

GURPS[®]

Fourth Edition

STEAMPUNK 3

Soldiers and Scientists[™]



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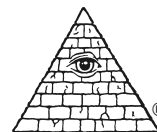
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ABOUT GURPS

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Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.

INTRODUCTION

This supplement, third volume in the *GURPS Steampunk* series for *GURPS Fourth Edition*, builds on and updates the original *GURPS Steampunk* for Third Edition. It is the “characters” book, providing notes and a selection of templates (see pp. B258-B259) to make the creation of PCs for steampunk games quick and easy. It can be used on its own, but it is part of a series, and gamers may want to read it in conjunction with *GURPS Steampunk 1: Settings and Style*, which discusses what “steampunk” actually means. Chapter 1 also refers to various other books that define the concept of martial-arts and weird-science styles in *GURPS*, but that material isn’t required when using any of the templates.

As *GURPS Steampunk 1* shows, “steampunk” is a broad concept, encompassing a range of types of story, technological assumptions, and “flavors” of game. Hence, the templates in this book are designed to be flexible, and can be modified with an assortment of lenses that fine-tune them for specific purposes. Broadly, this book assumes a setting based on the historical “Steam Age” and Western society at the time, with tech levels around 5 or 6, or something similar on an alternate path of development.

TERMINOLOGY AND CONCEPTS

This book uses some specialized terms and concepts, as introduced and discussed in more detail in *GURPS Steampunk 1*.

Clockpunk: A variant on steampunk featuring a lot of clockwork or other pre-Steam Age technological style.

Effective TL: Steampunk games and settings often make use of the idea of divergent tech levels (p. B513). In such cases, the effective TL is a value equal to the sum of the two parts of the prevailing TL. For example, a TL(5+2) world has an effective TL of 7.

Mannerspunk: Stories of social interaction and adventuring in Steam Age or similar societies, playing up the formality of the culture.

Period Superscience: Scientific ideas that were once seriously proposed or even widely accepted, which have now been disproved or superseded in the real world, but which actually work as described in the game setting.

Raygun Gothic: The style of technological design associated with “pulp” science fiction, from the period 1918-1939.

Screampunk: Steampunk horror.

The Steam Age: The period from 1789 to 1914, also sometimes known as the “Long 19th Century.”

Updated for Fourth Edition! Make Steampunk Characters Quickly and Easily!

PUBLICATION HISTORY

This is the first edition of *GURPS Steampunk 3: Soldiers and Scientists*. However, some of the templates here draw inspiration from those that appeared in the original *GURPS Steampunk*. A few ideas and character traits are borrowed from other *GURPS* books, including *GURPS Age of Napoleon*, *GURPS Screampunk*, *GURPS Martial Arts*, the *GURPS Power-Ups* series, *GURPS Horror*, *GURPS Infinite Worlds: Britannica-6*, and *GURPS Powers: The Weird*.

ABOUT THE AUTHOR

Phil Masters is a *GURPS* author of long standing, and the author of *GURPS Steampunk 1: Settings and Style*, *GURPS Vehicles: Steampunk Conveyances*, and *GURPS Steampunk 2: Steam and Shellfire*, along with the *Discworld Roleplaying Game* and many other books for Steve Jackson Games. A role-playing game of his own creation, *The Small Folk*, is also available through Warehouse 23. He has in his time been a reckoner of sorts and a peculiar manner of aesthete, and makes his home in his native Great Britain.

Additional Art Acknowledgments

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CHAPTER ONE

CHARACTER CREATION OPTIONS

Peregrine Purves had wondered whether he would receive any answer when he knocked on the door of the Singleton establishment, but as it proved, three brisk taps with the handle of his lacquered sword cane produced a nearly instantaneous response. Annie Turner, Miss Singleton's paid companion, opened the door, admitted him to the hall without comment, and vanished in what Purves knew was the direction of the workshop. Nor did he have to wait long; mere moments later, Miss Singleton herself appeared at the head of the stairs, smiling happily if a little distractedly.

"Mr. Purves," she cried, "how pleasant to see you again. Do come into the parlor. Annie – perhaps you could make some tea?"

By then, Purves' attention was thoroughly distracted. "Good God," he said, "what is that?" His gaze was fixed on that which Miss Singleton was carrying in her left hand – an object that returned his gaze with porcelain impassivity.

"This?" Miss Singleton seemed to recall herself as she descended the stair. "A souvenir of our most recent adventure,

of course. A fascinating creation. Such a pity that Doctor Spallanzani is in no condition to explain its operation."

*"I hope that you do not have the remainder of that . . . confounded **thing**," Purves declared.*

*"Of course I do." Miss Singleton smiled again as she led him into the parlor. "The head serves very little purpose on its own, as it turns out. The **mechina anima** is located in the torso."*

"So that is why you have been so little seen in the Department of late," Purves by now was speaking with a growing sense of foreboding. "I suppose that it would be too much to hope that you would make no attempt to reactivate any of those clock-work monstrosities?"

*"Really, Mr. Purves." Miss Singleton sat, and gestured for her visitor to do the same. "Sometimes I think that you are quite **superstitious**. I was assured when I was recruited that the Department was required, not merely to repress unconventional philosophy, but to bring its manifestations into the light of day. And think of the benefits, to the Empire and its industries, were we able to re-create Doctor Spallanzani's brilliant work!"*

CHARACTER TRAITS

Given the range of possibilities covered by the term "steampunk," almost any option detailed in the **Basic Set** might be found in some game somewhere, but some particular examples deserve special consideration.

ADVANTAGES

Steampunk heroes should have *interesting* resources, so all sorts of advantages should appear in campaigns.

Gadgeteer

see p. B56

This is an obvious advantage for technology-loving steampunks, especially in games featuring unique vehicles or cutting-edge alternate-tech-path devices. However, even in such games, *Quick Gadgeteer* isn't necessarily available;

PC gadgeteers may well need to withdraw to their workshops for a few weeks to come up with something new. It's up to the GM what is permitted in a campaign. See **GURPS Powers: The Weird** for more ideas on what can be done with Gadgeteer in games.

Gizmos

see p. B57

Steampunk heroes are often resourceful folk. Their stories frequently involve handy bits and pieces of equipment and clever gadgets, so there's a lot of scope for use of this advantage, including combing it with Gadgeteer.

To be a little more specific than the **Basic Set**, normally, something produced as a Gizmo can't be heavier than your Basic Lift/10, and can't be longer than Reach 1 if a melee weapon or have a Bulk worse than -4 if a ranged one.

A Gizmo is normally equipment you have paid for (or which would logically be lying around your permanent home, if you have one) but didn't say you had with you and thus didn't have to worry about. Once revealed, it just suddenly shows up your presence. It goes from undetectable and effectively weightless to counting as encumbrance, requiring Holdout rolls if you wish to conceal it, and facing the usual risk of being broken, lost, or stolen. If you are stripped completely naked and left in a bare room, the GM might rule as a matter of sanity that you can't produce a Gizmo, but the moment that you gain access to your clothes and gear, it can be tucked in with them.

However, a Gizmo can instead be a consumable (ammunition, drugs, food, matches, etc.) which you didn't pay for and which you must expend immediately, or one use of a non-consumable item (usually a kit, like a toolkit or first-aid kit) which you don't own, and which vanishes into the ether once used – presumably because it actually represents the ability to improvise tools for a single, specific task. Neither lasts for long enough to count as encumbrance. These things have cost limits instead:

For a consumable item, the value of the item can be up to 1/20 of your "adventure equipment" budget. For settled folk, that budget is 20% of the setting's starting money for your Wealth level, making the Gizmo cost limit 1% of starting money. For "footloose wanderer" adventurers, that budget is 100% of your starting funds, making the Gizmo cost limit 5% of starting money.

For a single use of a non-consumable item, that becomes 1/4 of your "adventure equipment" budget – that is, 5% or 25% of your total starting money, depending on your housing circumstances.

These rules normally mean that a Gizmo can weigh up to a couple of pounds, more or less, and can fit within, say, a fancy hat or a secret compartment in a Victorian lady's bustle. Hence, the GM may rule that a Gizmo might be anything up to a three-space item when using the *Concealed Devices* rules in *GURPS Steampunk 2: Steam and Shellfire*, pp. 42-46. If the PC has paid for an assortment of the standard concealable items from that supplement, those items are available as Gizmos and might be produced from one of the standard hiding places.

The following limitations for Gizmos further interact with the *Concealed Devices* rules.

Small: The items you produce when invoking the advantage can weigh no more than BL/25, or be no more than a two-space item under the *Concealed Devices* rules. If it is a melee weapon, it is usually limited to reach C, possibly extending to 1 when used with swinging attacks (e.g., a large knife). If it is a ranged weapon, its Bulk must be no worse than -2. Consumable or one-shot items are limited to *half* the costs listed above; e.g., a footloose adventurer can have a consumable item costing 2.5% of his starting money. -20%.

Very Small: The item you produce when invoking the advantage can weigh no more than BL/75, or be no more than a one-space item under the *Concealed Devices* rules. If it is a melee weapon, it cannot ever have more than reach C; if it is a ranged weapon, its Bulk must be no worse than -1. Consumable or one-shot

items are limited to 1/5 the costs listed above; e.g., a settled adventurer can have one use of a toolkit costing 1% of *total* starting money. -40%.

Tiny: The items you produce when invoking the advantage can weigh no more than 0.125 lb., or be a tiny item under the *Concealed Devices* rules. Useful weapons cannot be made this small, though ammunition is fine. Consumable or one-shot items are limited to 1/20 the costs listed above, and must be small enough to fit in a compartment in a piece of jewelry or similar; e.g., a settled adventurer might have one or two rounds of ammunition costing 0.25% of *total* starting money. -60%.

Specific Container: You always produce the Gizmo item from the same place – e.g., your hat, the handle of your parasol, or a compartment in your boot-heel. That place must be large enough to hold the item, so this limitation will often be combined with one of the size limitations above. The snag is, you *can* lose access to that place; if enemies capture you and steal your hat, you can't produce a Gizmo item from there until you get it back, though if they search the hat, they won't find anything in it. See the *Concealed Devices* rules for a range of ideas for places where Gizmos of different sizes can be concealed. You have to pay for the concealing object, and for the installation of a secret compartment where the *Concealed Devices* rules give a price for this. -20%.

Example

Count Gerald has three Gizmos of different sorts: one standard, unmodified version costing 5 points; one with Small and Specific Container (his gentleman's stick, which he purchased for \$35 with the equivalent of a two-space secret compartment); costing 3 points; and one Tiny version costing 2 points. As a Wealthy settled adventurer in a TL(5+1) setting, the count starts play with total funds of \$50,000, of which \$10,000 is available for adventuring gear.

MACHINE MINDS AND EMPATHY

Some steampunk and fantasy Steam Age settings include machines with minds of their own, whether fantastical clockwork dolls, Babbage engines of amazing sophistication, or raygun Gothic robots. In that case, some adventurers may wish to use Empathy (p. B51) or something equivalent on the minds of machines, whether to judge their strange emotions or to overcome the Indomitable advantage (if they have it) and use Influence skills on them.

Various options are available to GMs. They can rule that regular Empathy works fine for the purpose, because when machines acquire minds, they become, by definition, human-like. They can rule that Spirit Empathy (p. B88) serves that purpose, because actually these machines are imbued with supernatural spirits. They can rule that this is simply *impossible*, because no human being can fully comprehend such inhuman thought processes (or read blank metal faces). Or they can introduce a new advantage, *Machine Empathy*, with a cost of 10 points, which works on mechanical minds exactly the way that regular Empathy works on people.

While investigating the Giant Reindeer Mystery, Gerald needs one more reload for his double shotgun (p. B279), so his player invokes his Tiny Gizmo. A standard reload (a pair of shells) for that gun weighs 0.1 lbs. and costs \$2; he could manage up to 0.125 lb. and \$25 with that Gizmo, so he can produce those shells from the lining of his coat with no trouble.

Later, Gerald needs to look over a wall. His player points out that a periscope (*GURPS Steampunk 2*, p. 45) is a standard two-space item under the *Concealed Devices* rules. Gerald previously purchased one of everything that could go in that space in his stick, which he's certainly carrying, so his player ticks off the use of the Small, Specific Container Gizmo. Gerald unscrews the head of the stick and produces his periscope.

Finally, Gerald and his friends escape an exploding glacier, but face a long journey back to civilization. They've captured a steam sledge, but it was damaged in the explosion. While Gerald is competent in Mechanic (Heavy Wheeled), he'll need tools to fix it. Gerald's player invokes his remaining Gizmo to lay hands on some useful bits and pieces from the ruins of the villain base; a portable tool kit (basic equipment for the skill) normally costs \$600, and Gerald's Wealth would permit him to come up with something worth up to \$2,500, so he can gather what he needs for one attempt to fix the sledge at no penalty.

Patrons

see p. B72

Historically, Steam Age national governments were small by modern standards, especially in the English-speaking world; most have a base value as a Patron of 25 points, not having *unlimited* resources. Likewise, most private businesses should have a base value of 15 points, although great railroad companies and international bankers such as the Rothschilds could surpass that, and the East India Company, at its peak, was the equal of many national governments, drawing on the wealth of much of India – though its power was spread quite thin.

However, darker steampunk games, in playing up themes of social oppression, may also play up the oppressive power of governments and companies, making them very effective if overbearing Patrons, with a higher base value. Such formidable and unnerving Patrons also tend to impose substantial Duties (p. B133), possibly Extremely Hazardous or Involuntary.

Rank

see p. B29

When Rank appears in steampunk games, it likely grants free Status, given the formal, hierarchical nature of society in most steampunk worlds (but see (but see *Independent Means*, p. 55). High Courtesy Rank also usually is associated with Status, though of course it doesn't grant it for free.

Military Rank

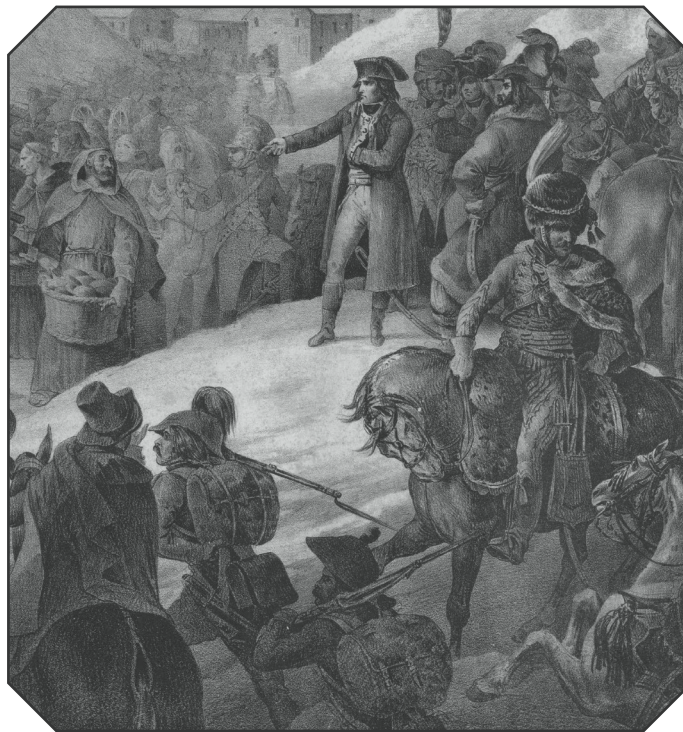
Military Rank is likely to appear in many games. It is, of course, universal in purely military campaigns. Different countries have different names for different Ranks, and even within one nation's forces, some branches of a service and even specialist units may have unique traditions of rank

nomenclature, while in the navy, specialist skills and functions can be as important as simple titles. Still, the following simplified table should suffice for most games that refer primarily to British military traditions.

Level	Army Rank	Navy Rank
0	Private, Lance-Corporal	Seaman
1	Corporal	Petty Officer
2	Sergeant, Sergeant-Major	Chief Petty Officer
3	Lieutenant	Midshipman, Sub-Lieutenant
4	Captain, Major	Lieutenant, Lt. Commander
5	Lieutenant Colonel	Commander
6	Colonel, Brigadier	Captain, Commodore
7	Major General, Lieutenant General	Rear Admiral, Vice Admiral
8	General, Field Marshal	Admiral, Admiral of the Fleet

Some other armies, who employ proportionally larger numbers of sergeants, might effectively place some of them at Rank 1.

Acquiring a commission (going from Rank 2 to Rank 3) is socially *significant* and shouldn't be played as a trivial matter. However, it perhaps happened more often in the real-life Steam Age than gamers might think; the usefulness of good soldiering and practical command skills *was* (sometimes) recognized.



Police Rank

The creation of the first modern police force in Victorian London means the appearance of a Rank system. The following table shows a simplified (and sometimes anachronistic) version of the associated titles in British police forces, suitable for use in games.

SCIENTIFIC FRIENDS: INDIVIDUALS

Adventurers in games set in the historical Steam Age or a close analogue might have real, historical individuals (or groups) as Contacts, Allies, or Patrons – including people who can help them with science and engineering. Of course, contacting some of these people might be tricky in a campaign of globe-trotting adventuring and pre-modern communications, but games focused on a specific locality, or with lots of electric telegraphy, could avoid this problem.

Most big-name Steam Age scientists would best be treated as Contacts, with skill 18 in their field, reduced to 15 if they're still in the process of inventing it or rising to 21 if they can call on respectful colleagues, smart students, and excellent laboratory facilities. Those who traveled widely and studied a large range of topics are potential Contacts for a variety of skills; choose which skill you'll be able to seek help with when taking the advantage. For example, *Alexander von Humboldt* (1769-1859) could provide information on Area Knowledge (Latin America), Biology, Cartography, Geography (Physical), Geology, Meteorology, or Naturalist. Rather later, to engineers, *Count Ferdinand von Zeppelin* (1838-1917) might be a Contact with Expert Skill (Military Science)-18, whereas to soldiers, he might provide Engineer (Airships)-21.

At times, the borderline between individuals and groups becomes blurred. For example, *Sir Joseph Banks* (1743-1820) was born into a very wealthy family; he inherited the income from over 200 farms. Nonetheless, he decided to become a globe-trotting naturalist, sailing with Captain Cook to Tahiti, New Zealand, and Australia in 1768-1771. However, he was refused passage on Cook's second voyage, so he settled down as a respected scientific

advisor, becoming president of the Royal Society (p. 8), sending botanists all around the world to stock the new Royal Botanic Gardens at Kew, and promoting the settlement of Australia. In his later years, Banks would be more or less equivalent to the Royal Society as a Patron; a PC who has his *personal* favor can't call on *quite* so much governmental clout as someone officially working for the Society, but Banks is *seriously* rich himself, has numerous personal contacts (including Humboldt – Banks kept international lines of communication going through the Napoleonic Wars), and may react a little faster than the Society's bureaucracy.

