5]; Gills [10]; Hard to Kill +2 [10]; Sidhe Blood [10].

Disadvantages: Code of Honor (Pirates) [-5]; Enemy (Law enforcement and all honest sailors, 6 or less) [-20]; Laziness [-10]; Loner [-5].

Quirks: Becomes maudlin when drunk; Enjoys exotic foods that others avoid; Handles iron objects at every opportunity if he has an audience; Likes lots of jewelry; While he is for the most part a loner, he can be cajoled to come out of his solitude for a game of bran-dubh or to play the pipes. [-5]

Skills: Area Knowledge (Trade routes near British Isles)-13 [2]; Boating-11 [1]; Brawling-12 [1]; Broadsword-12 [2]; Carousing-11 [2]; Climbing-12 [2]; Fast-Draw (Sword)-12 [1]; Fishing-12 [1]; Gambling-10 [1/2]; Games (Brandubh)-11 [1/2]; Harpoon-9 [1/2]; Intimidation-14 [6]; Jumping-12 [1]; Meteorology-13 [4]; Musical Instrument (Pipes)-10 [1]; Navigation-15 [4]*; Netmaking-12 [1]; Sailor-13 [4]; Seamanship-13 [2]; Shiphandling-13 [6]; Swimming-13 [2]; Tactics (Naval)-9 [1/2].

* Includes +3 from Absolute Direction.

Languages: Brythonic (native)-12 [0].

Equipment: Thrusting broadsword (Cut 1d+2, imp 1d+1).

A small crew of tough, well-armed men could take an unescorted trade vessel, collect their loot, scuttle the other ship, and disappear with no one the wiser to their deeds. With the advent of radio and radar, the classic pirates disappeared, leaving only tales of buried treasure and colorful legends.

GURPS Swashbucklers

Jean Trieste

100 points

Age 30; 5'9", 150 lbs.; straight, black hair worn pulled into a braid; brown eyes; a horribly scarred Frenchman wearing a loose shirt and trousers, with a large gold earring.

Trieste was a young sailor on a ship that mutinied. He chose to stay with the mutineers, who turned to piracy. He had a special interest in the black powder cannon on the ship, and so acted as gunner in more distant encounters.

It was in one of these situations when the cannon back-fired. He was almost killed, but managed to pull through. He is, nonetheless, hideously scarred from the accident. He was fortunate that he didn't lose his eyesight. He has learned that his horrific appearance aids in his intimidation of enemies, so he doesn't see it as a total loss.

Despite his accident, he never lost his interest in cannon and is now the main gunner on the ship. He is also called on to repair various things on ship, from the nets to the ship's boat to the mainsail.

ST 11 [10]; **DX** 12 [20]; **IQ** 12 [20]; **HT** 11 [10].

Basic Speed 5.75; Move 5.

Dodge 6; Parry 9 (Brawling).

Advantages: Alcohol Tolerance [5]; Combat Reflexes [15]; Disease-Resistant [5].

Disadvantages: Enemy (British navy, 6 or less) [-20]; Hideous [-20].

Quirks: Considers his scarring a badge of honor; Dislikes heights, won't climb the rigging unless forced; Frequently sleeps on deck with his cannon; Has no interest in advancing beyond his current position; Likes hearing tales of different places from prisoners and new recruits. [-5]

Skills: Armoury (Cannon)-13 [4]; Axe/Mace-13 [4]; Boating-11 [1]; Brawling-13 [2]; Carousing-11 [2]; Climbing-12 [2]; Engineer (Marine Vessel)-12 [4]; First Aid-12 [1]; Fishing-13 [2]; Gambling-12 [2]; Gunner (Cannon)-16 [8]*; Harpoon-11 [2]; Intimidation-14 [6]; Mechanic (Marine Vessel)-13 [4]; Netmaking-13 [2]; Sailor-13 [4]; Seamanship-13 [2]; Shipbuilding-10 [1]; Swimming-14 [4]; Tactics (Naval)-10 [1].

* Includes +2 from IQ.

Languages: English-11 [1]; French (native)-12 [0]; Spanish-11 [1].

GURPS Space

Katya Farragut

200 points

Age 25; 5'6", 130 lbs.; black hair worn braided; blue eyes; light tan skin; a woman wearing a simple jumpsuit with no adornments.

Katya is the captain of a small pirate vessel, *The Gregor Prince*, which is mostly active in the less-patrolled areas of space. The ship belonged to her father, Gregor Farragut, before her. She inherited *The Prince* a couple of years ago when he died in a boarding, and renamed it after him. Having grown up aboard, she's familiar with most of the operations of the ship.

Her crew respects her, despite her youth. Some of this comes from their respect for her father, but most of it is because she's competent and charismatic in her own right.

ST 11 [10]; **DX** 12 [20]; **IQ** 12 [20]; **HT** 11 [10].

Speed 5.75; Move 5.

Dodge 5; Parry 7 (Brawling).

Advantages: 3D Spatial Sense [10]; Acceleration Tolerance [10]; Ally Group (Pirate crew, 15 or less) [60]; Charisma +1 [5]; Filthy Rich [50].

Disadvantages: Code of Honor (Pirates) [-5]; Enemy (Patrol, 6 or less) [-20]; Reputation -1 (As Gregor Farragut's daughter) [-5]; Selfish [-5]; Trademark [-5].

Quirks: Always goes for leg shots; Broad-minded; Flirts with her crewmen, though she knows they wouldn't dare touch her; Not at all interested in politics; Remembers everyone's birthday. [-5]

Skills: Area Knowledge (Galaxy)-14 [4]; Armoury-10 [1/2]; Astrogation-12 [1/2]*; Beam Weapons-15 [2]**; Brawling-11 [1/2]; Carousing-9 [1/2]; Computer Operation-11 [1/2]; Detect Lies-10 [1]; Electronics Operation (Comm)-12 [2]; Electronics Operation (Sensors)-12 [2]; Engineer-9 [1/2]; Fast-Talk-10 [1/2]; First Aid-11 [1/2]; Free Fall-14 [2]*; Freight Handling-10 [1/2]; Gambling-11 [1]; Gunner-13 [1]**; Intimidation-14 [6]; Leadership-16 [8]†; Mechanic (Starship Drive)-10 [1/2]; Piloting (Starship)-12 [1]*; SIGINT Collection/Jamming (TL)-12 [4]; Streetwise-11 [1]; Tactics-12 [4]; Traffic Analysis-12 [4]; Vacc Suit-12 [2].

* Includes +2 from 3D Spatial Sense.

** Includes +2 from IQ.

† Includes +1 from Charisma.

Languages: Galactic Common (native)-12 [0].

Equipment: Blaster (Imp 2d+6, SS 10, Acc 6, Max 300, RoF 3, Shots 20/C, Rcl -1).

Jaledan Monteb Blanc

200 points

Age 35; 6'2", 185 lb.; long blond wavy hair; blue eyes; trimmed beard and mustache; tanned skin; a tall and cocky pirate wearing tall boots, a blue sleeveless shirt, brown trousers and many, many tattoos.

Jaledan is the captain of the *Priscilla*, a merchant vessel that went pirate a few years ago. Jaledan was the first mate, and led the mutiny. He does the swaggering, charismatic pirate leader very well, and all 20 members of his crew are extremely loyal and well paid. He gives a generous share of the booty to his crew, although he naturally receives a larger cut.

He boards raided vessels right along with his crew, partly because it inspires the men but also because it allows him to keep an eye on his soon-to-be treasure.

Jaledan is designed as a powerful NPC encounter in a *GURPS Fantasy* setting. However, he could easily be converted to a historical game or many "homebrewed" fantasy settings. He could also be a PC in a more cinematic game setting, with the rest of the adventurers being crew on the *Priscilla*.

ST: 12 [20] **IQ:** 12 [20] **Speed:** 6.00
DX: 12 [20] **HT:** 12 [20] **Move:** 6
Dodge: 6 **Parry:** 9 (Brawling)

Advantages

Ally Group (Crew, 15 or less) [60]; Charisma +1 [5]; Very Wealthy [30].

Disadvantages

Code of Honor (Pirates) [-5]; Enemy (Legitimate navy vessels and armed merchant vessels, 6 or less) [-20]; Greed [-15].

Quirks

Dreamer; Extravagant and bad with money; Gets a new tattoo every Friday the 13th; Hates sleeping on land for any reason; Makes up nicknames for everybody. [-5]

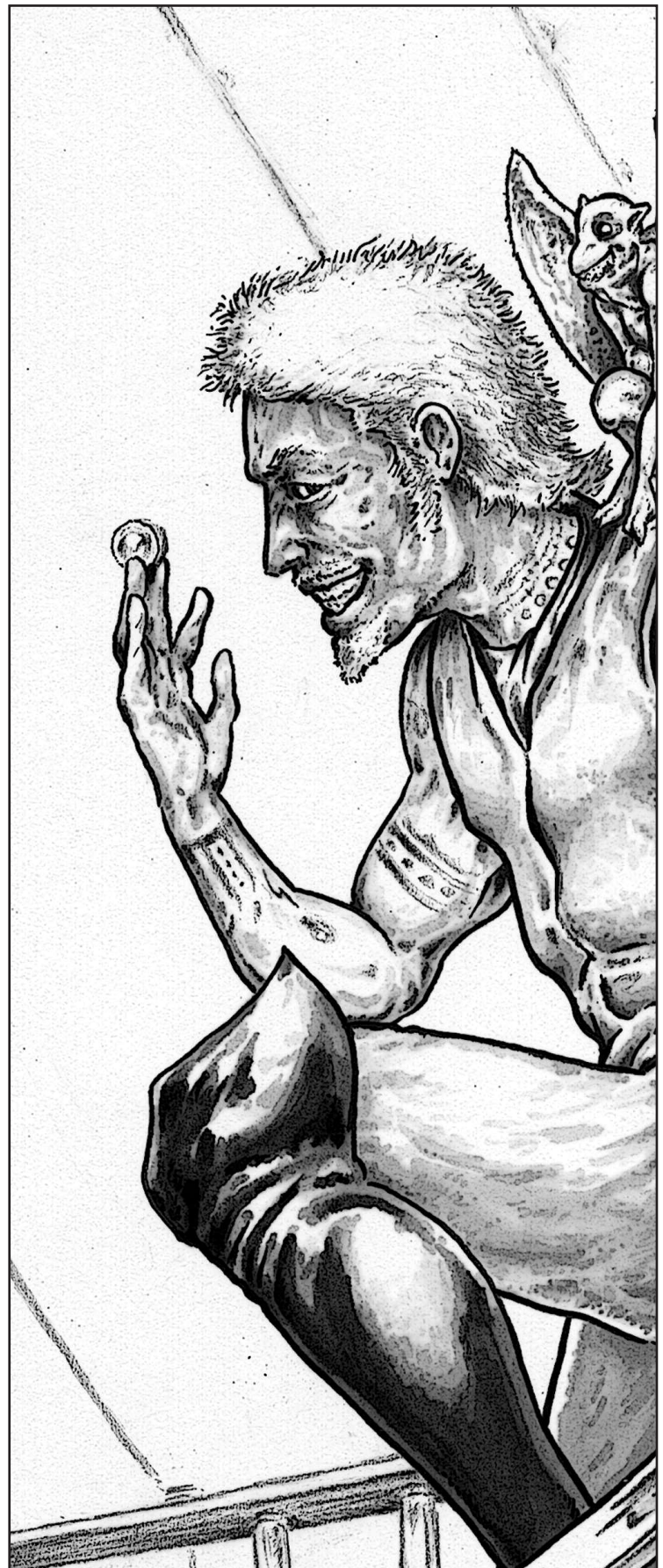
Skills

Area Knowledge (Seacoast from the Ring Islands past Cardiel and Megalos to the Nomad Territories)-15 [6]; Boating-12 [2]; Brawling-14 [4]; Broadsword-14 [8]; Carousing -13 [4]; Climbing-13 [4]; Fast-Draw (Sword)-13 [2]; Fishing-12 [1]; Gambling-13 [4]; Harpoon-10 [1]; Intimidation-15 [8]; Jumping-13 [2]; Leadership-15 [6]*; Sailor-12 [2]; Seamanship-14 [4]; Singing-12 [1]; Strategy (Naval)-10 [1]; Swimming-13 [2]; Tactics (Naval)-13 [6]; Traps-12 [2].

* Includes +1 from Charisma.

Languages

English (native)-12 [0].



POACHER

Search out (and you need not go far) a poor man with a large family, or a poor single man, having his natural sense of right and wrong . . . let him exist in the midst of lands where the game is preserved, keep him cool in the winter by allowing him insufficient wages to purchase fuel, let him feel hungry upon the small pittance of parish relief, and if he be not a poacher it will only be by the blessing of God.

– Lord Suffield, in his Speech to the House of Lords

The poacher specializes in animal thefts or hunting on protected property. Poaching presents an extra danger – most thieves don't have to worry about the thing they're stealing raising an alarm or fighting back. Because of this, the poacher must be very careful, and aware of the nature of the animals he is after.

Poachers are not only hunters, but also cattle rustlers, horse thieves, and petnappers.

Poachers primarily hunt animals in protected areas, whether that be the king's forest, a wildlife preserve, or a national park. Also included in poaching are those who hunt endangered species protected by various laws. Some poach just to put food on the table, others see their targets as just another valuable to steal. Poachers may work alone or with a small group of confederates.

Livestock thieves are generally interested in keeping their target animals alive, for themselves or to sell to slaughterhouses. With few exceptions, they work in groups.

Petnappers are a little more varied group. Unlike trespassing hunters or livestock thieves, who are largely outdoors during their crimes, petnappers usually operate in towns and cities and have many more of the traditional abilities (and face

more of the traditional risks) of other urban thieves. Their targets also vary more, from those who petnap beloved Fifi the poodle for ransom from her rich owners, to those who round up dogs or cats for sale to experimental laboratories, to the few who steal pedigreed animals for breeding purposes. Petnappers generally work alone or in pairs.

Design Notes

Attributes: A poacher has to be a little tougher than average, so we give him ST and HT of 11. He also needs to be quick, both in wits and in body, so we give him DX and IQ of 12.

Advantages: We offer a choice of advantages to fit poachers. First, we list some abilities that would aid in finding their prey (3D Spatial Sense, Absolute Direction, Animal Empathy, and Night Vision). A poacher also needs to be aware of his surroundings and possible danger (Acute Hearing, Acute Taste/Smell, Acute Vision, Alertness, Combat Reflexes, and Danger Sense). Poachers are often Fit or Very Fit, so we include that. Finally, we offer Ally and Ally Group to represent partners in crime.

Disadvantages: The listed disadvantages fall into two broad categories – those that may have led the poacher to his profession (Bad Temper, Dependent, Greed, Illiteracy, Semi-Literacy, Impulsiveness, Innumerate, Loner, Reclusive, Poverty, Primitive, Self-Centered, Selfish, Status, Trickster, and Uneducated) and those physical and social disadvantages that may result from the poacher's lifestyle (Bad Smell, Bow-legged, Enemy, Odious Personal Habit, Reputation, and Secret).



Primary Skills: The poacher needs Area Knowledge to know where to seek out his prey, Stealth for sneaking up on it or its human keepers, Lockpicking for getting to caged or fenced animals or Tracking for following an animal in the wild. Fishing, Poisons, Traps, or a weapon skill are for capturing or killing the animal once located.

Secondary Skills: The poacher may need other animal skills (Animal Guise, Animal Handling, Ecology, Falconry, Mimicry, Veterinary, and Zoology) as well as his primary skills. If he is a cattle rustler or hunter, outdoor skills (Camouflage, Meteorology, Naturalist, Navigation, Orienteering, Survival, and Swimming) may also be needed. An animal kidnapper is more likely to need a few skills for dealing with his fellow humans (Disguise, Fast-Talk, and Merchant).

Background Skills: Here, we list several transport and travel skills of use to the poacher in getting to his prey and transporting the caught animals (Boating, Climbing, Driving, Jumping, Motorcycle, Packing, Piloting, Riding, Running, Scuba, Skiing, and Teamster). The poacher may also need to get at weapons quickly (Fast-Draw), take care of injuries he or a partner receive in the wild (First Aid), or jury-rig something together from found items (Scrounging).

Poacher 75 points

Attributes: ST 11 [10]; DX 12 [20]; IQ 12 [20]; HT 11 [10].

Advantages: Select 15 points in 3D Spatial Sense [10] or Absolute Direction [5]; Acute Hearing [2/level]; Acute Taste/Smell [2/level]; Acute Vision [2/level]; Alertness [5/level]; Ally [Varies] or Ally Group [Varies]; Animal Empathy [5]; Combat Reflexes [15]; Danger Sense [15]; Fit [5] or Very Fit [15]; and Night Vision [10].

Disadvantages: Select -15 points in Bad Smell [-10]; Bad Temper [-10]; Bowlegged [-1]; Dependent [Varies]; Enemy [Varies]; Greed [-15]; Illiteracy [-10] or Semi-Literacy [Varies]; Impulsiveness [-10]; Innumerate [-1/-5/-10]; Loner [-5] or Reclusive [-10]; Odious Personal Habit [-5 to -15]; Poverty [Varies]; Primitive [-5/level]; Reputation [Varies]; Secret [Varies]; Self-Centered [-10] or Selfish [-5]; Status [-5/level]; Trickster [-15]; and Uneducated [-5].

Primary Skills: Area Knowledge (M/E) IQ [1]-12; Stealth (P/A) DX [2]-12; Lockpicking/TL or Tracking, both (M/A) IQ [2]-12; and 2 points in one of Fishing (M/E); Poisons (M/H); Traps/TL (M/A); or a weapon skill.

Secondary Skills: Spend 5 points in two or more of Animal Guise (M/A); Animal Handling (M/H); Camouflage (M/E); Disguise (M/A); Ecology (M/H); Falconry (M/A); Fast-Talk (M/A); Merchant (Animal Research Subjects or Pets) (M/A); Meteorology/TL (M/A); Mimicry (Animal Sounds or Bird Calls) (P/H(HT)); Naturalist (M/H); Navigation/TL (M/H); Orienteering/TL (M/A); Survival (Any) (M/A); Swimming (P/E); Veterinary/TL (M/H); Zoology/TL (M/H)

Background Skills: Spend 3 points in two or more of Boating (P/A); Climbing (P/A); Driving/TL (Type) (P/A); Fast-Draw (P/E); First Aid/TL (M/E); Jumping (P/E);

Motorcycle/TL (P/E); Packing (M/A); Piloting/TL (type) (P/A); Riding (P/A); Running (P/H(HT)); Scrounging (M/E); Scuba (M/A); Skiing (P/H); and Teamster (M/A)*

* Animal Handling is a prerequisite.

Customization Notes

● Take into consideration which type of poacher your character is going to be and choose skills accordingly. Some types may not be available in the setting, so check with the GM first.

● For the poacher whose intent is to capture, not kill, weapon skills such as Blowpipe (P/H), Bolas (P/A), Lasso/Riata (P/A), and Net (P/H) would be especially useful.

Using This Character

This character is appropriate for a 100+ point PC in most settings. It is also appropriate for an exceptional NPC, though most of these poachers will be fairly ordinary. GMs wishing to use this template for NPCs should reduce attributes appropriately.

GURPS Space

Heathcliff Whit 100 points

Age 25; 5'11", 190 lbs.; very long, curly brown hair; brown eyes; tan skin; a large, big-boned woman wearing plain coveralls.

Heathcliff Whit specializes in finding, exporting, and selling animals from restricted worlds that are desirable as exotic pets in other systems. Since she believes that most restrictions have more to do with baseless fears than whether or not the animals are actually dangerous, she doesn't think she's doing anything all that bad. She isn't crazy, though – if an animal is dangerous or likely to be carrying hazardous diseases, she will stay well away.

Heathcliff doesn't deal with the locals. She goes and gets the animals herself. While she's wanted by the Patrol, her activities have yet to place her on the most wanted list.

ST 12 [20]; **DX** 12 [20]; **IQ** 12 [20]; **HT** 12 [20].

Speed 6.00; Move 6.

Dodge 6.

Advantages: 3D Spatial Sense [10]; Animal Empathy [5].

Disadvantages: Enemy (Patrol, 6 or less) [-20]; Greed [-15]; Loner [-5].

Quirks: Always wears coveralls, even to formal occasions; Carries an extra full oxygen bottle in her gear, even when not suited up; Holds grudges; Mispronounces names; Refuses to wear new space suits, will only wear older patched "proven" ones. [-5]

Skills: Animal Handling-14 [1]*; Area Knowledge (Sector)-13 [2]; Astrogation-14 [2]**; Beam Weapons (Stunners)-15 [2]†; Camouflage-12 [1]; Computer Operation-12 [1]; Disguise-10 [1/2]; Driving (ACV)-11 [1]; Ecology-12 [4]; Electronics Operation (Security Systems)-11 [1]; Electronics Operation (Sensors)-10 [1/2]; First Aid-12 [1]; Free Fall-12 [1/2]**; Genetics -9 [1]; Mechanic (ACV engine)-11 [1]; Mechanic

(Stardrive)-11 [1]; Merchant (Exotic Pets)-12/18 [4]; Naturalist-10 [1]; Piloting (Starship)-14 [4]††; Poisons-9 [1/2]; Research-12 [2]; Scrounging-11 [1/2]; Stealth-12 [2]; Tangler-15 [2]; Tracking-12 [2]; Traps-12 [2]; Vacc Suit-11 [1]; Veterinary-14 [1]*; Xenobiology (Hostile Terrestrial)-11 [1]; Xenobiology (Terrestrial)-12 [2]; Xenology-9 [1/2]; Zoology-12 [4].

* Includes +4 from Animal Empathy.

** Includes +2 from 3D Spatial Sense.

† Includes +2 from IQ.

†† Includes +1 from 3D Spatial Sense.

Languages: Galactic Common (native)-12 [0].

GURPS Old West

Eugene Trammel

100 points

Age 28; 5'11", 165 lbs.; very short brown hair; green eyes; weathered skin; typical cowboy in dusty cowboy boots, chambray shirt, denim pants, black hat and a black riding coat.

Eugene was born in Montana to a dirt-poor family. As a child, he resented their poverty and was often rebellious and given to petty thefts. He loved horses and the call of the open range, though, and when he turned 16 sought work as a cowboy. He chafed under the poverty of that life as well, and one day hit upon a better plan. Why herd other men's cattle for a few dollars a month when you could take those cattle and sell them for a lot less work?

He got together a group of like-minded men and now Eugene and his gang of cattle rustlers range all over the Old West. The law has yet to identify the rustlers, however, allowing him to visit towns freely.

His family is still dirt-poor and living in Montana. They don't associate with him and he doesn't associate with them. His gang is pretty much his family now, though he has a lady friend working in a brothel along one of his main travel routes.

ST 11 [10]; **DX** 12 [20]; **IQ** 13 [30]; **HT** 11 [10].

Speed 5.75; Move 5.

Dodge 5; Parry 8 (Brawling).

Advantages: Ally Group (Rustling team, 12 or less) [20].

Disadvantages: Greed [-15]; Secret (Cattle rustler) [-20]; Semi-Literacy [-5].

Quirks: Carries a lucky rabbit's foot; Congenial; Dislikes fires, sleeps as far away from them as possible; Loves a lady from a house of ill repute; Won't steal horses under any circumstances. [-5]

Skills: Acting-12 [1]; Animal Handling-12 [2]; Area Knowledge (West)-14 [2]; Blacksmith-10 [1]; Brawling-13 [2]; Camouflage-13 [1]; Carousing-10 [1]; Fast-Talk-12 [1]; First Aid-13 [1]; Flint Sparking-12 [1]; Gambling-12 [1]; Guns (Shotgun)-16 [4]*; Intimidation-12 [1]; Lasso-13 [4]; Leadership-13 [2]; Merchant-13 [2]; Meteorology-12 [1]; Mimicry (Animal Sounds)-11 [2]; Musical Instrument (Guitar)-11 [1]; Orienteering-13 [2]; Riding (Horse)-14 [8]; Scrounging-13 [1]; Stealth-12 [2]; Survival (Plains)-13 [2]; Tactics-11 [1]; Tracking-13 [2]; Traps-13 [2]; Veterinary-11 [1]; Whip-12 [2].

* Includes +2 from IQ.

Languages: Blackfeet-11 [1]; English (native)-13 [0].

Modern-Day

K.C. Seung

100 points

Age: 35; 5', 95 lbs.; long black hair, usually worn in a braid; gold-tan skin; dark brown eyes; a petite Asian woman wearing jeans, blouse and a white lab coat.

K.C. is a professional veterinarian with her own practice. She does quite well and is well-liked by her clients and their pets.

What they don't know is that she is also an animal rights terrorist (activist isn't a strong enough term) who breaks into various businesses that do animal research, frees the animals there, and then causes as much destruction as she can after the animals are all out. Her goal is not just to rescue the animals, but to shut down the facility as well. K.C. has few qualms about hurting the people who work in these facilities, though she has never actually killed anyone.

K.C. usually sells the animals that are well enough to various clients and conscientious pet stores for a nominal fee. Those that are too weak and feeble, she keeps at her large farm house outside the city.

She is very careful to research her targets thoroughly first, so there is a great deal of time between hits. She has been lucky so far, but one of these days, she's going to pick a target that's too secure for her skills.

ST 11 [10]; **DX** 12 [20]; **IQ** 12 [20]; **HT** 11 [10].

Speed 5.75; Move 5.

Dodge 5; Parry 8 (Karate).

Advantages: Alertness +2 [10]; Animal Empathy [5].

Disadvantages: Overconfidence [-10]; Secret (Animal rights terrorist) [-20]; Sense of Duty (All animals) [-10].

Quirks: Actively dislikes religion, religious trappings, and theological debates; Doesn't like crowds; Gets annoyed when people expect her to know Korean (or Japanese, Chinese, or other similar) language or culture; Strict vegan; Tends to forget people's names, but remembers most animal's names. [-5]

Skills: Animal Handling-14 [1]*; Area Knowledge-14 [4]; Camouflage-12 [1]; Chemistry-11 [2]; Climbing-11 [1]; Demolition-12 [2]; Diagnosis-13 [6]; Disguise-11 [1]; Driving (Car)-13 [4]; Electronics (Security Systems)-12 [4]; Fast-Draw (Pistol)-12 [1]; Fast-Talk-11 [1]; First Aid-12 [1]; Guns (Pistol)-16 [4]**; Holdout -11 [1]; Karate-12 [4]; Lockpicking-12 [2]; Mathematics-12 [4]; Merchant (Veterinary Services)-11/17 [2]; Pharmacy-12 [4]; Poisons-11 [2]; Politics-11 [1]; Psychology-10 [1]; Research-12 [2]; Riding (Horse)-15 [1]*; Shadowing-10 [1/2]; Stealth-13 [4]; Veterinary -17 [6]*; Writing-12 [2]; Zoology-9 [1/2].

* Includes +4 from Animal Empathy.

** Includes +2 from IQ.

Languages: English (native)-12 [0].

Equipment: AMT Backup, 9x17mm (Cr 2d, SS 10, Acc 0, 1/2D 125, Max 1,500, Wt 1.3, RoF 3~, Shots 5+1, ST 8, Rcl -2); fairly standard doctor's/veterinarian's black bag; full-sized pickup truck.

Tomlin Fletcher

75 points

Age 20; 5'7", 145 lbs.; sandy brown, straight hair worn shoulder-length; brown eyes; tanned skin; a young man wearing much-patched trousers and tunic.

Tomlin is a young bowyer and fletcher. Most of his income goes to his parents and siblings, leaving little for him to live on himself. To supplement this, he hunts in the Sherwood Forest, providing occasional meat on the table for his family. He has a friend among the Sheriff's men who tries to warn him when they are patrolling the forest for poachers. So far, it's worked.

He also provides bows and arrows to the Merry Men upon occasion, keeping their secret all the while. Because of this, the Merry Men have promised that if he's in trouble while in their forest he can expect their aid. He hopes to never have to collect on the favor, but is comforted by the thought.

Tomlin is designed as a PC for a low-powered *GURPS Robin Hood* campaign set in the historic setting. If desired, a player could also add 25 points to the character's attributes and advantages, including taking the Merry Men as a Patron, to raise him to a 100-point PC level. He can also be an NPC source of information and supplies, though he could also act as the center of an adventure in which the PCs must rescue him from the clutches of the Sheriff. He will also work well in any historical or pseudo-historical setting where hunting is largely limited to nobles and landowners, especially *GURPS Middle Ages I*.

ST: 11 [10] **IQ:** 12 [20] **Speed:** 5.75
DX: 12 [20] **HT:** 11 [10] **Move:** 7
Dodge: 5 **Parry:** 7 (Brawling)

Advantages

Absolute Direction [5]; Alertness +2 [10]; Contact (Sheriff's man, skill-12, available on 6 or less, usually reliable) [1]; Favor (Patron, Merry Men, 12 or less) [4].

Disadvantages

Poor [-15]; Sense of Duty (Family) [-5]; Status -4 [-20].