Other individuals also have associations including but not limited to science. For example, *Benjamin Franklin* (1706-1790) did pioneering work on electricity, demographics, and oceanography before becoming one of the founding fathers of the United States of America; he might only be a 10-point Patron for much of his career as a writer and political activist, but with the Special Abilities enhancement due to extraordinary connections and advanced scientific knowledge. Later, Queen Victoria's husband, *Prince Albert* (1819-1861), wasn't especially knowledgeable in technical fields – although as a Contact, he could provide Current Affairs (Politics)-21 – but he was a patron of the arts and sciences, and supported many good causes. If he chose to sponsor a PC to deal with strange problems that his many royal and diplomatic associates couldn't handle, he'd be a base 15-20-point Patron – but not more, because he'd have trouble diverting the Crown's wealth or influence to secret causes without provoking a political incident.

See p. 8 for scientific groups that could also provide support.

Level	Rank	Level	Rank
0	Constable	5	Chief Superintendent
1	Sergeant	6	Assistant Chief Constable
2	Inspector	7	Deputy Chief Constable
3	Chief Inspector	8	Chief Constable
4	Superintendent		

Up to Rank 5, titles may be preceded by "Detective" to indicate a member of the plain-clothes criminal investigation branch. Also, these are titles for provincial forces; in the Metropolitan Police (who look after most of London) and the City of London Police (who are responsible for the very heart of the city, including the financial district), Rank 6 is Commander; Rank 7 covers Deputy Assistant Commissioner, Assistant Commissioner, or Deputy Commissioner in the Metropolitan force and merely Assistant Commissioner in the City of London; and Rank 8 is Commissioner.

Police Rank gives access to quite useful resources, authority over other policemen, and a certain amount of legal privilege; Legal Enforcement Powers are a prerequisite, at the

5-point level in British forces. Promotion is hard and involves passing examinations and writing reports; most policemen remain at Rank 0 throughout their careers. Other countries may emulate the British model, but some forces are run on quasi-military lines, with Military Rank.

Religious Rank

Standing in a religious hierarchy can be important in mannerspunk games, churchmen and their politics being a common element in Victorian novels. Religious Rank has Clerical Investment (p. B43) as a prerequisite, and that gives some access to the resources of the church, temple, synagogue, or whatever (in screampunk games, access to authentic sanctified items *may* be very useful). Religious Rank adds at least informal authority over lower-ranked individuals, and makes access to those resources easier, but doesn't provide the same firepower as Military Rank in the Steam Age. In most campaigns, it's best to treat Religious Rank as Courtesy Rank, accompanied by Status of around the same level. Alternatively, see *GURPS Social Engineering* for more complex rules about setting costs for different types of Rank with different complications and degrees of benefit.

Titles and exact job functions vary considerably between religions and sects, and not all religions are especially hierarchical. Even so, Rank 0 is always a junior or newly qualified priest such as an Anglican curate; Rank 1 is an ordinary community priest such as an Anglican vicar, many Jewish rabbis, or a typical Muslim imam; and Rank 2 is a more senior or highly qualified priest, such as an Anglican rector, a senior rabbi, or the imam of a major mosque. Ranks 3 and 4 usually come with regional administrative positions within the faith, such as a dean (Rank 3) or an archdeacon (Rank 4), or leadership of a monastery or abbey. Bishops are Rank 5, and archbishops are Rank 6. Heads of national churches (those who are also ordained priests) and other figures with supreme authority over broad areas or similarly important functions, such as patriarchs of the Orthodox churches and cardinals of the Roman Catholic Church, have Rank 7. Only the supreme head of a multinational religion, such as the pope, has Religious Rank 8.

Others

Other types of Rank are likely rarer, although a large colonial trading organization such as the East India Company may well have a form of Administrative/Merchant Rank. In a game where the formal hierarchies of a civil service or a German-style educational system are significant, Academic or Administrative Rank may be worth paying points for, perhaps

at a reduced rate because they don't carry quite as much clout as Military Rank; again, see *GURPS Social Engineering*. Incidentally, Academic Rank is *not* automatically associated with Tenure in the Steam Age; formal Tenure is actually rare, although an academic in one of the older universities may be quite hard to fire in practice.

Status

see p. B28

See *GURPS Steampunk 1*, pp. 36-38 for notes on Steam Age social class, especially the table on p. 37 for guidance on the social positions typically associated with various Status levels. Note that, to the historical Steam Age way of thinking, Status must be justified by birth, wealth, or position in a "respectable" organization, and Status improvements may be limited for people with the "wrong" backgrounds or employment; also, Status gained largely from wealth may be partially balanced by negative Reputations such as "New Money."

Talent

see p. B89

All sorts of Talents may be appropriate and useful in steampunk games; Artificer and Smooth Operator may be especially widespread (for gadgeteers and social operators respectively).

SCIENTIFIC FRIENDS: SOCIETIES

While famous historical scientists and engineers make interesting Contacts and Patrons (see p. 7), *societies* might provide a broader base of support.

On a small scale, local scientific societies were mostly clubs for gentlemen with shared interests. One noted example was the *Lunar Society of Birmingham* (U.K.), active from 1765 to 1813. Members met on nights of the full moon to make getting home easier. The group included inventor James Watt, natural philosopher Erasmus Darwin (Charles' grandfather), chemist Joseph Priestley, and industrialists Matthew Boulton and Josiah Wedgwood. A small local scientific society would be a useful minor Contact Group. Although a society's effective skills might be as low as 12, depending on the members (the Lunar Society would rate higher), they would cover various sciences and Engineer specialties, Area Knowledge of their town or city, and Current Affairs (Science & Technology); local businessmen could offer Current Affairs (Business and Regional) and Finance, plus access to useful resources.

At the other end of the scale, the *Royal Society of London*, founded in 1660 to promote the "new sciences," evolved into what might today be called a "think tank" for the British government, while also sponsoring research. Although it mostly dealt in research and discussion, its high-level connections and distinguished membership could make it the power behind British scientific progress in secret history campaigns. It should mostly serve as a 15- to 20-point Patron, with Special Abilities if it actually possesses secret period superscience.

A fellowship in the Society implies or might grant a +2 or better Reputation in scientific circles, although during the 18th century, some fellowships went to intellectually undistinguished aristocrats.

In 1799, the *Royal Institution* was founded as an educational body, to promote science to the public, in contrast to the elitist Royal Society, and proceeded to host countless lectures by famous scientists and others. It wasn't really set up to act as a Patron except to a few young research scientists, but it could rate as a Contact Group with scientific skills at 21. Later, in 1831, the *British Association for the Advancement of Science* was founded in imitation of some German academies, essentially as a federation of local scientific societies. It didn't have much in the way of resources of its own, and would again be unlikely to serve as a Patron, but it attracted an amazing range of possible Contacts; the annual meeting in 1833 featured (among others) Faraday, Herschel, Babbage, Malthus, and the poet Coleridge (and invented the word "scientist").

Finally, some real historical groups might have unusual resources in a "secret history" game. For example, historically, the *Society for Psychical Research* (founded 1882) sponsored research into parapsychology, but didn't turn up any clear evidence of supernatural phenomena; at best, it might act as a 10-point Patron to PCs working on fringe sciences. However, if paranormal powers *did* work and the Society gained access to them, it might become a Contact Group granting access to a range of exotic skills and with increased value for supernatural sources of information, or even a Highly Accessible Patron.

In addition to those listed in the **Basic Set**, the following may fit steampunk games.

Aesthete: Connoisseur, Current Affairs (High Culture and Popular Culture), Public Speaking, Savoir-Faire (High Society), and Writing. *Reaction bonus*: fellow aesthetes and would-be aesthetes. 5 points/level.

Antiquary: Architecture, Connoisseur (Literature and any visual forms), Heraldry, History, Literature, and Research. *Reaction bonus*: devotees of the old and beautiful. 5 points/level.

Born Airman: Aircraftman, Airshipman, Meteorology, Navigation (Air), Piloting, and Shiphandling (Aeronef, p. 17, and Airship). *Reaction bonus*: all airshipmen. 5 points/level.

Born Sailor: Boating, Knot-Tying, Meteorology (or Weather Sense), Navigation (Sea), Seamanship, and Shiphandling (Ship). *Reaction bonus*: all sailors. 5 points/level.

Born War-Leader: Intelligence Analysis, Leadership, Savoir-Faire (Military), Strategy, and Tactics. *Reaction bonus*: military officers, tribal war-leaders, soldiers, and other professional warriors. 5 points/level.

Difference Engineer: Computer Operation, Computer Programming, Current Affairs (Science & Technology), Engineer (Mechanical Computers, p. 16, and Robotics), Mechanic (Mechanical Computers, p. 17, and Robotics), and Typing. *Reaction bonus*: fellow mechanical computing experts. 5 points/level.

Electronic Brainmaker: Computer Operation, Computer Programming, Current Affairs (Science & Technology), Engineer (Electrical, Electronics, and Robotics), Electronics Repair (Computers), and Typing. *Reaction bonus*: fellow electronic computing experts. 5 points/level.

Explorer: Area Knowledge, Cartography, Geography, Mathematics (Surveying), and Navigation. *Reaction bonus*: fellow explorers and anybody funding an exploratory voyage. 5 points/level.

Hardcore Steampunk: Airshipman, Armoury (Small Arms), Artist (Engraving, p. 16), Connoisseur (Handicrafts, Literature, and Music), Current Affairs (Popular Culture and Science & Technology), Hobby Skill (Feats of Science, p. 17), Machinist, Mechanic (Clockwork and Steam Engine), Musical Instrument (mechanical music-boxes, barrel organs, etc.), Scrounging, Streetwise, and Urban Survival. *Reaction bonus*: fellow dedicated technology-loving romantics. 10 points/level.

Natural Scientist: Astronomy, Biology, Chemistry, Expert Skill (Epidemiology, Hydrology, Natural Philosophy, Scientific Theorizing, pp. 16-17, and other scientific topics), Geology, Mathematics (Applied, Statistics, and Surveying), Metallurgy, Meteorology, Paleontology, Physics, Physiology, and Weird Science. *Reaction bonus*: other scientists and anybody impressed by "modern thought." 10 points/level.

Noble Upbringing: Carousing, Connoisseur (luxury items), Current Affairs (High Culture, People, and Travel), Heraldry, Riding, and Savoir-Faire (High Society). *Reaction Bonus*: other aristocrats who lack full-time jobs, and anyone with a sneaking regard for the idle rich. 5 points/level.

Occultist: Alchemy, Anthropology, Archaeology, Exorcism, Hidden Lore, History, Linguistics, Literature, Occultism, Research, Ritual Magic, and Thaumatology. *Reaction bonus*: students of the arcane, gullible college students, and monster-hunters. 10 points/level.

Poet: Connoisseur (Literature), Literature, Poetry, Public Speaking, and Writing. *Reaction bonus*: readers and listeners of your work and literati. 5 points/level.

Social Climber: Acting, Current Affairs (High Culture and People), Diplomacy, Fast-Talk, and Savoir-Faire (High Society). *Reaction bonus*: offsets penalties for you being of lower Status than someone with whom you're trying to socialize. 5 points/level.

Street-Smart: Merchant, Panhandling, Scrounging, Shadowing, Streetwise, and Urban Survival. *Reaction bonus*: shady types in town. 5 points/level.

Technician: Armoury, Electronics Operation, Electronics Repair, Mechanic, and any Professional Skill based entirely on the operation of complex machinery, such as Tower Telegrapher (see **GURPS Steampunk 2**, p. 18). *Reaction bonus*: anyone who employs you to fix or routinely operate stuff. 5 points/level.

Unfazeable

see p. B95

This advantage is often associated with stereotyped English butlers, valiantly unimaginative military officers, and other stock Steam Age figures, so it may see a lot of use in steampunk games. However, *screampunk* stories are frequently about seemingly imperturbable folk being traumatized by horrors that were previously literally unimaginable to them, so the GM may ban the advantage entirely in such campaigns.

*I am a lac'd coat, a bag,
a sword, and nothing else.
I am become a Type,
a parable, a Symbol.*

– Thomas Day

PERKS

A number of perks are especially appropriate for steampunk and Steam Age games, or just relevant to templates in this book. The section on *Styles* (pp. 21-25) assumes that the reader already has access to the relevant **GURPS** supplements for that topic, and so perks from those books aren't repeated here.

A † indicates a perk that requires some kind of *specialization*, by advantage, skill, piece of equipment, etc. A ‡ indicates one that can be taken in *levels*; each level costs 1 point and provides a cumulative bonus.

Better (Gear)†

You can obtain gear that's *slightly* better than run-of-the-mill items in your world – although still of the prevailing TL. Perhaps you invented the process or bought from a limited production run. You must specialize by narrow category: Better Rayguns, Better Steam Engines, Better Cameras, etc.

You must acquire the equipment with starting money or as Signature Gear. The GM determines the benefits. Many **GURPS** supplements offer options to improve the looks, durability, or weight of gear, and the GM may allow a one-step improvement in a single category (but not for quality – good, fine, etc.). For items with introduction dates, like guns in **GURPS High-Tech**, you might instead have early access to prototypes. Otherwise, the GM may allow stats commensurate with hardware worth 50% more than what you spent.

Captain's Command‡

You have a gift for commanding vehicles. While you are operating the main controls or in charge on the bridge of a large vehicle, you get +1 to all Intimidation, Leadership, and Public Speaking rolls which you make while addressing its crew. This perk may be taken up to four times, giving +1 per level to those skills in that situation each time.

You also have little trouble recruiting crews for any large vehicle you command. If you take a crew as Allies, the GM should never query where you found them; they just showed up and liked what they saw of you. If you simply employ them as hirelings, you get +1 per level of the perk to your roll for finding them (p. B517), and +1 per level to the loyalty roll (p. B518).

Clothing Shticks‡

Some heroes can go adventuring in strange outfits without suffering the logical consequences. Each particular knack for improbable couture is its own Shtick. Any such perk might give +1 to Influence and/or reaction rolls in a social situation where its sudden revelation would impress – or +2 if, in the GM's opinion, it's *exceptionally* dramatic and relevant to the scene.

Examples:

Cloaked: You can wear a cape, cloak, or long trench coat and yet move around unimpeded. This garment never gets tangled in doors or machinery, and foes can't tug on it in combat. This doesn't stop *you* from entangling *them* in a cloak, but you must buy the Cloak skill (p. B184) to do so. The most suitable setup for a reaction bonus is a dramatic entrance or exit.

High-Heeled Heroine: You can run, climb, fight, and so on while wearing high heels without suffering any special penalty for bad footing. This can give a reaction or Sex Appeal bonus in situations best left to the imagination.

Looks Good in Uniform: This is a highly specialized version of Fashion Sense (p. B21). When you're wearing your legitimate service uniform (military, police, etc.) for official purposes, others react to you at +1. You can't dress others or claim a bonus under any other circumstances. You might be permitted to wear your uniform off-duty – military officers often did in the Steam Age – but somehow you don't look so imposing when not going about your official assignments, and so don't get the bonus. (To look good *whenever* you wear a uniform, buy Appearance with a -50% limitation.)

Sartorial Integrity: Your clothes never get torn or dirty – even after combat, swimming in the Thames, etc.

Cutting-Edge Training‡

You've received instruction in one specific technological skill above your personal TL; e.g., a TL(5+1) experimental pilot might have Cutting-Edge Training – Piloting/TL(5+2)

(Ornithopter) – and buy that skill. At the GM's option, this perk may come with *minor* social connections, such as a trivial Claim to Hospitality among participants in the same training program. It often has a Duty or other social obligation as a prerequisite.

This perk is cheaper than High TL (p. B23) for those with fewer than five specialties. If someone manages to get Cutting-Edge Training in five areas, the GM may let him replace his five perks with High TL 1 for the same points!

In a setting that spans many TLs, the GM may treat this perk as having levels, one per TL. In that case, our experimental pilot could pay 2 points for Cutting-Edge Training 2 (Piloting/TL(5+3) (Ornithopter)).

Equipment Bond‡

You own a piece of equipment (e.g., instrument or vehicle) or a kit (tool, medical, etc.) that's uniquely suited to you. You must acquire it with cash or as Signature Gear. When you use it, you get +1 to the skill associated with that equipment, regardless of the gear's actual quality. This is cumulative with any bonus inherent to the hardware.

This perk reflects the fact that you're used to *your* stuff; in the case of a kit, you might even have assembled the contents. If you lose that particular item, you lose the perk. You can acquire a new Equipment Bond in play, however.

Influence Shticks‡

You have a trademark pose, stare, or walk that lets you use a specific Influence skill – Diplomacy, Fast-Talk, Intimidation, Savoir-Faire, Sex Appeal, or Streetwise – without conversation, contact, or appreciable time. This only works in person (*not* via telephone, telepathy, etc.) and still requires an Influence roll (p. B359), but it enables you to act quickly and silently (thus, Voice modifiers never apply).

Examples:

Convincing Nod: Whenever you need to enter a place where you don't belong, you can nod as though you recognize those watching (e.g., sentries) to fake your way past. This demands a standard Influence roll with Fast-Talk.

Disarming Smile: In any sticky situation where Diplomacy is a possible solution, you can just smile and shrug by way of an Influence roll.

Fearsome Stare: You can use Intimidation without saying a word – simply cross your arms and glower. This conveniently leaves no evidence of a weapon, recorded threats, bruises . . .

Flirtatious Posture: You can use Sex Appeal without anything as incriminating as words or as crass as blatant gestures. Simply by the way you stand, the twitch of a fan, or a sidelong glance, you can convey erotic interest. This is useful when you can see your mark but not make an approach without compromising your social standing; success can convince *the target* to approach you.

Haughty Sneer: You can make doormen at exclusive hotels, salesclerks at expensive shops, bank managers, and so on back off merely by peering down your nose and making an Influence roll with Savoir-Faire (High Society).

Ruffian's Swagger: Your manner of walking is a full-time use of Streetwise. The GM will make a secret Influence roll whenever this might impress low-life enough that they don't randomly pick *you* to trouble.

Nobody will laugh long who deals much with opium . . .

– *Thomas de Quincey, Confessions of an Opium-Eater*

Licensed Exorcist

You can employ the Exorcism skill (p. B193) without the -4 penalty for lacking Blessed, Power Investiture, or True Faith. This perk has Clerical Investment as a prerequisite in some settings.