Quirks

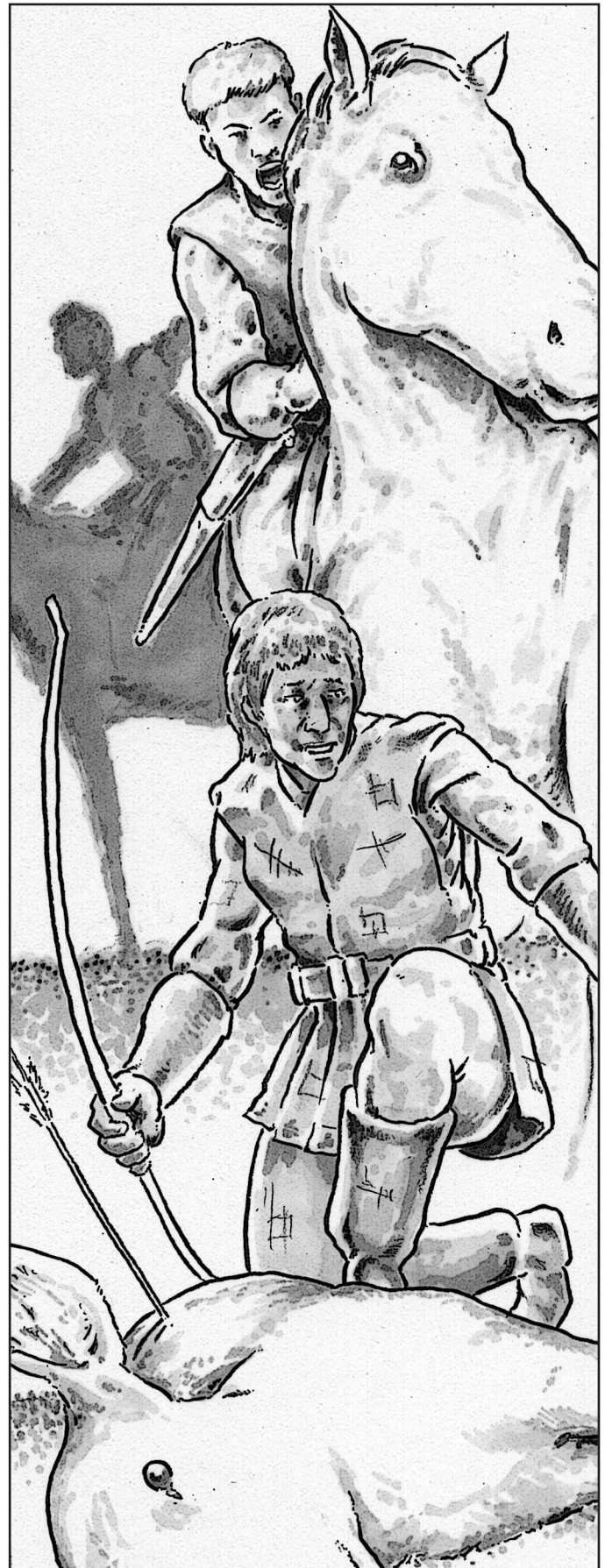
Agnostic; Attentive; Names his arrows; Red fletching is his trademark; Talks to the bows and arrows while making them. [-5]

Skills

Agronomy-10 [1/2]; Animal Handling-9 [1/2]; Area Knowledge (Nottinghamshire)-13 [2]; Armoury (Bows and arrows)-14 [6]; Bow-13 [8]; Brawling-11 [1/2]; Carpentry-11 [1/2]; Dancing-10 [1/2]; Fast-Draw (Arrow)-13 [2]; Fishing-11 [1/2]; Hiking-9 [1/2]; Meteorology-12 [2]; Mimicry (Bird Calls)-11 [2]; Running-10 [2]; Stealth-13 [4]; Survival (Forest)-12 [2]; Tracking-14 [6]; Traps-10 [1/2].

Languages

Middle English (native)-12 [0].



PROSTITUTE

Underneath the lantern, By the barrack gate, Darling, I remember, The way you used to wait.

– Hans Leip, from the poem “Lili Marlene”
(translated by Tommie Connor)

Prostitution has often been called the world’s oldest profession. In many societies, the prostitute is scorned and the business is carefully hidden. In others, it is simply business as usual, neither moral nor immoral. In a rare few, it is a sacred trust and a high honor to hold the title of courtesan. Though the term prostitute is most often associated with women, historically, men and young boys have also provided sexual services for money. As women have generally not had the money or power, clients have usually been men.

But whether moral or immoral, legal or illegal, the business of prostitution flourishes. Man is a sexual animal and the sex drive is very high. There are many occasions where a regular sexual partner is not available, for whatever reason, and the services of a temporary partner may be much appreciated. But such services are not without risks for either participant, especially in societies where it is regarded as immoral or illegal. Until the invention of the birth control pill and other relatively reliable birth control methods, pregnancy was a huge risk in more ways than one, considering the large number of women who died in childbirth, and the deadly nature of many abortion procedures. Sexually transmitted diseases were often incurable and sometimes deadly, as is still the case. There was also the possibility that either the prostitute or the client meant to do the other harm. Blackmail hung over the head of any man of means. And in many times, an adulterer or adulteress could be punished with death.

Given the risks, what would drive someone into prostitution? The most common causes have been poverty and coercion. In some Middle Eastern cultures, girls were raised and trained to be temple prostitutes. Though it was an honor, there was still little choice in the matter. Slaves were required to do their master’s bidding, even to providing him heirs if his wife was found to be barren. Even today, many prostitutes are little more than slaves to their pimps, their willpower beaten out of them or sapped by expensive addictions. Or sometimes they are illegal aliens who were lured to “the life” by promises of free travel and a good job, and only learned otherwise after their arrival in a new land.

Naturally, with technology comes change. Today, you can locate a sex service online or even watch people perform live for you on various Web cams – for a fee, of course. The telephone has provided the curious phenomenon of phone sex, where no contact is ever made. In the future, you may be able to hook up to a virtual reality recording or engage in virtual sex with a prostitute living halfway across the planet from you. While the mode of locating a sex worker may change, given man’s proclivity for sexual escapades, prostitution seems destined to remain in one form or another.

Design Notes

Attributes: Successful prostitutes have to be good with their hands, for all the obvious reasons, and generally healthy, to avoid unwanted diseases, withstand some physical punishment, and be seen as attractive, so we give our template DX and HT of 12. Since some prostitutes are quite clever and others are dumb as boards, we’ve left IQ alone. ST also varies (though usually not as much), so we’ve left that at 10 as well.

Advantages: Good prostitutes have some ability to impress their customers. Usually this is with good looks, but sometimes other factors enter into it, so we offer a choice of advantages which may attract customers (Appearance, Charisma, Empathy, Sensitive, Fashion Sense, Reputation, and Voice). We then list some other options to help the prostitute to succeed in their career (Alcohol Tolerance, Ally, Disease-Resistant, Double-Jointed, Favor, High Pain Threshold, Immunity to Disease, Manual Dexterity, Patron, Pitiable, and Zeroed).

Disadvantages: For disadvantages, we include options to reflect how the character may have come to this career choice (Chummy, Non-hazardous Duty, Greed, Gullibility, Hidebound, Illiteracy, Semi-Literacy, Incurious, Innumerate, Laziness, Lecherousness, Low Self-Image, Poverty, Primitive, Social Stigma, Status, Uneducated, Unluckiness, Weak Will, and Youth) and to represent the toll that such a lifestyle may have on the character (Addiction, Alcoholism, Dependent, Jealousy, Reputation, Secret, Social Disease, and Sterile).

Primary Skills: The prostitute needs to know how to conduct business and avoid unwanted diseases and pregnancies, so we list the professional skill of Courtesan for that. She must also be able to attract and arouse clients (Sex Appeal) and sometimes perform more unique sexual techniques in the course of her job (Erotic Art).

Secondary Skills: Prostitutes are sometimes also exotic dancers, or out-of-work or wannabe actors or singers, so we list Dancing, Singing, and Performance as possibilities here. Many prostitutes make their contacts in drinking establishments, so Carousing is included. Streetwalkers need Streetwise. Courtesans and escorts may need Savoir-Faire. Diplomacy and Fast-Talk may be useful for defusing problem situations. And Whip is listed for those with more exotic specialties.

Background Skills: In some houses of ill repute, the customers and ladies may gamble or play games of chance to allow the client time to assess his options, so the girls have some skill in Gambling or Games. Gesture is useful for communicating with a potential client in a crowded room. Psychology, while generally not formally learned, is often picked up from checking out potential clients and listening to the garrulous ones talk about their life and its problems. Finally, some streetwalkers may use other means to make ends meet in tough times (Pickpocket and Scrounging). For the Madame of the house, we also include Administration.

Prostitute 65 points

Attributes: ST 10 [0]; DX 12 [20]; IQ 10 [0]; HT 12 [20].

Advantages: Spend 15 points in Appearance [Varies]; Charisma [5/level]; Disease-Resistant [5]; Empathy [15] or Sensitive [5]; Fashion Sense [5]; Immunity to Disease [10]; Reputation (Skilled professional) [Varies]; and Voice [10]; and an additional 10 points in any of the above or Alcohol Tolerance [5]; Ally (Fellow sex worker or pimp/madame) [Varies]; Double-Jointed [5]; Favor [Varies]; High Pain Threshold [10]; Manual Dexterity [3/level]; Patron (Pimp, madame, client) [Varies]; Pitiable [5]; and Zeroed [10].

Disadvantages: Spend -20 points on Addiction [Varies]; Alcoholism [-15/-20]; Chummy [-5]; Dependent (Child, fellow prostitute, or pimp) [Varies]; Duty (Non-hazardous) [Varies]; Edgy [-5]; Greed [-15]; Gullibility [-10]; Hidebound [-5]; Illiteracy [-10] or Semi-Literacy [Varies]; Incurious [-5]; Innumerate [-1/-5/-10]; Jealousy [-10]; Laziness [-10]; Lecherousness [-15]; Low Self-Image [-10]; Poverty [Varies]; Primitive [-5/level]; Reputation (Fallen woman) [Varies]; Secret [Varies]; Selfish [-5]; Social Disease [-5]; Social Stigma [-5 to -20]; Status [-5/level]; Sterile [-3]; Uneducated [-5]; Unluckiness [-10]; Weak Will [-8/level]; Youth [-2/level].

Primary Skills: Spend 10 points on one or more of Courtesan (M/A); Make-Up/TL (M/E); Professional Skill: Streetwalker (M/A); and Sex Appeal (M/A(HT)).

Secondary Skills: Spend 6 points on one or more of Acting (M/A); Brawling (P/E); Carousing (P/A(HT)); Dancing (P/A); Diplomacy (M/H); Erotic Art (P/H) (if this is available in the campaign culture, and note the Sex Appeal-13 prerequisite); Fast-Talk (M/A); Performance (M/A); Savoir-Faire (M/E); Singing (P/E(HT)); Streetwise (M/A); and Whip (P/A).

Background Skills: Spend 4 points on one or more of Administration (M/A); Gambling (M/A); Games (M/E); Gesture (M/E); Holdout (M/A); Knife (P/E); Pickpocket (P/H); Psychology (M/H); Scrounging (M/E); and Stealth (P/A).

Customization Notes

- Consider the sort of prostitute you want and choose skills accordingly. A streetwalker will have more street smarts than a courtesan.

- Don't forget skill bonuses from advantages!

- Unless your character is appealing to a very select clientele, such disadvantages as Callous, Odious Personal Habit, Sadism, bad Appearance, Bad Smell, One Leg, One Eye, etc. should generally be avoided. Despite reputation and play-acting, most professional dominatrices do not have the Sadism disadvantage, though this could be viewed as a disadvantage to a person hired to play a dominant role to specific requests/requirements.

- Terminally Ill [-50 to -100] is outside the scope of this template but, sadly, a reasonable disadvantage. It can replace those listed above.

Using This Character

This template is suitable for a 100+ point experienced prostitute PC. As some GMs and play groups are not comfortable with the adult topics and situations that a prostitute would bring to the game, a player should ask first. Since the template is designed with a large number of reaction bonuses and many social skill options, an ex-prostitute who acts as the group's negotiator and social charmer can be made with this template with little to no modification. This template can also be used to make an exceptional NPC. For a more average NPC, reduce points spent on advantages and attributes and remove Erotic Art skill entirely. Unless the character comes from a tantric tradition, such a skill isn't formally taught.

GURPS Egypt

Nefertamit

100 points

Age 21; 4'11", 80 lbs.; black hair worn long in masses of braids; dark brown eyes; light brown skin; a beautiful Egyptian woman dressed in bright clothing.

Nefertamit is a priestess and temple prostitute to Qedeshu, a Syrian love goddess adopted by the Egyptians. Her mother was also a temple prostitute and conceived Nefertamit during her duties at the temple.

Her duties at the temple are considered honorable, though she has a tendency to "pad her part," offering to bless her clients, or offer small cures, in exchange for an additional "offering," which she pockets immediately. She has yet to be caught accepting funds, and knows it will mean trouble if she's found out.

She is always looking for a way to improve her standing and finances, and can often be found in the midst of temple intrigues.

ST 10 [0]; **DX** 12 [20]; **IQ** 11 [10]; **HT** 12 [20].

Speed 6.00; Move 6.

Dodge 6.

Advantages: Beautiful [15]; Charisma +1 [5]; Clerical Investment [5]; Double-Jointed [5]; Legal Immunity +2 [10]; Musical Ability +3 [3]; Status +2 [10].

Disadvantages: Code of Honor (Ma'at) [-5]; Duty (Temple, non-hazardous, 12 or less) [-5]; Greed [-15]; Xenophobia [-15].

Quirks: Extremely fashion conscious, spends money on clothes that would be better invested in funerary items; Fascinated by temple intrigues; Proud of her position in the temple; Thinks she resembles the Pharaoh's Chief Wife; Wants to learn to read. [-5]

Skills: Acrobatics-10 [1]; Administration-14 [8]; Courtesan-13 [6]; Dancing-13 [4]; Erotic Arts-11 [2]; Musical Instrument (Sistrum)-14 [4]*; Performance-11 [2]; Poetry-10 [1]; Politics-10 [1]; Psychology-10 [2]; Sex Appeal-13 [4]; Singing-15 [1]*; Theology-12 [6].

* Includes +3 from Musical Ability.

Languages: Egyptian (native)-11 [0].

GURPS Swashbucklers

Anesot la Rousse

100 points

Age 15; 5'3", 125 lbs.; curly red hair worn long; green eyes; white skin; a young, very beautiful, buxom woman with a porcelain doll face.

Anesot was raised on the streets of Marseilles by a beggar who claimed to be her father. When she was 12, he "sold" her to a local pimp, who trained her in the ways of harlotry, using her fear of loud noises and beatings to control her.

Considering her background, it's not hard to understand her lack of enthusiasm for her work. If not for the aura of innocence she projects, and her earnest expression, she might have few clients at all. Anesot often finds herself contracted to play the part of a rape victim, a part she has no trouble at all playing.

Anesot knows no other life but the street, but she dreams of becoming a nun and living her life in the quiet of the abbey. She bitterly understands, however, that such a thing is unlikely to ever occur, so running away seems pointless.

ST 10 [0]; **DX** 12 [20]; **IQ** 10 [0]; **HT** 12 [20].

Speed 6.00; Move 6.

Dodge 6.

Advantages: Ally (Pimp, 15 or less) [15]; Charisma [5]; Empathy [15]; Very Beautiful [25]; Voice [10].

Disadvantages: Brontophobia [-10]; Poor [-15]; Reputation -2 (As fallen woman, 10 or less) [-5]; Youth (15) [-6].

Quirks: Always has a bit of food with her, just in case; Likes to attend Mass to listen to the hymns being sung; Sleeps a lot as a defense against being abused; Wants to become a nun; Will not work on Sunday. [-5]

Skills: Carousing-11 [1]; Courtesan-12 [6]; Erotic Art-11 [2]; Fast-Talk-11 [4]; Holdout-10 [2]; Scrounging-11 [2]; Sex Appeal-17 [8]; Streetwise-12 [6].

Languages: French (native)-10 [0].

GURPS Blood Types (Modern-Day)

Ezra Quentin "Quinn" Garrett

550 points

Apparent age 18; 6'2", 180 lbs.; black kinky hair, worn short; blue eyes; blue-black skin; a handsome, slender black man in clubbing clothes.

Quinn, as he's now calling himself, was born in 1844 on a plantation in Alabama. At the age of 18, with the Civil War raging, he ignored Southern propaganda and decided to escape to the north where he planned to join the Union forces. He never made it alive. One night as he traveled, he was hit from behind and knocked out. He awoke to a new unlife and a hunger for human blood.

He's managed to keep his profile low, working at various crafts as well as he could. Recently, from his perspective, he hit on the notion of prowling the gay bars for men willing to pay for his services. Most of the time he manages to control his bloodthirst and his clients get just what they

pay for, but if he gets a client from out of town, with few family connections and unlikely to be missed, he takes the opportunity to feed fully. He makes sure their last moments of life are pleasurable.

Considering her background, it's not hard to understand her lack of enthusiasm for her work. If not for the aura of innocence she projects, and her earnest expression, she might have few clients at all.

ST 20 [0]; **DX** 14 [45]; **IQ** 16 [80]; **HT** 17 [20].

Speed 7.75; Move 7.

Dodge 7; Parry 9 (Brawling).

Advantages: Night Vision [10]; Vampire (see below) [265]; Very Handsome [25]; Zeroed [10].

Disadvantages: Illiteracy [-10]; Secret (Vampire) [-30].

Quirks: Licks his lips when hungry; Makes anonymous donations to charity causes; Prefers to feed on good-looking people; Sometimes slips and uses out-of-date terms; Watches a lot of television. [-5]

Skills: Acting-19 [8]; Area Knowledge (United States)-20 [8]; Artist-14 [1]; Boxing-13 [1]; Brawling-14 [1]; Cooking-16 [1]; Courtesan-19 [8]; Dancing-17 [16]; Detect Lies-17 [6]; Diplomacy-17 [6]; Disguise-21 [12]; Erotic Art-14 [4]; Escape-16 [16]; Fast-Talk-17 [4]; Gambling-16 [2]; Gesture-16 [1]; History-17 [6]; Hypnotism-16 [4]; Knife-14 [1]; Knife Throwing-14 [1]; Leatherworking-16 [1]; Lockpicking-17 [4]; Mechanic-15 [1]; Musical Instrument (Guitar)-14 [1]; Occultism-15 [1]; Pottery-15 [1]; Psychology-15 [2]; Scrounging-16 [1]; Sex Appeal-19 [6]; Shadowing-19 [8]; Singing-17 [1]; Staff-12 [1]; Stealth-15 [4]; Streetwise-17 [4]; Tracking-15 [1]; Traps-15 [1]; Whip-15 [4]; Wrestling-13 [1].

Languages: English (native)-16 [0].

Equipment: Dagger (imp 1d); Disguise Kit (+2 to Disguise skill); Lockpicks (+1 to skill); Whip (Cr 1d-1).

Vampire

265 points

Vampires have **ST** +10 [110], **HT** +5 [60]; Alertness +4 [20], Bite [30], Doesn't Breathe [20], Dominance [5], Immunity to Disease [10], Immunity to Poison [15], Magery 1 [15], Night Vision [10], Temperature Tolerance [10], Unaging [15], Vampiric Invulnerability [150]; Dependency (Blood; occasional, daily, ages without it [-40], The Draining [-10], Dread (One of garlic, hemlock, wild rose, wolfsbane, or wormwood) [-10], Dread (Religious symbol within 6 yards) [-16], Dread (Running Water) [-20], No Body Heat (except after feeding) [-1], No Reflection [-10], No Shadow [-10], Nocturnal [-10], Pallor (except after feeding) [-5], Social Stigma (Dead) [-20], Sterile [-3], Unhealing [-20], Vulnerability (2d from holy water) [-6], Weakness (1d/minute from sunlight) [-60]; Can be turned using True Faith [0]; and Innate spells Body of Air at **IQ**+5 [12] and Shapeshifting (Bat or wolf) (VH) at **IQ**+5 [24].

Hanako

100 points

Age 29; 4'10", 92 lbs.; long black hair; dark brown eyes; pale golden skin; a beautiful, tiny woman of grace and dignity, fashionably dressed in a kimono.

Hanako was the eldest of six children, including four boys, of poor peasant farmers. When she was ten, a famine hit the area and she was sold to a teahouse where she was trained as a courtesan. Hanako doesn't particularly mind the work or the training – after all, it provides her with better clothes and food than she had – but she misses being able to go out and dreams of being a geisha instead of a mere courtesan.

She is a favorite of the owner of the teahouse and has, thus, had more opportunities to learn some of the skills of the geisha, but not to the level necessary for her to become one. Over the years, Hanako has taken many girls who are new to the profession under her wing, comforting their homesickness, pampering them with new hairstyles and clothing, and teaching them the tricks of the trade. She doesn't know it, but this is one of the reasons she has not been allowed to step up to geisha status – she's too good at what she does and too valuable in teaching new courtesans.

Hanako makes an excellent exceptional NPC for a *GURPS Japan* campaign. If the PCs aren't the sort to frequent a teahouse, she could be encountered at the market or the like, as she has a bit more freedom than some courtesans. Her use as a member of a party is more limited, but creative players and GMs could undoubtedly arrange something to allow her to travel more freely.



ST: 8 [-15] **IQ:** 12 [20] **Speed:** 6.00
DX: 12 [20] **HT:** 12 [20] **Move:** 6
Dodge: 6

Advantages

Beautiful [15]; Fashion Sense [5]; Patron (Teahouse owner, 12 or less) [20]; Sensitive [5].

Disadvantages

Dependent (Younger girls at the teahouse, 12 or less) [-12]; Duty (Teahouse, involuntary, not dangerous, 12 or less) [-10]; Illiteracy [-5]; Social Stigma (Valuable property) [-10]; Status -1 [-5].

Quirks

Always befriends and feeds stray animals; Congenial; Dreams of being a geisha; Very protective of the courtesans she trains; Won't go out without an elaborate hairdo and clothing. [-5]

Skills

Artist-9 [1/2]; Bard-10 [1/2]; Carousing-13 [4]; Courtesan-16 [10]; Dancing-13 [4]; Erotic Art-12 [4]; Flower Arranging-12 [1]; Gambling-12 [2]; Games (Shogi)-13 [2]; Make-Up (TL)-14 [4]; Musical Instrument-10 [1]; Origami-11 [1/2]; Performance-10 [1/2]; Poetry-10 [1/2]; Professional Skill (Hairdresser)-12 [2]; Savoir-Faire-14 [4]; Sex Appeal-16 [10]; Singing-14 [4]; Tea Ceremony-9 [1/2]; Teaching-12 [2].

Languages

Japanese (native)-12 [0].

SABOTEUR

The passion for destruction is also a creative passion.
– Mikhail Bakunin, Russian anarchist

The saboteur makes a statement out of destruction. Unlike the terrorist, he does not seek to harm people, but instead works to damage the infrastructure of his enemy. Buildings and machinery are his targets.

Historically, one of the most famous groups of saboteurs were the Luddites – English textile workers who found their jobs threatened by the new mechanical looms and took matters into their own hands by destroying the machinery.

Disgruntlement with employers is certainly a common reason for people to decide to throw a literal wrench into the works, but other saboteurs are motivated by a devotion to higher principles. Some saboteurs may be fighting what they perceive to be a tyrannical government. Others commit acts of destruction against what they believe are immoral organizations, such as factories polluting the environment, housing developers planning to drain valuable wetlands, abortion clinics, adult bookstores, or the house of worship of an unpopular religion. There are also the less-common professional saboteurs who will wreck any place for the right price, and those who work for military or intelligence organizations and arrange for unfortunate accidents in enemy facilities.

While in some cases some people might sympathize with the saboteur's motives, few are comfortable with his actions. While his only aim may be economic damage, his activities carry a great risk to innocent bystanders. In modern days, where most everything is insured or government-funded, the saboteur's actions are likely to result in the public footing the bill, either through higher taxes or insurance rates. In such cases, his popularity may be considerably weakened, even if his cause is just.

Design Notes

Attributes: The saboteur must be strong, healthy, and quick in body and mind, so we give him a 12 in each of the four attributes.

Advantages: We offer first a choice of advantages that affect the two main activities of a saboteur – getting into and out of restricted areas without being seen (Absolute Timing, Acute Hearing, Acute Vision, Alertness, Combat Reflexes, Danger Sense, Double-Jointed, and Night Vision) and actually sabotaging the facility without panic or hitch (Collected, Composed, Fearlessness, Luck, Manual Dexterity, and Single-Minded). For the team player blowing up buildings for a cause, we offer Patron. And for that mysterious person whose identity is a secret even from the government and the megacorps, we offer Zeroed.

Disadvantages: For disadvantages, we first require one that defines the motivation for the character's destructive actions. Most saboteurs are extremists, so we include Fanaticism and Extreme Fanaticism. But a few are independents who offer their services to the highest bidder, or employees of a government or powerful organization, and for them we offer

Greed and Duty. We then list a number of other possible disadvantages representing what might have attracted the character to a life of destruction (Delusions, Disowned, Illiteracy, Semi-Literacy, Innumerate, Intolerance, Obdurate, Obsession, Pyromania, Social Stigma, Status, and Uneducated) and some common repercussions of such an occupation (Edgy, Paranoid, Enemy, Overconfidence, Hard of Hearing, Missing Digit, One Arm, One Eye, One Hand, Secret, Secret Identity, and Trademark).

Primary Skills: To represent the usual method the character uses in his work, we offer several options. Mechanic or Traps would fit most historical saboteurs. Demolition and Engineer are added to fit the more recent past. Skill in Computer Operation, Electronics, Electronics Operation, and Photonics come into play in the present and future.

Secondary Skills: We offer a number of skills of use in getting into restricted areas in order to perform the sabotage.

Background Skills: Here we list those skills the saboteur might use in preparing for a mission (Armoury, Chemistry, Research, Shadowing, Strategy, and Tactics) and transporting himself or equipment (Driving, Freight Handling, Packing, Piloting, Riding, and Teamster). For members of radical organizations, we offer a few useful abilities (Conspiracy Theory, Intimidation, Leadership, Philosophy, Politics, and Theology). And lastly, we include those skills needed for when things go wrong (combat/weapon skills, Escape, Explosive Ordinance Disposal, Fast-Draw, and First Aid).

Saboteur 80 points

Attributes: ST 12 [20]; DX 12 [20]; IQ 12 [20]; HT 12 [20].

Advantages: Select 15 points in Absolute Timing [5]; Acute Hearing [2/level]; Acute Vision [2/level]; Alertness [5/level]; Collected [5] or Composed [5]; Combat Reflexes [15]; Danger Sense [15]; Double-Jointed [5]; Fearlessness [2/level]; Luck [15]; Manual Dexterity [3/level]; Night Vision [10]; Patron [Varies]; Single-Minded [5]; and Zeroed [10].

Disadvantages: One of Fanaticism or Extreme Fanaticism; Greed; or Duty (Almost all the time), all [-15]; plus -15 points in Delusions [-1 to -15]; Disowned [-5/-15]; Edgy [-5] or Paranoia [-10]; Enemy [Varies]; Hard of Hearing [-10]; Illiteracy [-10] or Semi-Literacy [-5]; Innumerate [-1/-5/-10]; Intolerance [-5/-10]; Missing Digit [-2/-5]; Obdurate [-10]; Obsession [-5 to -15]; One Arm [-20]; One Eye [-15]; One Hand [-15]; Overconfidence [-10]; Pyromania [-5]; Secret [Varies]; Secret Identity [Varies]; Social Stigma [-5 to -20]; Status [-5/level]; Trademark [Varies]; and Uneducated [-5].

Primary Skills: Spend 8 points in one or more of Computer Operation (M/E); Demolition (M/A); Electronics Operation (Any) (M/A); Electronics (Any) (M/H); Engineer (Any) (M/H); Mechanic (Any) (M/A); Photonics (Any) (M/H); and Traps (M/A).

Secondary Skills: Spend 4 points in one or more of Architecture (M/A); Camouflage (M/E); Climbing (P/A); Disguise (M/A); Fast-Talk (M/A); Forgery (M/H); Holdout (M/A); Jumping (P/E); Lockpicking (M/A); Scuba (M/A); and Stealth (P/A); or Electronics Operation (Any) (M/A) and/or Traps (M/A) if not taken as primary skills.

Background Skills: Distribute 3 points among two or more of Armoury (Any) (M/A); Chemistry (M/H); Conspiracy Theory (M/VH); Driving (Any) (P/A); Escape (P/H); Explosive Ordinance Disposal (M/H); Fast-Draw (P/E); First Aid (M/E); Freight Handling (M/A); Intimidation (M/A); Leadership (M/A); Packing (M/A); Philosophy (M/H); Piloting (Any) (P/A); Politics (M/A); Research (M/A); Riding (P/A); Shadowing (M/A); Strategy (M/H); Tactics (M/H); Teamster (M/A); Theology (M/H); and any combat/weapon skill.

Customization Notes

● Choose primary skill(s) based on the Tech Level and specialty of the saboteur.

● For a more cinematic saboteur, the Gadgeteer advantage is ideal for representing those quick devices made with a bit of duct tape, some gum, and a rusty coat hanger.

Using This Character

This template is intended for a 100-point or higher PC. Highly-skilled NPC villains, Enemies, Allies, or Patrons can also be made with this template.