Passing Appearance†

Regardless of your true ethnicity, race, or sex, your looks never trigger bigoted NPCs' biases or Intolerance disadvantages (although your words might!). Moreover, if someone like you would normally have a Social Stigma in your setting, *you* lack that Stigma – and if the Stigma is racial, this perk acts as a small Unusual Background that lets you buy it off at the usual cost.

You must specialize by type of looks. Two common examples:

Androgynous: With minimal effort, you can ensure that you're mistaken for whatever sex is convenient. (Of course, *dressing* the part can be a major operation with some Steam Age clothing styles.) If you have above-average Appearance with the Androgynous modifier (p. B21), you don't need this perk.

Passing Complexion: Your ethnicity isn't readily apparent to onlookers.

Patience of Job

You can withstand physical nuisances with ease; for instance, you could spend hours in a mosquito-infested swamp without scratching or swatting. You may ignore up to -2 in penalties for such distractions on long tasks (at least an hour); e.g., on Stealth rolls when crawling through 100 yards of nettles and biting ants.

Perfect Social Faint

You're an expert at seeming to faint in response to socially stressful or unacceptable provocations. You can make the equivalent of an Acting skill roll at IQ to look convincing about this if anyone really cares, but you always fall to the floor neatly and with absolutely no risk of actual harm.

Special Exercises†‡

You pursue a specialized exercise regimen, or have engaged in years of specialized physical labor, and hence have access to a physical advantage that's normally classed as exotic and unavailable to normal humans. This is a perk-level Unusual Background – the ability itself has its own cost. Each level of each advantage requires its own perk: Special Exercises (Arm ST), Special Exercises (Lifting ST), etc.

Unique Gift†‡

You have an exceptional mental facility that gives you access to a minor mental advantage that's normally classed as exotic and unavailable to normal humans. This is a perk-level Unusual Background – the ability itself has its own cost. Each

level of each advantage requires its own perk: e.g., Unique Gift (Super-Memorization) 1 lets you buy Super-Memorization 1 (1) for 8 points, allowing you temporary use of one point's worth of a skill or mental advantage by taking a quick look at a relevant textbook. This is always highly cinematic and requires specific GM permission!

DISADVANTAGES

Most mundane disadvantages are available to steampunk heroes, but a few may be more likely than others, and some require special notes.

Addiction

see p. B122

See *GURPS Steampunk 1*, p. 47, for notes on drug addiction in the historical Steam Age. The main thing to note is that addictive substances were rarely *Illegal*, aside from opium in China when the local government could ward off European influences. Perhaps because of this, they would not normally rate as *Very Expensive*, though they might well be *Expensive*.

At TL5, a number of naturally occurring addictive drugs were known, notably opium, but drug injection was essentially unknown. No TL5 drugs would automatically be classed as *Totally Addictive*, and they might not be inherently *Highly Addictive*, although some individuals certainly found them so. Only smoked opium was truly *Incapacitating*; low-strength opiates mostly just induce Laziness. Cannabis was known, but cannot accurately be classed as addictive at all, although it might be habit-forming.

At the start of TL6, advances in chemistry made it easier to identify and purify the active components of such "natural" substances; cocaine was produced in the laboratory from 1855 on, and heroin in 1874. This, along with the development of medical hypodermics in the 1850s, gave drug users access to a more intense and immediate rush. Still, addiction to an over-the-counter medicine such as laudanum (alcohol plus opium) would be more widespread.

Lastly, while tobacco smoking was, if anything, more tolerated in the Steam Age than today, there was a fair amount of etiquette attached to it in respectable circles (again, see *GURPS Steampunk 1*, p. 47). Hence, a chain smoker might also have a -5-point Odious Personal Habit – lighting up at inappropriate moments and carrying a heavy smell of tobacco.

Code of Honor

see p. B127

At different times, Steam Age society threw up an assortment of honor codes, many of which might also appear in fictional steampunk settings. In many settings, such things are *supposed* to be the norm in high society; a Reputation for entirely lacking honor can be worth as much as -3 reaction penalties for gentlefolk. Many high-Status people at least have "gentlemanly" behavior as a quirk.

The Gentleman's Code is the usual aspiration for those good gentfolk, while the Pirate's Code would suit street-dwellers. The Soldier's Code should be common in military games, although some officers, concerned more with social position than with professionalism, might opt for the Gentleman's Code, and some rough-and-ready rankers might stick to the Pirate's Code. Some other genre-specific examples:

Consulting Savant's: This is a Professional code for a philosopher-for-hire in a world of runaway steampunk science. You endeavor to provide good, complete consultancy work appropriate to the pay you receive, including at least mentioning ideas and theories with which you disagree (though you can make it very clear that you *do* disagree). Likewise, although you may make your opinion of your rivals clear, you acknowledge their professional qualifications. Conversely, you do not associate with unqualified individuals as professional equals. -5 points.

Demimondaine's: This is another Professional code, for the higher class of courtesan. It's not universal in that profession – the life is too precarious, and a demimondaine is by definition a woman who lacks “honor” as Steam Age society likes to define it – but there are certain rules that help reassure gentlemen, and *you* take them seriously. You are broadly truthful to your gentlemen, and don't promise an exclusive alliance unless you mean it (which means that the man in question must be able to support you). You don't steal from them or embarrass them in public. You don't gossip about them *by name* (or in terms that make them easy to identify) except to close female friends who you believe share the code. You repay debts and favors. You treat fellow courtesans with respect, warning other women off men who you know are dangerous or untrustworthy, and not poaching clients. -5 points.

Steam Age society threw up an assortment of honor codes, including ones for criminals, the working class, and assorted professions.

Mastermind's: This is a code for a cinematic master criminal (or “radical independent thinker”) who refuses to be bound by laws of society, but who has *standards*. You present yourself as a polite gentleman, even to people you're trying to kill – and if you're refraining from killing them for now, you preserve *all* the courtesies. You keep your word to equals, which mostly means competent fellow masterminds and national governments. (That's only good business, after all.) If you are insulted, you must inflict an instructive revenge – which doesn't mean fighting fair; it means making your point absolutely clear, possibly with artillery. Rebellious or insolent minions cannot be tolerated, though family doesn't count as minions. -5 points.

Plunger's: The code of a flamboyant Georgian-style gentleman (probably a military officer, very likely a cavalryman) who isn't so stiff-necked as to hold to the full Gentleman's Code. Never break your sworn word to an equal or social superior. Gambling debts are to be honored (debts to mere

tradesmen are unworthy of concern); you can request more time to pay, but someone who holds your note is entitled to enforce it. Never ignore an insult to yourself, a female relative, or a lady to whom you have promised loyalty, and respond to any foreigner's insult to your nation, crown, or flag. (Gossip and complaints about royalty and the government are a fellow's birthright, but only if one was born here!) Offenses from social inferiors can be dealt with by a whipping, administered by your servants; insults from social equals can be wiped out by a duel, but that's often illegal and dangerous, so you may instead humiliate the offender in some inventive way. If you are caught in cowardice, public bankruptcy, or embezzling regimental funds, you may have to disappear forever from society, perhaps volunteering for some sordid colonial war, or even the classic library, bottle of whiskey, and pistol routine, so it's wisest not to slip up in the first place. -5 points.

Respectable Working Class: You may have low Status or be impoverished, but that doesn't stop you from maintaining *standards*. You keep yourself and your family clean and tidy (if you have a dirty job, you bathe as soon as you finish work), go to church regularly (or present a clear case for any “eccentric” beliefs), maintain at least the appearance of obeying the law (Honesty is a separate disadvantage but you won't be seen as a *criminal*), and try to keep your word. Teetotalism would be a separate Vow, but you never get disgracefully drunk; holding your liquor is a point of pride. You defend yourself, your family, and your good name with as much force as absolutely necessary. If you are a man, you will never raise a hand against a woman; if one physically attacked you, you would use the minimum force necessary to restrain her. If you are a woman, you only fight to defend yourself, your honor, and your children. You treat people with higher Status with respect, fading down to cold politeness if *they* behave badly, and try to avoid anyone who makes it hard to hold to these standards. -5 points.

Sportsman's: This may be the Professional code of a paid sportsman, or the personal code of a dedicated hobbyist. You obey the rules of your chosen sport scrupulously, and seek to avoid profiting from others' cheating – you might or might not point out a teammate's cheating, but you'll certainly upbraid them for it after the game, and quit a team where cheating is the norm. You treat referees with respect, and never refuse an opponent's handshake after the match. You defend the good name of the sport in public, which may mean always behaving well yourself if you're known for your connection to the sport. -5 points.

Compulsive Behavior

see p. B128

Compulsive Exercise and Compulsive Publicity-Seeking both appear in this supplement; they should be self-explanatory: the person feels compelled to pursue “keep fit” routines at every opportunity, or “put on a show” and talk to every reporter in sight even when this endangers a mission. Both are worth -5 points.*

One other compulsion may appear in screampunk and other Gothic or melodramatic games.

Compulsive Melodrama: You cannot resist an opportunity to rant, declaim your woes to the heavens, or burst into floods of tears – and almost anything can be such an opportunity.

This is typical of certain types of villain and of people who've digested far too much Gothic fiction. The problem is, this can slow you down at crucial moments and cause you to say too much to the wrong people. In some settings, Wild Melodrama may be considered more of an Odious Personal Habit (p. B22) with the same base value, making it more annoying to others but less likely to show up at the wrong moment – but in Gothic-flavored settings, it's considered relatively common-place behavior, which makes it all too open to exploitation, when hearers don't think that you're hamming it up, and instead pay attention to your ramblings. -5 points.*

Delusion

see p. B130

Delusions about the nature of science and its discoveries are a common feature of steampunk campaigns, as individuals struggle to reconcile radical revelations with conventional Steam Age thought. One possibility is “There is no such thing as mad science!” – which is of course only a Delusion if there definitely *is* such a thing. It only rates as a Minor (-5 point) Delusion in its own right, although it can accompany a lot of other problematic thought patterns. It is a common feature of mad scientists themselves (though not universal – some of them are entirely happy to write off their rivals as insane), but it may also be found among sane but idealistic devotees of science, who think that mad scientists are merely a little misguided, and that a clear-eyed assessment of their work will always reveal something worth considering.

Another Minor Delusion that might fit well in some campaigns is “Superstitious” – the Delusion that the whole array of folk beliefs found in your culture probably has a lot to them. (The idea that a *single* superstition is valid, or a tendency to behave in a superstitious manner when it isn't inconvenient, are just quirks.) You *carefully* avoid walking under ladders, try to evade black cats that seem intent on crossing your path, suffer from mild Overconfidence after finding a four-leafed clover, and whatever else fits your background. This only gets you -1 reactions from non-superstitious folk when your superstitions become blatant, and you only really annoy seriously rational people (such as career scientists). However, it also means that you suffer -2 to Fright Checks when the trigger is something out of tradition, such as a ghost or a vampire attack, and that you suffer some Fright Checks when nobody else does. This is a standard feature of the archetypal muttering peasant, and it may also suit a lot of screampunk protagonists with unsophisticated upbringings. It is incompatible with Unfazeable.

Combat Delusions

Some combat-oriented steampunk adventurers may be prone to a special type of Delusion, related to fighting abilities. Except when these lead one fighter to insult another, though, it's unrealistic for them to cause reaction penalties. Non-fighters tend to ignore warrior braggadocio or soldiers' technical disputes, unless they're being threatened – they may assume that this is normal behavior for fighters, or that these claims are *true*. Such Delusions have other effects instead.

On any turn in combat when such a Delusion would apply (GM's decision), you must attempt a self-control roll (see p. B121). Delusions don't usually have a self-control number,

so use the “default” value of 12. The GM may permit other self-control numbers for combat-related Delusions, with the usual effect on point value.

Success lets you take your turn normally. Failure means you must do something *risky* – much as if you were suffering from On the Edge (p. B146). You might All-Out Attack, try an elaborate move that reduces effective skill to 3 (making any roll of 13+ a critical failure), or turn your side or back to an enemy who “can't possibly penetrate this armor.” On a critical failure, you must do something that will affect the rest of the combat; e.g., deliberately miss with your first, surprise sniping shot “to demoralize them,” or cut yourself for at least 1 HP of injury to demonstrate your toughness.

Minor Delusions affect combat against a rare category of foes, apply just once per battle, or only come up under uncommon circumstances. *Examples:* “Humanoid automatons can never hit with swords.” “I never miss with my first shot with a rifle.” “Natives who've never seen a firearm will flee from any gunfire.” -5 points.

Major Delusions affect combat against a large category of foes or concern situations that might arise in almost any fight. *Examples:* “Non-Western opponents will always be defeated by good European steel.” “Bartitsu is superior to any older Japanese style.” “The aircraft means nothing in a fight – the pilot means *everything*.” -10 points.

Severe Delusions affect almost all combat, all of the time. *Examples:* “I am the finest swordsman in the world.” “Being of good breeding, I can defeat any lower-class foe.” “My homemade armor is completely resistant to all weapons.” -15 points.

You may also take the Delusion that you're competent in a single combat skill, when you aren't, as a quirk; see *Delusional Competence*, pp. 14-15.

Duty

see p. B133

In Gothic-flavored games, the *Involuntary* form of Duty may appear as the result of protagonists being blackmailed with their dark secrets. Villains love doing that.

See also *Military Duties*, p. 29, for a discussion of Duties for a particular type of character.

Lecherousness

see p. B142

This is certainly a possible disadvantage for PCs in a Steam Age setting; history records some impressive examples, and it's a classic motivation for both tragically flawed Gothic-screampunk protagonists and the worst sorts of cads in mannerspunk games. However, expressing it requires some subtlety, especially for respectable folk at Status 0 or higher. (Lower Status may allow a little more flexibility – as the roguish Doolittle says of morals in George Bernard Shaw's *Pygmalion*, “Can't afford them, Governor. Neither could you if you was as poor as me.” However, low-Status lechers are *strongly* advised to be careful about making passes at those above their social class.) A man who takes the direct approach risks a duel, a fist fight, or horsewhipping; a woman faces subtler but more lasting – ultimately catastrophic – penalties.

When faced with dangerous temptations, you may receive a significant bonus to your self-control roll. If you fail that roll, you may not make a blatant pass right away. Instead, you can start scheming to get the object of your passion alone, so that you can press the matter further. In lighter games, stealing so much as a kiss from a respectable target may count as adequate success for the lecher, whose desires may genuinely be for *romance*, not sex. These bonuses to the roll and lower expectations are balanced, however, by the time and ingenuity required to act on them, and by the dangers of failure. Social or actual death may be real possibilities.

Odious Personal Habits

see p. B22

“Censorious Respectability” can be a valid -5-point Odious Personal Habit. It means that you claim to be compelled to obey social rules *to the letter*, and you are loudly censorious about anyone who doesn’t, which makes you annoying and ridiculous even by Steam Age standards.

See p. 13 for Wild Melodrama as an Odious Personal Habit.

Phobias

see p. B148

See *GURPS Steampunk 1*, p. 41, for notes on a version of this disadvantage that may be available and significant in some games.

Reputation

see p. B26

In Steam Age societies, bad Reputations can all too easily attach to *families*. Just because something wasn’t your fault doesn’t mean you won’t be blamed for it.

QUIRKS

see p. B162

Steampunk heroes are rarely anything if not quirkish! The following quirks may be especially appropriate . . .

Affected by Magnetism

This quirk is limited to automatons, mechanical men, and humans with a lot of steampunk prosthetics – but in *some* games, it is mandatory for them. Whereas ultra-tech machinery may be built of advanced polymers, ceramics, and non-ferrous alloys, steampunk tech favors *iron* and *steel*. So, unlike beings composed of meat, magnets affect you (big ones can pick you up, small ones stick to you), and electromagnetic detectors and senses spot you easily, if they exist.

This is only a specific problem (that is, this quirk is only available) in settings where electrical and electro-magnetic effects and technologies are widespread. It’s more than a 0-point feature (unlike most “Affected by” traits) because magnetism has widespread technological applications in those settings.

Anarchist Believer

You have at least a theoretical belief in one of the many varieties of *anarchism* – the radical idea that power structures such as governments and organized religion serve to

oppress humanity. Unfortunately for you, some anarchists fight against that oppression by throwing bombs or assassinating the powerful, but *they* have Fanaticism or an Obsession; you may sympathize with them or argue that they’re going too far, but you aren’t impelled to follow their example. However, you may have other related disadvantages, such as Odious Personal Habit (Political Ranting) or Intolerance (The well-off).

Your beliefs can give you -1 or worse to reactions from a lot of other people, especially those in power. Perhaps worse, you get similar penalties from some other political idealists, including “statist” socialists who want to oppose oppression by building power structures of their own. If you only have this as a quirk, you can avoid expressing your beliefs in that sort of company, and so dodge problems. Your idealism can also give anyone who is fluent in anarchist jargon +1 or better on rolls to manipulate you, *or* give you -1 on rolls to resist such manipulation or to control yourself when the cause is at stake. You do get +1 to reactions from people who agree with you and who know of your beliefs.

Aristocratic Drawl

You not only have an upper-class accent (in itself simply a marker for Status), but it’s notably *languid*. You find it hard to say anything briskly, though you can bark things out when you recognize a real emergency; the GM can always rule that normal conversations with you take up to twice as long as normal. Radical socialists and anarchists react to you at an extra -2 over any other hostile responses to high Status they may evince, because you embody everything they find *annoying* about the upper classes. Brisk or business-like folk (including a lot of engineers and businessmen) may have their view of you slip down a level on the reaction table after dealing with you for a few minutes, as their exasperation grows.

Manners before morals!

– Oscar Wilde,

Lady Windermere’s Fan

Assertively Amoral

You openly eschew religious or traditional values in favor of a personal moral code, or no moral code at all. This earns -1 to reactions from individuals with quirks or disadvantages favoring faith or tradition. It commonly accompanies Callous or Selfish, but not always; you may be serious about a highly unconventional morality.

As a quirk, this is mostly a minor conversational affectation, often found in witty forms among Oscar Wilde and George Bernard Shaw protagonists. Bragging about your amorality enough to annoy *everybody* is an Odious Personal Habit. Simply *behaving* in an amoral way is some variety of villainous disadvantage.

Delusional Competence

You believe that you’re an expert at a skill you actually lack. (You probably refuse to study it because that would be “wasting your time.”) You must buy off this quirk in order to spend points on that skill; until then, you roll against default when your delusion leads you to attempt a task.

Upper-class Steam Age individuals may be horribly prone to this problem because they believe that “breeding is what matters.”

Any failed skill roll that affects NPCs – be it for a test, a job application, or practical use – is reasonable grounds for a reaction roll or a loyalty check (p. B519). When someone with Delusional Competence tries his default and fails, though, his lying and defensiveness give an extra -1 on these rolls, or -2 if he critically failed.

This affects all specialties of the skill in question, and isn't permitted for skills that aren't relevant to the campaign. You may take this for a weapon or combat skill, in which case you will attempt to use that one weapon at default, but in a reasonably sensible fashion; broader Delusions about combat competence are discussed on p. 13. If you take it for an unarmed combat skill with no default, you use DX like any untrained fighter, while insisting that you're using Judo or Karate or whatever and posing clumsily, which gives you -1 to the action.

You *can* combine this quirk with a full combat-oriented Delusion (p. 13) if they don't actually overlap, though the results will likely be disastrous. For example, if you wrongly believe that you are a master of the katana, *and* that katana fighters are superior to any Western fencer, you will probably soon suffer a smallsword through the vital organs. However, the belief that you are inherently competent with *all* weapons, despite being untrained with any of them, would be a Severe Delusion.

Epitome

You consciously and deliberately dress, speak, and otherwise behave like an “ideal” member of a reasonably well-defined group: steam engineers, explorers, posh layabouts, etc. You will always be described as “typical” and possibly as a cliché. Whenever those people are subject to prejudice, you're included – and you suffer a further -1 on reactions from the bigots because you exemplify everything they dislike!

If you aren't *actually* a member of that group, your behavior gives you +1 on rolls to impersonate or pass as such a person. Should someone who's the genuine article discover that you're a sham, though, he'll react at -1 to what he views as mockery.

Gothic Thinking

You're not actually given to Compulsive Melodrama (pp. 12-13) – not to disadvantageous levels, anyway – but you tend to assume that the world is. Given a choice of explanations for an event or someone's behavior, you always assume the worst, most tragic, or weirdest option. This may give you -1 or worse to skills such as Criminology when investigating some mysteries, as you refuse to consider simple explanations.

Inappropriate Manner

Prerequisite: At least a point in the relevant Influence skill (for which this quirk may pay).

You constantly use an Influence skill without realizing it. This is often inappropriate, so you'll be making many Influence rolls at -1 to -10 (GM's call), and likely failing and suffering “Bad” reactions. See *Influence Rolls* (p. B359).

You can try to suppress this tendency if you don't want to make an Influence roll or would like to use a *different* skill. The GM rolls against your unmodified “problem skill” while

you roll against Will (for no Influence roll) or the desired skill (to try something else). If you tie or beat the GM, you catch yourself in time; when using a skill, use your margin for the Influence roll, too. If the GM wins in the Contest against yourself, he starts with the margin on the problem skill roll, subtracts any inappropriateness penalty, applies an *extra* -1 for your awkward behavior, and uses that for an Influence roll.

There are six mutually exclusive kinds of Inappropriate Manner.

Aristocratic: You're always flashing your Savoir-Faire (High Society), making those of merely average Status uncomfortable.

Oily: You use Fast-Talk without thinking, leaving others with the impression that you're untrustworthy.

Pushy: You can't shut off your Intimidation, even when that might earn you a punch in the face (or worse!).

Salacious: You constantly ooze Sex Appeal, which is *highly* inappropriate much of the time (though it still garners a “Very Good” reaction when it works).

Scummy: Your Streetwise skill shows in your walk and talk, causing clerks to follow you around shops, cops to pick you for “random” questioning, and servants to watch you with the silver.

Wishy-Washy: You're always using Diplomacy, and come across as a pushover when a little aggression is warranted. You don't get the better of your result and a reaction roll if there's so much as -1 for inappropriateness!

Similar quirks could exist for other skills the GM allows for Influence rolls. If you always use Acting to be what other people expect you to be, repelling those who value honesty and triggering nagging suspicions, you have *Phony*. Perpetual Savoir-Faire (Military) – “Yessir, at once sir!” and salutes all the time – would be appropriate around serving soldiers, fanatical patriots, and anybody who likes being called “sir,” but anarchists, pacifists, and their ilk would find your *Martial* quirk highly inappropriate, street dwellers would wonder what your game was, and delicate folk would think you rough and unpolished. And so on.

Luddite

You believe that some or all technological progress is bad for the human race and should be *actively* opposed. “Classic” Luddites are concerned with the wellbeing of the working classes, and believe that automation is destroying jobs and rates of pay, but you may be more of a romantic conservative who simply hates the sight of grim factories and smoky chimneys. Either way, you believe in a simple solution to the problem: smash the machines! (How many machines need smashing depends on your specific beliefs. You may want the world restored to a low-tech paradise, or you may simply be engaging in an extreme form of wage negotiation and be happy to stop once the workers receive suitable wages.)

You may be relatively subtle and careful about this – if you aren't, replace the quirk with full-bore Fanaticism – but your sympathy is with the wreckers, and you may well assist them, at least if it seems safe and likely to do some good. You probably don't want to see people hurt more than you can help, but if some guards and managers suffer bruises along the way, that's a price worth paying.

If thinking machines of any sort exist in your world, you regard them with deep suspicion at best and likely overt Intolerance. You might also have Intolerance (Engineers or Bosses); certainly, industrialists and technology fans will react to you at -1 or worse if you express your beliefs aloud, though fellow Luddites will react at +1. You might not willingly learn technological skills to high levels, but you may pick up some basic knowledge of what best to break.

Proud

See p. B164. This quirk-level form of Selfish – which might also be termed “Conceited,” “Haughty,” “Pompous,” “Snobbish,” “Snooty,” or “Status-conscious,” depending on the emphasis – is likely to be common in Steam Age settings, usually with a focus on Status over wealth or career success.

Quotes Gilbert and Sullivan

This is the late Victorian equivalent of “Quotes Monty Python” or “Quotes *The Simpsons*.” It doesn’t usually escalate to the level of an Odious Personal Habit . . . However, roleplaying it correctly ideally requires a working knowledge of the Gilbert and Sullivan canon, so players may wish to refrain from taking the quirk unless they’re prepared to put the work in.

SKILLS

The specialties available for technological skills are likely to be a little unusual in steampunk settings that have developed on alternative technological paths. For example, in some timelines Piloting (Ornithopter) is the standard flyer’s skill.

Artillery

see p. B178

True indirect-fire gunnery was actually rare for most of the Steam Age, aside from occasional battlefield improvisations, although specialist siege weapons and howitzers were used to fire explosive shells in ballistic trajectories against distant targets in line of sight. For game purposes, in this period, only naval and siege mortars and early torpedoes would use Artillery skill as standard; before the 1890s, almost all artillery characters would employ only Gunner skill. However, in steampunk settings, the technology for indirect fire might be invented earlier. Of course, the invention of flying machines could lead to the need for Artillery (Bombs).

Artist

see p. B179

An additional specialty of interest to steampunks:

Engraving: The art of creating small, fine designs on hard surfaces using scribing tools or chemical methods, and sometimes printing to paper from engraved surfaces.

Computer Operation

see p. B184

This skill assumes a standardized, versatile, general-purpose interface to computers. If every computational device is a dedicated or early and experimental design which is set up

for tasks by lengthy adjustment of its internal workings, the skill to use is Mechanic (probably the Mechanical Computers specialty, p. 17) or Electronics Repair.

Crewman

see p. B185

Two new variants can appear in steampunk campaigns.

Aircraftman/TL: The skill of acting as a crewman on gigantic *heavier-than-air* flying machines, including tending to complex fail-safe power and propulsion systems while they are running.

Landshipman/TL: The skill of managing complex mechanical systems on *huge* land vehicles, including maintaining intricate power and braking systems while on the move.

Special military savantry! Dreamy little fellers with specs on their noses, and figures in their heads. Never seen a sword drawn, or a bayonet. Don't need to see such things to win a modern war. 'Tis all trajectories, and fuse-timings.

– William Gibson and Bruce Sterling,
The Difference Engine

Driving

see p. B188

Mecha is the appropriate specialty for a great many weird and wonderful steampunk vehicles; see **GURPS Vehicles: Steampunk Conveyances** for examples. Familiarity penalties are very appropriate when switching between radically different legged vehicles.

Engineer

see p. B190

An additional specialty is very important in many steampunk worlds.

Mechanical Computers: The skill of designing complex mechanical devices with information-processing capability. *Default:* Mechanic (Mechanical Computers)-6.

Expert Skill

see p. B193

An Expert Skill suited to games about fascinating scientific and technological developments and the people who look into them:

Scientific Theorizing/TL: This is a skill for popular science writers, dedicated readers of scientific journals, and government scientific advisors. You have a broad knowledge of the jargon and common themes of research in the physical sciences, but no significant laboratory experience from this skill; you can follow scientists’ conversations, but not join in (except with intelligent-amateur questions).

You can roll against this skill (with no bonus) to answer routine questions of scientific fact (or current belief) that someone with an actual relevant scientific skill would get +3 or more to answer.

Forward Observer

see p. B196

Historically, indirect artillery fire with a skilled forward observer was very rare before WWI (see *Artillery*, p. 16), putting it outside the Steam Age. Even if the artillery can manage indirect fire, the lack of reliable instant communications makes spotting from far ahead of the battery very hard. However, the required technology might be invented earlier in a steampunk world. Also, Forward Observer can be used as the skill employed by aircraft crew directing artillery on the ground, even if those guns are actually using direct fire and Gunner skill.

Hidden Lore

see p. B199

In some weirder steampunk campaigns, a new Hidden Lore specialty is useful.

Fringe Science: You know about unorthodox theories and outlying data points in cryptozoology, parapsychology, ufology, and similar fields, which the scientific community rejects. You recognize the names of researchers and can discuss their careers and theories, though you can't judge how *valid* their work is – that calls for a Weird Science roll. You also know about proven findings being kept secret for the good of humanity – the really *hidden* part of all this! Where Current Affairs (Science & Technology) provides knowledge of discoveries that have just gained recognition, Hidden Lore (Fringe Science) is about discoveries that *haven't*.

Hobby Skill

see p. B200

Two Hobby Skills are very relevant in steampunk campaigns.

Feats of Science/TL: This IQ-based skill represents practical knowledge of experiments and demonstrations that illustrate interesting scientific principles in a visually dramatic or surprising way. Given a room full of the right equipment, you can roll to keep a group of intelligent non-scientists entertained for an hour or two with lots of electrical sparks, startling mechanical operations, and trivial explosions. New effects are at -4 for lack of familiarity. You have a basic working knowledge of the current state of the physical sciences, though it isn't terribly deep; you can make an unmodified roll to answer the sorts of simple questions of fact (or current belief) that someone with an actual relevant scientific skill would get +4 or more to answer. With a little ingenuity, this knowledge could also be used to fake "supernatural" phenomena.

Feats of Strength: You collect tricks that show off your physical grit. This is nominally a DX-based skill, but you usually base the skill roll for each feat on the score that suits the feat: ST to tear a large book in half or lift something

using your teeth, DX to punch out a candle flame, Will to walk on hot coals or lie on a bed of nails, and so on. A -4 familiarity penalty applies to tricks you haven't practiced. You can still only lift what your ST allows, but you do it with *style*; likewise, a successful roll might let you take a punch without flinching, but you still take damage, and a failed roll when working with nails or hot coals also means injury.

Mechanic

see p. B207

Technical specialists on steampunk alternate technology paths or with access to period superscience may gain access to specialties such as Robotics at lower tech levels than would normally be permitted. Also, add a machine type found in many steampunk worlds:

Mechanical Computers: Complex mechanical devices with information-processing capability.

Piloting

see p. B214

On different technological development paths, different Piloting specialties are available, more or less common, or unknown. In the real world, in the very early days of flying, *Ultralight* would technically be the only option available for heavier-than-air craft, because all very early designs fit that definition. Also, *Lighter-Than-Air* is the skill for small dirigibles with just the one full-time operator; having a friend aboard who occasionally stokes a furnace or checks the gasbag for obvious leaks is okay, but once you have a full-time crew, the commander needs Shiphandling (Airship) and the crew need Airshipman (and probably a few other skills between them, notably versions of Mechanic). Also, add one more option:

Ornithopter: Any vehicle that flies by flapping its wings. *Defaults:* Autogyro, Glider, Helicopter, Light Airplane, Low-G Wings, Ultralight, or Vertol, all at -5.

Shiphandling

see p. B220

Two new specialties exist in some steampunk campaigns.

Aeronef: Gigantic *heavier-than-air* aircraft. *Prerequisites:* Aircraftman (p. 16), Leadership, and Navigation (Air). *Defaults:* Aircraftman-5 or Piloting (Heavy Airplane)-5.

Landship: Huge land vehicles. *Prerequisites:* Landshipman (p. 16), Leadership, and Navigation (Land). *Defaults:* Landshipman-5, or Driving-5 for large vehicles with the same motive system (Halftrack, Heavy Wheeled, or Tracked).

Strategy

see p. B222

In *GURPS*, and notably in *GURPS Mass Combat*, Strategy is the skill used to win battles with forces larger than about 40 people or four vehicles or guns. Hence, army field officers of Rank 4 or more need it. Staff officers who aren't in command positions can get by without it, but will usually pick it up anyway, and *really* need it if they aspire to high command.

Typing

see p. B228

Historically, the typewriter was a late-19th-century (TL6) invention, so Typing skill would not be available until then. Babbage's earlier prototype mechanical computers lacked keyboards; data entry and programming used hand-punched cards. However, in an alternative history where mechanical computers developed rapidly at an earlier date, they would probably acquire something analogous to a keyboard, for convenience of operation, and Typing skill can be used to represent competence with that.

Weird Science

see p. B228

In some steampunk worlds, this is a very useful skill, as creating new inventions and investigating weird technology are common exercises. Steampunk with alternate technological paths is all about weird science.

See *GURPS Powers: The Weird* for more ideas on what might be done with this skill in games.

WILDCARD SKILLS

see p. B175

Wildcard skills may be very appropriate for steampunk games that play up the versatility of their heroes and the sheer range of competencies required in an ever-evolving industrial society. Wildcard skill users can also disregard penalties for TL differences, which can be helpful in settings where inventors are hurtling down a variety of alternate tech paths.

If relying on the templates in this supplement in a game with wildcard skills, a player can simply reassign all the points in a template that go to skills covered by a particular wildcard to buying that wildcard. Alternatively, the GM may allow all of the primary, secondary, and mandatory background skills in a template to be collected under a wildcard named for that template, with all the points spent on them reassigned appropriately. For example, *Demimondaine!* would be an IQ-based wildcard encompassing Acting, Current Affairs (People), Diplomacy, Makeup, Merchant, and Savoir-Faire (High Society), with DX-based rolls for Dancing, Erotic Art, and Sewing, and HT-based rolls for Carousing and Sex Appeal, and the template would give 29 points to spend on it – 24 points gets it at IQ, and finding another 7 points from somewhere would raise it to IQ+1.

Talents worth 10 points/level (see p. 9) also provide good guidelines for things that might be covered by a wildcard.

For example, *Occultist!* might encompass Alchemy, Anthropology, Archaeology, Exorcism, Hidden Lore, History, Linguistics, Literature, Occultism, Research, Ritual Magic, and Thaumatology.

All four of the examples in the *Basic Set* may be useful in some steampunk games. *Science!* (which might be renamed *Natural Science!* or even *Natural Philosophy!* by serious traditionalists) might be allowed to encompass aspects of things like Alchemy, Philosophy (Western Academic), and Weird Science in settings where some of the skills listed for it either don't exist (e.g., Bioengineering) or aren't very advanced yet, but archaic and eccentric ideas are common and potentially useful in play. A few additional steampunk-appropriate wildcards are given below; these may differ slightly from versions found in other books.

Explorer! (IQ). Anthropology, Camouflage, Cartography, Geography, Gesture, Linguistics, Mathematics (Surveying), Meteorology, Naturalist, and Navigation. Also, Merchant to acquire expedition or survival supplies, and Traps when in wilderness areas. Make a Per-based roll for Fishing, Survival (any), and Tracking, plus Observation in wilderness environments. Make a DX-based roll for Boating (Unpowered).

Horseman! (DX). Riding (Horse) and all skills for cavalry weapons appropriate to the setting, always including Lance. Replaces Acrobatics when mounting, dismounting, or engaging in "trick riding." Users riding and fighting with cavalry weapons at the same time can do both at full Horseman! level. Make IQ-based rolls for Animal Handling (Equines), Packing, and Teamster, for Gambling or Games when betting on equine sports, and for Veterinary when treating equines for common problems. A user

with Animal Empathy or the Good with Horses perk can also make an IQ-based roll for Diplomacy or a Will-based roll for Intimidation against equines.

Maker! (IQ). Armoury (Small Arms), Artist (Engraving, p. 16, and Woodworking), Carpentry, Jeweler, Leatherworking, Machinist, Photography, Smith, plus Research for anything handicrafts-related and Merchant when buying handicrafts materials or selling handmade items. Make a DX-based roll to substitute for Knot-Tying or Sewing, or a Per-based roll to substitute for Scrounging.



Reckoner! (IQ). Computer Operation, Computer Programming, Current Affairs (Science & Technology), Engineer (Mechanical Computers, p. 16, *and* Robotics), Mathematics (Computer Science), Mechanic (Mechanical Computers, p. 17, *and* Robotics), and Computer Hacking and Expert Skill (Computer Security) if they are available in the campaign. Substitutes for any appropriate skill when making Influence rolls against mechanical intelligences. Make a DX-based roll for Typing, or a Per-based roll in place of Scrounging to acquire parts for thinking machines and automatons. This is a skill for a world of mechanical computers; electrical or electronic devices require something slightly different.

Socialite! (IQ). Acting, Connoisseur (Food & Drink), Current Affairs (High Culture *and* People), Diplomacy, Fast-Talk, Gambling, Games (any popular high-society recreation), Leadership, Public Speaking, and Savoir-Faire (High Society *and* Servant), plus Psychology for purposes of social manipulation. Make a DX-based roll for Dancing, a HT-based roll for Carousing or Sex Appeal, a Will-based roll for Intimidation, or a Per-based roll for Body Language or Detect Lies.