GURPS Goblins

Jerusalem Ludd

25 points

Age 14; 10'1", 300 lbs.; short, greasy black hair with a fringe that hangs into his eyes; small blue eyes; brown skin; small flat nostrils; an imposing unkempt goblin wearing dusty clothes, a public school tie, and a little round felt hat, carrying a wide, round-bladed shovel.

Jerusalem was run through a mangle twice during his prole-hood. While he suffered other torments as a child, that one in particular haunts him the most. In his apprenticeship as a dustman, he learned where a large number of the more industrialized factories are. He dearly loves throwing spanners into their work, either in reality or just figuratively. He dreams of one day blowing up such a factory.

Occasionally, a white-spotted angel animal will point him toward a target he hadn't even realized was there. Jerusalem is thankful for their help and will be generous to such animals.

ST 12 [20]; **DX** 13 [30]; **IQ** 12 [20]; **HT** 13 [30].

Speed 6.50; Move 3.

Dodge 6; Parry 9 (Brawling).

Advantages: Alertness +1 [5]; Composed [5]; Double-Jointed [5]; Extra Arms (2, Prehensile toes/feet manipulators) [20]; Goblin Temperature Tolerance (Heat) [5]; Literacy [10]; Menace +1 [10]; Modified Arm DX (Right) [6]; Night Vision [10]; Strong Will +1 [4].

Disadvantages: Bad Smell [-10]; Claustrophobia [-15]; Compulsive Behavior (High Living) [-5]; Dead Broke [-25]; Delusion (Animals with a white spot on their breast are really angels in disguise, watching everyone) [-5]; Fanaticism (Anti-technology) [-15]; Gigantism [-10]; Goblin (see below) [-33]; Overconfidence [-10]; Pyromania [-5]; Status -3 [-15]; Tannophobia [-5]; Technophobia [-10]; Unattractive [-5].

Quirks: Congenial; Considers himself a ladies' man (rarely true, however); Mild fear of heights; Talks of objects as if they were people ("Yeah, the house, he creaks and complains a lot at night . . ."); Uses big words to impress listeners. [-5]

Skills: Animal Handling-12 [4]; Architecture-11 [1]; Area Knowledge (London)-12 [1]; Axe/Mace-12 [1]; Climbing-15 [1]*; Demolition-13 [4]; Intimidation-11 [1]; Lockpicking-11 [1]; Professional Skill: Dustman-11 [1]; Scrounging-12 [1]; Stargazing-14 [2]; Stealth-13 [2]; Survival (Urban)-11 [1]; Teamster-11 [1]; Traps-14 [6].

* Includes +1 from Double-Jointed.

Languages: English (native)-12 [0].

Goblin

33 points

All Goblins from *GURPS Goblins* have Goblin Resilience [25], Goblin Luck [0]; Alcoholism [-15], Goblin Aging [-15], Goblin Jingoism [-15], Goblin Snobbery [-10], Intolerance (Anyone with Social Status -4) [-5]; and the skill Brawling at DX+1 [2].

GURPS Reign of Steel

Gale Idler

150 points

Age 33; 5'11", 170 lbs.; very short black straight hair; blue eyes; light brown skin; a bearded man wearing camouflage outfit (with the name tag T. Idler) and combat boots.

Gale Idler was 17 when the Apocalypse Plagues swept through the world. He and his family were stationed at Fort Riley in Kansas when the Anthrax B plague hit. Gale watched his entire family die while he remained healthy. He was old enough and the infrastructure weak enough that the state didn't bother to try and place him, but instead found him a job doing gofer work for the police, freeing up the adults to try to handle the crisis. He was training to be a firefighter when the final war came. Gale joined the armed resistance. He bears several scars from it, most notably the missing finger on his right hand.

He remained with a group called Sommers' Marauders, led by Maddy Sommers, a former army major. Gale rapidly became the group's demolition expert, and his bombs have knocked out everything from electrical substations to satellite uplinks, and even small bridges and dams. Gale is also handy at weapons repair and modification, so he's very busy.

When he was 26, he got into a short affair with a nomad woman named Carrie Whitelaw. He tried to recruit her, but she would have none of it; she tried to get him to quit the Marauders, but he refused, so they parted ways. Shortly afterward, he was captured while alone. He spent six months in one of Zone Denver's death camps, quietly

preaching resistance to the inmates, before the Marauders rescued him. When next he saw Carrie, she had a daughter who had eyes the same color as his own. He can't be sure the child is his (he is not aware of his sterility), and he certainly thinks the HLA company is the wrong place for her, but he tries to keep an eye out for her when he can.

Some saboteurs may be fighting what they perceive to be a tyrannical government. Others commit acts of destruction against what they believe are immoral organizations, such as factories polluting the environment, housing developers planning to drain valuable wetlands, abortion clinics, adult bookstores, or the house of worship of an unpopular religion.

ST 12 [20]; **DX** 12 [20]; **IQ** 13 [30]; **HT** 13 [30].

Speed 6.25; Move 6.

Dodge 6.

Advantages: Ally Group (Other members of HLA free company Sommers' Marauders, 9 or less) [20]; Danger Sense [15]; Immunity to Disease [10].

Disadvantages: Duty (HLA, 15 or less) [-15]; Enemy (Zone Denver robot patrols, 6 or less) [-20]; Missing Digit (Finger) [-2]; Social Stigma (Outlaw) [-15]; Sterile [-3].

Quirks: Broad-minded; Convinced he may be the father of a nomad kid named Annie Whitelaw and keeps a special eye out for her, her mother, and their band; Lets women walk all over him; Suffers from a degree of survivor's guilt; Wears his father's old combat fatigues in preference to any other clothing. [-5]

Skills: Area Knowledge (Zone Denver)-15 [4]; Armoury/TL8 (Guns)-15 [6]; Camouflage-15 [4]; Climbing-11 [1]; Demolition-17/TL8 [10]; Electronics Operation (Sensors)-14 [4]; First Aid-13/TL8 [1]; Gunner/TL8 (Machine Gun)-14 [2]; Guns/TL8 (Pistol)-15 [2]; Guns/TL8 (Rifle)-16 [4]; Jumping-12 [1]; Orienteering-13 [2]; Scrounging-16 [6]; Stealth-14 [8]; Survival (Mountains)-15 [6]; Tactics-12 [2]; Tracking-13 [2].

Languages: English (native)-13 [0].

GURPS Special Ops

**Lieutenant Robert Evans Knight,
U.S. Special Forces Demolitions**

325 points

Age 29; 5'9"; 155 lbs.; slender, with very little fat; wavy blond hair, worn short; blue eyes; pale skin; a scar across one cheek from a fight with a guard; other than the scar, a rather nondescript man in dark clothes.

Robert Evans Knight is a veteran of the quiet, literal war on drugs the U.S. has been fighting in South America. His contribution has been to locate and destroy facilities used by the drug cartels, and he's been quite successful at it so far.

This character is designed as a high-level PC or NPC in a modern campaign set in South America. With modification to the character history and languages, he could be made to fit into other modern-day campaigns. With some additional tweaking, the character could also be made to fit a **GURPS WWII** setting.

ST 12 [20]; **DX** 12 [20]; **IQ** 13 [30]; **HT** 13 [30].

Speed 6.25; Move 6.

Dodge 7; Parry 10 (Brawling).

Advantages: Absolute Timing [5]; Alertness +2 [10]; Collected [5]; Combat Reflexes [15]; Common Sense [10]; Contact (Connected street, 9 or less, usually reliable) [4]; High Pain Threshold [10]; Luck [15]; Military Rank 3 [15]; Night Vision [10]; Single-Minded [5]; Strong Will +1 [4]; Toughness [10].

Disadvantages: Extremely Hazardous Duty [-20]; Enemy (South American drug cartel, 6 or less) [-15]; Fanaticism (U.S. Military Interests) [-15]; Overconfidence [-10].

Quirks: Enjoys photography, and likes to take pictures of the aftereffects of his efforts; Insists on using his full name and rank in all situations; Never drinks the water – light beer or cola for him, from the bottle or can; Staid; Thinks his scar makes him look rakish. [-5]

Skills: Administration-12 [1]; Architecture-13 [2]; Armoury (Guns)-14 [4]; Brawling-14 [4]; Camouflage-14 [2]; Climbing-14 [8]; Computer Operation-14 [2]; Demolition-16 [8]; Disguise-12 [1]; Driving (Tracked Vehicles)-12 [2]; Driving (Wheeled Vehicles)-13 [4]; Electronics Operation (Communications)-13 [2]; Electronics Operation (Security Systems)-14 [4]; Engineer (Combat)-12 [2]; Explosive Ordnance Disposal-13 [4]; First Aid-13 [1]; Forward Observer-12 [1]; Guns (Anti-Armor Infantry Weapons)-14 [1]*; Guns (Assault Rifle)-15 [2]*; Guns (Grenade Launcher)-14 [1]*; Guns (Machine Gun)-14 [1]*; Guns (Pistol)-17 [8]*; Guns (Sniper Rifle)-14 [1]*; Intelligence Analysis-14 [6]; Interrogation-14 [4]; Jumping-13 [2]; Knife-14 [4]; Leadership-14 [4]; Lockpicking-14 [4]; Mechanic-12 [1]; No-Landing Extraction-13 [2]; Nuclear-Biological-Chemical Warfare-13 [2]; Orienteering-14 [4]; Parachuting-13 [2]; Photography-13 [2]; Savoir-Faire (Military)-13 [1]; Scrounging-14 [2]; Scuba-12 [1]; SIGINT Collection/Jamming-14 [6]; Spear-13 [4]; Stealth-15 [16]; Survival (Desert)-12 [1]; Survival (Jungle)-12 [1]; Survival (Mountain)-15 [6]; Swimming-13 [2]; Tactics-14 [6]; Teaching-13 [2]; Throwing-12 [4]; Traffic Analysis-14 [6]; Traps-14 [4]; Underwater Demolition-15 [2]**.

* Includes +2 from IQ.

** Bought up from Demolition default.

Languages: English (native)-17 [0]; Portuguese-12 [1]; Spanish-14 [4].

Ashton Mercer

100 points

Age 20; 5'7"; 135 lbs.; short, blonde, straight hair; blue-green eyes; pale skin with a few freckles; a young woman wearing factory worker's clothes.

Ashton was an ordinary, lower-middle-class girl only a couple of years ago. Then the factory in their small town, the employer for most of the populace, got into financial difficulties and was bought by new owners. Ashton's family breathed a collective sigh of relief that her father and older brother hadn't lost their jobs.

When her father mentioned they were looking to hire more line workers, Ashton jumped at the chance, even though she'd noticed a few changes in her father and brother's behaviors since the new company took over. It was there at work one night that she discovered the awful truth – the new owners weren't human. They were from a secret race that lived underground and who were plotting . . . Well, she wasn't sure exactly what they were plotting, but she was sure it was bad news.

When the accident happened at the factory, killing both her father and brother, Ashton knew she had to do something to stop the underpeople, as she called them. She sabotaged the line, then left town as soon as she could, heading for another factory she had heard one of the managers say the new owners had recently purchased.

Since then, she's been slowly tracing their activities, learning their hand signs, going to the towns where they have established a foothold. While there, she disguises herself and applies to their factories, where she investigates as much as she can before sabotaging their operations and moving on.

She's been leery of going to the authorities with the story, as she doesn't have proof yet and she doesn't want them to think her a nutcase. She does try, subtly, to warn people, however.

Ashton is designed as a powerful NPC encounter for a *GURPS Atomic Horror* setting. While she is designed as if the underpeople are real and her suspicions are true, GMs could easily modify her to make her delusional or only partially right.

ST: 12 [20] **IQ:** 13 [30] **Speed:** 6.00
DX: 12 [20] **HT:** 12 [20] **Move:** 6
Dodge: 6

Advantages

Alertness [5]; Collected [5]; Single-Minded [5].

Disadvantages

Fanaticism [-15]; Intolerance (Underpeople and those who work for them) [-5]; Secret (Knows about the underpeople) [-20].

Quirks

Attentive; Dislikes heights; Doesn't believe what the newspapers, radio, or TV news say, as they could be an agent of the underpeople; Religious; Worries that anyone that is friendly could be an agent of the underpeople. [-5]



Skills

Acting-13 [2]; Area Knowledge (U.S.)-12 [1/2]; Blackjack-12 [1]; Demolition-11 [1/2]; Detect Lies-11 [1]; Disguise-15 [6]; Driving (Auto)-10 [1/2]; Escape-9 [1/2]; Fast-Talk-12 [1]; Forgery-14 [6]; Hidden Lore (Underpeople Stories)-14 [4]; History (Esoteric)-11 [1]; Holdout-11 [1/2]; Lip Reading-12 [1/2]*; Mechanic (Gasoline Engine)-13 [2]; Photography-11 [1/2]; Poisons-10 [1/2]; Professional Skill: Factory Worker-12 [1]; Research-13 [2]; Scrounging-12 [1/2]; Shadowing-11 [1/2]; Sign Language (Underpeople)-11 [1/2]; Stealth-11 [1]; Traps-15 [6]; Xenology-10 [1/2].

* Includes +1 from Alertness.

Languages

English (native)-13 [0].

SMALL-TIME HOOD

The rich rob the poor and the poor rob one another.
– Sojourner Truth

The world is full of small-time criminals – drug dealers, car thieves, drunk rollers, pimps, and others of their ilk. Most small-time hoods are the children of poverty and discrimination who are seeking the easy way out. Often, to those on the outside looking in, their lives seem pointless and their reasons for turning to crime instead of more legitimate means merely excuses. But to those trapped inside the cycle of poverty, any way of escape may seem justified.

While some of these people may be on their way up to big-time criminal status, most will spend their entire lives in obscurity. Some of them have big dreams, but the money just seems to slip through their fingers. Others are small-minded – content with momentary pleasures, never looking at the greater picture. Many die young. The great majority spend a lifetime in and out of prison. A lucky few get out.



They are the product of urban sprawl and the anonymity and apathy it often seems to engender. They can, therefore, be found in any setting where such a metropolis exists, from the great city of Rome during the height of the Empire to the great planet-spanning megalopolis of many science fiction settings.

Design Notes

Attributes: To get ahead in the big city, it helps to have just a little edge, so we give a score of 11 for each attribute except IQ.

Advantages: In the city environment, it helps to have friends, so we offer Ally, Ally Group, and Contacts. In the computerized age, some small-time hoods will have slipped through the cracks, living in true obscurity, so we also list Zeroed. The rest of the advantages are those that can help in the frequently hostile environment of the inner city.

Disadvantages: Small-time hoods are universally noted for a need for money. This could be due to simple Greed, a chemical habit (Addiction and Alcoholism), or actual Poverty, sometimes with little possibility of earning an income legally (Illiteracy, Innumerate, Semi-Literacy, Social Stigma, Status, and Uneducated). The occupation often attracts those who enjoy exercising power, taking care of themselves, and not caring who they hurt (Bad Temper, Bully, Callous, Jealousy, Self-Centered, and Selfish). A few came to the lifestyle because of obligations (Dependent and Duties). While some are Dreamers or Youth who just seem to suffer from Unluckiness, many seem satisfied with a small life, failing to see or work toward the bigger picture (Distractible, Dull, Hidebound, Incurious, Laziness, Low Self-Image, Odious Personal Habit (Unambitious), Staid, and Weak Will). Finally, time spent in such criminal undertakings can take its toll on a character (Edgy, Paranoid, Enemy, and Reputation).

Primary Skills: A small-time hood must know how to get around on the street, so we require Area Knowledge and Streetwise. Fast-Talk and Intimidation are both useful, but not universal, for many types of street scum. Merchant is useful for anyone selling illegal goods, such as drugs or stolen goods. Leadership is needed for anyone with underlings that need to be kept in line, such as a pimp or the head of a car-theft ring. Car thieves may also need Driving and Lockpicking. Drunk rollers may find Pickpocket useful just in case the mark isn't as drunk as he looks. And small-time street gamblers will find Gambling, of course, and Sleight of Hand to be useful.

Secondary and Background Skills: Here we offer those skills that might be useful for supplementing the character's income (Panhandling, Scrounging, Shadowing, and Sex Appeal) or for making do without (Urban Survival). It's not uncommon to get caught, so knowing how to fake your way out of it (Acting, Holdout), run away (Running, Stealth), or fight it out (Fast-Draw and combat/weapon skills) is useful. And after a fight, First Aid is a good thing to know.

Small-Time Hood

50 points

Attributes: ST 11 [10]; DX 11 [10]; IQ 10 [0]; HT 11 [10].

Advantages: Spend 20 points on one or more of Ally [Varies] or Ally Group (Gang) [Varies]; Combat Reflexes [15]; Contacts (Street) [Varies]; Danger Sense [15]; Disease-Resistant [5]; Fearlessness [2/level]; Hard to Kill [5/level]; High Pain Threshold [10]; and Zeroed [10].

Disadvantages: Spend -15 points on one or more of Addiction [Varies]; Alcoholism [-15/-20]; Greed [-15]; Illiteracy [-10] or Semi-Literacy [Varies]; Innumerate [-1/-5/-10]; Poverty [Varies]; Social Stigma (Minority Group, Second-class Citizen, etc.) [-5 to -20]; Status [-5/level]; and Uneducated [-5]; plus an additional -15 points on Bad Temper [-10]; Bully [-10]; Callous [-6]; Dependent [Varies]; Distractible [-1] or Dreamer [-1]; Dull [-1] or Hidebound [-5]; Duties [Varies]; Edgy [-5] or Paranoia [-10]; Enemy [Varies]; Incurious [-5] or Staid [-1]; Jealousy [-10]; Laziness [-10]; Low Self-Image [-10]; Odious Personal Habit (Unambitious) [-5]; Reputation [Varies]; Self-Centered [-10] or Selfish [-5]; Unluckiness [-10]; Weak Will [-8/level]; or Youth [-2/level].

Primary Skills: Area Knowledge (City or Neighborhood) (M/E) IQ+1 [2] 12; Streetwise (M/A) IQ+1 [4] 12; plus 12 points spent in Driving (automobile) (P/A); Fast-Talk (M/A); Gambling (M/A); Intimidation (M/A); Leadership (M/A); Lockpicking/TL (M/A); Merchant (M/A); Pickpocket (P/H); Sleight of Hand (P/H).

Secondary and Background Skills: Spend 12 points in Acting (M/A); Fast-Draw (any) (P/E); First Aid/TL (M/E); Holdout (M/A); Panhandling (M/E); Running (P/H (HT)); Scrounging (M/E); Sex Appeal (M/A (HT)); Shadowing (M/A); Stealth (P/A); Survival (Urban) (M/A); and any combat/weapon skill.

Customization Notes

● This is a very broad template. Players need to decide what sort of small-time hood they wish to be and choose skills accordingly.

● This template represents the more powerful or experienced small-time hoods. To make a more average character, reduce points spent on attributes and advantages. Doing so can easily create a normal 25-point NPC.

Using This Character

This template is useful for a 100-point PC in any urban setting. It can also be useful for an NPC big man on the street.

GURPS Fantasy

Sevorel

100 points

Age 20; 5'11", 170 lbs.; very short brown straight hair; brown eyes; tanned skin; a dangerous-looking man wearing low, soft boots, yellow shirt, yellow trousers, and lots of jewelry.

Sevorel is a pimp in Megalos, holding several girls in thrall by intimidation. His usual method of acquiring girls is to befriend runaways, seduce them into returning to his rented rooms, then proceeding to tie them up and break them through rape, starvation, threats, and beatings. He's never had to kill or let a girl go yet, though a few have died while working for him.

His girls generally work hard to stay on his good side, not wanting to face his temper. For his part, other than a lot of bravado and the occasional "training" session, Sevorel doesn't do much to earn his keep, which is just fine with him.

ST 12 [20]; **DX** 13 [30]; **IQ** 11 [10]; **HT** 12 [20].

Speed 6.00; Move 6.

Dodge 6; Parry 10 (Brawling).

Advantages: Danger Sense [15]; High Pain Threshold [10].

Disadvantages: Bad Temper [-10]; Edgy [-5]; Greed [-15]; Laziness [-10].

Quirks: Chauvinistic; Dreams of owning his own tavern; Horrible hangovers; Takes himself very seriously; Will only have sex with a woman who works for him. [-5]

Skills: Acting-11 [2]; Area Knowledge (Megalos)-13 [4]; Brawling-15 [4]; Fast-Talk-12 [4]; First Aid-11 [1]; Gambling-10 [1]; Intimidation-14 [8]; Knife-13 [1]; Leadership-10 [1]; Merchant-11 [2]; Sex Appeal-14 [6]; Streetwise-12 [4]; Survival (Urban)-11 [2].

Languages: English (native)-11 [0].

Equipment: Large knife (cut 1d, imp 1d-1).

GURPS Mecha

Matono Shiro

100 points

Age 27; 5'8", 140 lbs.; blue hair; brown eyes; golden skin; a man of Japanese extraction wearing battered coveralls.

Oh, how the mighty have fallen. Shiro was a hotshot mech operator until he started hitting the bottle – any bottle. When he crashed his mecha, causing significant property damage, and then had to be rescued from the cockpit because he couldn't get himself unstrapped, his little drinking problem was discovered. He was booted at once.

He found it impossible to get and hold a job, and his drinking worsened. Each job loss further depressed him and he would sometimes go on a drinking jag for days at a time. Now he's stooped to shadowing and rolling fellow drunks to survive and support his alcoholism.

ST 11 [10]; **DX** 12 [20]; **IQ** 12 [20]; **HT** 11 [10].

Speed 5.75; Move 7.

Dodge 6; Parry 9 (Karate).

Advantages: Combat Reflexes [15]; Daredevil [15]; Hard to Kill [5].

Disadvantages: Alcoholism [-15]; Bad Temper [-10]; Poor [-15].

Quirks: Cocky; Enjoys watching children's television; Obnoxious drunk; Squeamish at sight of real blood; Won't discuss anything about mecha. [-5]

Skills: Acting-10 [1/2]; Area Knowledge-13 [2]; Armoury (Mecha Vehicular Weapons)-10 [1/2]; Carousing-12 [4]; Driving (Mecha)-13 [4]; Electronics Operation



(Communications)-11 [1]; Electronics Operation (Sensors)-11 [1]; Fast-Talk-12 [2]; First Aid-12 [1]; Forward Observer-10 [1/2]; Gunner (Beams)-13 [1]*; Gunner (Missile)-14 [2]*; Holdout-11 [1]; Intimidation-13 [4]; Karate-12 [4]; Mechanic (Robotics)-10 [1/2]; Merchant-12 [2]; Motorcycle-11 [1/2]; Pickpocket-12 [4]; Running-10 [2]; Savoir-Faire (Military)-11 [1/2]; Scrounging-12 [1]; Shadowing-13 [4]; Stealth-11 [1]; Streetwise-13 [4]; Survival (Urban)-11 [1]; Tactics -10 [1].

* Includes +2 from IQ.

Languages: Japanese (native)-12 [0].

GURPS Cops

Maria Escalante

100 points

Age 18; 5'0", 95 lbs.; curly red-black hair worn shoulder length; brown eyes; brown skin; an attractive Hispanic woman dressed in jeans and a T-shirt.

Maria Escalante is an illegal alien who came to the States as a girl with her mother and two younger brothers. Although an illegal alien, if caught, faces deportation from the U.S., it's relatively easy to get back in and is often overlooked. She has become the leader of a small group of car thieves consisting of her brothers, Rolando, 17, and Balde- mar, 15, and some of their friends. She generally leaves the actual theft to her gang, but she handles the decisions for the group – what area to hit next, which car to steal, and so on

– and all the negotiations with their fence. She's being very cautious right now, knowing too many thefts in an area can attract attention and that flooding the market with merchandise just reduces the value of each individual car.

ST 11 [10]; **DX** 11 [10]; **IQ** 12 [20]; **HT** 12 [20].

Speed 5.75; Move 5.

Dodge 5; Parry 6 (Brawling).

Advantages: Ally Group (Car theft ring, 12 or less) [20]; Attractive [5]; Charisma +1 [5]; Contact (Street, skill -15, available on 9 or less, usually reliable) [4]; Danger Sense [15].

Disadvantages: Dependent (Mother, 12 or less) [-24]; Dreamer [-1]; Secret (Illegal Alien) [-5]; Struggling [-10].

Quirks: Attends Mass to please her mother, but doesn't particularly believe in Catholicism; Incompetent at singing; Materialistic; Mild phobia of germs; Outspoken. [-5].

Skills: Acting-12 [2]; Area Knowledge-13 [2]; Brawling-10 [1/2]; Driving (Car)-11 [2]; Fast-Draw (Knife)-10 [1/2]; Fast-Talk-12 [2]; First Aid-13 [2]; Knife-10 [1/2]; Leadership-14 [4]*; Lockpicking-12 [2]; Merchant-14 [6]; Scrounging-14 [4]; Sex Appeal-10 [1/2]; Stealth-11 [2]; Streetwise-13 [4].

* Includes +1 from Charisma.

Languages: English-12 [2]; Spanish (native)-12 [0].

Equipment: Dagger (imp 1d-2).

Darrin Cherry

100 points

Age 16; 5'11", 105 lbs.; very short, wavy dark brown hair; brown eyes; light brown skin; a young inner-city kid wearing baggy jeans that display his underwear and a basketball shirt.

Darrin turned to drug dealing for two reasons. One was to support his own indulgences. The other was to pull in money to support his family. Shortly after getting into the trade, however, he was attacked and beaten badly by a rival dealer while he was under the influence, making it difficult for him to properly defend himself.

Beaten and hallucinating, Darrin watched as what he could only see as evil spirits attacked him. Just when it seemed to be hopeless, the spirits fled. The next thing he knew, he awoke in Dr. Rae-Beth Johnson's house, having been patched up by the doctor. He described what he had seen. Rather than dismissing it as hallucinations, she explained that the experience had caused a spontaneous initiation into contact with the spirit world. She didn't go into much detail, but encouraged him to come back when they could discuss it further.

Darrin has returned to the elderly doctor several times, where she has explained the nature of Voudun and the powers he is slowly learning. He hopes to provide Rae-Beth with more information on the *Mayombe* (the cannibal spirits responsible for the evil in the world), obtained from the inside.

Darrin is designed as a beginning PC or above-average NPC for a *GURPS Voodoo* campaign. As an NPC, he could function well as a source of information to the PCs. He could also function as an Enemy or former Enemy.

ST: 11 [10] **IQ:** 11 [10] **Speed:** 5.75
DX: 12 [20] **HT:** 11 [10] **Move:** 6
Dodge: 6 **Parry:** 9 (Brawling)

Advantages

Ally (Rae-Beth Johnson, 6 or less) [10]; Combat Reflexes [15]; Contact (Drug provider, skill-15, available on 6 or less, completely reliable) [3]; Initiate 2 [15]; Visualization [10].

Disadvantages

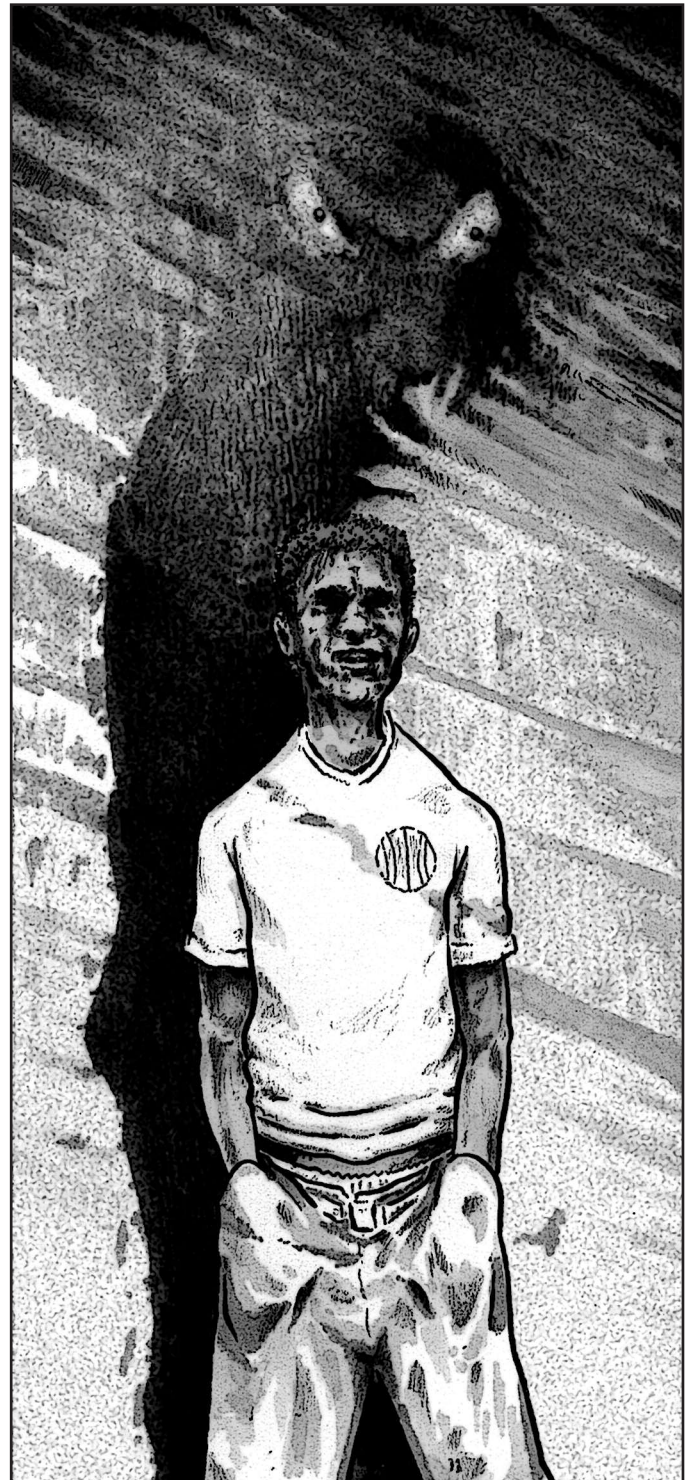
Addiction (Marijuana, \$20 or less per day) [-5]; Dependents (Mother and little brother, 6 or less) [-6]; Skinny [-5]; Struggling [-10]; Youth (16) [-4].

Quirks

Attracted to girls who are older than he is; Complains about kids who get in trouble, says they give all teens a bad name; Congenial; Dislikes heights; Likes to paint, though he can't afford many supplies. [-5]

Skills

Acting-10 [1]; Area Knowledge (Neighborhood)-12 [2]; Artist-8 [1/2]; Brawling-13 [2]; Fast-Draw (Pistol)-13 [1]*; Fast-Talk-12 [4]; First Aid-11 [1]; Guns (Pistol)-14 [2]**;



Holdout-11 [2]; Intimidation-12 [4]; Knife-12 [1]; Merchant-12 [4]; Running-8 [1/2]; Scrounging-10 [1/2]; Streetwise-12 [4]; Survival (Urban)-11 [2]; Theology-8 [1/2].

* Includes +1 from Combat Reflexes.

** Includes +1 from IQ.

Languages

English (native)-12 [0].

SMUGGLER

Five and twenty ponies, Trotting through the dark – Brandy for the Parson, ‘Baccy for the Clerk; Laces for a lady, letters for a spy, Watch the wall, my darling, while the Gentlemen go by!

– Rudyard Kipling, from “A Smuggler’s Song”

The smuggler makes his living by getting less-than-legal goods from here to there. Those goods may be drugs, guns, alcohol in “dry” areas, illegal technology or magic, banned books or information, pirated media, or non-taxed goods that can legally be imported with a significant excise tax. The smuggler may also be in the business of transporting *people* – illegal immigrants, escaped slaves, political refugees, religious missionaries, rebel leaders, or fugitives from justice.

A few runners may be motivated by ethical beliefs about the vital nature or legality of the goods (or people) they are moving, but most are in it for the money, pure and simple. Some have crushing debts or blackmail hanging over their heads, necessitating their running contraband.

They may work for a single person or organization, or work freelance. Freelancers who sell their services will usually have a good reputation for getting the job done and not swindling their customers. Those who run contraband on spec generally have contacts among black marketeers to whom they will sell in bulk, rather than retailing the goods themselves.

Their techniques are myriad. Some are simply hotshot pilots who rarely get caught or wilderness wanderers capable of going over “impassable” terrain. Others use bribery, seduction, and a network of contacts and favors to get across the border with their goods intact. And still others rely on appearing innocuous – clueless tourists, distracted businessmen, simple peasants, innocent children, or senile old men.

Smugglers appear in almost any time period where borders are guarded, import trade is controlled, and certain illegal goods are highly sought. In such surroundings, the smugglers will be slipping across borders, whether on foot or horseback, in a wagon, car, sailboat, airplane, or space ship with a rare and precious cargo hidden away.

Design Notes

Attributes: Smugglers tend to be a little stronger than average due to handling heavy cargoes, so we give the template a ST 11. Likewise, a life of stealth and fast action leads to a more agile person, so we give a DX 11 as well. The smuggler needs to have quick wits, so we assign IQ 12.

Advantages: We offer a choice of several advantages that relate to the trade of running contraband. A smuggler must be able to get customers for his goods and services (Patron or Reputation), to keep track of where he’s been and where he’s going (3D Spatial Sense and Absolute Direction), to know what dangers might await him (Acute Hearing, Acute Vision, Alertness, Danger Sense, Intuition, and Night Vision), to get out of uncomfortable situations (Alternate Identity, Charisma,

Cultural Adaptability, Language Talent, Luck, Pitiable, Sanctity, and Zeroed), and to connect to people for aid (Ally, Claim to Hospitality, Contacts, and Favor). The hotshot pilot is likely to develop abilities to cope with more rigorous flights (Acceleration Tolerance and G-Experience). Finally, a successful smuggler may have some level of Wealth.

Disadvantages: The smuggler’s motivation for his lifestyle is likely to be, or be a direct result of, his disadvantages (Addiction, Alcoholism, Bad Temper, Callous, Compulsive Carousing, Compulsive Spending, Extravagance, Greed, Involuntary Duty, Jealousy, Overconfidence, Self-Centered, or Selfish). Such a life also can lead to unfortunate problems (Edgy, Paranoid, Enemy, Loner, Reclusive, Secret, or Secret Identity). The smuggler may keep to a Code of Honor about getting the goods to their destination on time and unharmed and not cheating his customers by running off with the money or the goods. Many smugglers would have Incurious – they don’t care what they’re running or why, so long as the money’s good.

Primary Skills: A smuggler must know his way around (Area Knowledge, Astrogation, Aviation, Navigation, and Orienteering), be able to handle the stowing of goods (Freight Handling, Holdout, and Packing), and use some form of transportation (Boating, Driving, Hiking, Motorcycle, Piloting, Riding, Skiing, and Teamster). Finally, when faced with suspicious border guards (or customers), Fast-Talk comes in handy.

Secondary Skills: Here, we provide a selection of skills to enhance the smuggler’s dealings with people (Acting and Merchant), his sneakiness (Camouflage, Disguise, and Stealth), and defense of himself and his cargo (Fast-Draw and any Combat/Weapon skill).

Background Skills: Here we offer a hodgepodge of less-typical people skills for a smuggler (Carousing, Language, Savoir-Faire, Sex Appeal, and Streetwise), outdoor skills (Climbing, Meteorology, Survival, and Swimming), high-tech skills (Computer Operation, Electronics Operation, and Free Fall), and useful thieving skills (Forgery, Scrounging, and Sleight of Hand).

Smuggler 75 points

Attributes: ST 11 [10]; DX 11 [10]; IQ 12 [20]; HT 10 [0].

Advantages: Spend 20 points in your choice of 3D Spatial Sense [10] or Absolute Direction [5]; Acceleration Tolerance [10]; Acute Hearing [2/level]; Acute Vision [2/level]; Alertness [5/level]; Ally [Varies]; Alternate Identity [15/5]; Charisma [5/level]; Claim to Hospitality [Varies]; Contacts [Varies]; Cultural Adapability [25]; Danger Sense [15]; Favor [Varies]; G-Experience [10]; Intuition [15]; Language Talent [2/level]; Luck [15]; Night Vision [10]; Patron [Varies]; Pitiable [5]; Reputation (Works fast, or Honorable smuggler) [Varies]; Sanctity [5]; Wealth [Varies]; and Zeroed [10].

Disadvantages: Spend -20 points in one or more of Addiction [Varies]; Alcoholism [-15/-20]; Bad Temper [-10]; Callous [-6]; Code of Honor (Smuggler's) [-5]; Compulsive Carousing [-5 or -10]; Compulsive Spending [-5 to -15]; Edgy [-5] or Paranoia [-10]; Enemy [Varies]; Extravagance [-10]; Greed [-15]; Incurious [-5]; Involuntary Duty [Varies]; Jealousy [-10]; Loner [-5] or Reclusive [-10]; Odious Personal Habit (Arrogance) [-5]; Overconfidence [-10]; Secret [Varies]; Secret Identity [Varies]; Self-Centered [-10] or Selfish [-5].

Primary Skills: Area Knowledge (M/E) IQ+2 [4] 14; Fast-Talk (M/A) IQ [2] 12; 4 points spent in *one* of Astrogration/TL (M/var); Aviation/TL (M/A); Navigation/TL (M/H); and Orienteering/TL (M/A); 8 points spent to gain level 12 or more in one or more of Boating (P/A); Driving/TL (any) (P/A); Hiking (P/A(HT)); Motorcycle/TL (P/E); Piloting/TL (any) (P/A); Riding (P/A); Skiing (P/H); and Teamster* (M/A); and 4 points spent in *one* of Freight Handling (M/A); Holdout (M/A); and Packing* (M/H).

* Requires Animal Handling 12+.

Some are simply hotshot pilots who rarely get caught or wilderness wanderers capable of going over "impassable" terrain. Others use bribery, seduction, and a network of contacts and favors to get across the border with their goods intact. And still others rely on appearing innocuous – clueless tourists, distracted businessmen, simple peasants, innocent children, or senile old men.

Secondary Skills: Spend 8 points in one or more of Acting (M/A); Camouflage (M/E); Disguise (M/A); Fast-Draw (P/E); Merchant (M/A); Stealth (P/A); and any Combat/Weapon skill.

Background Skills: Spend 5 points in one or more of Carousing (P/A(HT)); Climbing (P/A); Computer Operation/TL (M/E); Electronics Operation/TL (M/A); Forgery/TL (M/H); Free Fall/TL (P/A); Language (any) (M/varies); Meteorology/TL (M/A); Savoir-Faire (M/E); Scrounging (M/E); Sex Appeal (M/A; HT); Sleight of Hand (P/H); Streetwise (M/A); Survival (M/A); and Swimming (P/E).

Customization Notes

- In a campaign where biotech is available, this character could make excellent use of a Flesh Pocket (p. BIO136).
- In settings where they are available, magic, psionic, or high-tech teleportation, invisibility, and disguise abilities and items would be quite popular.
- In high-point campaigns, spending more on attributes and advantages makes good use of points.
- The Smuggler's Code of Honor can be summed up as a dedication to getting the goods through no matter what.

Using This Character

This template is designed for a 100+ point PC in any setting. It would also work well as a higher-powered NPC Ally or Enemy.

GURPS Space

Ranit Dubois

100 points

Age 26; 5'9", 140 lbs.; long black wavy hair; brown eyes; brown skin; a young hotshot pilot, frequently unshaven and a bit rumped.

Ranit Dubois is a hotshot smuggler pilot whose primary motivation is greed, and whose basic approach is to move fast and furious and not get caught. He won his ship in a gambling match, from a prospector who had bought it as surplus. In the next game he promptly put himself into terrible debt, forcing himself to mortgage the ship. He's barely managed to keep up the payments. Dubois is still establishing himself by maintaining fairly strict rules of business in the hopes of developing an honest reputation, and some profitable contacts.

ST 11 [10]; **DX** 12 [20]; **IQ** 13 [30]; **HT** 10 [0].

Speed 5.50; Move 5.

Dodge 5.

Advantages: 3D Spatial Sense [10]; Absolute Timing [5]; Acceleration Tolerance [10]; G-Experience [10].

Disadvantages: Code of Honor (Smuggler) [-5]; Compulsive Gambling [-5]; Greed [-15]; Overconfidence [-10]; Selfish [-5].

Quirks: Boasts about accomplishments of fictional family members; Fond of children; Has to know what he's smuggling, or else no deal; Holds grudges; Sarcastic when threatened. [-5]

Skills: Area Knowledge (Sector)-15 [4]; Astrogration-16 [4]*; Carousing-10 [2]; Electronics Operation (Communications)-12 [1]; Electronics Operation (Sensors)-12 [1]; Engineer (Jump)-12 [2]; Engineer (Maneuver)-12 [2]; Fast-Draw (Pistol)-13 [2]; Fast-Talk-13 [2]; Free Fall-14 [2]*; Freight Handling-14 [4]; Gambling -13 [2]; Gunner-15** [4]; Guns (Pistol)-15 [2]**; Mechanic-13 [2]; Piloting (Spacecraft)-15 [8]†; Streetwise-13 [2]; Tactics-13 [4].

* Includes +2 from 3D Spatial Sense.

** Includes +2 from IQ.

† Includes +1 from 3D Spatial Sense.

Languages: Anglic (Rim Dialect, native)-13 [0].

Equipment: Scout ship, heavily mortgaged.

GURPS WWII

François Le Tourneau

100 points

Age 24; 5'8", 150 lbs.; straight dark brown hair trimmed neatly; hazel eyes; white skin; a stocky man, wearing jeans, collared shirt and a rakish beret.

François is a dedicated Communist and a veteran of the Spanish Civil War, and he hopes to see his beloved France governed by Marxist principles. But first, the Nazis must be driven out. Toward that end, François does a fair amount of smuggling for the French Resistance in the course of his

cargo-hauling and courier work across North and Central Africa. He transports Catholic missionaries and their supplies a great deal of the time, making it difficult to know when he's on one of his special trips.

ST 11 [10]; **DX** 12 [20]; **IQ** 12 [20]; **HT** 11 [10].

Speed 5.75, Move 5.

Dodge 5; Parry 8 (Brawling).

Advantages: Alertness +1 [5]; Combat Reflexes [15]; Danger Sense [15]; Reputation +2 (As reliable, to French Resistance) [2].

Disadvantages: Edgy [-5]; Enemy (Nazis, 6 or less) [-20]; Fanaticism (Communism) [-15].

Quirks: Always quoting from the *Communist Manifesto*; Chauvinistic; Proud; Still strictly Catholic and doesn't see any conflict between his religion and his philosophy; Will only do business when paid in full, up front. [-5]

Skills: Area Knowledge (North Africa)-14 [4]; Armoury (Rifles and Handguns)-10 [1/2]; Aviation (TL)-13 [4]; Brawling-11 [1/2]; Detect Lies-10 [1]; Driving (Car)-10 [1/2]; Fast-Draw (Pistol)-13 [1]*; Fast-Talk-12 [2]; First Aid-11 [1/2]; Forgery-10 [1]; Freight Handling-13 [4]; Gesture-12 [1]; Gunner (Machine Gun)-13 [1]**; Guns (Pistol)-15 [2]**; History (Modern)-9/15 [1]; Holdout-10 [1/2]; Mechanic (Prop plane engine)-12 [2]; Merchant-13 [4]; Meteorology-10 [1/2]; Parachuting-11 [1/2]; Philosophy (Marxist)-11 [2]; Pilot (Multi-Engine Prop)-14 [8]; Politics-10 [1/2]; Streetwise-10 [1/2]; Survival (Jungle)-10 [1/2]; Tactics-9 [1/2].

* Includes +1 from Combat Reflexes.

** Includes +2 from IQ.

Languages: Arabic-11 [1]; Italian-10 [1/2]; English-12 [2]; French (Native)-12 [0]; German-11 [1].

Equipment: 1930s-era small cargo plane (see the TL6 Transport Aircraft, p. VE140), held together with prayer and duct tape.

GURPS Cliffhangers

Gil Ryder

100 points

Age 28; 6', 160 lbs.; long brown wavy hair; blue-green eyes; tanned skin; an intense young man wearing worn khakis, tan button-down shirt and hiking boots.

Gil is a rumrunner working the very profitable routes in the Northeast. He smuggles molasses (itself smuggled in from Cuba) from the U.S. to distilleries in Montreal, and the rum on the return trip, turning a tidy sum. He does most of his work for a single organized crime family, but he is not officially a member because he values his independence. This arrangement has worked thus far, but there is always friction, as the family never fully trusts what they don't control.

Gil will occasionally move other cargo (or even people), but the molasses-and-rum connection has been so sweet for so long, there's little need to diversify. However, he's well-known in certain disreputable circles, and could be a useful NPC for characters trying to sneak something or someone across the U.S.-Canadian border, in either direction.



ST 11 [10]; **DX** 12 [20]; **IQ** 12 [20]; **HT** 11 [10].

Speed 5.75; Move 5.

Dodge 7; Parry 7 (Brawling).

Advantages: Alertness [5]; Night Vision [10]; Reputation +2 (As reliable and effective, to criminal underground) [5]; Wealthy [20].

Disadvantages: Careful [-1]; Code of Honor (Smuggler's) [-5]; Enemy (Border patrols, 6 or less) [-20]; Skinny [-5].

Quirks: Dull; Flirtatious; Nervous stomach; Not chauvinistic in other things, but won't allow women on his boat; Uncongenial. [-5]

Skills: Acting-12 [2]; Area Knowledge (Northeastern US)-14 [4]; Boating-13 [4]; Brawling-11 [1/2]; Carousing-10 [1]; Climbing-11 [1]; Driving (Car)-12 [2]; Fast-Draw (Pistol)-12 [1]; Fast-Talk-12 [2]; Freight Handling-13 [4]; Guns (Pistol)-14 [1]*; Merchant-12 [2]; Meteorology-11 [1]; Motorcycle-13 [2]; Navigation-12 [4]; Powerboat-11 [1/2]; Stealth-12 [2]; Swimming-12 [1].

* Includes +2 from IQ.

Languages: English (native)-12 [0]; French-11 [1].

Marca Freedman

300 points

Age 32; 5'8", 140 lbs.; long blond, wavy hair frequently pulled back into a braid; brown eyes; tanned skin; a tall woman, favoring comfortable clothes proper for the time period she is in.

Marca is a time-jumper who started out picking up treasures in the past and transporting them to the future to be sold as antiques. She soon drew the attention of a history professor at the local university, who began to make requests of the "If you ever run across . . ." variety. Marca never knew the extent of her powers till the day she got into a tussle with a young man in Imperial Rome and, in her panic, timeported, taking her opponent with her. Concerned and dragging along a now thoroughly terrified Roman, Marca made her way to the professor's house. The two carefully compared their memories of history and concluded that the timenapping had not affected the flow of time.

The professor set about questioning their "guest" about life in his time and taking notes as he slowly warmed to the situation. The young man was a nobody, a slave, but the amount of cultural information he had to offer on various subjects made him an inestimable treasure. Marca and the professor consulted and concluded that returning the young man might do more damage to the timeline than leaving him in their present.

That appeared to be the end of it until the day she was contacted by someone offering a great deal of money if she could retrieve the body of Michelangelo Merisi da Caravaggio, the Italian Baroque painter, from Tuscany, where he had died at a mere 36 years of age of a fever. The client had hopes that if gotten to soon enough, he could possibly be revived. If not, then much could be learned from the corpse and perhaps the artist could be cloned. They had a great deal of information on the artist, the region, and so on. Marca just had to study it.

The amount of money was too much to pass up. Marca has no idea whether the body she retrieved was revived or not, but she does know that the client was pleased, as she has gotten other calls for body-napping. More disturbing, she has gotten requests for out and out kidnapping of people who have disappeared mysteriously and were presumed dead. She has been wary of these, as a missing person may not be dead and may go on to influence history. She has accepted a few, though, where the evidence shows that the person died, but their body was never found. She has on a couple of occasions also kidnapped an historical figure just before death and replaced the body with a double. With her tendency toward drift in time travel, this can be tricky, as she may have to transport the double over a significant distance without raising the suspicions of the locals.

Marca is designed as a very powerful NPC in a futuristic *GURPS Time Travel* game, though as her abilities are psionic in nature and not technological (see pp. TT 61-65), she would also fit in a modern-day setting such as *GURPS Illuminati*. She works well as a potential Enemy, Contact, or Patron. She could also function as a catalyst for bringing PCs from multiple time periods together.

ST: 12 [20] **IQ:** 13 [30] **Speed:** 6.00
DX: 12 [20] **HT:** 12 [20] **Move:** 6
Dodge: 6 **Parry:** 6

Advantages

Charisma +1 [0]*; Comfortable [10]; Contact (Business, skill-15, available on 6 or less, usually reliable) [2]; Cultural Adaptability [25]; Language Talent +2 [0]*; Time-Jumper (Extra-heavy encumbrance; Drift) [135]; Unusual Background (Time travel) [20].

* Free from Cultural Adaptability.

Disadvantages

Compulsive Carousing [-5]; Curious [-5]; Greed [-15]; Overconfidence [-10]; Xenophilia [-5].

Quirks

Imaginative; Loves to explore the unknown; Makes a game of leaving select items buried shallowly in the past, to see if she can find them again when she returns to the present; Makes references to obscure historical events; Talks very softly, especially when arguing. [-5]

Skills

Acting-14 [2]*; Architecture-11 [1/2]; Area Knowledge (Latter 15th- and early 16th-century Europe)-16 [4]*; Area Knowledge (Classical Greece)-13 [1/2]*; Area Knowledge (Imperial Rome)-13 [1/2]*; Area Knowledge (Latter 18th-century American Colonies/United States)-13 [1/2]*; Boating-12 [2]; Body Sense-9 [1/2]; Brawling-11 [1/2]; Carousing-12 [1]*; Chess-12 [1/2]; Detect Lies-10 [1/2]; Diplomacy-11 [1/2]*; Disguise-13 [2]; Driving (Car)-12 [2]; Fast-Talk-14 [2]*; Fencing-10 [1/2]; First Aid-12 [1/2]; Games (Tarocchi)-12 [1/2]; Gesture-15 [1/2]**; Guns (Stun pistol)-15 [2]†; Heraldry (European)-10/16 [1/2]; Hiking-10 [1/2]; History-15 [8]; Holdout-14 [4]; Knife-11 [1/2]; Linguistics-14 [4]††; Lockpicking-11 [1/2]; Merchant-12 [1/2]*; Motorcycle-11 [1/2]; Orienteering-14 [4]; Research-13 [2]; Riding (Horse)-13 [4]; Savoir-Faire-14 [1]*; Scrounging-13 [1]; Sex Appeal-12 [1]*; Shadowing-12 [1]; Spear-10 [1/2]; Staff-9 [1/2]; Stealth-12 [2]; Streetwise-11 [1/2]; Swimming-11 [1/2].

* Includes +1 from Cultural Adaptability.

** Includes +2 from Language Talent and +1 from Linguistics.

† Includes +2 from IQ.

†† Includes +2 from Language Talent.

Languages

American English (native)-16 [0]*; Classical Greek-14 [1/2]*; Latin-14 [1/2]*; Renaissance French-14 [1/2]*; Renaissance German-14 [1/2]*; Renaissance Italian-15 [1]*.

* Includes +2 from Language Talent and +1 from Linguistics.

SPY

I was a pilot flying an airplane and it just so happened that where I was flying made what I was doing spying.

– Francis Gary Powers

Many people work in the espionage field today, but a rare few are more than paper fiddlers. The spy is that rare creature, the true field agent, posing as a businessman, diplomat, tourist, or other innocent while gathering vital information about the enemies of his home nation.

Espionage has been around almost as long as mankind. The first spies were probably little more than expert hunters who kept track of what the next tribe over the hill was doing while out on their hunting forays. As trade flourished between tribes, undoubtedly so did the number of merchants who just happened to report back to their chieftain on what was going on with the other guys. The first surviving treatise on espionage appears in Sun Tzu's work on the arts of war, *Ping Fa*, around 510 BC. As time has passed, espionage has become more formalized, with almost every nation in the world having some intelligence agency.

Many famous historical people are known, or thought, to have engaged in espionage – founder of the Boy Scouts, Lord Baden-Powell; world traveler, Sir Richard Francis Burton; mystic, John Dee; adventure author, Daniel Defoe; poet and playwright, Christopher Marlowe; author, William Somerset Maugham; detective, Allan Pinkerton; author of unlikely spy tales, Ian Fleming; Theodore Roosevelt's grandson, Kermit Roosevelt; and possibly even the American revolutionary, Benjamin Franklin.

It seems unlikely that espionage will disappear in the future. Even with one galactic government there will still be competing corporations and politicians who could always use someone blessed with a golden tongue, a winning smile, and light fingertips.

Design Notes

Attributes: The spy needs to be quick of wits and body, so we give him DX and IQ of 13. While we would be tempted to raise ST and HT, this is already an expensive template and higher than average ST and HT are not as universal among spies, so we leave both at 10.

Advantages: We offer many choices from among those for detecting and dealing with trouble (Acute senses, Alertness, Collected, Composed, Combat Reflexes, Danger Sense, Hard to Kill, Intuition, Luck, Night Vision, Strong Will, Unfazeable, and Versatile) and dealing with people (Alcohol Tolerance, Appearance, Charisma, Claim to Hospitality, Contacts, Cultural Adaptability, Diplomatic Immunity, Empathy, Sensitive, Fashion Sense, Favor, Language Talent, Pitiability, Reputation, Sanctity, and Voice), and those often gained from or required for the position (Alternate Identity, Legal Enforcement Powers, Literacy, Military Rank, Patron, Security Clearance, and Zeroed).

Disadvantages: For disadvantages, we offer a selection of those that may have drawn the character to espionage as a

profession (Curious, Code of Honor, Overconfidence, and Sense of Duty to Nation) and those that might result from a life of spying (Delusion (“Enemy agents are after me.”), Duty, Edgy, Paranoia, Enemy, Insomniac, Light Sleeper, Loner, Mistaken Identity, Nightmares, Secret, and Secret Identity).

Primary Skills: A spy must know his way around, so we first list Area Knowledge. Then we offer some choices of skills that the spy might use in dealing with people (Savoir-Faire, Acting, Fast-Talk, Interrogation, Lip Reading, Body Language, Detect Lies, Sex Appeal, and Carousing) and those dealing with information retrieval (Electronics Operation (Comm, Security Systems, or Sensors), Lockpicking, Photography, Shadowing, Traps, Artist, Traffic Analysis, Climbing, Stealth, and Escape). And we can't forget Demolition, for those times when general mayhem is required.

Secondary Skills: Any agent worth his salt must sometimes be able to disguise himself or the items he's carrying (Disguise and Holdout), do some old-fashioned delving into records and determine the usefulness of his findings (Research and Intelligence Analysis), and defend himself (combat/weapon skills).

Background Skills: An operative must be able to get around in his territory, so we offer a choice of skills for this (Cyberdeck Operation, Driving, Motorcycle, Piloting, and Riding). Finally, we identify a collection of several other skills of significant use to the intelligence agent.

Spy 85 points

Attributes: ST 10 [0]; DX 13 [30]; IQ 13 [30]; HT 10 [0].

Advantages: A total of 25 points in Acute Hearing [2/level]; Acute Taste/Smell [2/level]; Acute Vision [2/level]; Alcohol Tolerance [5]; Alertness [5/level]; Alternate Identity [15/5]; Appearance [Varies]; Charisma [5/level]; Claim to Hospitality [1-10]; Collected [5] or Composed [5]; Combat Reflexes [15]; Contacts [Varies]; Cultural Adaptability [25]; Danger Sense [15]; Diplomatic Immunity [20]; Empathy [15] or Sensitive [5]; Fashion Sense [5]; Favor [Varies]; Hard to Kill [5/level]; Intuition [15]; Language Talent [2/level]; Legal Enforcement Powers [5/10/15]; Literacy [Varies]; Luck [15/30]; Military Rank [5/level]; Night Vision [10]; Patron [Varies]; Pitiability [5]; Reputation [Varies]; Sanctity [5]; Security Clearance [Varies]; Strong Will [4/level]; Unfazeable [15]; Versatile [5]; Voice [10]; and Zeroed [10].

Disadvantages: A total of -25 points in Curious [-5 to -15]; Code of Honor [-5 to -15]; Delusion (“Enemy agents are after me.”) [-5 to -15]; Duty [Varies]; Edgy [-5] or Paranoia [-10]; Enemy [Varies]; Insomniac [-10 or -15]; Light Sleeper [-5]; Loner [-5]; Mistaken Identity [-5]; Nightmares [-5]; Overconfidence [-10]; Secret [Varies]; Secret Identity [Varies]; and Sense of Duty (Nation) [-10].

Primary Skills: Area Knowledge (any) (M/E) IQ [1]-13; and 12 points spent on 4 or more of Savoir-Faire (M/E); Acting, Demolition/TL, Electronics Operation/TL (Comm), Electronics Operation/TL (Security Systems), Electronics Operation/TL (Sensors), Fast-Talk, Interrogation, Lip Reading, Lockpicking/TL, Photography/TL, Shadowing, or Traps/TL, all (M/A); Artist, Body Language, Detect Lies, or Traffic Analysis, all (M/H); Sex Appeal (M/A(HT)); Carousing (P/A(HT)); Climbing or Stealth, both (P/A); and Escape (P/H).

Secondary Skills: Disguise (M/A) IQ-1 [1]-12; Holdout (M/A) IQ-1 [1]-12; Intelligence Analysis/TL (M/H) IQ-1 [2]-12; Research (M/A) IQ-1 [1]-12; and 1 point in any combat/weapon skill.

Background Skills: 1 point spent in *one* of Cyberdeck Operation/TL (M/VH); Driving/TL (Any) (P/A); Motorcycle/TL (P/E); Piloting/TL (Any) (P/A); or Riding (P/A); and 5 points spent in Brain Hacking (M/VH); Camouflage (M/E); Cartography (M/A); Computer Hacking/TL (M/VH); Computer Operation/TL (M/E); Cryptanalysis/TL (M/H); Cryptography/TL (M/H); Forensics/TL (M/H); Forgery/TL (M/H); Heraldry (M/A); Language (M/var); Pickpocket (P/H); Poisons (M/H); SIGINT Collection/Jamming/TL (M/H); and Speed-Reading (M/A).