Tinkerer! (IQ). Armoury, Artillery for weapons of your own design, Carpentry, any Crewman skill for vehicles of

your own design, Current Affairs (Science & Technology), Electrician, Electronics Operation and Electronics Repair for systems of your own creation, Engineer, Explosives (Fireworks), Machinist, Mathematics (Applied), Mechanic, Metallurgy, Research for engineering questions, Shiphandling for routine systems operations on vessels of your own design, and Weird Science for (relatively) practical invention-related purposes. Make a DX-based roll in place of Environment Suit, Gunner, or Guns to operate any suit or weapon that you built yourself, or a Per-based roll in place of Scrounging to find machine parts and tools.

Vehicle! (DX). Bicycling, Boating, Driving, Piloting, Submarine, and the skills to operate any vehicle-mounted weapons. Make an IQ-based roll to substitute for any Crewman skill, for Mechanic when performing routine maintenance on a vehicle, for Navigation when getting a vehicle from A to B, or for Electronics Operation when using systems installed in a vehicle. This skill is *broad*, being intended for campaigns where vehicles of any sort are relatively rare; games set in the modern world or something like it might narrow things down more.

OPPRESSED GROUPS

The historical Steam Age was not notable for perfect tolerance or equality of opportunity – see *A Flawed Era?* in *GURPS Steampunk 1*, p. 35 – and while some steampunk games may allow something better (see *Maybe It's All Just Show?* in *GURPS Steampunk 1*, p. 35), particular groups may be treated poorly enough to merit special consideration in character creation.

WOMEN

Certainly, *women* in Steam Age society generally suffered from Social Stigma (Second-Class Citizen), lacking voting and property rights, not being permitted advanced educations, and being widely assumed to be less capable than men. Nonetheless, campaigners struggled through the period to improve their rights, and examples of capable women were widely known, although treated as *odd*. Even Queen Victoria, with Status 7 as Queen of the United Kingdom or 8 as Empress of India, had less freedom of action than a male monarch.

However, this didn't stop some women from engaging in adventures. An upper-class woman might have a supportive father or husband (perhaps as an Ally), or be a widow who had established an independent life, while a lower-class woman might be too far down the ladder (Status -1 or -2) to worry much about respectability (or to expect much protection from the law). In fact, stories abound from the Steam Age about women having adventures, if only when they went on expeditions to exotic lands with their husbands or traveled into danger as army wives. At least one example, Lady Hester Stanhope, didn't even bother with that much (though she was active in the Georgian period, when "respectability" wasn't yet such a large issue) – she took a small party wandering around the Levant, conducted some archaeological research, and ended up creating a miniature private kingdom in the

Lebanon region. Conversely, in the 1870s, Lady Anne Blunt, the daughter of Ada Lovelace, very respectably accompanied her husband Wilfred on journeys into the Arabian desert, primarily to buy the horses that became the basis of Arabian bloodstock in Western racing. Although women were generally supposed to be banned from warships, some captains took their wives to sea with them, and plenty of female stowaways were smuggled aboard the lower decks.

Women were more involved in the sciences than some men wanted to admit, even if they couldn't gain formal qualifications. Theoretical science was sometimes seen as a reasonable hobby-interest for a clever upper-class girl, with fewer dangers of excessive *excitement* than other fields. For example, Caroline Herschel acted as assistant to her brother (the astronomer William), received a salary in her own right from the British crown, discovered several comets, and was honored by the Royal Astronomical Society. Ada Lovelace was deliberately steered into mathematics to keep her away from the poetry that was associated with her scandalous father, Lord Byron, and ended up known to history as the first computer programmer. Actual research aside, upper-class women were often great social organizers, giving them a role in the development of scientific societies (p. 8).

Alternatively, a woman could simply disavow respectability entirely. Actresses and demimondaines could survive and even do quite well for themselves, although they should have their Social Stigma raised to Minority Group. The trick for a woman pursuing such a career was to make influential friends and accumulate enough wealth to retire to a life of quiet respectability – or, like Conan Doyle's Irene Adler, to find the right man to marry who loved them for themselves, past history notwithstanding, and whose own social position could withstand such a choice. If independent female adventurers seem even more mercenary than their male counterparts, it's a survival strategy.

Chaperone Allies

One other option to note with high-Status single female protagonists is a solution to the problem that a respectable lady should, by Victorian standards, never be alone with men to whom she is not related. Such a lady can preserve respectability by always retaining the company of a *chaperone* – a respectable woman of reasonable social standing, perhaps a personal relation of some kind. In **GURPS** terms, this chaperone might be an Ally, preferably appearing on 15 or less (or even Constantly, if that doesn't seem too cinematic). She may be built on just 25% of PC starting points, to keep the Ally cost down, and won't be especially useful in combat or for advanced scientific work, but can still provide assistance through one or two skills at a good level – for example, Housekeeping would allow the chaperone to keep the PC's house in order while the PC does the exciting adventuring stuff.

It might alternatively be possible to define a chaperone as a Contact or a Dependent; after all, someone whose sole plot function is to be present and to seem respectable doesn't have to be especially competent in other ways. (The Contact might be defined as providing Savoir-Faire-12, but would mostly furnish the small favor of just being present.) However, this *will* make the chaperone more problematic. Contacts should be played by the GM as having their own priorities, and are likely to run or hide at the first sign of danger, while a Dependent is by definition someone who causes problems for the hero, and should periodically get into danger, be taken hostage, give away the hero's position, or interrupt important discussions with annoying trivia.

Cross-Dressing

There's always the chancy option for a sufficiently determined and clever woman of passing as a man. This seems to have happened throughout history, only fading away as armies became more methodical about medical inspections; several of the British dead at Waterloo were discovered to be female. As late as 1865, when the retired Dr. James Barry, formerly the second highest-ranked medical officer in the British army, died, "he" was discovered to be Margaret Ann Bulkley, who had originally started dressing as a man to study medicine. Some, such as the French Angélique Brûlon, carried on fighting even after their secret was exposed, and earned respect as woman warriors. All this may seem surprising, but people are frequently less observant than they like to think, especially in an age of bulky clothing that acts as the primary gender marker.

Game Mechanics

A woman serving in the military usually has a Secret worth -10 points; most who were discovered seem simply to have been discharged, although that could leave them in an inconvenient location with a strange Reputation. (However, some wrote successful memoirs and were treated with respect for their courage.) Very restrictive societies which would imprison such a woman for gross indecency raise that to -20 points, while if she could actually retain her military position through sheer proven usefulness (e.g., a resistance fighter who *gets results*), it becomes just -5 points.

The problem is simply keeping the Secret. Acting skill is required ("Cross-Dressing" is a valid optional specialty); very

smart or lucky cross-dressers may get away with using this at default, but even they should put points into the skill as soon as possible. Successful use of Disguise skill gives +1 to Acting rolls for this purpose, or +2 on a critical success, while the Androgynous perk (p. 11) gives +2. In a one-off scenario, whenever you meet someone who might suspect, roll a quick contest against the best of the opponent's Per, Observation skill, or Per-based Psychology skill. (This can include a first encounter with a recruiting officer, although the GM may decide that recruiters don't look too closely at willing volunteers.) If you are making a long-term career of this, make an unopposed roll once a week for the first four weeks, then once a month for the next six months, then once every six months thereafter. The roll is at +1 after you've kept the deception going for a month, +2 after six months, +3 after a year, and +4 after three years; people *hate* to admit that they've been deceived for so long. On a failure, the GM should set up a situation where you have to cover a mistake somehow, perhaps by an opposed roll using Fast-Talk against someone's IQ; a critical failure may indicate unavoidable exposure (perhaps literally).

If you are only revealed to one or a very few people, you *might* be able to persuade them to keep your secret, given good reactions or if they owe you favors, but you can't depend on this; even friendly NPCs may decide that you need to be saved from your own mistakes. A few historical cross-dressers seem to have formed romantic relationships with people who knew their secrets, but this carried risks of its own, including pregnancy and Reputations for illegal homosexuality.

GM Concerns

If a cross-dresser's true sex is revealed to the world in general, the GM should enforce appropriate consequences for the lost Secret; if in doubt about what happens immediately, roll reactions for the appropriate senior officer and nearby comrades who didn't know. Charisma and an acquired reputation as a good soldier are very useful at this point; a harsh GM may rule that high Appearance just gets the woman condescended to. Bad results mean that she faces punishment for the deception, neutral reactions mean a simple immediate discharge from the force, good results imply that she gets some help getting home and a degree of respect for her courage, and very good results may earn her a degree of celebrity and perhaps a chance to stay with the unit on an unofficial basis. The long-term consequences *must* be appropriate for the level of Secret, though.

ETHNIC/RACIAL MINORITIES

Steam Age society was casually racist to a degree that would shock modern folk, but the situation was a little more complex than some may think. Certainly, black slaves in pre-Civil War U.S. slave states would have Social Stigma (Subjugated), as would slaves in some other parts of the world and natives in the Belgian Congo under Leopold II (see **GURPS Steampunk 1**, p. 21). Black citizens in the post-Civil War Jim Crow South and in plenty of oppressive imperial holdings would be treated as having Social Stigma (Minority Group) – despite being a *majority* in many parts of those empires – and would usually also suffer from low Status. However, the situation sometimes had subtleties.

Many imperial powers – including Britain and France – paid at least lip service to the idea that their duty was to *civilize* the natives, and however patronizing that was, it carried the unavoidable logic that some of the “natives” might have become civilized. Also, while colonial law and government might well be racist and oppressive, such rules could be missing in Europe, where there weren’t enough non-white people for oppression to be systematic and the idealism was stronger. Hence, for example, numerous English aristocrats throughout the 19th century employed black or Indian servants, if only because they looked exotic. While they may have been treated with enough casual racism to rate Social Stigma (Second-Class Citizen), they were entitled to as much protection under the law as any other servant. Indian and other non-white sailors (“lascars”) were widely employed on British ships, and some settled in British port cities. Other non-white travelers from the Empire did quite well; the Indian Dadabhai Naoroji came to England as a businessman in 1855, subsequently became professor of Gujarati at University College London, and was elected as the Member of Parliament for a London constituency in 1892.

Non-white *adventurers* are certainly feasible and would be taken seriously. After all, European powers didn’t get to rule empires without fighting a few wars with the locals. Those wars rapidly taught half-sensible Europeans that the locals could be fierce fighters (though the British in India tied themselves in knots distinguishing between “martial” and “non-martial” ethnic groups). The idea that non-Europeans could be capable scientists or engineers took longer to catch on, despite Jules Verne making Captain Nemo an Indian (after political events disrupted his original idea of making him Polish), but Europeans did notice venerable Indian traditions in philosophy and mathematics. By the end of the Steam Age, a number of Indian scholars were entering European universities. African scholars were even more rare, but there were a few.

OTHER MINORITIES

Non-standard sexualities would generally be a problem for a hero in a historically authentic Steam Age

campaign, although lesbianism was so far off most people’s radar that a pair of “lifelong spinsters” living together and even sharing a bed could be regarded as fundamentally *innocent* by respectable folk. Male homosexuality was generally highly illegal; an active homosexual would technically have a Secret worth -20 points. (Just ask Oscar Wilde, who was imprisoned for a couple of years and then had to leave the country.) That said, such activities were actually tolerated in some places and parts of society, and the Secret might take a -50% limitation, “Semi-Open,” for, say, artistic types in *louche* areas; it can safely be admitted to trusted friends and known tolerant individuals, with caution and the risk of blackmail. This might also be possible at the highest levels of society (say, Status 4+), where people, however shocked, would rather look the other way than trigger a vast scandal. Hints of secret sexual peculiarities, perhaps so bizarre or depraved that they can never be openly discussed, are quite in keeping for period Gothic fiction; to modern eyes, these tastes might be quite mundane, wildly kinky, or utterly horrific.

Child adventurers have the usual problems of anyone with Social Stigma (Minor), compounded by the formality of a society that held that children should be seen and not heard. A minor might adventure with older family members – but many observers will then say that the older person should take better care of their relatives. That said, many Steam Age armed forces had officer trainees and drummer-boys who saw action but would be considered child soldiers by later standards, and there’s a whole period fictional genre of all-child groups having adventures and solving mysteries; adults *were* sometimes less worried about children “running free” than they would be in our time.

Lastly, in settings that combine historical-conventional mindsets with fantastical features such as *nonhuman races*, members of those races should have *some* kind of place, good or bad, in a highly structured Steam Age-style society. Most would suffer from a Social Stigma, but a few “high races” might have the benefit of Social *Regard*, and some who can magically disguise themselves as human might do so and have a Secret.



STYLES

GURPS Martial Arts introduced the concept of “styles” representing particular bodies of training, which has been further developed in *GURPS Tactical Shooting*, *GURPS Gun Fu*, and *GURPS Powers: The Weird*. Some such styles are appropriate to steampunk and Steam Age games; this section introduces some fictional styles from steampunk worlds.

Because the style rules are extensive and detailed, they aren’t repeated here. Readers who want to use this section will need copies of some or all of the above books.

Using Styles With Templates

The character templates in Chapter 2 of this supplement don’t use styles, but heroes built with some of them might well have studied such things if styles are present in a campaign. It’s easy to adjust traits to permit this.

When creating a style-user with a template, simply take any points assigned to skills within the style, along with as many extra points as you can derive from extra disadvantages or quirks, and spend them on the style. If some of those skills are primary or secondary in the template but optional in the style, make sure to spend at least one or two points on them anyway.

In addition, the style’s optional advantages and disadvantages can be added to the list of options for the template. Learning a cinematic version of a style may require a higher power level or increased disadvantages, in order to pay for the prerequisite advantages and some cinematic techniques or skills, and to raise skill levels to the point where cinematic feats are feasible. This all demands a little common sense – for example, a template that’s supposed to create an expert in a particular skill shouldn’t have that skill downgraded to mediocrity – but templates are supposed to be flexible anyway.

COMBAT ARTS

The following notes assume that the reader has access to *GURPS Martial Arts* if dealing with melee combat styles, *GURPS Tactical Shooting* for strictly realistic gun combat styles, or *GURPS Gun Fu* for gun combat with cinematic options. If the description of a gun combat style here mentions a feature that doesn't appear in *Tactical Shooting*, assume that it's cinematic. Perks and techniques not described here or in the *Basic Set* can be found in one of those books.



Arts From Other Books

See *GURPS Martial Arts*, Chapter 1, for coverage of the history of martial arts, which should suggest which traditional styles would be plausible in a historically based steampunk campaign. Even in the most stodgy areas of Europe, basic boxing, stick fighting, and wrestling styles were learned as sports and self-defense methods; sword-based styles shifted to pure sport status with the rise of modern firearms. British colonialists in India encountered Indian Wrestling (*GURPS Martial Arts*, p. 205), and came to recognize it as a training system that produced formidably strong, skilled fighters. A little later, travelers to China and Japan began bringing back reports of interesting fighting skills; in due course, these began to arrive in Europe, if only in distorted forms such as Bartitsu (*GURPS Martial Arts*, p. 167). Although pragmatic military hand-to-hand training only really developed after the end of the Steam Age, this was the age of the bayonet, and some tough soldiers may well have mastered something akin to Jukenjutsu (*GURPS Martial Arts*, p. 197) alongside a dose of uncomplicated Brawling.

GURPS Tactical Shooting describes gun combat styles which mostly began to appear late in the Steam Age; sophisticated styles generally require advanced weapons with high effective rates of fire. The Rifleman style perhaps first emerged as specialist troops learned to make the best use of rifles in the Napoleonic period, but really came into its own in early TL6. Further technological advances led to the formalization of Sharpshooter training, and troops such as the U.S. Cavalry trained in Point-Shooting, which would also be appropriate for mildly cinematic Old West cowboys. The Assaulter style appears with the development of “stormtrooper” tactics by the

Imperial German army late in World War I, after the end of the Steam Age.

GURPS Gun Fu describes more cinematic forms of gun combat, but these too really need advanced firearms. Still, the Sniper style can fit a certain type of Victorian legendary big game hunter (such as Conan Doyle's Colonel Moran), and the Way of the West is of course the style of the archetypal cinematic cowboy gunfighter.

HEAVY PISTOL

3 points

In a world where sidearm technology has favored hitting power over number of shots or rate of fire – that is to say, a world of big steampunk pistols – this is the style for true pistol experts. It emphasizes accuracy and making every shot count over speed. Stylists definitely tend to the “one shot, one kill” mindset, although they are also aware of the intimidating effect of an outsize gun, which sometimes saves them from having to use any ammunition at all. Fast-drawing is dismissed as the extravagant folly of barbarous colonials, although some instructors do teach drills to speed up reloading times.

Shooters learn to take very good care of their guns, because in a steampunk world of varied weapons designs and remote colonial outposts, the nearest helpful armorer may be a long way away. They favor stealth and planning, which save them from having to shoot too hastily; legendary masters are described as displaying a kind of meditative calm in the midst of battle. Nonetheless, this is a steampunk style, so shooting from exotic vehicles, at speed, could be hard to avoid.

In the quest for maximum effectiveness, some schools teach students to aim for the head, but most consider this too unreliable – aiming for the center of mass is usually fine with a big enough bullet, and advanced shooters can go for the heart. Because they are told repeatedly that “the second shot that hits is better than the first shot that misses,” experienced students of Heavy Pistol are noted for their coolness under fire. They are also expected to display clear-headed tactical awareness; this is a military style at heart, and *what* one shoots at can be as important as *how well* one does so. Civilian instructors are likely to be retired army drill instructors.

Being derived from formal Victorian pistol training, this style teaches a one-handed shooting stance, side on to the target, rather than post-Steam Age two-handed stances or “hasty” point-shooting methods. It's quite a “staid” style – the few explicitly cinematic features are rare, where they are permitted at all – but there are nonetheless colorful legends of shooters with phenomenal skill levels and all the optional traits.

Skills: Armoury (Small Arms); Guns (Pistol).

Techniques: Immediate Action (Armoury); Targeted Attack (Pistol/Face); Targeted Attack (Pistol/Skull); Targeted Attack (Pistol/Vitals).

Cinematic Skills: Zen Marksmanship (Pistol).

Perks: Armorer's Gift (Pistol); Cinematic Knockback (Pistol); Cool Under Fire; Cross-Trained (Pistol); Early Adopter (Pistol); Gun Sense (Pistol); Gun Shtick (Stone-Cold Killer); Gun Whisperer (Pistol); Hand Cannon; Standard Operating Procedure (Off-Screen Reload); Tacticool; Tap-Rack-Bang (Pistol).

Optional Traits

Secondary Characteristics: Improved Per.

Advantages: Acute Vision; Fearlessness; Gunslinger; Hard to Kill; High Pain Threshold; Signature Gear; Unfazeable.

Disadvantages: Code of Honor (Soldier's); Overconfidence; Sense of Duty.