Customization Notes

● A player who wants a spy whose primary missions will be assassinations, computer hacking, or sabotage would do well to consider those templates instead.

● Most real-life spies have little charisma or physical appearance that would make them memorable. These traits, in fact, could be real disadvantages in their line of work. However, most fictional spies – and some real historical agents – are often quite flamboyant.

● Certain disadvantages can make life hard for a spy, as they can be used against him if caught. The player should carefully consider such things as Lecherousness, Alcoholism, Addiction, Phobias, or Dependents before taking them.

● Select skills based on the emphasis of the character. The social spy should focus on skills such as Acting, Detect Lies, and Fast-Talk. The con man template (p. 32) may offer some inspiration. The sneak spy, whose primary focus is getting into secure facilities and gathering data, should focus more on skills such as Lockpicking, Stealth, and Traps. See the cat burglar (p. 28) and housebreaker (p. 60) templates for ideas.

● Spies come from many walks of life and are often knowledgeable in many fields. Two possible ways of expressing this would be to raise the character's IQ or to spend 1/2 to 1 point in a large number of skills.

● Psionic telepathy and the Communication & Empathy and Mind Control spell colleges can be a spy's best trick, if he has them, and his worst nightmare, if his enemy does. In campaigns with psionics or magic, the spy would be well-advised to learn skills or buy items to protect against prying into his mind.

● If a less-exceptional NPC is being made with this template, reduce points spent in Advantages first, followed by reducing Attributes.

● A more cinematic spy can be made by raising Attributes and points spent on Advantages. Don't just focus on IQ and DX! Many spies, both fictional and real-life, can and do survive injuries that would kill an average man and frequently train for both strength and endurance. GMs would also be well-advised to ignore the limit of no more than 2 points in skills for year of age, as many agents undergo intensive training.

Using This Character

This template is designed for 100+ point PCs or exceptional NPCs in any setting. A 100-point character will have to be fairly focused, but is quite workable.

GURPS WWII

Richard Wilkins

100 points

Age 37; 6'1", 210 lbs.; dark brown hair, cut short; a typical American businessman in a gray suit and fedora.

Richard Wilkins is a successful businessman, running an import operation based in New York in the mid-1930s. His business travels frequently take him to all the major capitals of Europe, where he has made deals for everything from German steel to French wine to Swiss watches. His travels and ability to negotiate the many different cultures and unsettled political situations of the time did not go unnoticed by the Office of Strategic Services.

Wilkins was recruited by the OSS to gather intelligence on both the political situation in Europe, and the military preparedness of the countries he visited – especially Nazi Germany. He was too much of a patriot to refuse. He still travels primarily for business, but he has worked to see that his business concerns coincidentally take him to places where his OSS handler tells him he needs to go.

ST 10 [0]; **DX** 13 [30]; **IQ** 13 [30]; **HT** 10 [0].

Speed 5.75; Move 5.

Dodge 5.

Advantages: Alertness +1 [5]; Composed [5]; Language Talent +2 [4]; Patron (OSS "handler," 6 or less) [15]; Strong Will +2 [8].

Disadvantages: Secret (Is a spy) [-20]; Sense of Duty (America) [-10].

Quirks: Always finds time to flirt; Avid amateur photographer; Dislikes closed-in spaces; Has a weakness for flattery; Humble. [-5]

Skills: Acting-13 [2]; Area Knowledge (Europe)-14 [2]; Chemistry-11 [1]; Disguise-12 [1]; Driving (Automobile)-12 [1]; Escape-11 [1]; Fast-Talk-12 [1]; Guns (Pistol)-15 [1]*; Holdout-12 [1]; Intelligence Analysis -12 [2]; Lockpicking-13 [2]; Merchant-15 [6]; Photography-14 [4]; Research-12 [1]; Savoir-Faire-14 [2]; Shadowing-12 [1]; Speed Reading-13 [2]; Stealth-13 [2].

* Includes +2 from IQ.

Languages: Dutch-13 [1/2]*; English (native)-15 [0]*; French-14 [1]*; German-14 [1]*; Italian-14 [1]*; Spanish-14 [1]*; Swedish-13 [1/2]*.

* Includes +2 from Language Talent.

GURPS Camelot

Solange Michele d' Etienne 150 points

Age 27 but appears to be younger; 5'7", 140 lbs.; platinum blonde hair, violet eyes; a pale and lovely woman clad in gauzy white.

Solange is a lady in King Arthur's court. She is also a spy for Morgana le Fey. She is a competent courtier and has a slight talent for magic to give her an added edge. No one thinks ill of her at court, as she exudes an aura of sweet and delicate innocence to everyone she meets.

Although she has several suitors, Solange has thus far ducked the bonds of holy matrimony. This is as she wishes. Indeed, she keeps few friends at all at Camelot, except for a triad of cats and an old hedge witch with whom she is wont to discuss matters of magic.

Note that, while designed with *Camelot* in mind, Solange is easily inserted into any high fantasy environment. Her magical skills are subdued enough that she can be played with only the magic rules in *GURPS Basic*. Simply removing her magical skills will also make her suitable for almost any historical campaign.

ST 10 [0]; **DX** 13 [30]; **IQ** 13 [30]; **HT** 13 [30].

Speed 6.50; Move 6.

Dodge 6; Parry 5 (Knife).

Advantages: Beautiful [15]; Magery 1 [15]; Musical Ability +1 [1]; Sanctity [5]; Status 1 [5]; Voice [10].

Disadvantages: Duty (Morgana le Fey, 15 or less) [-15]; Overconfidence [-10]; Phobia (Squeamishness) [-10]; Selfish [-5].

Quirks: Acts passive and meek, except when playing chess; Doesn't like gossip, prefers direct observation; Fastidious; Superstitious; Very protective of her cats, and worries that this may lead people to think her a witch. [-5]

Skills: Acting-14 [4]; Area Knowledge (Camelot)-13 [1]; Artist-11 [1]; Bard-13 [1/2]*; Chess-14 [2]; Detect Lies-12 [2]; Disguise-12 [1]; Fast-Talk-12 [1]; First Aid-12 [1/2]; Heraldry-14 [4]; Holdout-12 [1]; Intelligence Analysis-12 [2]; Knife-13 [1]; Musical Instrument (Mandolin)-12 [1]**; Needlecraft-14 [4]; Pickpocket-11 [1]; Poisons-12 [2]; Politics-16 [4]*; Research-12 [1]; Riding (Horse)-12 [1]; Sex Appeal-17 [6]*; Singing-16 [1]†; Weaving-15 [4].

* Includes +2 from Voice.

** Includes +1 from Musical Ability.

† Includes +2 from Voice and +1 from Musical Ability.

Spells: Daze-12 [1]; Foolishness-12 [1]; Lend Strength-12 [1]; Persuasion-12 [1]; Recover Strength-12 [1]; Sense Emotion-12 [1]; Sense Foes-12 [1]; Sleep-12 [1].

Languages: English (native)-13 [0].

GURPS Old West

Margaret Erehart 100 points

Age 17; 5'6", 120 lbs.; long, straight blond hair; blue eyes; pale white skin; the classic Southern belle complete with ruffles and a Georgia accent.

Margaret was born and raised on her father's small plantation near Atlanta, Georgia. She would seem an unlikely Union spy, but that's exactly what she is. While Margaret has mixed feelings on the idea of actually freeing the slaves, which she believes might lead to chaos, she has been quietly following Mr. Lincoln's political speeches and has come to agree with him that the Union must be preserved at all costs. When she commented that there was some merit to the idea at a dinner party her father was giving, she was dismissed as a silly-headed girl. But one member of the party took note and she was later contacted about helping to make that idea a reality.

Her father decided when the war started that no daughter of his would be incapable of defending herself, so he taught her to shoot, as well as the basics of boxing and horseback riding. This education has made Margaret unusually combat-capable for a woman of her era.

Margaret's father cannot join the Confederate forces due to an injury he received as a child from falling off a horse. He does, however, contribute to the war effort in money and goods, and throws frequent gala affairs to earn even more support for the Confederacy. It is at these parties that Margaret gets most of her information, either through chatting up the right guests or with a little quiet investigative work while the household is occupied.

ST 10 [0]; **DX** 13 [30]; **IQ** 13 [30]; **HT** 11 [10].

Speed 6.00; Move 6.

Dodge 6; Parry 8 (Boxing).

Advantages: Alertness +2 [10]; Beautiful [15]; Charisma +2 [10]; Sensitive [5]; Status 1 [5].

Disadvantages: Secret (Working for the Union) [-30]; Sense of Duty (Unity of the nation) [-10]; Social Stigma (Second-class citizen) [-5].

Quirks: Enjoys playing the part of the "helpless female"; Finds it hard to keep her political opinions secret; Finds spying to be a thrill, and finds this worrisome; Optimist; Proud. [-5]

Skills: Acting-12 [1]; Area Knowledge (Atlanta and vicinity)-13 [1]; Black Powder Weapons-15 [1]; Blackjack-12 [1/2]; Body Language-13 [1]; Boxing-12 [1]; Carousing-10 [1]; Cartography-12 [1]; Cooking-12 [1/2]; Cryptanalysis-11 [1]; Dancing-11 [1/2]; Detect Lies-11 [1]; Disguise-12 [1]; Fast-Talk-13 [2]; First Aid-12 [1/2]; Forgery-11 [1]; Gesture-12 [1/2]; Holdout-12 [1]; Intelligence Analysis-12 [2]; Interrogation-11 [1/2]; Lip Reading-14 [1]*; Lockpicking-13 [2]; Musical Instrument (Piano)-10 [1/2]; Needlecraft-11 [1/2]; Pickpocket-12 [2]; Poetry-12 [1]; Poisons-11 [1]; Politics-11 [1/2]; Research-12 [1]; Riding (Horse)-12 [1]; Savoir-Faire-15 [0]; Sex Appeal-10 [1]; Shadowing-12 [1]; Singing-10 [1/2]; Speed Reading-12 [1]; Stealth-12 [1]; Strategy-11 [1].

* Includes +2 from Alertness.

Languages: English (native)-13 [0].

Lord Asa Renaud

350 points

Age 35; 5'7", 132 lbs.; short, brown, wavy hair; blue eyes; tanned white skin; an attractive, stocky man in a knight's tabard while on duty and unassuming drab shades while officially off duty.

Lord Asa Renaud is the second in command of an elite order of knights who are intensely trained from an early age to protect the royal family and demesne. In times of peace, he oversees the palace night guard. Unbeknownst to most people, he also oversees the secret intelligence branch of the knights, gathering information about possible rebellions, assassinations, and so on.

Lord Renaud would be suitable as a powerful Ally or Enemy in a fantasy campaign game, especially one with strong political intrigue elements. He also works quite well without his magic for a more historical setting.

ST: 13 [30] **IQ:** 13 [30] **Speed:** 6.00
DX: 13 [30] **HT:** 11 [10] **Move:** 6
Dodge: 6 **Block:** 7 **Parry:** 9 (Brawling)

Advantages

Attractive [5]; Danger Sense [15]; Legal Enforcement Powers [5]; Literacy [10]; One-College Magery (Communication and Empathy) +1 [10]; Military Rank 7 [35]; Reputation +1 (As honorable knight, to nobility) [5]; Status 6 [15]*; Wealthy [20].

* Includes two free levels from Military Rank and one free level from Wealthy.

Disadvantages

Code of Honor (Chivalric) [-15]; Duty (Knighthood, almost all the time) [-15]; Sense of Duty (Nation) [-10].

Quirks

Distrusts magic in general, and magical healing in particular; Secretly in love with the princess; Shy of showing off his paintings; Tends to be nocturnal; Thinks peasant women are undeserving of chivalry. [-5]

Skills

Acting-15 [6]; Administration-15 [6]; Area Knowledge (Capital City)-15 [4]; Area Knowledge (Nation)-15 [4]; Artist-16 [10]; Body Language-13 [4]; Brawling-14 [2]; Carousing-10 [1]; Criminology-15 [6]; Detect Lies-14 [6]; Diplomacy-10 [1/2]; Disguise-12 [1]; Fast-Talk-15 [6]; Forensics-13 [3]*; Forgery-13 [4]; Heraldry-13 [2]; Holdout -12 [1]; Intelligence Analysis-12 [2]; Interrogation-15 [6]; Intimidation-14 [3]**; Knife-14 [2]; Knife Throwing-14 [2]; Lance-15 [8]; Law-12 [2]; Leadership-15 [6]; Lockpicking -12 [1]; Poisons-14 [6]; Politics-13 [2]; Psychology-11 [1]; Research-12 [1]; Riding (Horse)-15 [8]; Shadowing-15 [5 1/2]†; Shield-14 [2]; Stealth-15 [8]; Strategy-14 [6]; Streetwise-13 [2]; Swimming-13 [1]; Tactics-13 [4]; Traps-12 [1]; Two-Handed Sword-16 [16].

* Bought up from Criminology default.

** Bought up from Acting default.

† Bought up from Stealth default.

Languages

Common (native)-13 [0]; Elvish-12 [1].

Spells

Hide Thoughts-11 [1]; Mind-Reading-12 [2]; Mind-Search-11 [2]; Mind-Sending-12 [2]; Persuasion-11 [1]; Sense Emotion-12 [2]; Sense Foes-12 [2]; Sense Life-11 [1]; Telepathy-11 [2]; Truthsayer-12 [2].



STREET DOCTOR

When a doctor does go wrong he is the first of criminals. He has nerve and he has knowledge.

– Sir Arthur Conan Doyle’s *Sherlock Holmes*,
from “The Speckled Band”

It’s a fact of life that fugitives and those injured during the commission of a crime will occasionally need professional medical assistance. It also happens (more often in fiction than in fact) that an outlaw may need a new face (and perhaps fingerprints) to go with a new identity, or someone to install some illegal biotech.

Enter the street doctors who, for whatever reason, are willing to look the other way. Sometimes, it’s simple greed. At other times, the doctor feels it is more ethical to treat the criminal without questions than to deny him treatment or frighten him away. Sometimes, the medic has lost his license to practice and so operates in secret to pay the bills. Sometimes, the secret practice allows the doctor to try out unorthodox treatments and experimental drugs.

The street doctor’s duties vary from culture to culture and from age to age. In earlier times, it’s likely to be a healer willing to overlook a patient’s outlaw status. Today, a street doctor may treat bullet and knife wounds without questioning or reporting, perform plastic surgery on wanted criminals, provide prescriptions for unnecessary but desirable drugs, or do illegal abortions. In the future, that plastic surgery may include changing fingerprints, retinal prints, and even DNA signatures, installing illegal biotech and cybernetics, and complete body modifications.

Such a profession may be quite lucrative, but it’s also highly dangerous, with both the law and patients posing a threat. Street doctors would do well to consider the case of Dr. Samuel Mudd, who treated the leg that John Wilkes Booth broke in his assassination attempt against President Abraham Lincoln. Mudd was convicted to life imprisonment for being part of the conspiracy against Lincoln, spent four years in the sweltering Fort Jefferson prison in the Florida Keys, and helped battle a yellow fever epidemic there before being pardoned by President Andrew Johnson. In his lifetime, he never fully escaped the stigma of his guilt by association. It would be another 125 years before a panel of distinguished American jurists overturned his verdict and cleared his name once and for all – although to this day if someone commits a despicable act, their name may be “mud.”

Design Notes

Attributes: Any sort of physician needs to be intelligent, and one surviving on the wrong side of the law needs to be especially careful, so we give our template IQ 14. We leave the other attributes alone.

Advantages: We offer a choice of those advantages common to doctors (Disease-Resistant, Immunity to Disease, Reputation, Sanctity, Status, and Wealth), those that would help a doctor carry out his profession (Composed, Collected, Empathy, Sensitive, Less Sleep, Literacy, Manual Dexterity,

and Single-Minded), and one for the street doctor who requires a little dedicated assistance (Ally).

Disadvantages: There are many reasons why a person may be attracted to the medical profession that would make excellent disadvantages for any physician (Charitable, Code of Honor, Greed, Selfless, and Sense of Duty). The stress of a healer’s life takes its toll, presenting yet more possibilities (Addiction, Alcoholism, Guilt Complex, Nightmares, Pacifism, and Workaholic). We also list those that may have driven the character to the less-savory side of the profession – loss of empathy with patients (Callous, Sadism, Self-Centered, and Selfish) and loss of professional license for some indiscretion or mistreatment, expressed as a bad Reputation. Finally, there are the side effects of the life of crime (Enemy, Secret, and Secret Identity).

Primary Skills: Any physician needs to be able to practice his profession and determine what might be wrong with patients, so Physician and Diagnosis are givens, with First Aid coming as a default from Physician. The street doctor must peddle his services himself, so we also give him Merchant.

Secondary Skills: Here we offer a list of specialties and less orthodox methods that a physician might learn and use.

Background Skills: Obviously, a street doctor needs to know how to handle himself in the underworld, so we give our template Streetwise. He must also be able to talk down a violent or threatening patient and turn aside attention from authorities, so we offer the choice of Diplomacy or Fast-Talk. We then list those skills that the physician may have picked up in a regular practice (Administration, Computer Operation, Electronics Operation (Medical), Leadership, Research, Teaching, and Veterinary) and those more unusual skills of an unorthodox business (Hairdressing, Paraphysics, Poisons, Survival (Urban), Tattooing, and Weird Science).

Street Doctor

90 points

Attributes: ST 10 [0]; DX 10 [0]; IQ 14 [45]; HT 10 [0].

Advantages: Spend 30 points in Ally [Varies]; Composed [5] or Collected [5]; Disease-Resistant [5] or Immunity to Disease [10]; Empathy [15] or Sensitive [5]; Less Sleep [3/level]; Literacy [Varies]; Manual Dexterity [3/level]; Reputation [Varies]; Sanctity [5]; Single-Minded [5]; Status [5/level]; and Wealth [Varies].

Disadvantages: A total of -20 points in Addiction [Varies]; Alcoholism [-15/-20]; Callous [-6]; Charitable [-15]; Code of Honor (Hippocratic Oath or parts thereof) [-5 to -15]; Enemy [Varies]; Greed [-15]; Guilt Complex [-5]; Nightmares [-5]; Pacifism (Cannot harm innocents) [-10], (Cannot Kill) [-15], or (Self-Defense Only) [-15]; Reputation [Varies]; Sadism [-15]; Secret [Varies]; Secret Identity [Varies]; Self-Centered [-10], Selfish [-5], or Selfless [-10]; Sense of Duty [-5 to -20]; and Workaholic [-5].

Primary Skills: Diagnosis (M/H) IQ+1 [5 1/2]-15; First Aid (M/E) IQ+1 [0]-15 (default from Physician); Merchant (M/A) IQ [2]-14; Physician (M/H) IQ+1 [6]-15.

Secondary Skills: Spend 4 points each in *two* of Chi Treatment (M/H); Genetics (M/VH); Herbalist (M/H); Hypnotism (M/H); Pharmacy/TL (M/H); Physiology/TL (race) (M/VH); Psionics (M/VH); Psychology (M/H); Surgery/TL (M/VH); Yin/Yang Healing (M/H). Please, note that a couple of these default to Physician and thus one is sometimes forced to spend 3 or 3 1/2 points for them or else go up to 5, 5 1/2 or even 7. Feel free to spend the lesser amount and apply the extra to background skills.

Background Skills: Streetwise (M/A) IQ-1 [1]-13; *one* of Diplomacy (M/H) IQ-2 [1]-12 or Fast-Talk (M/A) IQ-1 [1]-13; plus 11 1/2 points in Administration (M/A); Computer Operation/TL (M/E); Electronics Operation/TL (Medical) (M/A); Hairdressing (M/A); Leadership (M/A); Paraphysics/TL (M/VH); Poisons (M/H); Research (M/A); Survival (Urban) (M/A); Tattooing (M/A); Teaching (M/A); Veterinary/TL (M/H); Weird Science (M/VH); or any primary or secondary skill.

Customization Notes

- While a psionic or magical healer is beyond the scope of this template, it does make a good jumping-off point for such a character. Include psionic healing or Magery in the advantages list and replace secondary and background skills with the appropriate psionic skills or magic spells. The Healer template (pp. WI56-59) works well for a magic healer.

- Keep in mind the tech level and background of the character. Higher tech level characters should have some points spent in Computer and Electronics Operation. A physician who worked in a teaching hospital and then lost his license should have some skill in Teaching.

- Exposure to disease from patients can have bad consequences for those who treat them, usually resulting in the loss of practice if the disease is contagious. Terminally Ill [-50 to -100], while outside the point value for this character is an excellent choice for a street doctor disadvantage. You may take this disadvantage in lieu of those listed above.

Using This Character

This template is appropriate to a 100+ point PC or powerful NPC in practically any setting.

GURPS Fantasy

Brother Ashe

100 points

Age 20; 5'11", 140 lbs.; short, black, wavy hair; hazel eyes; tanned skin; a tonsured young man wearing a plain black robe with a plain, crude crucifix.

Brother Ashe was raised in a monastery and knows nothing about his family. He trained under Brother Norman, a physician, when Ashe's obvious intelligence and interest in things physiological were noticed. Ashe learned quickly, but Brother Norman always felt there was something slightly wrong with his young pupil.

When it came time for Ashe to take his vows, his mentor encouraged him to consider the matter carefully. Ashe con-

cluded he wanted to see some of the world first and left. At first, he corrected people's mistaken impression that he was a monk, but soon gave it up. He was treated with respect as a wandering holy man and he rather liked it.

Soon, he began practicing his healing arts on the poor and indigent, as well as the occasional criminal – those who couldn't afford magical healing – and if his treatments were a bit more painful than those of other physicians, no one ever complained. It has been a couple of years now, and "Brother" Ashe shows no signs of turning homeward toward the monastery. He is enjoying traveling and spreading God's healing to everyone far too much to return.

ST 10 [0]; **DX** 13 [30]; **IQ** 14 [45]; **HT** 10 [0].

Speed 5.75; Move 5.

Dodge 5.

Advantages: Comfortable [10]; Literacy [10]; Reputation +1 (As monk) [5]; Sanctity [5].

Disadvantages: Chummy [-5]; Sadism [-15]; Secret (Is not really a monk) [-20].

Quirks: Likes animals and confronts those he sees mistreating them; Talks to animals; Truly believes his deception and practice is helping the Church; Undiscriminating; Very faithful about and actually enjoys attending Mass and prayers when he is near a church to do so. [-5]

Skills: Accounting-11 [1/2]; Acting-13 [1]; Administration-12 [1/2]; Botany-13 [2]; Diagnosis-15 [5 1/2]*; Fast-Talk-13 [1]; Herbalist-14 [4]; Leadership-14 [2]; Merchant-14 [2]; Physician-15 [6]; Poisons-16 [7]*; Streetwise-13 [1]; Surgery-13 [3 1/2]*; Teaching-14 [2]; Theology-11 [1/2]; Veterinary-12 [1].

* Bought up from Physician default.

Languages: English (native)-14 [0]; Latin-12 [1/2].

GURPS Voodoo

Rae-Beth Johnson

250 points

Age 52; 5'1"; 120 lbs.; short black wavy hair, streaked with gray; brown eyes; dark brown skin; an older woman wearing a bright floral dress.

Rae-Beth, one of the few black female physicians in the New Orleans area, was a community leader. Unfortunately, her mix of religion, religious magic, and medical science in her practice drew the attention of the AMA, which instituted disciplinary action which resulted in her losing her state license. So, Rae-Beth went underground. She now runs an occult book and herbal remedies store. In the back room is a table at just the right height for her to perform exams, and a cot for more severely injured patients. Upstairs, she has her own apartment, which has a spare bed for more long-term care. She will offer what actual drugs she can, but often makes do with herbal remedies and, with those patients she considers safe, talismans and rituals. Rae-Beth has to be very cautious, however, as the local police suspect she is practicing medicine without a license.

Rae-Beth is popular with those who don't like the sterile, cold atmosphere and numerous forms that they have to cope with to receive "White" medicine. For those who know that she is a Voudoun mambo, she also performs healing and protection rituals and provides talismans.

ST 12 [20]; **DX** 12 [20]; **IQ** 15 [60]; **HT** 10 [0].

Speed 5.50; Move 5.

Dodge 5.

Advantages: Autotrance [5]; Channeling [10]; Clerical Investment (Voudoun Mambo) [5]; Disease-Resistant [5]; Empathy [0]*; Fearlessness +1 [2]; Initiate 3 [40]; Less Sleep [3]; Metabolism Control [5]; Mystic Symbol [10]; Reputation +3(As generous and kind, to people of her neighborhood and Voodoo-practitioners) [7].

* Free from Initiate.

Disadvantages: Age (52) [-6]; Charitable [-15]; Reputation -4 (As crackpot who mixes science with superstition, to other physicians and local law-enforcement, 10 or less) [-5]; Sense of Duty (Everyone she knows) [-10]; Social Stigma (Second-class citizen) [-5].

Quirks: Calls anyone younger than herself “sonny” or “m’girl”; Considers chocolate a poison, and promotes carob as an alternative; Dictates notes to herself constantly on a pocket tape recorder; Doesn’t take no for an answer; Very cheap, hunts for bargains, clips coupons, and haggles at every opportunity. [-5]

Skills: Administration-13 [1/2]; Bard-15 [2]; Computer Operation-14 [1/2]; Dancing-12 [2]; Diagnosis-16 [5 1/2]*; Diplomacy-14 [2]; Electronics Operation (Medical)-13 [1/2]; Herbalist-15 [4]; Hypnotism-15 [4]; Leadership-15 [2]; Merchant-15 [2]; Musical Instrument (Drums)-13 [1]; Musical Instrument (Recorder) -13 [1]; Occultism-15 [2]; Performance/Ritual (Voudoun)-15 [2]; Physician-16 [6]; Poisons-15 [3]*; Ritual Magic (Voodoo)-15 [8]; Streetwise-14 [1]; Tattooing-14 [1]; Teaching-16 [4]; Theology (Voudun) -14/20 [4]; Vever Drawing-15 [4].

* Bought up from Physician default.



Paths and Rituals: Path of Health-15 [8]; Path of Protection-15 [8]; Sanctuary-14 [6]; Soul Cleansing-14 [6]; Succor-15 [8]; Vitality-15 [6].

Languages: English (native)-15 [0].

GURPS Cliffhangers

Martin Jozzifowski *100 points*

Age 42; 5’9”, 140 lbs.; short, straight dishwater blond hair turning prematurely white; one blue and one brown eye; tanned white skin; a slender man, in crisp, clean whites.

Martin Jozzifowski was born and raised in England, the son of an English woman and a second-generation Polish immigrant. He worked hard to get into medical school, and benefited from not requiring much in the way of sleep. After getting his medical degree, he settled down to a normal practice.

As he got older, he regretted that he had never had much in the way of an adventurous youth and joined an

archeological dig as an attending physician in case of accidents, in exchange for the chance to play at being an amateur archeologist. When he first became ill, no one could identify the disease that plagued him with flu-like symptoms that resisted treatment. Months later he met a doctor who had treated another such mysterious illness. The victim had been a tomb robber and his disease had not responded to treatments, leading to a painful and prolonged death.

Dr. Jozzifowski didn’t want to carry such an unknown, fatal, and potentially communicable disease home to England, so he has stayed in Istanbul. Taking his plight as a warning, the archeological team left the site and went home, leaving him with no source of support. With his remaining monies, he opened up a small clinic, with a sinister mission.

After having passed the word through the local grapevine that he was open for business, Jozzifowski set up shop as a doctor for the criminal fraternity. While he does his best to treat their usual ills and wounds, he knows he must be infecting some of them with his deadly illness. He considers this veritable death-sentence to be just desserts for the criminal fraternity. For those who come down with symptoms akin to his own, he prescribes simple aspirin.

While his illness causes some inconvenience, he has found with proper diet and medication most of the symptoms can be alleviated. In his free time, Jozzifowski consults with a Chinese healer who has been using Yin/Yang healing techniques (and teaching them to the curious doctor), and visits the abandoned archeological dig alone to explore, hoping, perhaps, to find a cure.

ST 10 [0]; **DX** 10 [0]; **IQ** 14 [45]; **HT** 10 [0].

Speed 5.00; Move 5.

Dodge 5.

Advantages: Composed [5]; Less Sleep 3 [9]; Reputation +1 (As friendly doctor, to local poor, 10 or less) [1]; Sanctity [5]; Sensitive [5]; Single-Minded [5].

Disadvantages: Terminally Ill [-50].

Quirks: Believes himself superior to his criminal patients; Believes in astrology, and consults his charts regularly; Fastidious; Keeps a small tin of breath mints in his breast pocket and uses them frequently; Lies about his age. [-5]

Skills: Accounting-12 [1]; Administration-13 [1]; Archaeology-15 [6]; Area Knowledge (Istanbul and surrounding area)-15 [2]; Carousing-9 [1]; Cartography-12 [1/2]; Chemistry-13 [2]; Diagnosis-15 [5]*; Diplomacy-12 [1]; Gardening-14 [1]; History-13 [2]; Hypnotism-14 [4]; Leadership-12 [1/2]; Linguistics-12 [2]; Merchant -15 [4]; Occultism-14 [2]; Physician-16 [8]; Physiology-12 [2]; Picture-Writing-12 [1]; Poisons-13 [2]; Research-15 [4]; Science!-13 [4]; Sports (Cricket)-9 [1]; Streetwise-13 [1]; Surgery-14 [7]*; Survival (Desert)-12 [1/2]; Teaching-14 [2]; Thanatology-12 [1]; Theology-13 [2]; Traps-12 [1/2]; Veterinary-12 [1]; Writing-14 [2]; Yin/Yang Healing-14 [4].

* Bought up from Physician default.

Languages: English (native)-14 [0]*; Turkish-15 [2]*.

* Includes +1 from Linguistics.

Dierdre Brandt

245 points

Age 33; 5'3", 105 lbs.; long, wavy blond hair; bright green eyes; lightly tanned skin; an apparent intellectual in lab coat and glasses.

Dierdre Brandt was an intelligent, but perfectly ordinary, child who became an ordinary medical student and then an ordinary medical resident. Her tendency to cut corners – and to hang out with dangerous men – wrecked her chances at becoming a doctor in the wake of a scandal involving missing drugs and a rich hospital patron who got third-rate tech instead of the top-of-the-line implants she paid for. Nothing was ever proven, but Dierdre's expensive bionic eyes didn't pay for themselves . . .

So Dierdre made a deal with one of those dangerous men, and became Jeanine Reznik, a fully-certified registered nurse. She's learned her lesson about the plodding thoroughness of hospital security, though, and doesn't try anything risky at her new job. She saves that for the street.

Dierdre gets her kicks (and not a little cash) as "Janey Razor," a street doc who can patch you up, install cyberwear, harvest cyberwear and organs from people who aren't using them anymore, do a little cosmetic surgery – you name it. Her partner, Johnny Retro, handles the heavy lifting and the dirty work. But Janey's not defenseless – she carries a tiny gun with a big kick in her flesh holster, and she earned her street name with scalpel work not of the medical variety.

ST: 10 [0]	IQ: 14 [45]	Speed: 5.50
DX: 12 [20]	HT: 10 [0]	Move: 5
Dodge: 5	Parry: 8 (Brawling)	

Advantages

Ally (Johnny Retro, 9 or less) [20]; Alternate Identity ("Jeanine Reznik, RN") [15]; Attractive [5]; Disease-Resistant [5]; Empathy [15]; Sanctity [5]; Wealthy [20].

Cyberwear

Amp Chip [10]; Bionic Eyes (Acute Vision +1, Microscopic Vision 3) [28]; Chip Slot [5]; Flesh Holster [15].

Disadvantages

Charitable [-15]; Code of Honor (Hippocratic Oath) [-15]; Reputation (As crackpot, to medical and scientific communities) [-5]; Secret Identity ("Janey Razor," street doc) [-5].

Quirks

Fascinated by the unnatural; Flirtatious; Mild phobia of the dark; Sleepy drinker; Thinks a relationship should be like a romance novel. [-5]

Skills

Administration-15 [4]; Area Knowledge-15 [2]; Biochemistry-12 [2]; Brawling-13 [2]; Chemistry-12 [1]; Computer Hacking-14 [8]; Computer Operation-14 [1]; Diagnosis-16 [7 1/2]*; Diplomacy-12 [1]; Driving (Car)-11 [1]; Electronics Operation (Medical Equipment)-13 [1]; Genetics-13 [4]; Guns (Pistol)-15 [2]**; Hypnotism-12 [1];



Knife-15 [8]; Merchant-14 [2]; Paraphysics-12 [2]; Physician-15 [6]; Physics-12 [1]; Physiology-11 [1]; Politics-13 [1]; Psionics-13 [4]; Psychology-16 [2]†; Research-14 [2]; Shadowing-13 [1]; Stealth-11 [1]; Streetwise-13 [1]; Surgery-14 [7 1/2]*; Survival (Urban)-14 [2]; Teaching-13 [1]; Writing-14 [2].

* Bought up from Physician default.

** Includes +2 from IQ.

† Includes +3 from Empathy.

Languages

English (native)-14 [0].

TECHNICIAN

Well, every job has its perfect tool . . . Eh, this lock doesn't accept MasterCard.

– C.D. Bales, in “Roxanne”

The street doctor of devices, the hacker of hardware, the technician is the criminal inventor and fix-it man who specializes in making and repairing items for use in criminal activity or espionage. They are the ones who build the bugs, make illegal mods to cyberwear, or just tinker on the getaway car till it can outrun anything on or off the road.

The technician is a product of a technological age. They began appearing as soon as mechanical devices were put to use for security and the automobile could outrun the horse. Many spy agencies employ them in laboratories. Some work for criminal or terrorist organizations. Others work freelance, relying on word of mouth to bring in customers.

Some are motivated by greed, selling their goods or using their talents to take apart stolen goods, change the identification, and put them back together in new combinations. Most often this involves automobiles. In the future, other vehicles, computers, and robots may join the piles of components in the chop-shop. Many others are simply curious and have turned their minds to the puzzles of inventing a device that could be used for a criminal purpose or modifying an existing device to make it more useful to the underworld.

Whatever his motivation, the technician seems destined to stay, building his devices, modifying technology to do what it was not intended to do, and turning stolen goods into new.

Design Notes

Attributes: The technician must be somewhat stronger and more deft than normal, so we give him ST and DX of 11. He also needs to be smart enough to bring his ideas to life, so we set IQ at 13. While many technicians are in good shape, others are rather average or even sickly from too much time spent indoors tinkering, so we leave HT alone.

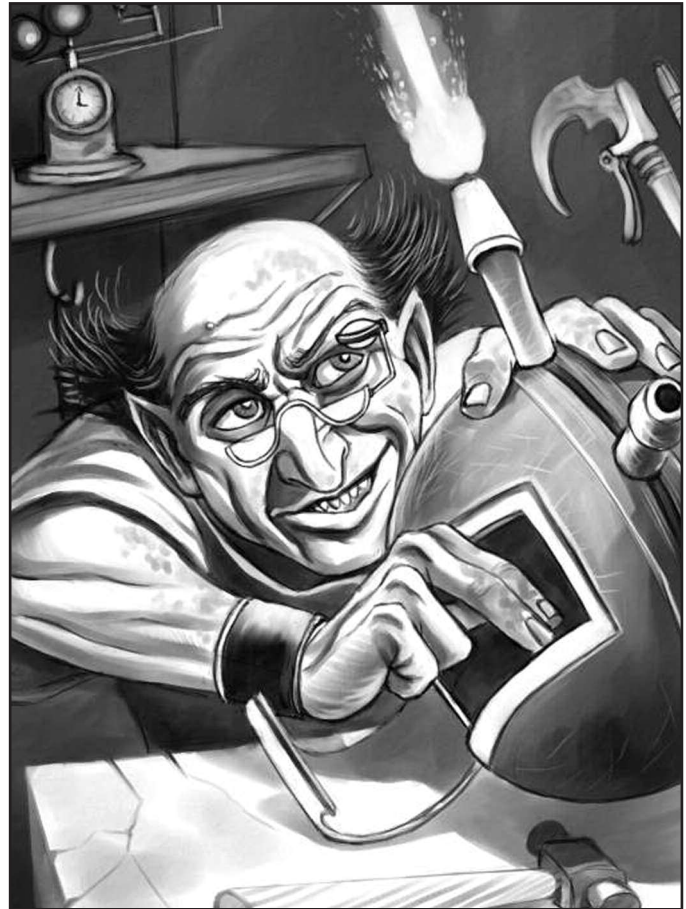
Advantages: We offer a grab bag of physical advantages (Acute Hearing, Acute Vision, Ambidexterity, Double-Jointed, and Manual Dexterity) and mental advantages (Absolute Timing, Alertness, Lightning Calculator, Literacy, Mathematical Ability, Single-Minded, and Versatile) of use for tinkering and designing gadgets. Building machines can be rather expensive, so we list Patron and Wealth as possible resources. The technician may need a good Reputation to bring in customers if he is a freelancer. Finally, the technician may be working with a close friend or group of friends who use his inventions in their crimes, so we list Ally and Ally Group.

Disadvantages: For disadvantages, we first list two possible reasons the character got into the business in the first place (Curious and Greed). Some technicians like to sign their work (Trademark), while others would just as soon not be associated with it (Secret Identity). Days spent alone up to the elbows in grease or wires, dealing with potentially dangerous

devices, can take its toll on the technician physically (Appearance, Hard of Hearing, Lameness (Crippled Leg), and Missing Digit), mentally (Addiction (Tobacco), Clueless, Loner, Reclusive, Low Empathy, Oblivious, Odious Personal Habit, Overconfidence, Stuttering, and Workaholic), and financially (Poverty).

Primary Skills: The technician's job mostly involves basic Mechanic skills, so we list that as a required skill. Additionally, the character will have other skills related to his specialization (Electronics, Engineer, Photonics, Traps, and other specializations of Mechanic).

Secondary Skills: The technician often places his devices in ordinary-looking objects (Blacksmith, Carpentry, Glassblowing, Jeweler, and Pottery) or puts weapons in a vehicle (Armoury). He also may need to take his inventions on a test drive, sometimes literally (Driving, Electronics Operation, Motorcycle, Piloting, and Scuba). Finally, the technician also must perform a great deal of Research.



Background Skills: The character can use a bit of information on his materials (Chemistry and Metallurgy). In some settings, Computer Operation is essential. Around machinery, injuries aren't uncommon, so the technician may want some First Aid. Finally, the character can use some skills to handle the underworld in which he moves (Fast-Draw, Scrounging, Streetwise, Survival (Urban), and any combat/weapon skill).

Technician 65 points

Attributes: ST 11 [10]; DX 11 [10]; IQ 13 [30]; HT 10 [0].

Advantages: Choose 15 points from Absolute Timing [5]; Acute Hearing [2/level]; Acute Vision [2/level]; Alertness [5/level]; Ally or Ally Group [Varies]; Ambidexterity [10]; Double-Jointed [5]; Lightning Calculator [15]; Literacy [Varies]; Manual Dexterity [3/level]; Mathematical Ability [10]; Patron [Varies]; Reputation [Varies]; Single-Minded [5]; Versatile [5]; and Wealth [Varies].

Disadvantages: Select -25 points from Addiction (Tobacco) [-5 to -10]; Appearance [Varies]; Clueless [-10]; Curious [-5 to -15]; Greed [-15]; Hard of Hearing [-10]; Lame (Crippled Leg) [-15]; Loner [-5] or Reclusive [-10]; Low Empathy [-15]; Missing Digit [-2/-5]; Oblivious [-3]; Odious Personal Habit [-5 to -15]; Overconfidence [-10]; Poverty [Varies]; Secret Identity [Varies]; Stuttering [-10]; Trademark [Varies]; and Workaholic [-5].

Primary Skills: Mechanic/TL (Any) (M/A) IQ+2 [6]-15; and 8 points spent in one or more of Electronics/TL (Any) (M/H); Engineer/TL (Any) (M/H); Photonics/TL (Any) (M/H); Traps/TL (M/A); and additional levels or specializations of Mechanic/TL (Any) (M/A).

Secondary Skills: Spend 8 points in one or more of Armoury/TL (any) (M/A); Blacksmith/TL (M/A); Carpentry (M/E); Driving/TL (any) (P/A); Electronics Operation/TL (any) (M/A); Glassblowing (P/H); Jeweler/TL (M/H); Motorcycle/TL (P/E); Piloting/TL (any) (P/A); Pottery (M/A); Research (M/A); and Scuba (M/A).

Background Skills: Spend 3 points in one or more of Chemistry (M/H); Computer Operation/TL (M/E); Fast-Draw (any) (P/E); First Aid/TL (M/E); Metallurgy (M/H); Scrounging (M/E); Streetwise (M/A); Survival (Urban) (M/A); and any combat/weapon skill.

Specific campaign-style lenses

Semi-cinematic [+40]: Add Gadgeteer [25]. Spend 15 additional points on Primary Skills to raise Mechanic and at least one other Primary Skill to level 18+.

Cinematic [+75]: Add (cinematic) Gadgeteer [50]. Spend 25 additional points on IQ or Primary Skills to raise at least one Primary Skill to level 21+ and one other to 18+.

Customization Notes:

● Players need to keep in mind what kind of a technician they are creating. A chop-shop man is going to have various forms of Mechanic, Driving, Streetwise, and possibly some combat skills. The espionage inventor is more likely to have Engineer, Research, and Electronics skills.

Using This Character

This character is designed for a PC in a post-industrial setting. The base template is appropriate for a 100-point campaign. Players should keep in mind that a technician often requires an equipped workshop, which makes the character

less appropriate to campaigns where the PCs are on the move. This template will also work for a higher-level NPC, or lower point total can be realized by reducing attributes, advantages, and skill levels.

GURPS Steampunk

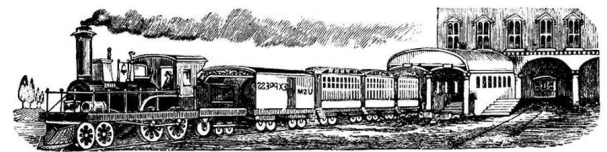
Fabrice Garamond

210 points

Age 50; 5'10", 135 lbs.; completely white hair worn short; trim beard and mustache; hazel eyes; pale skin; a thin man wearing dark trousers and sweater and work boots, rumpled and oil-stained.

Fabrice designs weapons and vehicles, usually for the Fraternite Martiale. While he doesn't technically work for them, they are always the first to purchase his designs and provide him with ideas, occasional research, and some materials. He doesn't know much about them – what they do or why they are so supportive of him – but he's not complaining. They save him the annoyance of finding a buyer. He can and does sell the designs to others as well if they come to him.

He lives out in the country far away from other dwellings where he can tinker in peace. His only companion is his pet rat, Napoleon.



ST 11 [10]; DX 11 [10]; IQ 14 [45]; HT 10 [0].

Speed 5.25; Move 5.

Dodge 5.

Advantages: Gadgeteer [50]; Patron (Fraternite Martiale, 12 or less) [30].

Disadvantages: Absent-Mindedness [-15]; Greed [-15]; Reclusive [-10].

Quirks: Frequently refers to himself in the third person ("Fabrice Garamond, he is not a man to be trifled with"); Has a pet rat named Napoleon to whom he makes occasional reference without explanation ("I was speaking to Napoleon the other day about this design."); Insists that his designs must not only be functional, but also attractive before he will show them; Proud; Vain. [-5]

Skills: Armoury-17 [8]; Blacksmith-15 [8]; Carpentry-15 [2]; Chemistry-14 [4]; Demolition-16 [6]; Driving (Heavy Wheeled)-11 [1 1/2]; Driving (Locomotive)-11 [1 1/2]; Engineer (Military)-16 [8]; Engineer (Steam Machinery)-18 [12]; Engineer (Vehicles)-16 [8]; Gunner (Cannon/TL)-12 [1]*; Gunner (Gatling Gun)-12 [1]*; Intimidation-14 [2]; Mechanic (Steam Engine)-21 [16]; Mechanic (Vehicles)-16 [6]; Merchant-15 [4]; Metallurgy-15 [6]; Physics-13 [2]; Research-17 [8]; Telegraphy-14 [1]; Woodworking-12 [4].

* Includes +2 from IQ.

Languages: French (native)-14 [0].

GURPS Fantasy

Grimmick Dunkerley 175 points

Age 52; 3'8", 80 lbs.; dark brown curly hair, short, trimmed beard, and blue eyes; a stout gnome wearing wire-rimmed glasses and a heavy leather tool-filled apron over a grimy cotton shirt and pants.

There's somebody like Grimmick Dunkerley in nearly every large fantasy city – but few are as good at what they do as he is. Grimmick, like most gnomes, excels at the “soft” crafts, working in wood, leather, and cloth. But he has also devoted considerable work and study to weapons, armor, clockwork gadgets, and other inventions.

Grimmick is on the cutting edge of the game-world's technology, whatever level that may be. His services and equipment do not come cheap; he drives a hard bargain and is too fond of money to do anybody any favors when it comes to price or terms. But his gadgets are invariably worth the cost.

ST 11 [10]; **DX** 12 [20]; **IQ** 13 [30]; **HT** 12 [20].

Speed 6.00; Move 5.

Dodge 6.

Advantages: Comfortable [10]; Gadgeteer [25]; Gnome (see below) [25]; Literacy [5]; Manual Dexterity +3 [9].

Disadvantages: Greed [-15]; Loner [-5]; Workaholic [-5].

Quirks: Afraid of any animals larger than he is; Drives a very hard bargain; Pays no attention to politics or other local current events; Talks to his tools while hes working; Uncongenial. [-5]

Skills: Armoury-14 [4]; Blacksmith-12 [4]*; Carpentry-17 [1]**; Chemistry-11 [1]; Detect Lies-10 [1/2]; Engineer-18 [14]; First Aid-13 [1]; Jeweler-11 [1]; Knife-11 [1/2]; Leatherworking-17 [1]**; Mechanic (Clockwork)-18 [12]; Merchant-13 [2]; Metallurgy-11 [1]; Research-12 [1]; Tanning-14 [1/2]**; Traps-14 [4]; Weaving-16 [1]**; Woodworking-15 [1]**.

* Includes -2 from ST.

** Includes +4 from Gnome.

Languages: English-11 [1/2]; Gnomish (native)-13 [0].

Equipment: Fully-equipped shop; Knife.

Gnome 25 points

Gnomes have the advantages Longevity [5], Hard to Kill +1 [5], Fatigue +1 [3], DR 1 [3], and Extra Encumbrance [5]. They have a +4 bonus to all craft skills not involving metalworking or engineering [12]. They have the disadvantage Move -1 [-5], and the racial quirks Do not like to live underground, Never forget a favor or injury, and Trim beards close [-3].

GURPS Special Ops

Sergeant Gordon Lachlan 300 points

Age 27; 5'10", 160 lbs.; black hair worn short; brown eyes; dark brown skin; a military man wearing fatigues.

Gordon Lachlan is a U.S. Special Forces weapons and comm specialist. His usual area of operation is Latin America, where he has been involved in supporting various regimes or revolutions. He is an expert at building weapons and communications out of little more than baling wire, duct tape, and a couple of batteries.

Lachlan is a quiet man, who likes nothing more than watching his video collection or poring over his baseball cards. He gets a modest thrill by playing with a lighter and one of his more valuable cards. Whenever possible he attends local baseball card shows, but will only talk to children there, avoiding the card dealers.

ST 11 [10]; **DX** 13 [30]; **IQ** 13 [30]; **HT** 13 [30].

Speed 6.50; Move 6.

Dodge 7; Parry 10 (Brawling).

Advantages: Alcohol Tolerance [5]; Alertness +1 [5]; Ambidexterity [10]; Combat Reflexes [15]; Gadgeteer [25]; Lightning Calculator [5]; Mathematical Ability [10]; Military Rank 1 [5]; Single-Minded [5]; Unfazeable [15]; Versatile [5].

Disadvantages: Curious [-5]; Extremely Hazardous Duty [-20]; Fanaticism (U.S. Military Interests) [-15]; Odious Personal Habit (Interrupts conversations to check out new insights into technical problems) [-5]; Overconfidence [-10]; Workaholic [-5].

Quirks: Collects baseball cards; Enjoys playing the southern hick so others will underestimate him; Talks constantly about retiring to his own houseboat; Very mild pyromania; Watches old episodes of “MacGyver” for the technical trivia. [-5]

Skills: Administration-11 [1/2]; Armoury (Rifles and Handguns)-16 [8]; Armoury (Vehicular Weaponry)-12 [1]; Brawling-14 [2]; Camouflage-14 [2]; Carousing-14 [4]; Carpentry-12 [1/2]; Chemistry-12 [2]; Climbing-13 [2]; Computer Hacking-12 [1/2]*; Computer Operation-12 [1/2]; Cooking-12 [1/2]; Demolition-13 [2]; Driving (Automobile)-12 [1]; Driving (Locomotive)-11 [1/2]; Driving (Tracked)-12 [1]; Electronics (Communications)-17 [8]**; Electronics Operation (Communication)-16 [8]; Engineer (Combat)-18 [10]**; First Aid-14 [2]; Forward Observer-12 [1]; Guns (Light Antitank Weapon)-14 [1/2]†; Guns (Light Automatic)-14 [1/2]†; Guns (Grenade Launcher)-14 [1/2]†; Guns (Pistol)-15 [1]†; Guns (Rifle)-15 [1]†; Intelligence Analysis-12 [2]; Interrogation-12 [1]; Jumping-13 [1]; Knife-14 [2]; Leadership-14 [4]; Leatherworking-12 [1/2]; Lockpicking-11 [1/2]; Mathematics-13 [1/2]*; Mechanic (Gasoline Engine)-18 [12]; Metallurgy-12 [2]; Motorcycle-13 [1]; Netmaking-12 [1/2]; No-Landing Extraction-13 [2]; Nuclear-Biological-Chemical Warfare-13 [2]; Orienteering-14 [4]; Parachuting-13 [1]; Photography-13 [2]; Poisons-10 [1/2]; Research-15 [6]; Riding (Horse)-11 [1/2]; Savoir-Faire (Military)-12 [1/2]; Scrounging-15 [4]; Sex Appeal-11 [1/2]; Sling-10 [1/2]; Spear-13 [2]; Spear Throwing-12 [1/2]; Staff-11 [1]; Stealth-15 [8]; Streetwise-13 [2]; Survival (Desert)-12 [1]; Survival (Jungle)-13 [2]; Survival (Mountain)-15 [6]; Survival (Urban)-12 [1]; Swimming-14 [2]; Tactics-14 [6]; Teaching-12 [1]; Throwing-12 [2]; Traps-14 [4]; Whip-11 [1/2].

* Includes +3 from Mathematical Ability.

** Includes +2 from Mathematical Ability.

† Includes +2 from IQ.

Languages: Afrikaans-13 [2]; English (native)-13 [0]; Portuguese-14 [4]; Spanish-14 [4].

Jonny Copper

75 points

Age 20; 6'1", 160 lbs.; red hair cut short in spikes; green eyes; pale skin with freckles; a young man wearing greasy coveralls.

Jonny Copper builds robots – fast, dangerous, and programmed for various less-than-legal activities. He builds ones that do various boring things too, but he likes the challenge of designing and programming a robot for the unknown variables of a jewelry store heist or kidnapping.

Jonny is completely self-taught and works out of a garage. He often builds his robots for a local gang, but the relationship is strictly business. He doesn't ask, they don't tell. He's hoping his reputation will spread so that other, more challenging projects might come his way.

Jonny is suitable as an NPC for a number of different settings and tech levels where *GURPS Robots* might be used such as *Cyberpunk* or *Reign of Steel* (where he would be located in Zone Washington or Zone London). With modification, he could also work in some *Space* settings as well.

The technician is a product of a technological age. They began appearing as soon as mechanical devices were put to use for security and the automobile could outrun the horse. Many spy agencies employ them in laboratories. Some work for criminal or terrorist organizations. Others work freelance, relying on word of mouth to bring in customers.

ST: 11 [10] **IQ:** 14 [45] **Speed:** 5.25
DX: 11 [10] **HT:** 10 [0] **Move:** 5
Dodge: 5

Languages

English (native)-14 [0].

Advantages

Double-Jointed [5]; Mathematical Ability [10].

Disadvantages

Clueless [-10]; Curious [-5]; Reclusive [-10]; Stuttering [-10]; Trademark (Copper filigree on the body and copper plate on the inside surface of the access panel inscribed "Genuine Copper") [-5].

Quirks

Believes his robots have souls; Cocky; Horrible hangovers; Wakes at least once per night to check on his equipment; Won't go where there's no power outlets. [-5]

Skills

Area Knowledge (Cyberspace)-13 [1/2]; Computer Hacking-15 [2]*; Computer Operation-14 [1]; Computer Programming-15 [1]*; Electronics (Computers)-14 [1]**; Electronics (Cybernetics)-16 [2]**; Electronics Operation (Robotics)-13 [1]; Engineer (Robotics)-17 [6]**; Jeweler-13 [2]; Mathematics-15 [1]*; Mechanic (Robotics)-19 [6]†; Merchant (Specialized robots)-11/17 [1/2]; Metallurgy-13 [2]; Research-18 [10]; Scrounging-15 [2].

* Includes +3 from Mathematical Ability.

** Includes +2 from Mathematical Ability.

† Includes +3 from Double-Jointed.



TRACKER

This was just like any other hunt. He made himself think away the quarry. It did not matter if he were after an antelope, or a bride-to-be; the procedures held. You gathered evidence. Then you acted. You studied, then you performed. If you studied too little, the chances were strong that your actions would also be too late. You had to take time.

– William Goldman's description of
Prince Humperdinck, from *The Princess Bride*

Trackers are those people who search out and return people for profit. They may seek criminals or witnesses. Or they might be battered wives or children of wealthy and powerful men who can't stand to see them slip from their grasp.

Trackers include licensed bounty hunters, unsavory private investigators, dirty cops, and criminals with lots of contacts and investigative ability. They may or may not be lawbreakers themselves, but they work in the underworld and often employ disreputable means to their ends. Even the bounty hunter, technically a servant of the law, has a difficult relationship with law enforcement. His methods are more violent and less controlled than most civilized folk are comfortable with, and the service he provides is one the law would rather not acknowledge they need.

Occasionally, the tracker is allowed to bring a person back dead. Those are the easy assignments. Much more difficult is bringing in a living, and often dangerous, fugitive. For this reason a tracker needs to be expert in the use of restraining devices and non-lethal force more than in the use of heavy weapons. This requirement is also what sets the tracker apart from the more violence-prone templates in *GURPS Warriors*. A tracker survives with a quick hand, a sharp eye, and the wit to stay out of the line of fire.

Design Notes

Attributes: A tracker is normally somewhat stronger than average, and to reflect that we give the template ST 11. Quick hands, quick wits, and a good eye are also critical in such a crisis-prone line of work, so the template has DX and IQ of 12.

Advantages: Included are some advantages to help in reacting to potentially violent situations (Acute Senses, Alertness, Collected, Composed, Combat Reflexes, Danger Sense, Fit) and in finding their prey (Alternate Identity, Contacts, Empathy, Sensitive, Favor, Intuition, Language Talent, Literacy or Semi-Literacy, and Single-Minded). Since a tracker may be a dirty cop, licensed bounty hunter, or PI, we offer Legal Enforcement Powers to reflect governmental permission to point weapons at people. For the illicit kind of tracker, we provide Patron to reflect the backing of a person or criminal organization, and Zeroed for the tracker wanting to avoid being tracked himself. A good Reputation can help one stay in the good graces of society and the law, so we've added that as well.

Disadvantages: Trackers aren't overfull of the milk of

human kindness, so we've included a few anti-social tendencies (Bully, Callous, Delusion, Greed, Intolerance, No Sense of Humor, Obsession, and Stubbornness). Some have a set of ethics they operate by, however, so Code of Honor and Vow are included in this template as well. To round out the list, we've included the ever-popular Enemy and a bad Reputation for those hunters who don't concern themselves much with PR.

Primary Skills: Well, Tracking, of course. For those who stalk their prey on city streets rather than the back country, Shadowing is a must. And if the search is one for information in musty files or online, Research is what you need. A tracker must know his environment, so we've included Area Knowledge. He also needs to be able to find people who don't want to be found, so we've added Interrogation, Research, and Streetwise. Intimidation is a must for bringing targets in with a minimum of shed blood. For those times when a little blood needs shed, a small assortment of combat and weapon skills have also been added.

Secondary Skills: Stealth will come in handy sometimes in this line of work. Also offered is Detect Lies, handy for getting the truth from the untrustworthy people a hunter spends so much of his time chatting with.

Background Skills: To reflect the life of a person living on the wild side, we've included optional skill in Criminology, Fast-Talk, Gambling, Holdout, Fast-Draw, and Carousing. Acting, Disguise, Computer Hacking, and various Languages provide more help in tracking down the prey, and Traps is useful for making a capture from a distance. If bloodhounds or other animals are part of the tracker's arsenal, then Animal Handling will come in very handy.

Tracker 75 points

Attributes: ST 11 [10]; DX 12 [20]; IQ 12 [20]; HT 10 [0].

Advantages: 20 points chosen from Acute Sense (any) [2/level]; Alertness [5/level]; Alternate Identity [5 or 15]; Collected [5] or Composed [5]; Combat Reflexes [15]; Contacts (Police or Street, skill-15, 9 or less, usually reliable) [4]; Danger Sense [15]; Empathy [15] or Sensitive [5]; Favor [Varies]; Fit [5]; Intuition [15]; Language Talent [2/level]; Legal Enforcement Powers [5, 10, or 15]; Literacy [0 or 10] or Semi-Literacy [5]; Patron [Varies]; Reputation (any) [Varies]; Single-Minded [5]; and Zeroed [10].

Disadvantages: A total of -20 points chosen from Bully [-10]; Callous [-6]; Code of Honor (any) [Varies]; Delusion (I'm a cop!) [-5 to -15]; Enemy (any) [Varies]; Greed [-15]; Intolerance (Crooks) [-5]; No Sense of Humor [-10]; Obsession [Varies]; Reputation [Varies]; Stubbornness [-5]; or Vow [Varies].