Skills: Connoisseur (Guns); Fast-Draw (Ammo); Intimidation; Meditation; Savoir-Faire (Military); Soldier; Stealth; Tactics.

Techniques: Mounted Shooting (Pistol/any steampunk vehicle).

Perks: Fearsome Stare (p. 10); Weapon Bond.

SCIENTIFIC PUGILISM

3 points

The Victorians liked to think of boxing (“pugilism”) as a *science* – a systematic discipline, not just refined brawling. This style takes this idea seriously, extending traditional Boxing (*GURPS Martial Arts*, p. 152) through intellectual study. It bears the same relationship to Victorian-era boxing as a big showy steampunk machine does to a real Victorian steam engine. Students are required to study medical science, as the most advanced techniques target anatomical weak points; anyone trained in this style gains Pressure Points skill at a -4 default from Physiology (just as it defaults from Esoteric Medicine in some settings). Stories tell of experts who can cripple or even kill with a single blow, through raw power or uncanny precision, and even dazzle inferior foes into helplessness with the complexities of their handwork.

Being focused on the science of punching, the style deprecates grappling or clinches. Its proponents argue that students may be outnumbered by (hopefully inferior) foes, and a lone fighter caught in a grapple with one foe is terribly vulnerable to others, so the best idea is to inflict as much damage as possible, as quickly as possible, when forced to close quarters. Some more practical teachers also include evasion and disarming methods in their lessons, and the style emphasizes situational awareness, but it incorporates a lot of old-fashioned boxing philosophy and Victorian-style stoicism, reminding fighters that they should keep going even when they are hurt.

While the basics are very easy to learn, scientific pugilism is highly intellectualized, and real expertise takes years to acquire; good teachers try to convey a carefully selected subset of the style’s content to more casual students. Scientific pugilists sometimes participate in sporting matches, but are told to treat this purely as a hobby, and sometimes have trouble repressing their practical training.

Skills: Boxing; Physiology.

Techniques: Aggressive Parry (Boxing); Counterattack (Boxing); Disarming (Boxing); Ear Clap (Boxing); Exotic Hand Strike (Boxing); Feint (Boxing); Low-Line Defense (Boxing); Targeted Attack (Boxing Punch/Face); Targeted Attack (Boxing Uppercut/Face); Uppercut (Boxing).

Cinematic Skills: Autohypnosis*; Hypnotic Hands†; Power Blow; Pressure Points; Pressure Secrets.

Cinematic Techniques: Lethal Strike (Boxing); Pressure-Point Strike (Boxing); Roll with Blow; Timed Defense (Dodge).

Perks: Chi Resistance (Hypnotic Hands); Rapid Retraction (Punches); Skill Adaptation (Enhanced Boxing)‡; Special Exercises (Striking ST +1); Unusual Training (Pressure Points; Skill level cannot exceed Physiology skill).

Optional Traits

Secondary Characteristics: Improved Basic Speed.

Advantages: Combat Reflexes; Enhanced Parry (Bare Hands); Extra Attack (Single Skill, Karate; optionally also Multi-Strike); High Pain Threshold; Striking ST.

Disadvantages: Callous.

Skills: Boxing Sport; First Aid; Games (Boxing); Hobby Skill (Feats of Strength, p. 17); Savoir-Faire (Dojo).

* Autohypnosis is not generally a cinematic skill, but it is only used as part of this style by students with Trained by a Master, so it is treated as cinematic for this purpose.

† Cinematic fighters who have mastered this style can learn Hypnotic Hands without first learning Hypnotism; instead, they must have Feint (Boxing) at 15+.

‡ *Skill Adaptation (Enhanced Boxing)* is a perk that is unique to this style; it allows Elbow Strike, Exotic Hand Strike, Lethal Strike, and Pressure Point Strike to default from Boxing. These attacks get the benefit of any damage bonus for high Boxing skill where appropriate.

The Victorians liked to think of boxing (“pugilism”) as a science.

THE SECRET STICK

4 points

This art exploits a steampunk-favorite weapon: the cinematic sword cane (see *GURPS Steampunk 2*, p. 30), a fully effective smallsword (p. B273) concealed inside a reinforced sheath which is balanced for use as a short staff (p. B273), so that a fighter can draw the blade and end up with a ready weapon in each hand. Also, when the sword is in its sheath, the assembly can be used as a light club (p. B271). The weapon costs \$600 and is usually LC3.

After generations of gentlemen dilettantes had purchased sword canes and then pestered fencing masters to teach them how to defend themselves with these toys, a group of such masters evolved a style to meet this requirement. Students are required to acquire a weapon of the above type, not the pathetic little pig-stickers sold in some places as “swordsticks.” Although the style draws from traditional French Smallsword and *Canne de Combat* methods, its inventors wanted to offer a practical style, and noted that a fighter has two hands; the off-hand may be empty or may hold the scabbard, but either way, it can do something useful, especially against opponents who force the fighter to close quarters. However, teachers emphasize that a blade is still the deadliest weapon that the student has, even at such moments. The style also teaches Fast-Draw; the objective is to reply *swiftly* to sudden danger.

The Off-Hand Weapon Training perk is central to this style. Students may purchase it as soon as they have Style Familiarity and one point in each of the style’s primary skills, disregarding normal limits on Style Perks.

The unarmed techniques incorporated into this elegant style are surprisingly straightforward, but teachers point out that their first concern is effective self-defense, not finesse. Still, they *are* primarily teachers of the blade; students should never put more points into Brawling than Smallsword, and the latter will often have twice as many points as every other skill in the style put together. The focus on self-defense also leads to the study of methods to counter attacks from the rear, including reversed weapon grips, and ways to eliminate opponents' weapons. "Ethical" teachers focus on the latter, at least with advanced students, and suggest that they should be followed with a demand that the opponent surrender or depart. Indeed, some lecture on the psychology of such moments, and demonstrate Combinations which follow a disarm with a sword-point placed delicately at the opponent's throat. More "practical" teachers say that a sword-thrust to the vital organs resolves most problems. Legends speak of masters who fought off whole gangs of ruffians or bravos single-handed, with dazzling speed and precision.

Skills: Brawling; Fast-Draw (Sword); Smallsword.

Techniques: Back Strike (Swordsword); Close Combat (Swordsword); Counterattack (Swordsword); Disarming (Swordsword); Elbow Strike (Brawling); Feint (Swordsword); Kicking (Brawling); Knee Strike (Brawling); Retain Weapon (Swordsword); Reverse Grip (Swordsword); Targeted Attack (Swordsword Thrust/Neck); Targeted Attack (Swordsword Thrust/Vitals); Uppercut (Brawling).

Cinematic Skills: Sensitivity.

Cinematic Techniques: Dual-Weapon Attack (Swordsword); Dual-Weapon Defense (Swordsword); Grand Disarm (Swordsword); Timed Defense (Swordsword); Whirlwind Attack (Swordsword).

Perks: Off-Hand Weapon Training (Swordsword); Quick-Sheathe (Sword).

Optional Traits

Advantages: Combat Reflexes; Enhanced Parry (All); Extra Attack; Signature Gear; Status; Wealth; Weapon Bond.

Disadvantages: Code of Honor (Gentleman's); Compulsive Carousing; Compulsive Spending.

Skills: Cloak; Games (Sport Fencing); Intimidation; Main-Gauche; Savoir-Faire (Dojo); Savoir-Faire (High Society); Smallsword Art; Smallsword Sport; Wrestling.

Techniques: Breakfall.

SWORD-AND-PISTOL

3 points

This is a martial art for people who fight with a fencing blade in one hand and a pistol in the other. It is fictional, although plenty of historical individuals fought with blade and gun together. A true style might well develop in a swashbuckling steampunk or raygun Gothic setting in which lots of professional warriors have been fighting this way for generations.

This specific style assumes that the pistol is a firearm and the sword is a light, curved blade akin to a fencing saber, but it's easy enough to vary both for other technological arrangements and traditions. For example, the primary skills and associated techniques could be switched to Beam Weapons (Pistol) and Shortsword in a raygun Gothic world of blasters and Roman-style swords.

Realistically, the best reason to adopt such a fighting style would be that the pistols available have very limited numbers of shots (probably just one) and long reload times, and fighters quite often get into close-quarters combats – a situation faced, for example, by sailors on Age of Sail naval or pirate ships. In that case, the sword is the primary weapon, with the pistol held as an ace in the hole to bring down one especially dangerous opponent, preferably when a hit can be reasonably guaranteed. (Binding an opponent's blade with your own before sticking your pistol in his belly and pulling the trigger works.) However, if pistols are multi-shot, reliably accurate weapons, a sword might be held in the other hand as a fall-back for when the stylist is out of shots, to fend off opponents who get too close, and for maximum cool. In any case, the style is highly mobile and evasive, designed to deal with all sorts of opponents; although Acrobatics is listed here as an optional skill, it may be mandatory in some versions.

Access to the cinematic elements of this style requires either Gunslinger *or* Weapon Master. (The 20-point version of the latter, for the chosen sword type, is sufficient.) Also, whichever advantage you take, you can learn Flying Leap without learning Power Blow first. Although taking either permits you to spend points on those cinematic elements, you only get the specific benefits of the advantage you've taken. Of course, you can always take both if you have the points.

Usually, only cinematic stylists learn Dual-Weapon Attack (Pistol), despite it being considered somewhat realistic (see p. B230). However, many cinematic stylists *do* learn it, Dual-Weapon Attack (Saber), *and* Off-Hand Weapon Training, and combine them enthusiastically.

Skills: Guns (Pistol); Saber.

Techniques: Armed Grapple (Saber); Back Strike (Saber); Behind-the-Back Shot (Pistol); Bind Weapon (Saber); Close-Hip Shooting (Pistol); Close-Quarters Battle (Pistol); Counterattack (Saber); Disarming (Saber); Feint (Saber); Spinning Strike (Saber); Targeted Attack (Pistol/Vitals); Targeted Attack (Saber Swing/Neck).

Cinematic Skills: Flying Leap.

Cinematic Techniques: Dual-Weapon Attack (Pistol *or* Saber); Timed Defense (Saber); Whirlwind Attack (Saber).

Perks: Akimbo (Special)*; Cool Under Fire; Dramatic Death; Dual Ready (Pistol/Sword); Naval Training; Off-Hand Weapon Training (Pistol *or* Saber); Pants-Positive Safety; Pistol-Fist (Guns); Sure-Footed (Uneven).

Optional Traits

Secondary Characteristics: Improved Basic Speed and Per.

Advantages: Ambidexterity; Enhanced Dodge; Enhanced Parry (Saber); Enhanced Time Sense; Extra Attack; Fearlessness.

Disadvantages: Code of Honor (Pirate's); Overconfidence.

Skills: Acrobatics; Brawling; Fast-Draw (Pistol); Jumping; Stealth.

Techniques: Acrobatic Stand; Breakfall (Acrobatics); Elbow Strike (Brawling); Evade (Acrobatics); Fast-Draw Opponent's Weapon (Pistol); Knee Strike (Brawling); Mounted Shooting (Pistol/any steampunk vehicle).

* The style provides a version of Akimbo, which covers having a pistol in one hand and a saber in the other.

WEIRD-SCIENCE STYLES

Chapter 1 of *GURPS Powers: The Weird* details an assortment of styles of *weird science* – a topic that’s often relevant to steampunk games, where weirdness may be the scientific norm.

Existing Styles

Several styles detailed in *GURPS Powers: The Weird* are highly suitable for steampunk games. Certainly, the basic idea of a “Contrivance” style is *very* steampunk, and Automata is likely to be appropriate in a lot of clockpunk campaigns. A version of GOFAI may appear at a lower TL than normal if Babbage-style mechanical computers are built and become sufficiently advanced. (Victorian scientists are very likely to adopt an orderly, structured model of intelligence.) In the latter case, many GMs may wish to use the rules for computer types and Complexity given in *GURPS Steampunk 2*, pp. 7-18, instead of those in *GURPS Powers: The Weird*. Also, if the intelligence is being programmed into big, semi-specialized mechanical “engines” rather than elegant electronic devices, replace Computer Operation with Mechanic (Mechanical Computers, p. 17).

Controlled Evolution may appear in some biology-heavy steampunk settings, with the right choice of optional skills, while Ontogenetics is classic biological steampunk; see the list of stories that were inspirational to the style. In both cases, in settings where science hasn’t advanced to 21st-century levels but supernatural forces are known and understood, Bioengineering might be replaced in the skill lists by Alchemy. Para-Energetics may be the driving branch of science in alternate timelines where science has discovered new “rays” or “energies” such as N-rays (see the original *GURPS Steampunk*, p. 95). Lastly, in settings with functional paranormal powers, the Victorian interest in Psychical Research might lead to its development as a viable style, while the related fascination with exotic Eastern philosophies might lead to Transcendental Philosophy or even Tesseractis.

Also, one new style would fit a lot of steampunk protagonists.

The Appleby Bull was a four-winged clipper laden with bales of fluorspar. We crossed slowly to Earth under full canvas because we sat so heavy in the flux.

– Colin Greenland, *Harm’s Way*

VEHICLE MASTERY

10 points

Style Prerequisite: Gadgeteer.

Tech Levels: Any effective TL of 5+ with superscience or period superscience.

This weird-science style – specifically, a version of Contrivance (*GURPS Powers: The Weird*, p. 8) – was demonstrated by many Jules Verne characters, dime-novel heroes, and pulp

villains. You are obsessively focused on building and then operating an amazing vehicle (or perhaps a fleet of similar vehicles, or a series of designs each more amazing than the last), either for its own sake or as a means to an end. In that sense, this is a very *practical* style, based in engineering rather than science, although you may be as far ahead of current knowledge as the most eccentric theoretician.

Any vehicle engineer with enough skills could build a fancy vehicle, but the vehicle master uses superscience to construct something that dazzles the world. Although you may use knowledge borrowed from other advanced engineers, you insist on having an intimate acquaintance with every aspect and facet of the design, perhaps because there is so much superscience involved. In fact, many vehicle masters add more Engineer and Mechanic specialties and similar skills: Engineer (Materials) plus Chemistry if they want a hull of finest unobtainium, Engineer (Temporal) for time-machine builders, Mechanic (Motive System Type and Power Plant Type) for those with deep *and* broad competence in their field, Electronics Operation (Comm) if the vehicle has a radio installed, and so on.

Vehicle Mastery isn’t normally a source of weird powers – at least for the stylist himself. The vehicles it creates can sometimes get a little weird, though.

Technology Secret: Build It and Go. You, and anybody who worked with you while you were building it, are intimately acquainted with all the workings of any vehicle you create. You and your assistants have *no* familiarity problems with the vehicle, any of its systems, or any weapons mounted on it. You still need the relevant skills, but you never take familiarity penalties; as soon as the last part is in place, you can jump in and use it at full efficiency. This also applies to any new or changed features or new components that you add later.

Limiting Skill: Engineer (vehicle type).

Other Required Skills:* Machinist; Mathematics (Applied); Mechanic (vehicle type); Weird Science; 4 points in operation skills.

Techniques: Debugging; Inspired Development; Inspired Research.

Perks: Better Vehicle Components; Captain’s Command (p. 10); Cutting-Edge Training; Equipment Bond (Vehicle); Technology Secret (Build It and Go); Weapon Bond (vehicular weapon).

* Some of the listed skills require a choice of a specialty, which must of course be appropriate to the type

of vehicle that the vehicle master wishes to build. He must also spend at least 4 points on the skills needed to operate the chosen type of vehicle, which may be as simple as spending all 4 points on Boating, Driving, or Piloting, or may mean spending 1 point each on a Shiphandling specialty and on its prerequisites (such as appropriate Crewman, Leadership, and Navigation specialties). If the vehicle can operate in more than one environment, requiring different skills in each case, divide the points up appropriately; in a few cases, this may require more than 4 points, increasing the style cost.

CHAPTER TWO

TEMPLATES

Sammy the Reckoner looked around himself at the band that Black Bonnet Betsy had assembled, and inwardly, he groaned. This was the best that crazy anarchist could muster? There was Rotherman, the reporter from the Tribune – a good writer, to give him credit, but no fighter. The big lad leaning against a lamp-post was somebody's footman, to judge by his torn uniform; well, at least he'd understand how to take orders. Conversely, Jenny Jones from down the High Road was a costermonger, which meant that she'd take no orders at all. And that, lord help us all, was Constable Barker from the dockside beat; well, if he'd come on board, it showed that the seriousness of the problem had become too plain for even a human peeler to ignore – assuming that he wasn't here as some kind of spy.

But there was no time to second-guess this. Sammy just had to hope that Betsy's judgment was sound. He straightened himself up and spoke as loud and clear as he could manage.

"Well, lads and ladies, and here we all are," he said. "We've all seen what the Clockwork Peelers are doing. They've decided that we human folk can't be trusted with our own law, an' they want to make us into cogs in their machine. It's a bad time."

"So what can we do?" It was Rotherman who'd spoken up. Trust a reporter to interrupt just as a fellow was getting into his stride.

"It's like this," Sammy explained. "Me an' Betsy have got hold of some code-sheets from the automaton workshops – don't go asking how – and we think we know what's gone wrong with the clock-brains. And that gives us one chance to stop this madness . . ."

RACIAL TEMPLATES

The following are not, strictly speaking, races, but they can be treated as such for game purposes. Each template is intended as a generalized guideline; the GM is free to vary them to taste.

Robots and other automatons usually have the Taboo Trait (Fixed IQ). However, many campaigns and scenarios feature automaton characters who somehow become much smarter than the original design determined, so that feature isn't used on these templates.

Radiation is not a standard hazard in most steampunk games, only being recognized as a phenomenon late in the Steam Age. Hence, the mechanical templates here have not been given Radiation Tolerance. In games where radiation does appear as a hazard, purely mechanical automatons should strictly have high levels of the advantage. The raygun Gothic robot (p. 27), being electrical, might have problems, though.

BIOLOGICAL CREATION

-3 points

This is a generic template for a being created from organic materials by period superscience. There are famous precedents for this, from Frankenstein's creature in Mary Shelley's novel, sewn together from parts of human corpses, to the creations of H.G. Wells' Dr. Moreau, created from animals by acts of callous surgery. Naturally, there is a wide variation in these beings' abilities and personalities: Frankenstein's creature was, in the original novel, intellectually brilliant but motivated by resentment at its condition, whereas movie versions of the same story often make it a lurching monster. Moreau's

animal-men, although they acquired greater intellect along with human shape, were basically subhuman. Common features of biological creations seem to be startling vitality and impressive strength, along with disturbingly not-quite-normal-human appearance (which causes them to be treated as social outsiders) and problems with impulse control.

Biological creations tend to weigh around the same as humans of similar ST (if there *are* any humans of similar ST), but vary enormously in build and posture, depending how and from what they were created.

Attribute Modifiers: ST+2 [20]; IQ-1 [-20]; HT+3 [30].

Secondary Characteristic Modifiers: Basic Speed+0.25 [5].

Advantages: Rapid Healing [5].

Disadvantages: Appearance (Ugly) [-8]; Berserk (9) [-15]; Disturbing Voice [-10]; Social Stigma (Second-Class Citizen) [-5]; Unusual Biochemistry [-5].

Variations

This template is intended as a baseline; the GM is encouraged to alter it to reflect campaign assumptions and deranged creators' eccentricities. Truly horrific creations have Monstrous Appearance, whereas more elegant types may have Average or even Handsome/Beautiful Appearance, albeit with some Distinctive or Unnatural Features if they are mostly treated as human but don't *quite* look the part.

Likewise, the Social Stigma disadvantage can vary a lot. Second-Class Citizen is a *minimum*, representing a creature who is tolerated but known not to be fully human. Subjugated or Monster are more likely in most settings, reducing the template cost accordingly.

In some games, creations which exist in almost entirely human societies may be required to have an Unusual Background advantage to permit them to take exotic advantages (see p. B32) such as Claws, Doesn't Breathe (Gills), Fur, super-human senses, and even Flight (Winged), and possibly exotic disadvantages (p. B120) such as Bestial or Semi-Upright.

CLOCKWORK AUTOMATON

-110 points

This is more of a fairy-tale or fantasy creature than a science-fiction idea: a human-sized "doll" carved from wood and ivory, but with wonderful internal clockworks that give it the semblance of life and thought. Even in fantastical stories, such automatons tend to lack much in the way of self-awareness or free will, as is reflected in the details given for the dancing doll in *GURPS Steampunk 2*, p. 16, which serves as the basis for this template. This treatment improves on that a little, to produce something marginally plausible to play, at least as an Ally. Of course, operating in human society will make it impossible for an automaton to keep its nature secret.

Although the automaton is "refueled" by being wound up, which costs nothing in itself, this generates a small overhead in terms of effort and maintenance, which can be considered to give the automaton a cost of living.

A typical clockwork automaton might stand 5'6" tall and weigh 90 lbs.

Attribute Modifiers: ST-1 [-10]; IQ-3 [-60].

Secondary Characteristic Modifiers: HP+9 [18].

Advantages: Appearance (Beautiful) [12]; Damage Resistance 1 [5]; Doesn't Breathe [20]; Doesn't Sleep [20]; Eidetic Memory [5]; Immunity to Mind-Affecting Effects [30]; Indomitable [15]; Machine [25]; Single-Minded [5]; Unfazeable [15].

Disadvantages: Automaton [-85]; Bad Grip 1 [-5]; Fragile (Brittle; Combustible) [-20]; Increased Consumption 4 (Rewind every 30 minutes) [-40]; Mute [-25]; No Sense of Smell/Taste [-5]; Odious Racial Habit (Ignores all social cues) [-10]; Social Stigma (Subjugated) [-20].

Variations

Advanced mechanisms might grant advantages such as considerably increased DX or Perfect Balance. A playable automaton PC would need to buy off a lot of its listed disadvantages, including most or all of the Automaton meta-trait; such a self-aware automaton might not be Mute, although it might well have Disturbing Voice instead.

RAYGUN GOTHIC ROBOT

203 points

This is fairly typical of the sorts of robots that appear in raygun Gothic settings at around TL(6+1) or TL(6+2), although designs may vary enormously even within a setting. It is based on the robot described in *GURPS Steampunk 2*, p. 18. It wouldn't be terribly exciting to play as presented, but with a few skills trained in, it would make a useful Ally. An exceptional unit who had shed some of its mental disadvantages could make an entertaining adventurer. It is Reprogrammable (thanks to its AI meta-trait) but does not have Slave Mentality,

so if dastardly foes manage to subvert its loyalty codes, it can apply some initiative to working against its former friends.

The robot is a solidly built humanoid but definitely non-human design, all polished steel and concertina joints, with a transparent head casing revealing glittering circuitry. It stands 6' tall and weighs 250 lbs.

Attribute Modifiers: ST+3 [30]; DX+1 [20]; IQ-2 [-40]; HT+2 [20].

Secondary Characteristic Modifiers: HP+13 [26]; Basic Speed+0.25 [5]; Basic Move-1 [-5].

Advantages: AI [32]; Damage Resistance 15 [75]; Doesn't Breathe [20]; Double-Jointed [15]; High Pain Threshold [10]; Lifting ST 3 [9]; Longevity [2]; Machine [25]; Pressure Support 1 [5]; Reduced Consumption 3 (Recharge once per week) [6]; Sealed [15]; Vacuum Support [5].

Disadvantages: Electrical [-20]; Hidebound [-5]; Incurious (15) [-2]; Low Empathy [-20]; No Sense of Humor [-10]; Noisy 1 [-2]; Social Stigma (Valuable Property) [-10].

Quirks: Affected by Magnetism; Cannot Float; Catchphrase (something robotic). [-3]

Variations

A mass-produced robot design might suffer from Mistaken Identity. Certainly, the main thing distinguishing robots of a similar type would be the different skills they've been taught. If robots are treated as slaves, Valuable Property becomes Subjugated.

The template design assumes that a susceptibility to magnetism will potentially be significant in the setting; the genre does involve lots of big electrical devices. If your robots are built of plastic or are otherwise unaffected by this problem, drop the quirk.

Really fancy robots might have built-in gadgets such as flight rockets, specialized sensors, or weapons. Some may be larger than human (SM +1 or more), gaining them a discount on their (considerable) ST, HP, and Lifting ST.

Your scepticism does not outweigh what is. You have seen my jewelled heart.

– K. W. Jeter, *Infernal Devices*

STEAM-POWERED MECHANICAL MAN

67 points

A steam-powered robot (if the word exists in its setting), the mechanical man is a lumbering, clanking figure with borderline-human level intelligence thanks to a highly cinematic miniaturized Babbage engine in its upper torso. A chimney projecting upward from its back makes its power source clear; it needs refueling with good coal three times a day in regular use. The template is based on the steam worker from *GURPS Steampunk 2*, p. 16, but upgraded to make it more playable, at least as an Ally.

It has Reprogrammable and Slave Mentality (from its Automaton meta-trait); it can be set to obey a specific master or pursue a goal, though programming it requires a lot of rather fiddly mechanical manipulation after opening up its braincase, but it doesn't display much initiative. To make it into a viable PC, it would have to eliminate most of the elements of Automaton, perhaps as the result of an even more cinematic breakthrough in Babbage machine design.

The mechanical man stands 7' tall, broader in proportion than a human being, and weighs 730 lbs. It appears to have been assembled from a boilerplate with minimal thought given to aesthetics, but tends to be seen as a machine rather than a monster.

Attribute Modifiers: ST+8 (Size, -10%) [72]; IQ-3 [-60]; HT+1 [10].

Secondary Characteristic Modifiers: SM +1 [0]; HP+18 (Size, -10%) [33]; Basic Move-1 [-5].

Advantages: Damage Resistance 10 [50]; Doesn't Breathe (Oxygen Combustion, -50%) [10]; Doesn't Sleep [20]; Eidetic Memory [5]; High Pain Threshold [10]; Immunity to Mind-Affecting Effects [30]; Indomitable [15]; Lifting ST 5 (Size, -10%) [14]; Lightning Calculator [2]; Machine [25]; Photographic Memory [10]; Single-Minded [5]; Unfazeable [15].

Disadvantages: Automaton [-85]; Colorblindness [-10]; Disturbing Voice [-10]; Fragile (Brittle) [-15]; Ham-Fisted

2 [-10]; No Sense of Smell/Taste [-5]; Noisy 4 [-8]; Numb [-20]; Reprogrammable [-10]; Restricted Diet (Very Common) [-10]; Social Stigma (Valuable Property) [-10].

Quirks: Cannot Float. [-1]

Variations

Add Affected by Magnetism in campaigns where this has significant consequences. A less sophisticated robot might replace Disturbing Voice with Mute. One built to tow carts or carriages might have better Basic Move and possibly Enhanced Move; if it also has No Legs (Wheeled), it will be more of a talking tractor than a mechanical man.

Modern Science-Fiction Version: Alternatively, this could be an early TL6 machine controlled by a TL9 computer imported from a much more technologically advanced area of the setting. Perhaps the TL6 culture (say, on a colony planet) can't afford to purchase much technology, so it focuses on acquiring computing systems and limb-articulation designs which it can't even begin to emulate, and powers them with steam. In that case, add the AI meta-trait, delete Doesn't Sleep, Eidetic Memory, Immunity to Mind-Affecting Effects, Lightning Calculator, and Reprogrammable (all of which are covered by AI, one way or another), and add Electrical (Brain Only, -70%) [-6]. This reduces the template cost to 52 points, but gives a steam robot who is vulnerable to high-tech hackers and electrical scrambling.

CHARACTER TEMPLATES

The rest of this chapter provides a selection of character templates (p. B258) suitable for steampunk and Steam Age games. Not all of these will suit every game; GMs will have to decide which to allow. The templates are designed to be flexible, with a range of options, variations, and lenses that may modify point values.

Each template is intended to produce a playable individual who is at least competent in his occupation. Some NPCs may well be rather less impressive or well-balanced, especially if they are high-Status Steam Age folk, who are terribly prone to assuming that their innate superiority excuses them from having actually to master the skills for their employment.

Note that all of these templates include modified attributes and Talents among their options. If you take these, remember to adjust all associated skill levels accordingly.

Disadvantage Limits

Most of these templates assume a disadvantage limit of 50% of base points, except where noted otherwise. Some military, police, or espionage games may give PCs a mandatory Duty that does not count against disadvantage limits. In such cases, when using templates from this supplement with Duties included (see *Military Duties*, p. 29), players may take other disadvantages from the list of options to the same value, and spend the points from the

mandatory Duty on additional advantages, buying up skills, or adding new skills.

Perks and Quirks

Each template also lists of suggested perks and quirks that are especially appropriate. Among other options, you can take some of these if your choice of advantages or disadvantages falls a few points short of the total required by the template, to balance things out. The maximum number of quirks is still five, whether chosen from this list or selected "freehand." Also remember not to take quirks that are defined as lesser versions of disadvantages that you have already taken.

"Catherine would make a sad, heedless young housekeeper to be sure," was her mother's foreboding remark; but quick was the consolation of there being nothing like practice.

– Jane Austen,
Northanger Abbey

50-POINT TEMPLATES

Low-power templates suit games that focus on Steam Age street life or on ordinary low-ranking soldiers. Of course, it's perfectly possible to enhance

someone built with one of these templates for use in higher-starting-points games; very often, dropping the extra points into better attributes, raising some skills a little (and taking a few more from the lists of options), and adding advantages such as Contacts or Talents will do the trick very nicely.

MILITARY DUTIES

Several of the templates in this chapter are for serving military figures. In most cases, it is assumed that the individual sees some kind of combat from time to time, in war, “police actions,” or unconventional operations (or bizarrely dangerous training), making their Duty at least somewhat hazardous. In a peacetime campaign, it may well be Nonhazardous; peacetime military service isn’t usually *much* more dangerous than a lot of other jobs. However, colonial service in a fever-ridden outpost with hostile locals may be just as dangerous as wartime, even if disease is more likely to get you than a bullet. Equally, adventurers who keep undertaking perilous special missions for Queen and Country may rate as having an Extremely Hazardous Duty.

The frequency of a Duty depends on the exact nature of the campaign and service. “Quite often” (12 or less) represents a fair amount of action, but also enough downtime that you can find opportunities for a significant

amount of private activity. Dropping it to “fairly often” (let alone “quite rarely”) would imply troops with an unusual amount of time on their hands (perhaps a quiet outpost with a lax commander). Conversely, raising it to “almost all the time” would imply either an intensively disciplined force, a martinet commanding officer who keeps finding excuses for the troops to stay on base or go out on patrol, or intensive wartime service (perhaps facing overwhelming odds); most stories would be entirely about active assignments, because the team wouldn’t have time for much else.

In all such cases, if the Duty ends up being worth more or less than the value on the template, take more or fewer disadvantages from the template options list to compensate. Also, in games built around wartime service or other military operations, a mandatory Duty may not count against campaign disadvantage limits; see *Disadvantage Limits*, p. 28, on how to handle this.

Artilleryman

50 points

You stand at the point where technology meets soldiering, using the best available machinery to inflict lots of damage on the enemy from a great distance. You *are* a trained soldier, but with less hard marching and more carefully calculated, well-drilled directing of thunder. Your preferred weapons are so heavy that they have to be moved around by teams of horses or, as technology develops, by specialist vehicles.

In the early part of the Steam Age, artillery ranges are limited enough that you are regularly in danger of an enemy charge reaching your positions. By the end of the period, you might get through an entire war without ever seeing the enemy who you’re killing. (However, *their* artillery may try quite hard to kill *you*.) In a steampunk setting with military aviation, you may be responsible for antiaircraft gunnery.

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

Secondary Characteristics: Damage 1d-2/1d; BL 24 lbs.; HP 10 [0]; Will 11 [0]; Per 11 [0]; FP 10 [0]; Basic Speed 5.25 [0]; Basic Move 5 [0].

Advantages: Lifting ST 1 [3], Special Exercises (Lifting ST +1) [1], and Military Rank 0 [0]. • A further 25 points chosen from among additional ST +1 or +2 [10 or 20], DX +1 [20], IQ +1 [20], HT +1 or +2 [10 or 20], Will +1 to +3 [5/level], Per +1 to +3 [5/level], Acute Vision 1 to 3 [2/level], Combat Reflexes [15], Danger Sense [15], Fearlessness [2/level], Gizmos [5 each], Intuition [15], Languages [1-6 each], Less Sleep [2/level], Lightning Calculator [2], Luck [15], Military Rank 1 to 3 [5/level], Patron (Your regiment’s colonel, as a powerful individual) [varies], Resistant to Disease (+3) [3], Single-Minded [5], or Technician [5/level].

Suggested Perks: Looks Good in Uniform.

Disadvantages: Duty (Military branch; 12 or less) [-10]. • -15 points chosen from among Appearance (Unattractive) [-4],

Callous [-5], Chummy [-5], Code of Honor (Pirate’s or Soldier’s) [-5 or -10], Compulsive Carousing [-5* or -10*], Gluttony [-5*], Hard of Hearing [-10], Honesty [-10*], Lecherousness [-15*], No Sense of Humor [-10], Oblivious [-5], Sense of Duty (Your gun crew or The Army or Homeland) [-5 or -10], Skinny [-5], Status -1 [-5], or Wealth (Struggling or Poor) [-10 or -15].

Suggested Quirks: Attentive, Chauvinistic, Congenial, Dull, Humble, Imaginative, Likes Gadgets, or Staid.

Primary Skills: Gunner (E) DX+2 [4]-12 and Soldier (A) IQ+1 [4]-12.

Secondary Skills: Savoir-Faire (Military) (E) IQ [1]-11. • One of Driving (specialty to suit artillery tractor) (A) DX [2]-10 or Teamster (Equines) (A) IQ [2]-11.

Background Skills: Five of Brawling or Knife, both (E) DX [1]-10; Shortsword (A) DX-1 [1]-9; Camouflage, Carpentry, or First Aid, all (E) IQ [1]-11; Animal Handling (Equines), Armoury (Heavy Weapons), Artillery, Gambling, Leadership, Mechanic (vehicle type), or Packing, all (A) IQ-1 [1]-10; Tactics (H) IQ-2 [1]-9; Carousing (E) HT [1]-11; Scrounging (E) Per [1]-11; or 1 point to raise a 1-point skill by a level.

* Multiplied for self-control number; see p. B120.

Customization Notes

Steam Age artillerymen almost all use only Gunner skill in battle (see *Artillery*, p. 16), although a specialist mortar gunner might have Artillery instead. By the end of the period, those trained in the new discipline of indirect fire may have several points in Artillery *as well as* Gunner. By the very end, with the invention of the field telephone and specialist targeting instruments, a gunner might pick up Forward Observer as a background skill, though that’s mostly for officers. In steampunk worlds, these developments might come sooner.

Otherwise, select skills and specialties as appropriate to the time and place. For example, a Napoleonic-era gunner could have Gunner (Cannon), Teamster (Equines), and Packing, while a steampunk autocannon operator might have Gunner (Machine Gun), Driving (Heavy Wheeled), and Mechanic (Armored Steam Coach). In wilder steampunk games, artillerymen may have very exotic specialties to their Gunner or Artillery skills.

Artillerymen are technical specialists, so even privates are generally Status 0 with Average Wealth. However, being classed in some eyes as “common soldiers,” some may be Status -1 with less Wealth, especially early in the Steam Age. See *Military Duties*, p. 29, for notes on how to vary the Duty disadvantage according to the nature of the campaign.

NCOs and Lieutenants: Rank 1 or 2 artillery corporals and sergeants are generally a bit higher in point values than Rank 0 gunners, spending some of the extra points on Leadership skill at some level, and may well add Teaching to their optional skills. They may be in charge of the draft animals or vehicles, with appropriate skills at raised levels. The most junior (Rank 3) commissioned artillery officers are responsible for single guns or small groupings, and so should have some level of practical gunnery skill. They can be built with this template, though some may focus more on Leadership and Savoir-Faire (Military), or on advanced technical skills such as Cartography, Mathematics (Applied or Surveying), or Navigation.

Vehicle Gunner: A crewman on a big steampunk fighting vehicle, in charge of one of its guns, can also use this template, either taking Driving for the relevant vehicle type or replacing the Driving/Teamster option with an appropriate Mechanic or Crewman skill. Antipersonnel weapons on such vehicles may be quite light; in this case, the gunners who crew them replace Gunner with Guns (LAW, LMG, or Rifle).

General: Mr. de Bridoon, what is the general use of Cavalry in modern warfare?

Mr. de Bridoon: Well, I suppose to give tone to what would otherwise be a mere Vulgar Brawl!