Primary Skills: One of Tracking, Shadowing, or Research, all (M/A) IQ [4]-13; Area Knowledge (any) (M/E) IQ [1]-12; one of Intimidation, Interrogation, or Streetwise, all (M/A) IQ [2]-12; one of Beam Weapons (any)/TL, Crossbow, or

Guns (any)/TL, all (P/E) DX+2 [4]-14*; and a total of 3 points in Blackjack (P/E), Brawling (P/E), Judo (P/H) and/or Wrestling (P/A).

* Don't forget that IQ 12+ adds 2 to Beam Weapons and Guns skills.

Secondary Skills: The other two (of Tracking, Shadowing, or Research) not taken above, both (M/A) IQ [1]-11; Stealth (P/A) DX-1 [1]-11; and Detect Lies (M/H) IQ-1 [2]-11.

Background Skills: A total of 6 points in Acting, Criminology, Disguise, Fast-Talk, Gambling, Holdout, Merchant, Professional Skill: Law Enforcement, or Traps/TL, all (M/A); Animal Handling, Diplomacy, Intelligence Analysis, Law, and Psychology, all (M/H); Computer Hacking/TL (M/VH); Language (M/varies); Sex Appeal (M/A (HT)); Fast-Draw (any) (P/E); and Carousing (P/A, HT).

Customization Notes

● Berserk and Bloodlust, two popular disadvantages among roguish players, are not appropriate to the Tracker template, as he generally has to “bring 'em back alive.” Those who prefer to bring 'em back dead should look at the Assassin template on p. 16.

● Also in the interest of “bringing 'em back alive,” a tracker with ultra tech will want to take a good look at electrolasers, stunners, and tanglers. Lower tech hunters have fewer options, but those at TL7 will want to investigate the rules for electrical stun guns found in *GURPS High Tech*. Be sure to pack plenty of handcuffs as well.

● Remember that police aren't the only ones who need Legal Enforcement Powers. A bounty hunter's license or a private investigator's license is on the level of Legal Enforcement Powers [5] and should be taken for these character types.

● Players wishing to raise Tracking above 2 points should consider spending those points on Acute Vision instead, as all vision bonuses apply to the skill roll to follow a trail.

Using This Character

This template is easily usable in most campaigns, whether as a PC or NPC, and can provide a good Enemy or antagonist to the party.

GURPS Fantasy

Sir Redwald 195 points

Age 38; 5'10", 165 lbs.; dark brown, straight hair worn shoulder-length; brown eyes; ruddy, tanned skin; a large-nosed barrel-chested man wearing chainmail armor.

Sir Redwald is a knight for hire, willing to track down the enemies of any noble with the money to pay for it. He isn't, however, an assassin. For considerably extra, he will champion his client in a combat of arms against his target.

He'll also track down missing spouses, parents, and children and return them to his client. Sometimes, of course, those “loved ones” don't want to be found. Redwald doesn't care.

He is accorded a great deal of respect because he is a knight, which he uses to his advantage. With the exception of occasionally taking advantage of a target, he follows the typical chivalric code and can be expected to render aid, be courteous, and otherwise act honorably.

ST 13 [30]; **DX** 12 [20]; **IQ** 12 [20]; **HT** 12 [20].

Speed 6.00; Move 6.

Dodge 7; Parry 9 (Brawling); Block 8.

Advantages: Combat Reflexes [15]; Legal Enforcement Powers [15]; Literate [10]; Single-Minded [5]; Status 3 [10]*; Very Wealthy [30].

* Includes one free level from Very Wealthy.

Disadvantages: Code of Honor (As Chivalric, minus the ‘Never take advantage of an opponent’ which Redwald will do in the case of a target) [-10]; Glory Hound [-15]; Greed [-15]; Stubbornness [-5]; Unattractive [-5].

Quirks: Chauvinistic; Considers a well-trained warhorse intellectually superior to most commoners; Constantly fiddles with his weapons; Tries to impress the local girls; Uses his own utensils (including plate and mug), and won't share his food. [-5]

Skills: Acting-11 [1]; Area Knowledge (Ytarria)-14 [4]; Axe/Mace-12 [2]; Blackjack-12 [1]; Brawling-13 [2]; Broadsword-14 [8]; Carousing-11 [1]; Crossbow-14 [4]; Detect Lies-11 [2]; Disguise-11 [1]; Fast-Talk-12 [2]; First Aid-12 [1]; Flail-12 [4]; Gambling-11 [1]; Heraldry-11 [1]; Interrogation-14 [6]; Intimidation-12 [2]; Knife-13 [2]; Lance-14 [8]; Merchant-11 [1]; Research-11 [1]; Riding (Horse)-14 [8]; Sex Appeal-11 [1]; Shadowing-12 [2]; Shield-14 [4]; Stealth-11 [1]; Streetwise-12 [2]; Swimming-12 [1]; Tactics-10 [1]; Tracking-13 [4]; Traps-11 [1].

Languages: English (native)-12 [0].

Equipment: Cavalry Horse; Mace (cr 2d+2); Blackjack (cr 1d); Thrusting bastard sword (cut 2d, imp 1d+2); Crossbow (imp 1d+4); Flail (cr 2d+3); Dagger (imp 1d-1); Lance (imp 1d+3); Medium Shield (PD 3); Chainmail suit (PD3 (1 vs. impaling), DR 4 (2 vs. impaling)).

GURPS Time Travel

Wing Chen 200 points

Age 41; 5'9", 145 lbs.; black, straight hair worn shoulder-length; brown, almond-shaped eyes; golden skin; an Asian man wearing clean slacks, shirt, and tie.

Wing Chen pursues criminals and runaways who have fled to alternate worlds. He has a few worlds that are areas of specialty, but for the most part he'll go to any world that Infinity Unlimited will allow him to visit. He has made friends in a number of worlds and has contacts or favors owed from a number of policemen and criminals in a wide variety of places. He fell in love with a blind woman of Ming-3 named Jiang Li. Her gentle spirit and humor appealed to him as few women from Earth had ever done and eventually Chen found himself engaged to the woman. The engagement proves to be a long one, as he is still trying to figure out exactly what to do.

Chen has also found himself pursued and threatened by a mysterious adversary. He suspects the person may be from Centrum, but why the agent wants to mess with his simple missing persons investigations, he doesn't know.

ST 11 [10]; **DX** 12 [20]; **IQ** 14 [45]; **HT** 10 [0].

Speed 5.50; Move 6.

Dodge 5; Parry 7 (Judo).

Advantages: Composed [5]; Contact (Police in Bizarro, skill-15, available on 9 or less, usually reliable) [4]; Contact (Police in Caliph, skill-18, available on 6 or less, somewhat reliable) [2]; Contact (Police in Ming-3, skill-21, available on 6 or less, completely reliable) [6]; Contact (Street in Shikaku-Mon, skill-18, available on 6 or less, usually reliable) [2]; Favor (Ally Group on Bizarro, available on 6 or less) [2]; Favor (Ally on Ming-3, available on 6 or less) [1]; Favor (Patron on Caliph, 9 or less) [3]; Favor (Police Contact in Shikaku-Mon, skill-21, available on 6 or less, usually reliable) [1]; Favor (Street Contact in Roma Aeterna, skill-18, available on 6 or less, usually reliable) [1]; Legal Enforcement Powers (PI's License) [5]; Reputation +1 (As good bounty hunter, to alternate reality travelers) [2]; Single-Minded [5]; Unusual Background (Alternate world travel) [20]; Wealthy [20].

Disadvantages: Callous [-6]; Code of Honor (Deliver the goods if at all possible) [-5]; Dependent (Fiancee, loved one, 6 or less) [-16]; Enemy (Unknown, 6 or less) [-8]; Stubbornness [-5].

Quirks: Broad-minded; Dislikes snakes; Overtips, and always gives something to beggars; Takes the stairs instead of an elevator unless there's no other way or it's more than 30 floors; Tries to find a cure for Jiang Li's blindness on every alternate world he travels to. [-5]

Skills: Accounting-11 [1/2]; Acting-14 [6]*; Area Knowledge (Bizarro)-13 [1/2]; Area Knowledge (Caliph)-13 [1/2]; Area Knowledge (Ming-3)-14 [1]; Area Knowledge (Shikaku-mon)-13 [1/2]; Blackjack-12 [1]; Carousing-8 [2]*; Computer Hacking/TL8-10 [1/2]; Computer Hacking/TL7-11 [1]; Computer Operation/TL8-13 [1/2]; Computer Operation/TL7-13 [1/2]; Cooking-17 [6]; Criminology-13 [1]; Darts-11 [1/2]; Detect Lies-13 [2]; Diplomacy-14 [8]*; Disguise-13 [1]; Driving (Car)-10 [1/2]; Fast-Draw (Pistol)-12 [1]; Fast-Talk-13 [4]*; First Aid-13 [1/2]; Forensics-13 [2]; Forgery-11 [1/2]; Gesture-14 [1]; Guns (Pistol)-16 [4]; Hiking-8 [1/2]; Holdout-12 [1/2]; Intelligence Analysis-11 [1/2]; Interrogation-15 [4]; Intimidation-14 [1]**; Judo-11 [2]; Karate-10 [1]; Law-13 [2]; Lockpicking-14 [2]; Mechanic-12 [1/2]; Merchant-12 [2]*; Motorcycle-11 [1/2]; Naturalist-13 [2]; Parachronic Operation-16 [6]; Psychology-12 [1]; Research-16 [6]; Running-8 [1]; Savoir-Faire-14 [0]*; Scrounging-14 [1]; Sex Appeal-9 [4]*; Shadowing-14 [2]; Stealth-11 [1]; Streetwise-13 [1]; Tracking-13 [1].

* Includes -2 from Callous.

** Bought up from Acting default.

Languages: English (native)-14 [0]; Japanese-13 [1]; Ming-3 Chinese-13 [1].

GURPS Horror

Seth Hudson-Jones 100 points

Age 30; 5'10", 140 lbs.; a square-jawed man with a sandy-brown crew cut, hazel eyes and a nose that's been punched a time or two too often; normally dressed in a rumpled brown

suit, battered black fedora and black trench coat, and wearing a couple days' worth of chin stubble.

Seth's a good gumshoe. He's observant, patient, and knows the streets. He's a decorated war hero, too. Not that it matters anymore, what with the Kaiser slapped into place. The truth is, Seth would be sittin' pretty if it weren't for his one fatal flaw – he's a booze hound.

Seth blames it on the Great War. He says he saw things he doesn't want to remember. There were the usual atrocities of war in the trenches, of course, but there was one night in southern France when he encountered a Thing that didn't make sense . . . Yeah, laugh if you want to, but there are more things, Horatio . . .

He used to have a nifty little camera for use in surveillance work, but it got smashed in the course of his last job. The employer for the job in question was unfortunately offed before Seth could charge him for the expense. Seth thinks he knows who offed the guy, and why, but he's decided that discretion is the better part of valor in this case.

Seth is designed to be a PC in a 100-point *GURPS Horror* campaign set in 1920s Chicago. It wouldn't take much in the way of effort to translate him to *GURPS Cliffhangers* or a more modern setting, however. Just remember that when Prohibition ends, the cost of his Alcoholism disadvantage becomes -15 points.

ST 11 [10]; **DX** 12 [20]; **IQ** 12 [20]; **HT** 11 [10].

Speed 5.75; Move 5.

Dodge 5; Parry 9 (Brawling).

Advantages: Intuition [15]; Legal Enforcement Powers (PI License) [5]; Reputation +3 (As a reliable information gatherer, to lawyers, 10 or less) [2]; Single-Minded [5].

Disadvantages: Alcoholism [-20]; Code of Honor (Gumshoe's: Be polite to ladies, keep yer nose clean, don't shoot anybody that isn't really askin' for it, don't stool out on your employer) [-5]; Greed [-15]; Reputation -2 (As a man who talks to the wrong kind of coppers, to crooks, 10 or less) [-2].

Quirks: Avoids all things French (food, liquor, people, etc.); Calls women he's attracted to "kid," but calls actual kids "squirt"; Distrusts all authority; Hand rolls all his cigarettes, especially when worried or confused; Mixes Shakespeare and noir-speak indiscriminately. [-5]

Skills: Appreciate Beauty (Liquor)-8/14 [1]; Area Knowledge (Chicago)-13 [2]; Brawling-14 [4]; Carousing-12 [4]; Criminology-12 [2]; Detect Lies-12 [4]; Diplomacy-11 [2]; Fast-Draw (Pistol)-12 [1]; First Aid-11 [1/2]; Guns (Pistol)-16 [4]*; Holdout-12 [2]; Intimidation-13 [4]; Literature (Shakespeare)-8/14 [1/2]; Photography-12 [2]; Psychology-9 [1/2]; Research-14 [6]; Savoir-Faire-11 [1/2]; Sex Appeal-10 [1]; Shadowing-16 [10]; Stealth-12 [2]; Streetwise-14 [6]; Tracking-11 [1].

* Includes +2 from IQ.

Equipment: S&W Military & Police revolver, .38 Special (Cr 2d-1, SS 10, Acc 2, 1/2D 120, Max 1,700, Wt 2.1, RoF 3~, Shots 6, St 8, Rcl -1); shoulder holster; watch; flashlight with batteries; suit of well-worn clothes; hip flask full of whiskey.

Eulogia "Gia" Cruzan

100 points

Age 24; 5'6", 135 lbs; dark brown, wavy hair worn long; brown eyes; light brown skin; a muscular woman in a Patrol uniform.

Eulogia "Gia" Cruzan is a member of the Patrol whose special duty is to pursue dangerous fugitives. Gia does so with relish, finding the best and brightest locals to assist her in her investigations. She has a lot of freedom to ignore local laws and customs, but answers to a very strict Patrol code, which keeps her from going too far overboard.

It hasn't, however, kept her strictly legal. A couple of years ago, she was contacted about using her talents and influence during some vacation time to locate a girl whose father had "kidnapped" her from her mother. Gia had worked with the locals on the planet he'd run to before, and didn't bother to mention this time that the case wasn't official and that the father wasn't really dangerous. The payoff was quite lucrative. And if the father was really the better parent to have custody, it was the court's fault and not hers that he didn't have it.

Now Gia does a few such jobs a year, sometimes in conjunction with an official investigation and sometimes during her time off. So far she's avoided getting called on the conflict of interest.

Gia is designed as a possible PC or NPC encounter in a *GURPS Space* setting. She would work well in a *GURPS Traveller* setting as well with only a few adjustments to her language skills. Gia could function as either a Contact or an Enemy.



She has a lot of freedom to ignore local laws and customs, but answers to a very strict Patrol code, which keeps her from going too far overboard.

Advantages

Alertness [5]; Alternate Identity: Legal [5]; Contact (Street, skill-15, available on 6 or less, usually reliable) [2]; Legal Enforcement Powers [10]; Legal Immunity [5]; Patron (Patrol, 6 or less) [15].

Disadvantages

Bully [-10]; Duty (Patrol, 9 or less) [-5]; Intolerance (Crooks) [-5]; Odious Personal Habit (Authoritarian) [-5]; Secret (Using her legal powers to moonlight) [-20]; Stubbornness [-5].

Quirks

Dislikes races and cultures which are more advanced than humans; Has a tendency toward compulsive gambling; Nervous stomach; Proud of her Spanish heritage; Wears gloves when possible, and when not, is careful to not leave fingerprints. [-5]

Skills

Acting-11 [1]; Area Knowledge (Sector)-13 [2]; Beam Weapons-16 [4]; Computer Hacking-9 [1]; Computer Operation-11 [1/2]; Criminology-12 [2]; Detect Lies-12 [4]; Diplomacy-9 [1/2]; Disguise-10 [1/2]; Driving (Groundcar)-11 [1]; Electronics Operation (Sensors)-10 [1/2]; Fast-Draw (Pistol)

-11 [1]; Fast-Talk-11 [1]; First Aid-11 [1/2]; Forensics-10 [1]; Gambling-11 [1]; Holdout -11 [1]; Interrogation-12 [2]; Intimidation-12 [2]; Judo-12 [4]; Law-11 [2]; Photography -10 [1/2]; Piloting (Small Spaceship)-10 [1/2]; Professional Skill: Law Enforcement -13 [4]; Research-12 [2]; Running-8 [1/2]; Shadowing-13 [4]; Stealth-12 [2]; Streetwise-12 [2]; Tactics -11 [2]; Tracking-11 [1].

Languages

Fasanni-11 [1]; Galactic Common (native)-12 [0]; Old Spanish-11 [1].

ST: 11 [10] **IQ:** 12 [20] **Speed:** 5.75
DX: 12 [20] **HT:** 11 [10] **Move:** 6
Dodge: 5 **Parry:** 8 (Judo)

TRAMP

Not all who wander are lost.
— J.R.R. Tolkien

Tramp. Hobo. Vagabond. Gypsy. Wanderer. Rover. Voyager. Wayfarer. Explorer. Whatever the name we give him, the tramp is the one drawn to seek other horizons, enticed by the promise of the unseen world. Some label themselves philosophers, poets, pilgrims, or explorers. Others are wandering beggars, living on the generosity of strangers. Some are itinerant laborers or peddlers with a few wares to sell from town to town. A few are devout believers, sharing their religion in their travels. The dust of other places is on their boots, the colors of other worlds in their minds, and the sound of other lands in their voices.

Tramps have been exploring the world from time immemorial. Maps and travelogues bear their signatures. Rivers, cities, and even nations bear their names. In religious services the world over, their names are spoken in reverence as saints and missionaries, the bringers of truth.

Yet, for all the romance we attach to them, there is also fear of the stranger. They are foreigners, possibly spies, thieves, or dangerous renegades. Their behaviors are peculiar, their morality questionable. And they trample upon our cherished customs. Worse yet, they may fill those to whom they speak with a vague longing, a restlessness for the open road. Children may follow the Pied Piper, and leave the villagers alone in the dreary sameness of their settled lives.

Design Notes

Attributes: Tramps must be good with their hands, so we give DX 12. They must also be in good physical condition, so we put ST and HT at 11.

Advantages: Tramps often must make a good impression in a variety of social situations (Alcohol Tolerance, Appearance, Charisma, Claim to Hospitality, Cultural Adaptability, Language Talent, Pitiable, and Sanctity) and handle the unexpected with aplomb (Collected, Composed, Common Sense, Danger Sense, and Versatile). Their wanderings often give them certain physical advantages (Extra Fatigue, Fit, Very Fit, and G-Experience). Zeroed represents the lack of information that one nation's or planet's databanks may have on a foreigner. Lastly, one type of person who frequently takes to the wandering life for a while before the duties of life overtake him is the Heir.

Disadvantages: There are a number of reasons why a character may seek other horizons, and we include a list of these (Amnesia, Compulsive Behavior (Wanderlust), Curious, Disciplines of Faith, Disowned, Loner, Short Attention Span, Weirdness Magnet, Xenophilia, and several physical disadvantages likely to limit his ability to work). We also list a number of disadvantages to represent the character out of his cultural element (Clueless, Odious Personal Habit, Primitive, and Social Stigma). Stuttering can be used to represent actual stuttering or a character whose native language or physiology

is so different that it makes speaking the local tongue difficult in the extreme. Finally, we list a few disadvantages common to many hobos and wandering beggars (Age, Alcoholism, Appearance, Illiteracy, Semi-Literacy, Innumerate, Poverty, Status, and Uneducated).

Primary Skills: Here we list a selection of skills for letting the tramp travel, ranging from on foot (Hiking) to plane or space ship (Piloting) and everything in between.

Secondary Skills: This is where we place the tramp's "profession." The tramp may need some way to make a little money or do some bartering for the necessities while traveling (Artist, Bard, Fast-Talk, Fortune Telling, Gambling, Juggling, Merchant, Musical Instrument, Panhandling, Performance, Pickpocket, Sex Appeal, Singing, Sleight of Hand, and Ventriloquism). It is also possible that the wanderer is studying some field or another on his travels (History, Linguistics, Paleontology, Philosophy, and Prospecting), proselytizing (Teaching and Theology), or traveling in order to produce something (Cartography, Photography, Poetry, and Writing). Also, vagabonds should have some idea how to get around, so we offer several skills in this area.

Background Skills: Bars and taverns throughout the world and in fiction have hosted wanderers, so it stands to reason that he might need to know how to handle his liquor (Carousing). The tramp might also have picked up other Languages on his travels. The hiker may find some use for some other outdoor modes of travel (Climbing, Running, Skiing, and Swimming), and any rover may find some methods of keeping himself and his belongings safe, fed, and healthy (Cooking, First Aid, Fishing, Herbalist, Meditation, Meteorology, Mimicry (Animal Sounds or Bird Calls), Naturalist, Scrounging, Streetwise, Survival (any), Tracking, Traps, Veterinary, and combat/weapon skills).

Tramp 60 points

Attributes: ST 11 [10]; DX 12 [20]; IQ 10 [0]; HT 11 [10].

Advantages: Spend 25 points on your choice of Alcohol Tolerance [5]; Appearance [Varies]; Charisma [5/level]; Claim to Hospitality [1-10]; Collected [5] or Composed [5]; Common Sense [10]; Cultural Adaptability [25]; Danger Sense [15]; Extra Fatigue [3/level]; Fit [5] or Very Fit [15]; G-Experience [10]; Heir [5]; Language Talent [2/level]; Pitiable [5]; Sanctity [5]; Versatile [5]; and Zeroed [10].

Disadvantages: Spend -25 points on Age [-3/level]; Alcoholism [-15/-20]; Amnesia [-10/-25]; Appearance [Varies]; Bad Smell [-10]; Clueless [-10]; Compulsive Behavior (Wanderlust) [-10]; Curious [-5 to -15]; Cyber-Rejection [-10/-25]; Disciplines of Faith [Varies]; Disowned [-5/-15]; Illiteracy [-10] or Semi-Literacy [Varies]; Innumerate [-1/-5/-10]; Loner [-5]; Missing Digit [-2/-5]; Odious Personal Habit [-5 to

-15]; One Arm [-20]; One Eye [-15]; One Hand [-15]; Poverty [Varies]; Primitive [-5/level]; Short Attention Span [-10]; Social Stigma [-5 to -20]; Status [-5/level]; Stuttering [-10]; Uneducated [-5]; Weirdness Magnet [-15]; and Xenophilia [-5/-15].

Primary Skills: Spend 8 points in your choice of Boating (P/A); Driving/TL (Any) (P/A); Hiking (P/A(HT)); Motorcycle/TL (P/E); Piloting/TL (Any) (P/A); Riding (P/A); Seamanship/TL (M/E); and Teamster (M/A)*.

*Requires Animal Handling.

Secondary Skills: Spend 4 points in Artist (M/H); Bard (M/A); Cartography (M/A); Fast-Talk (M/A); Fortune Telling (M/A); Gambling (M/A); History (M/H); Juggling (P/E); Linguistics (M/VH); Merchant (M/A); Musical Instrument (M/H); Paleontology (M/H); Panhandling (M/E); Performance (M/A); Philosophy (M/H); Photography/TL (M/A); Pickpocket (P/H); Poetry (M/A); Prospecting (M/A); Scrounging (M/E); Sex Appeal (M/A(HT)); Singing (P/E(HT)); Sleight of Hand (P/H); Teaching (M/A); Theology (M/H); Ventriloquism (M/H); and Writing (M/A). Spend 2 points in Area Knowledge (M/E); Astrogation/TL (M/var); Aviation/TL (M/A); Navigation/TL (M/H); Orienteering/TL (M/A); and Sailor/TL (M/A).

Background Skills: Spend 6 points in Carousing (P/A(HT)); Climbing (P/A); Cooking (M/E); First Aid/TL (M/E); Fishing (M/E); Herbalist (M/A); Language (M/var); Meditation (M/VH); Meteorology/TL (M/A); Mimicry (Animal Sounds or Bird Calls) (P/H(HT)); Naturalist (M/H); Running (P/H(HT)); Skiing (P/H); Streetwise (M/A); Survival (M/A); Survival (Urban) (M/A); Swimming (P/E); Tracking (M/A); Traps/TL (M/A); Veterinary/TL (M/H); any combat/weapon skill; or any of the secondary skills.

Customization Notes

● Players of the more intellectual character types will want to put points into raising IQ.

● While several performance skills are listed, this template is more intended for creating wanderers who may have some small skills in performance to barter for their supper. The Bard template (p. 20) should be used for a more competent wandering performer.

Using This Character

This template is intended for a 100-point PC in any setting. It is also useful for making Allies and other NPC encounters. By reducing points spent in Advantages, an NPC of 25 to 75 points can be generated.

GURPS Martial Arts

Wu Gan

100 points

Age 22; 4'9", 90 lbs.; short, straight, glossy black hair; brown, almond-shaped eyes; dark golden skin; a small Asian person wearing clothes typical of a Renaissance European man.

Wu Gan was born Wu Lien. As a girl, she was brought to the Shaolin Temple to become a nun there. But the

settled life of the temple did not appeal to her, though she enjoyed the training. After some years there, her wanderlust got the better of her and she fled east to the nearby city of Zhengzhou, disguised as a young man.

There "he" met some Arab traders and joined their caravan, using the name Wu Gan. In Italy, they parted ways, and Gan has been wandering Europe ever since, making "his" way by selling small watercolor paintings and performing simple labor. As few people have ever met anyone from as exotic a locale as China, Gan's paintings generally sell quite well, even though they aren't of the best quality.



ST 11 [10]; DX 12 [20]; IQ 11 [10]; HT 11 [10].

Speed 5.75; Move 5.

Dodge 5; Parry 8 (Judo).

Advantages: Charisma +1 [0]*; Cultural Adaptability [25]; Language Talent +2 [0]*; Serendipity [15].

* Free from Cultural Adaptability.

Disadvantages: Disciplines of Faith (Buddhist) [-5]; Honesty [-10]; Secret (Is really a female) [-5]; Social Stigma (Foreigner) [-5]; Status -1 [-5]; Struggling [-10].

Quirks: Doesn't talk much and uses short simple words when she does; Humble; Imaginative; Seeks out travelers' tales; Wanderlust. [-5]

Skills: Acrobatics-9 [1/2]; Appreciate Beauty-9 [1]*; Area Knowledge-13 [2]*; Artist-13 [8]; Boating-12 [2]; Cooking-10 [1/2]; Fast-Talk-12 [2]*; Hiking-12 [4]; Judo-12 [4]; Karate-12 [4]; Meditation-11 [8]; Philosophy (Buddhism)-11 [4]; Riding (Horse)-12 [2]; Staff-9 [1/2]; Stealth-10 [1/2]; Survival (Mountains)-10 [1]; Theology (Buddhism)-7/13 [1/2].

* Includes +1 from Cultural Adaptability.

Languages: Arabic-10 [1/2]*; French-11 [1/2]*; German -11 [1/2]*; Italian-11 [1/2]*; Mandarin (native)-13 [0]*; Spanish-11 [1/2]*.

* Includes +2 from Language Talent.

Maneuvers (Shaolin Kung Fu): Arm Lock-14 [1]; Feint (Karate)-14 [2]; Jump Kick-10 [1]; Kicking-11 [1]; Spin Kick-12 [2]; Spinning Punch-11 [1].

GURPS Atomic Horror

Zach Danforth

100 points

Age 22; 5'10", 160 lbs.; dark brown curly hair; gray eyes; tanned skin; a fit younger man, in a charcoal gray suit.

Zach is a UFOlogist, inspired by an encounter with a flying saucer a few years ago when he crashed his car while pursuing it at high speeds. Zach lost the pinky and ring finger of his left hand, but claims it was worth it for the (very blurred and grainy) footage of the UFO he got.

He now follows UFO sightings around the country, hauling out his mysterious collection of "detectors" and interviewing witnesses. He hardly fits the typical image of the wild-eyed UFO nut however, being neat, trim, courteous, and generally unexcitable.

Tramps have been exploring the world from time immemorial. Maps and travelogues bear their signatures. Rivers, cities, and even nations bear their names. In religious services the world over, their names are spoken in reverence as saints and missionaries, the bringers of truth.

ST 11 [10]; DX 12 [20]; IQ 12 [20]; HT 11 [10].

Speed 5.75; Move 5.

Dodge 5.

Advantages: Attractive [5]; Composed [5]; Sanctity [5]; Very Fit [15].

Disadvantages: Extremely Curious [-10]; Missing Digit (2 Fingers) [-4]; Weirdness Magnet [-15].

Quirks: Gives money to panhandlers and stops to help strangers; Good listener; Names and talks to his cars (the current one is Edith); Smiles when angry or annoyed; Will pick up any hitchhiker he sees. [-5]

Skills: Area Knowledge (U.S.)-12 [1]; Cartography (TL) -10 [1/2]; Chemistry-9 [1/2]; Climbing-11 [1]; Conspiracy Theory-10 [2]; Cooking-11 [1/2]; Detect Lies-9 [1/2]; Diplomacy-9 [1/2]; Driving (Car)-12 [2]; Electronics (Sensors)-9 [1/2]; Electronics Operation (Sensors)-10 [1/2]; Fast-Talk-10 [1/2]; Geology-10 [1]; Hidden Lore (UFO Lore)-13 [4]; Hiking-12 [4]; Hypnotism-10 [1]; Interrogation-10 [1/2]; Mathematics-9 [1/2]; Mechanic (Gasoline Engine)-10 [1/2]; Metallurgy-10 [1]; Meteorology-11 [1]; Motorcycle-13 [2]; Naturalist-10 [1]; Occultism-11 [1]; Orienteering-13 [4]; Photography-12 [2]; Psychology-10 [1]; Research -13 [3 1/2]*; Science!-8 [1/2]; Tracking-11 [1]; Typing -11 [1/2]; Writing-13 [4].

* Bought up from Writing default.

Equipment: Geiger counter; various and sundry mysterious home-built "detectors" (alien ray detector, telepathic contact detector, etc.); various cameras; sea-mist green 1949 Ford four-door sedan ("Edith").

GURPS Cliffhangers

Scott, just Scott

125 points

Age 52; 5'10", 145 lbs.; salt-and-pepper hair worn long and generally ungroomed; blue eyes; tanned, weathered skin; full beard and mustache; a ragged bum wearing patched clothes and carrying a small knapsack.

Scott is a hobo who has traveled over the entire U.S. He's not the brightest person in the world, but he has a remarkable memory, which helps since he could never quite grasp the symbology involved in reading and writing. He's managed to learn the picture-symbols that the hoboes use, and that helps him get by.

He usually catches a train as it's slowed down through a town, but he also hikes, or even hitchhikes. He'll take charity and usually goes looking for the missions in cities, where he can't help but absorb some of the religious teachings that are often passed out with the food. In areas without missions, he'll panhandle or, if necessary, do a bit of manual labor for his keep. If desperate, he may turn to petty theft.

He's absorbed bits of information about a lot of things in his travels and those who take him in will find him full of interesting stories.

Some time ago he began to get the feeling that someone was watching him. So far as he can tell, they're not out to either harm or help him, but he's still convinced that "They" are there just out of sight.

ST 11 [10]; DX 12 [20]; IQ 9 [-10]; HT 11 [10].

Speed 5.75; Move 6.

Dodge 5; Parry 8 (Brawling).

Advantages: Common Sense [10]; Eidetic Memory [30]; Pitiable [5]; Zeroed [10].

Disadvantages: Age (52) [-6]; Dyslexia [-15]; Odious Personal Habit (Unkempt) [-5]; Poor [-15].

Quirks: Believes "They" are watching him, but who "They" are, he won't say; Careful; Considers carbonated drinks to be poison; Likes to tell engaging and folksy stories at any opportunity, "My mama didn't raise no fools. Well, she did, but I don't like to talk about my brother that way"; Won't tell his first, or perhaps it's his last, name, and can't stand to be called "Scotty." [-5]

Skills: Animal Handling-8 [1]; Area Knowledge (U.S.)-17 [8]; Astronomy-7 [1/2]; Bard-10 [2]; Brawling-13 [2]; Carousing-9 [1/2]; Carpentry-9 [1/2]; Climbing-11 [1]; Cooking-15 [6]; Detect Lies-6 [1/2]; Diplomacy-8 [1]; Fast-Talk-12 [4]; Filch-10 [1/2]; First Aid-10 [1]; Fishing-11 [2]; Gesture-9 [1/2]; Heraldry (Hobo symbols) -10 [2]; Hiking-14 [16]; Lifting-12 [8]; Merchant-9 [1]; Meteorology-10 [2]; Naturalist-9 [2]; Panhandling-14 [2]*; Philosophy-7 [1/2]; Psychology-8 [1]; Running-9 [1]; Scrounging-17 [8]; Stealth-11 [1]; Streetwise-9 [1]; Survival (Mountains)-10** [1]; Survival (Plains)-12 [4]; Survival (Urban)-10 [2]; Swimming-12 [1]; Teaching-8 [1/2]; Theology-8 [1].

* Includes +3 from Pitiable.

** Bought up from Survival (Plains) default.

Guy Munro

150 points

Age late 40s; 6'1", 190 lbs.; curly red-blond hair worn long and scraggly; watery blue eyes; brown skin; an unkempt man with a constant bemused look.

Guy Munro is an enigma. He wandered into a homeless shelter in Juneau a few years back with no memory of his name or past and no identification. The authorities ran his prints through the databases, but there is no history of him at all. As the shelter worked with him, they discovered he had a deep knowledge of things botanical and was a big fan of organic gardening as an answer to food shortages. He also had a disturbingly great knowledge of Wiccan theology, though if he was a practitioner or priest, all passion for the religion seems to have gone with his memory. They suspect that some of his reasoning ability may have gone with it as well, as he shows signs of having been highly educated. The reason for his chip slot and elastic face are as mysterious as the rest of him.

After recovering enough of his memory to feel he could make a difference, he took the name Guy Munro and decided to make the best of his remaining time, going from town to town and showing people a better life through ecologically sustainable gardening. He's also more than willing to do simple manual labor in exchange for food or lodging.

People are understandably suspicious of him, but his down-to-earth personality, natural charisma, and passion for his work generally warms them up after a while. A few, however, remain convinced that he is some sort of spy.

This character is usable in a *GURPS Cyberpunk* or *Transhuman Space* game as a mysterious NPC encounter. He might also be suitable as a PC in the right campaign. Amnesia allows a GM to assign -30 points of secret disadvantages, such as Enemy, Berserk, or even Split Personality. Depending on those chosen, Guy could be a friend or a secret foe. He will also work well in other Cyberpunk settings with little modification. Lastly,

replacing his cyberwear with a super advantage or with a magic knack or two and his Theology specialty with one appropriate to the game world can make him an excellent choice for a *Supers* or *Fantasy* game.

ST: 11 [10] **IQ:** 10 [0] **Speed:** 5.75
DX: 12 [20] **HT:** 11 [10] **Move:** 5
Dodge: 5



Advantages

Charisma +2 [10];
Common Sense [10];
Cyberwear (Elastic Face) [15]; Zeroed [10].

Disadvantages

Amnesia [-10];
Poor [-15].

Quirks

A persistent advocate of organic gardening; Believes processed food is at best worthless and probably bad for you; Fears suffocation; Occasionally pauses mid-sentence and then can't remember what he was saying; Only uses cash. [-5]

Skills

Agronomy-14 [10];
Bard-12 [2]*; Botany-13 [10]; Climbing-10 [1/2]; Cooking-11 [2]; Ecology-13 [10]; First Aid-10 [1]; Gardening-15 [10]; Herbalist-11 [6]; Hiking-13 [8]; Leadership-11 [1]*; Meteorology-10 [2]; Naturalist-12 [8];

Orienteering-10 [2]; Scrounging-9 [1/2]; Survival (Forest)-9 [1]; Survival (Mountains)-9 [1]; Teaching-14 [10]; Theology (Wicca)-12/18 [10].

* Includes +2 from Charisma.

Languages

English (native)-10 [0].

Equipment

Chip slot; Shoulder bag with various seeds.



Guy Munro is an enigma. He wandered into a homeless shelter in Juneau a few years back with no memory of his name or past and no identification. The authorities ran his prints through the databases, but there is no history of him at all.

TREASURE HUNTER

So forget any ideas you've got about lost cities, exotic travel, and digging up the world. We do not follow maps to buried treasure, and 'X' never, ever marks the spot.

– Indiana Jones, in "The Last Crusade"

The world is full of wonders – tombs full of treasure of the dead, lost cities, sunken ships, and fossils of an age never witnessed by man. The treasure hunter finds these wonders, boxes them up, and sells them to the highest bidder. Sometimes acquiring them involves cheating and stealing from other treasure hunters, or genuine scientific expeditions.

The unscrupulous treasure hunter is usually motivated by two things – ego and greed. He wants to be the first, the best, and the richest. He doesn't care who he walks over to get to the goods, what damage he might be doing to the field of scientific inquiry by removing valuable artifacts from the public eye, or what his buyers' motivations or plans are for the antiquities he's delivering.

The rogue archaeologist or paleontologist may have a web of contacts among the criminal element, making use of thieves to steal maps, notes, or small items, and smugglers to slip the goods over the border. Others prefer to do their own dirty work, perhaps because they've been cheated by one too many of their criminal "cohorts." The seafaring recovery man must rely more often on a vessel crew to back him up, and does well to handpick men whose loyalty can be assured. But regardless of how he runs the criminal side of his business, the treasure hunter must have the scientific skills and research to make his finds in the first place. While we picture the life of such a person being filled with adventure and danger, much of the time is spent poring over old manuscripts and maps and in searching prospective sites with disappointing results.

Design Notes

Attributes: The rogue treasure hunter must be intelligent to make it in a demanding scientific field and to outwit fellow hunters, so we give him IQ 12. He must also be agile and handy in order to avoid or disarm ancient traps, or the security systems set up by his rivals, so we assign DX 12.

Advantages: The treasure hunter often has an uncanny knack for figuring out where he is or where his goal is. We use 3D Spatial Sense, Absolute Direction, Intuition, Luck, and Serendipity to represent these abilities. He must also be aware of danger and able to cope with the frightening or unusual, so we offer Acute Senses, Alertness, Collected, Composed, Danger Sense, Fearlessness, Single-Minded, and Unfazeable. His social, scientific, and criminal connections are represented through Ally, Ally Group, Contacts, and Patron. The treasure hunter is often well-educated, even in societies where literacy is not the norm, flexible, and well-to-do (Literacy, Versatile, and Wealth). Finally, there are physical abilities that may aid his survival in the field (Breath-Holding, Disease-Resistant, Double-Jointed, G-Experience, Resistant to Poison, and Hard to Kill).

Disadvantages: The motivation for turning to less savory deals in the treasure hunting business are generally related to Greed or ego (Glory Hound, Jealousy, Obsession, Overconfidence, Self-Centered, and Selfish), but on rare occasions the treasure hunter may be under the control of a wealthy antiquities collector (Duty or Involuntary Duty). If his dirty dealing isn't a Secret, the rogue may have gained the enmity of his fellows (Enemy and Reputation) or even of the spirit world (Divine Curse). Finally, a life of glorified theft may have its own impact on his psyche. The treasure hunter may become Callous to his colleagues or he may begin to suffer various Delusions (If there is a legend of a curse around a place he looted or an antiquity he stole, the Delusion that he has been cursed may be especially appropriate).

Primary Skills: Treasure hunting, whether motivated by greed or genuine scientific inquiry, rests firmly upon Research, so we require this skill. Likewise, the treasure hunter is usually a scientist (Archaeology, Architecture, Geology, Paleontology, and Xenology), a simple thief (Area Knowledge, Escape, Lockpicking, and Traps) or a seafaring recovery man (Scuba and Swimming).

He wants to be the first, the best, and the richest. He doesn't care who he walks over to get to the goods, what damage he might be doing to the field of scientific inquiry by removing valuable artifacts from the public eye, or what his buyers' motivations or plans are for the antiquities he's delivering.

Secondary Skills: Since his money is made in selling his recovered goods, Merchant skill is a must. Some outdoor skills come in handy out in the field (Climbing, Meteorology, Naturalist, Navigation, Orienteering, and Survival). Other scientific and academic skills round out the treasure hunter's repertoire (Appreciate Beauty, Cartography, Cryptanalysis, Hidden Lore, History, History (Esoteric), Languages, Linguistics, Literature, Occultism, Picture-Writing, Planetology, Teaching, Thanatology, Theology, and Writing).

Background Skills: The treasure hunter may find some people skills useful (Diplomacy and Fast-Talk). For breaking into digs and dealing with criminal contacts, a number of less legal skills may appear (Disguise, Electronics Operation (Security Systems), Holdout, Pickpocket, Poisons, Stealth, and Streetwise). Demolition works well for those with less patience. Lastly, transporting himself and his goods (Riding, Swimming, Teamster, and vehicle skills) and defending himself (combat/weapon skills) are both possible priorities.

Treasure Hunter

70 points

Attributes: ST 10 [0]; DX 12 [20]; IQ 12 [20]; HT 10 [0].

Advantages: Spend 15 points in 3D Spatial Sense [10] or Absolute Direction [5]; Academic Status [5/level]; Acute Taste/Smell [2/level]; Acute Vision [2/level]; Alertness [5/level]; Ally or Ally Group [Varies]; Breath-Holding [2/level]; Collected [5] or Composed [5]; Contacts [Varies]; Danger Sense [15]; Disease-Resistant [5]; Double-Jointed [5]; Fearlessness [2/level]; G-Experience [10]; Hard to Kill [5/level]; Intuition [15]; Literacy [Varies]; Luck [15] or Serendipity [15]; Patron [Varies]; Resistant to Poison [5]; Single-Minded [5]; Tenure [5]; Unfazeable [15]; Versatile [5]; Wealth [Varies]; and extra levels of HT.

Disadvantages: Spend -15 points in Cursed (Divine Curse)* [Varies]; Callous [-6]; Delusion [Varies]; Duty or Involuntary Duty [Varies]; Enemy [Varies]; Glory Hound [-15] or Overconfidence [-10]; Greed [-15]; Jealousy [-10]; Obsession [-5 to -15]; Reputation [Varies]; Secret [Varies]; Self-Centered [-10] or Selfish [-5].

* If permitted in the campaign.

Primary Skills: Research (M/A) IQ+2 [6]-14; plus 10 points in Archaeology, Geology/TL, Paleontology, or Xenology, all (M/H); Architecture, Lockpicking/TL, Scuba, and Traps/TL, all (M/A); Area Knowledge (M/E); and Escape (P/H).

Secondary Skills: Merchant (M/A) IQ+2 [6]-14; and 4 points in Appreciate Beauty (M/VH); Cartography (M/A); Climbing (P/A); Cryptanalysis/TL (M/H); Hidden Lore (any) (M/A); History (M/H); History (Esoteric) (M/H); Language (M/var); Linguistics (M/VH); Literature (M/H); Meteorology/TL (M/A); Naturalist (M/H); Navigation/TL (M/H); Occultism (M/A); Orienteering/TL (M/A); Picture-Writing (any) (M/H); Planetology (any) (M/A); Survival (M/A); Teaching (M/A); Thanatology (M/H); Theology (M/H); and Writing (M/A).

Background Skills: Spend 4 points in Demolition/TL (M/A); Diplomacy (M/H); Disguise (M/A); Electronics Operation/TL (Security Systems) (M/A); Fast-Talk (M/A); Holdout (M/A); Pickpocket (P/H); Poisons (M/H); Riding (P/A); Stealth (P/A); Streetwise (M/A); Swimming (P/E); Teamster (M/A)*; and any vehicle or combat/weapon skill.

*Teamster requires Animal Handling skill.

Customization Notes

● The player may wish to consider a specialization for Merchant relating to the goods that the character usually sells.

Using This Character

This template is designed for a 100-point or above treasure hunter in any setting where ancient artifacts might be in demand. It can also be used for exceptional NPC encounters, Patrons, Allies, and Enemies.

GURPS Egypt

Benumau

100 points

Age 25; 5'8", 150 lbs.; short black hair; dark brown eyes; brown skin; a muscular Egyptian man, tall for his time, dressed in a simple man's kilt and sandals.

Benumau is a tomb guardian turned bad. A few years ago, he tracked down a fast-talking tomb robber, Stewart Cruse, who convinced him to join the enterprise rather than turn him in. Through this robber, Benumau was introduced to a fence who handled their goods.

Recently Cruse was caught. In order to keep his secret safe, Benumau killed him during the "arrest." Unfortunately, Cruse had most of the wealth from their business, as it would have looked too suspicious for Benumau to keep it. So, he is back to square one, but he does have the contact information for the fence.

ST 12 [20]; **DX** 12 [20]; **IQ** 12 [20]; **HT** 10 [0].

Speed 5.50; Move 5.

Dodge 5; Parry 7 (Spear); Block 5.

Advantages: Absolute Direction [5]; Alertness [5]; Contact (Street, skill-18, available on 9 or less, usually reliable) [6]; Double-Jointed [5]; Fearlessness +2 [4]; Legal Enforcement Powers (Tomb Guardian) [5]; Status 1 [5].

Disadvantages: Bully [-10]; Secret (Tomb Robber) [-30].

Quirks: Forgets names; Keeps a collection of "trophies" from tomb robbers he's caught; Loves snakes; Nosy; Rarely speaks unless spoken to. [-5]

Skills: Appreciate Beauty-10 [2]; Area Knowledge (Tombs)-14 [4]; Broadsword-12 [2]; Carousing-10 [2]; Climbing-15 [2]*; Detect Lies-10 [1]; Disguise-11 [1]; Escape-14 [2]*; Fast-Talk-13 [4]; Gambling-10 [1/2]; Intimidation-10 [1/2]; Lockpicking-11 [1]; Merchant -14 [6]; Research-14 [6]; Shadowing-10 [1/2]; Shield -11 [1/2]; Spear-14 [8]; Stealth-12 [2]; Streetwise-11 [1]; Traps-13 [4].

* Includes +3 from Double-Jointed.

Languages: Egyptian (native)-12 [0].

GURPS Swashbucklers

Francesca Tesoriero

150 points

Age 28; 5'9", 145 lbs.; curly black hair worn shoulder length; bright blue eyes; tanned skin; a statuesque woman wearing trousers and loose men's shirts.

Francesca was once the ward of her Uncle Giovanni, a well-born scholar with an unusual willingness to actually go out and examine the subjects of his interest first hand. In effect, he was an anthropologist and archeologist, though the words weren't in use then. Francesca became his assistant, after her incessant pleading as a young woman finally broke down his resistance. He was especially fascinated by the "crude" creations of various island cultures and took her on an expedition to the South Seas to gather antiquities. On their way home, they were attacked by a pirate vessel.

The captain of the vessel was quite taken with Francesca and spared her life, but was rather disappointed at the "trash" her ship was carrying. She protested the idea

of throwing it overboard so loudly, though, that he decided to keep it and see what he could get from it. Francesca was rather smitten with the pirate captain and didn't protest too loudly when he took her to his bed.

Over the years, Francesca has developed more and more power on the vessel, as she's wrapped the captain around her finger. Her lover dominates his crew by bullying and force of personality, and they have to tolerate having a woman sometimes deciding their destinations, as well as being on board (some of them fear bad luck from her presence). So far the rich take from her good decisions has placated the crew. Barely. She uses her contacts and knowledge to locate native antiquities and to research buried pirate treasure and ships likely to be carrying relics of interest to her . . . whereupon the pirate ship and crew goes about getting them for her.

Despite her piratical lifestyle, she's still a scholar at heart and is happy that she isn't expected to get involved in boarding operations and ship handling.

The treasure hunter must have the scientific skills and research to make his finds in the first place. While we picture the life of such a person being filled with adventure and danger, much of the time is spent poring over old manuscripts and maps and in searching prospective sites with disappointing results.

ST 11 [10]; **DX** 12 [20]; **IQ** 12 [20]; **HT** 11 [10].

Speed 5.75; Move 5.

Dodge 5; Parry 8 (Fencing).

Advantages: Ally Group (Pirate ship, 15 or less) [60]; Attractive [5]; Charisma +1 [5]; Contact (Business, skill-15, available on 9 or less, usually reliable) [4]; Contact (Street, skill-15, available on 6 or less, completely reliable) [3]; Language Talent +1 [2].

Disadvantages: Duty (Pirate ship, 9 or less) [-5]; Enemy (Navies of several countries, 6 or less) [-20]; Greed [-15].

Quirks: Cruelly flirtatious with crewmen who know what would happen if they responded; Incompetent at navigation; Insists bards in every port compose songs praising her ship; Likes to befriend children; Proud. [-5]

Skills: Anthropology-12 [4]; Archaeology-12 [4]; Area Knowledge-13 [2]; Cartography-11 [1]; Diplomacy-9 [1/2]; Fast-Talk-10 [1/2]; Fencing (Rapier)-12 [2]; Intimidation-14 [6]; Leadership-13 [2]*; Merchant-14 [6]; Meteorology-10 [1/2]; Naturalist-9 [1/2]; Navigation-10 [1]; Paleontology-12 [4]; Research-14 [6]; Sailor-12 [2]; Sex Appeal-13 [6]; Streetwise-11 [1]; Swimming-13 [2]; Tactics (Naval)-11 [2].

* Includes +1 from Charisma.

Languages: English-12 [1]*; French-11 [1/2]*; German-11 [1/2]*; Italian (native)-13 [0]*; Portuguese-11 [1/2]*; Spanish-11 [1/2]*.

* Includes +1 from Language Talent.

GURPS Cliffhangers

Timothy Lee

150 points

Age 43; 6'1", 190 lbs.; long black curly hair, blue eyes; a square-jawed man in khaki and a cowboy hat.

Tim Lee is an archaeologist loosely attached to the University of Indiana, though he's rarely there. He can usually be found doing field work, studying ancient ruins in Egypt, Greece, Italy, Cyprus, and other countries on the Eastern Mediterranean.

While he writes up his findings in scientific papers, a goodly number of his discoveries are never reported, but are instead sold quietly to the highest bidder. For this reason alone he would be regarded as a mercenary by the scientific community, but he's also not above breaking into another expedition's facilities to liberate their findings, either. He also likes convincing the locals that other scientific expeditions have deeper motivations than scientific interest and that he's always willing to pay. More often than not, between the two, he manages to score a coup against other field researchers.

ST 10 [0]; **DX** 12 [20]; **IQ** 12 [20]; **HT** 12 [20].

Speed 6.00; Move 6.

Dodge 6; Parry 6 (Judo).

Advantages: Danger Sense [15]; Status 1 [0]; Tenure [5]; Very Wealthy [30].

Disadvantages: Enemy (Other field archaeologists, 6 or less) [-10]; Overconfidence [-10]; Reputation -4 (As mercenary and possibly shady, to scientific community) [-10]; Self-Centered [-10].

Quirks: Dislikes cats and considers them bad luck; Egotistical, but considers himself to be humble; Fiddles with things when he talks; Outspoken; Suspicious of women. [-5]

Skills: Acting-12 [2]; Administration-11 [1]; Archaeology -15 [10]; Area Knowledge (Egypt)-14 [4]; Blackjack -12 [1]; Boating-11 [1]; Broadsword-11 [1]; Camouflage-13 [2]; Climbing-12 [2]; Cryptanalysis-10 [1]; Diplomacy-11 [2]; Driving (Automobile)-12 [2]; Fast-Draw (Pistol)-12 [1]; Fast-Draw (Sword)-12 [1]; Fast-Talk-13 [4]; First Aid-12 [1]; Guns (Pistol)-14 [1]; History (Ancient)-10/16 [2]; Intelligence Analysis-10 [1]; Judo-10 [1]; Karate-10 [1]; Lockpicking-11 [1]; Merchant-14 [6]; Orienteering-12 [2]; Paleontology-15 [10]; Research-15 [8]; Sex Appeal-11 [1]; Stealth-12 [2]; Teaching-12 [2]; Tracking-12 [2]; Traps-12 [2]; Writing-12 [2].

Languages: Arabic-12 [2]; English (native)-12 [0]; Greek -12 [2]; Latin-11 [1].

Subo Thorndale

80 points

Age 36; 3'10", 120 lbs.; short red straight hair; gray eyes; ruddy skin with a sprinkling of freckles; a loner Halfling man wearing gray trousers and brown shirt.

Subo Thorndale is a Halfling adventurer. His specialty is searching out rare occult and magical artifacts. He isn't above raiding tombs for his treasures, but prefers long-abandoned wizard's keeps and similar venues. He then sells these artifacts through a magic dealer he knows. Subo used to travel with others of a mercenary persuasion – other Halflings, Gnomes, and Dwarves – but bad things started happening to the parties, until he was left to operate alone. Subo is convinced that, at some point in the past, he must have collected a cursed magic item that has dogged his life since. He hasn't really noticed that the bad luck never affects him directly.

Subo travels extensively throughout Ytarria and can be encountered in almost any tavern, quietly listening to the local legends and any interesting travelers' tales. He frequently encourages such talk, coming up with various reasons why he's interested, the most common of which is that he's working for a mage doing research into magical history and legends.

Subo makes a very competent NPC in a *GURPS Fantasy* campaign and can act as an antagonist or as a source of information or rare magical equipment. The GM should be aware of the detrimental effect he is likely to have on the PC party, whether he is friendly or unfriendly to them. With the addition of another 20 points in attributes and advantages (or the removal of the Jinx disadvantage), he would work well as a PC as well in a 100-point campaign. In most groups, the player would do well to remove the Jinx disadvantage and either replace it with another -20 points in disadvantages or simply play him as a higher-cost character.

ST: 7 [0] **IQ:** 13 [30] **Speed:** 6.00
DX: 13 [20] **HT:** 11 [0] **Move:** 5
Dodge: 6

Advantages

Acute Taste & Smell +3 [6]; Contact (Street, skill-15, available on 9 or less, usually reliable) [4]; Contact (Business, skill-21, available on 6 or less, completely reliable) [6]; Halfling (see below) [10]; Literacy [10].

Disadvantages

Delusion (I have been cursed) [-5]; Guilt Complex [-5]; Jealousy [-10]; Jinxed [-20].

Quirks

Befriends and feeds stray dogs and cats; Congenial; Dislikes the dark; Has food tucked away nearly everywhere; Seeks out stories of faraway lands. [-5]

Skills

Architecture-13 [2]; Area Knowledge (Ytarria)-14 [2]; Blackjack-13 [1]; Cartography-12 [1]; Climbing-13 [2]; Diplomacy-11 [1]; Disguise-12 [1]; Escape-12 [2]; Fast-Talk-12 [1]; History (Post-Banestorm)-11/17 [2]; Holdout



-12 [1]; Lockpicking-13 [2]; Merchant-15 [6]; Occultism-13 [2]; Poisons-11 [1]; Research-15 [6]; Thaumatology-12 [4]; Traps-13 [2].

Languages

English (native)-13 [0].

Equipment

Good lockpicks (+1 to Lockpicking); Sap (cr 1d-3).

Halfling 10 points

Halflings are short humanoids with furry feet who live in homes they build underground. They are fond of good food and good conversation and tend to be homebodies. They have -3 ST [-20], +1 DX [10], +1 HT [10]; the advantages Reputation (good neighbors) [5], Silence [5]; the disadvantages Code of Honor (Hospitality) [-5], Gluttony [-5], Reduced Move [-5]; the racial quirk of Dislikes traveling by water [-1]; the racial skill bonuses of +2 to Bow, Sling, and Throwing [12]; and the skill Stealth at DX+1 [4].

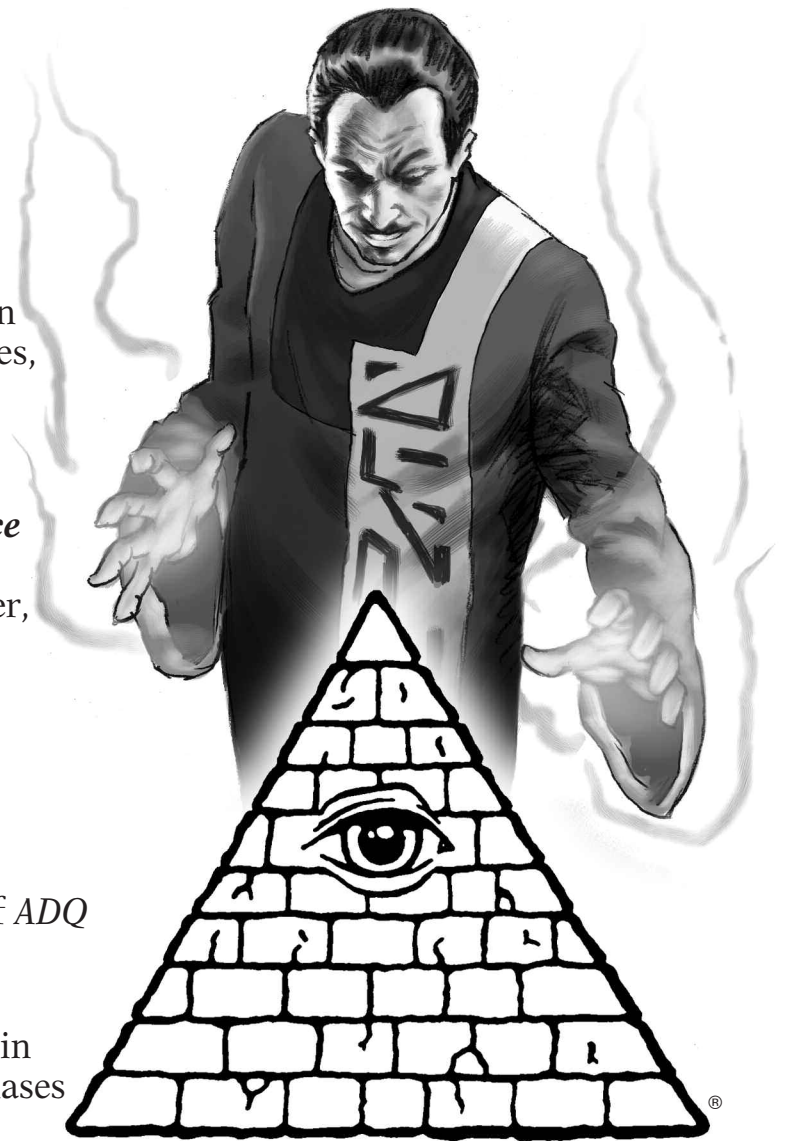
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