– *Punch* magazine cartoon, 1892

Cavalryman

50 points

You bring dash and speed to warfare; your job in battle is to take ground and leave the plodding infantry with the boring task of holding it. However, this forces you to work in the open and frequently go on the attack, which means that you have to deal with the ever-growing power of Steam Age weaponry. At the start of the period, cavalry can still hope to carry charges home against enemy formations. By the end, you mostly function as mounted infantry, dismounting when you

have to engage the enemy. However, you can also undertake scouting and patrol duties, so you remain useful. Some steampunk worlds may offer technologies that extend the lifespan of classic cavalry warfare, such as the Iron Horse (**GURPS Vehicles: Steampunk Conveyances**, pp. 7-8), which combines light armor and the ability to mount moderately heavy weapons with cavalry speed.

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

Secondary Characteristics: Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 11 [5]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [-5]; Basic Move 5 [0].

Advantages: Military Rank 0 [0]. • 20 points chosen from among additional ST +1 or +2 [10 or 20], DX +1 [20], HT +1 or +2 [10 or 20], Will +1 to +3 [5/level], Per +1 to +3 [5/level], Acute Vision 1 or 2 [2 or 20], Animal Empathy [5], Animal Friend [5/level], Appearance (Attractive or Handsome) [4 or 12], Combat Reflexes [15], Danger Sense [15], Daredevil [15], Fearlessness [2/level], Fit [5], Higher Purpose (The glory of the regiment!) [5], High Pain Threshold [10], Languages [1-6 each], Less Sleep [2/level], Luck [15], Military Rank 1 to 3 [5/level], Patron (Your regiment’s colonel, as a powerful individual) [varies], or Resistant to Disease (+3) [3].

Suggested Perks: Alcohol Tolerance, Looks Good in Uniform, or No Hangover.

Disadvantages: Duty (Military branch; 12 or less) [-10]. • -10 points chosen from among Appearance (Unattractive) [-4], Bad Temper [-10*], Bloodlust [-10*], Bully [-10*], Callous [-5], Chummy [-5], Code of Honor (Pirate’s or Soldier’s) [-5 or -10], Compulsive Carousing [-5* or -10*], Delusion (any combat delusion about the superiority of your own side or training) [varies], Easy to Read [-10], Gluttony [-5*], Impulsiveness [-10*], Innumerate [-5], Intolerance (Civilians or Enemy nation or All foreigners) [-5 or -10], Jealousy [-10], Language (own native): Spoken (Native)/Written (Accented, Broken, or None) [-1, -2, or -3], Lecherousness (15) [-7], No Sense of Humor [-10], Oblivious [-5], Odious Personal Habits (Swears like a trooper) [-5], On the Edge (15) [-7], Overconfidence [-5*], Sense of Duty (Your squadron or The Army or Homeland) [-5 or -10], Status -1 [-5], or Wealth (Struggling) [-10].

Suggested Quirks: Bowlegged, Chauvinistic, Congenial, Distractible, Dull, Horrible Hangovers, Imaginative, Inappropriate Manner (Martial), or Staid.

Primary Skills: Riding (Horse) (A) DX+2 [8]-13 and Soldier (A) IQ [2]-10. • One of Guns (Rifle) (E) DX+2 [4]-13, or Broadsword, Lance, or Saber, all (A) DX+1 [4]-12.

Secondary Skills: Savoir-Faire (Military) (E) IQ+1 [2]-11.

Background Skills: Four of Brawling (E) DX [1]-11; Acrobatics (H) DX-2 [1]-9; First Aid (E) IQ [1]-10; Animal Handling (Equines), Fast-Talk, Gambling, Leadership, or Packing, all (A) IQ-1 [1]-9; Naturalist, Tactics, or Veterinary, all (H) IQ-2 [1]-8; Carousing (E) HT [1]-10; Sex Appeal (A) HT-1 [1]-9; Intimidation (A) Will-1 [1]-10; Scrounging (E) Per [1]-10; Observation or Survival (any), both (A) Per-1 [1]-9; or 1 point to raise a background skill by a level.

* Multiplied for self-control number; see p. B120.

Customization Notes

There are several different types of cavalry. The choice of primary weapon skill distinguishes, say, lancers from late-period mounted infantry, while equipment issue, detailed training, and mission assignments distinguish light and heavy cavalry. Also, heavy cavalry tend to have higher ST, while light cavalry favor DX and Per.

Even ordinary cavalry troopers gain a little prestige from riding into battle, so most are Status 0 (with Average Wealth to support it), but shabbier units may mean Status -1 and lower Wealth. However, even there, any troops with Rank 1 or better are Status 0. See *Military Duties*, p. 29, for notes on how to vary the Duty disadvantage according to the nature of the campaign.

NCOs and Lieutenants: Rank 1 or 2 corporals and sergeants are generally a bit higher in point values than Rank 0 troopers, almost always spend some of those extra points on Leadership skill, and may add Teaching to their optional skills. Junior (Rank 3) commissioned officers must still possess the practical skills emphasized by this template, though some may try to focus more on Leadership or Tactics.

Lenses

Dashing Hussar (+100 points): Hussars are a type of light cavalry, originally modeled on an Eastern and Central European pattern and noted for their distinctive style of uniform. This lens, though, represents the cinematic view of the type, as the quintessential cavalry hero – a flamboyant officer with a range of abilities for both battles and special missions. Add +1 ST [10], +2 DX [40], and +2 HT [20] (and note that this raises Basic Speed to 6.00 and Basic Move to 6). Raise Military Rank to 3 [15]; it can be raised as high as 5 with optional advantage points, remembering that in most settings, this grants Status at least +1. Combat Reflexes [15] becomes a required advantage, and Born War-Leader [5/level], Noble Upbringing [5/level], and Enhanced Parry (Sword) [5] are added to the list of optional advantages. Take another -25 points in disadvantages from the list of options, and add Code of Honor (Plunger's) [-5], Fanaticism (Queen/King and Country) [-15], and On the Edge [-15*] to that list. Take *two* of the optional weapons skills from the primary skills list [+4]. Lastly, add Acrobatics (H) DX [4]-13, Animal Handling (Equines) (A) IQ+1 [4]-11, Brawling (E) DX+1 [2]-14, Carousing (E) HT+1 [2]-13, Dancing (A) DX-1 [1]-12, Fast-Talk (A) IQ [2]-10, Gambling (A) IQ [2]-10, Guns (Pistol) DX+1 [2]-14, and Sex Appeal (A) HT [2]-12 to the secondary skills (and delete them from the background skills when they're there).

Gentleman Ranker (+4 points): Someone from a high-Status background may choose to join the army in the ranks after encountering severe financial or social difficulties, as a way to lose himself. Such an individual is likely to opt for the cavalry, which at least has a touch of class – and after all, the odds are that the chap already knows how to ride! Add Secret (Past shame) [-5 or -10] and Social Stigma (Disowned) [-5 or -10] to the list of optional disadvantages, Savoir-Faire (High Society) (E) IQ+2 [4]-12 to the secondary skills, and Dancing (A) DX-1 [1]-10 to the list of optional background skills.

Mechanical Cavalry: Steampunk “iron horse riders” (using the iron horse in *GURPS Vehicles: Steampunk Conveyances*)

change Riding to Driving (Mecha) (A) DX+2 [8]-13, add any new specialty of Guns required by the specific war machine they ride to the primary skills weapons options, and replace Animal Handling and Veterinary with Mechanic (Mecha) IQ-1 [1]-9 in the optional background skills.

Constable

50 points

The Industrial Age means big cities with complicated populations, which means that law enforcement can no longer be left to amateurs and untrained watchmen. You live on the other side of the resulting change; you wear a uniform and keep the peace as a full-time job, and may well be a proud member of one of the first professional police forces.

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

Secondary Characteristics: Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 11 [5]; Per 11 [5]; FP 11 [0]; Basic Speed 5.00 [-5]; Basic Move 5 [0].

Advantages: Legal Enforcement Powers (Local) [5] and Police Rank 0 [0]. • 10 points chosen from among ST +1 [10], HT +1 [10], Will +1 or +2 [5 or 10], Per +1 or +2 [5 or 10], FP +1 to +3 [3/level], Basic Move +1 [5], Absolute Direction [5], Acute Hearing 1 to 3 [2/level], Acute Vision 1 to 3 [2/level], Charisma 1 [5], Contacts (street informers) [varies], Fearlessness [2/level], High Pain Threshold [10], Higher Purpose (Protect the helpless) [5], Night Vision 1-3 [1/level], Police Rank +1 [5], Resistant to Disease (+3) [3], Social Chameleon [5], or Temperature Tolerance 1 [1].

Suggested Perks: Fearsome Stare.

Disadvantages: Duty (Police force; 12 or less) [-10]. • -10 points chosen from among Appearance (Unattractive) [-4], Bully [-10*], Callous [-5], Charitable (15) [-7], Intolerance (The “criminal classes”) [-5], Chummy [-5], Clueless [-10], Code of Honor (Respectable Working Class) [-5], Hidebound [-5], Easy to Read [-10], Honesty [-10*], No Sense of Humor [-10], Odious Personal Habits (Censorious Respectability) [-5], Overconfidence [-5*], Overweight [-1] or Fat [-3], Selfless [-5*], Sense of Duty (Your watch or team or Law-abiding folk) [-5 or -10], Stubbornness [-5], Truthfulness [-5*], Unfit [-5], or Wealth (Struggling) [-10].

Suggested Quirks: Chauvinistic, Congenial, Dull, Humble, Inappropriate Manner (Pushy), Nosy, Responsive, or Staid.

Primary Skills: Area Knowledge (home area) (E) IQ+2 [4]-12; Criminology (A) IQ+1 [4]-11; Law (local area's Police) (H) IQ-1 [2]-9; Savoir-Faire (Police) (E) IQ+1 [2]-11; and Shortsword (A) DX [2]-10.

Secondary Skills: Brawling (E) DX+2 [4]-12; Interrogation (A) IQ [2]-10; Intimidation (A) Will [2]-11; and Search (A) Per [2]-11.

Background Skills: Six of Bicycling, Forced Entry, Guns (Pistol), or Knot-Tying, all (E) DX [1]-10; Boxing, Boxing Sport, or Wrestling, all (A) DX-1 [1]-9; First Aid or Gesture, both (E) IQ [1]-10; Leadership, Lockpicking, or Streetwise, all (A) IQ-1 [1]-9; Diplomacy, Forensics, or Psychology, all (H) IQ-2 [1]-8; Swimming (E) HT [1]-11; Body Language, Observation, or Urban Survival, all (A) Per-1 [1]-10; Detect Lies (H) Per-2 [1]-9; or 1 point to raise a background skill by a level.

* Multiplied for self-control number; see p. B120.

Customization Notes

This template represents a reasonably experienced or well-trained copper, with a range of relevant skills at useful levels; he knows his patch well, understands criminal behavior, and can get by in a street brawl. Shortsword skill is used for the truncheon (treated as a baton, p. B273). Moving a few points between different primary or secondary skills, for characterization as much as anything, is quite reasonable. Many ordinary coppers encountered on the beat, especially younger constables and complacent time-servers, may lack some of these abilities, relying on all-out attacks in combat and skills at default at other times.

The template assumes a force akin to the British police in the late 19th century. In other countries, ordinary policemen may have 10-point Legal Enforcement Powers, Military Rank instead of Police Rank, training with actual broadswords, or mandatory Guns skill. Coppers in any force are quite often ex-military, and so may have advantages and skills from the infantryman template (pp. 35-36), raising their point total. Others may have different past careers (usually working class), and so may have a few appropriate extra skills.

Life as a working copper, especially a fictional protagonist policeman, is generally risky enough to qualify for a standard Duty of 12 or less, but if you have a quiet country beat or are patrolling a brutal steampunk urban wasteland, this could be varied.

Veteran officers mostly just have higher skill levels and possibly Reputations within the force or with the local underworld or citizenry. Better coppers generally may have better DX or IQ or advantages such as Combat Reflexes, Danger Sense, Indomitable, Intuition, or Peripheral Vision. Writing isn't a standard police skill, but can help in career progression – producing clear reports is a good way to impress superiors and pass promotion examinations. Those who *really* know how to play the system may have Administration.

A constable with Wealth (Struggling) can still maintain Status 0 by virtue of his respectable job; his police pay will just about cover it. However, he must live in cramped police quarters, remain unmarried, and have very limited options for off-duty activities.

Alcoholism can be a severe problem for a career policeman, although it isn't included in the disadvantage options. Some coppers develop that condition as a reaction to the stresses of the job or because of a hard-drinking culture.

Lens

Plain-Clothes Detective (+50 points): You've been promoted for competence and assigned to plain-clothes undercover or security work. Change DX to 11 [20], IQ to 11 [20], Will to 12 [5], Per to 12 [5], and Basic Speed to 5.00 [-10]. Increase base Police Rank to 1 [5], add Combat Reflexes [15] as a required advantage, and take a total of 20 points from the optional advantages, adding DX +1 [20], IQ +1 [20], Basic Speed +1 [20], Danger Sense [15], Indomitable [15], Intuition [15], Luck [15], and Peripheral Vision [15] to that list. Take a total of -30 points from the optional disadvantages list, adding Curious [-5*], Fanaticism (Queen/King and Country) [-15], and Weirdness Magnet [-15] to that list. Lastly, raise all skills to match the increased attributes and characteristics, and add Acting (A) IQ-1 [1]-10, Detect Lies (H) Per-2 [1]-10, Guns (Pistol) (E) DX [1]-11, Observation (A) Per-1 [1]-11,

and Streetwise (A) IQ-1 [1]-10 to the secondary skills (and deleting any of them that appear in the list of optional background skills).

Crewman

50 points

You have the skills to serve on some large steampunk vehicle – a great oceangoing ship, an airship, a land dreadnaught, or even a ship of space. Whether this is a military or a civilian design is secondary, and indeed you may shift between the two roles through your career; what matters are your technical skills and a willingness to accept basic discipline. Despite the last, when off duty, you may have many of the time-honored habits of the sailor.

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

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 11 [0]; Basic Speed 5.00 [-5]; Basic Move 5 [0].

Advantages: 20 points chosen from among ST +1 or +2 [10 or 20], DX +1 [20], IQ +1 [20], HT +1 or +2 [10 or 20], Per +1 to +3 [5/level], Artificer 1 or 2 [10 or 20], Born Airman [5/level], Born Sailor [5/level], or Technician [5/level].
● A further 20 points chosen from among HP +1 to +3 [2/level], Will +1 to +3 [5/level], FP +1 to +3 [3/level], Absolute Direction [5] or 3D Spatial Sense [10], Acute Vision [2/level], Allies (crewmates) [varies], Combat Reflexes [15], Cultural Adaptability [10], Cultural Familiarities [1 each], Languages [1-6 each], Luck [15], Military Rank 0 to 3 [5/level], Night Vision 1-3 [1/level], Resistant to Disease (+3) or (+8) [3 or 5], or Temperature Tolerance 1 [1].

Suggested Perks: Cutting-Edge Training or Looks Good in Uniform.

Disadvantages: -20 points chosen from among Alcoholism [-15], Appearance (Unattractive) [-4], Callous [-5], Chummy [-5] or Gregarious [-10], Code of Honor (Pirate's or Soldier's) [-5 or -10], Compulsive Carousing [-5* or -10*], Delusion (Superstitious) [-5], Duty (military or contracted service) [varies], Hidebound [-5], Impulsiveness [-10*], Incurious [-5*], Innumerate [-5], Language (own native): Spoken (Native)/Written (Accented, Broken, or None) [-1, -2, or -3], Lecherousness [-15*], Odious Personal Habits (Swears like a sailor) [-5], One Arm [-20], One Eye [-15], One Hand [-15], Overconfidence [-5*], Pacifism (Reluctant Killer) [-5], Phobia (Fire) [-5*], Selfless [-5*], Sense of Duty (Crewmates or Homeland) [-5 or -10], Social Stigma (Criminal Record or Minority Group) [-5 or -10], Status -1 [-5], Stubbornness [-5], Wealth (Struggling or Poor) [-10 or -15], or Weirdness Magnet [-15].

Suggested Quirks: Bowlegged, Broad-Minded, Chauvinistic, Congenial, Dislikes open flames aboard vessels, Dull, Epitome (Jolly Jack Tar), Humble, Nosy, Responsive, or Staid.

Primary Skills: Freight Handling (A) IQ [2]-10. ● One of Crewman (Aircraftman, Airshipman, Landshipman, Seaman, or Spacer, or Submariner) (E) IQ+3 [8]-13. ● One of Mechanic (vehicle type matching Crewman specialty) (A) IQ [2]-10.

Secondary Skills: Area Knowledge (region of operation) (E) IQ+1 [2]-11 and Navigation (appropriate specialty) (A) IQ-1 [1]-9.

Background Skills: *Five* of Brawling, Gunner, Guns (Pistol or Shotgun), Knife, Knot-Tying, Parachuting, or Sewing, all (E) DX+1 [2]-11; Axe/Mace, Boating, Climbing, Dancing, Diving Suit, Driving, Free Fall, Piloting, Submarine, or Vacc Suit, all (A) DX [2]-10; Carpentry, First Aid, Gesture, Housekeeping, or Savoir-Faire (Military), all (E) IQ+1 [2]-11; Armoury (Heavy Weapons), Artillery (Bombs, Cannon, or Torpedoes), Cartography, Electrician, Electronics Operation (Comm, Sensors, or Sonar), Electronics Repair (Comm, Sensors, or Sonar), Leadership, Merchant, Meteorology, Smuggling, or Streetwise, all (A) IQ [2]-10; Artist (Engraving or Woodworking), Diplomacy, Musical Instrument (anything portable), or Shiphandling, all (H) IQ-1 [2]-9; Carousing or Swimming, both (E) HT+1 [2]-12; Sex Appeal (A) HT [2]-11; Fishing (E) Per+1 [2]-11; or Observation or Survival (any), both (A) Per [2]-10.

* Multiplied for self-control number; see p. B120.

Customization Notes

This template represents a versatile, capable crewman, though one who has only picked up the basics of Navigation – that’s the province of the officers, and second-guessing *them* may be a disciplinary offense. Advantage choices, the Crewman skill choice, and skill specialty and background skill choices should be appropriate for the type of vehicle on which the individual works – land, surface ship, submarine, air, or space. Also, Shiphandling has prerequisites which must be met first, and Electrician, Electronics Operation, and Electronics Repair are only available in settings in which electrical and electronic systems are regularly installed in vehicles.

Games that treat space travel slightly more realistically may have a special concern with Free Fall skill; see *Zero-G Activities*, below.

“Common sailors” may be Status -1 and Struggling or Poor, especially if they were recruited from the taverns of some random port. However, technically skilled crewmen on high-tech vehicles generally receive a degree of respect, meriting Status 0.

Military Crew: Typical ordinary crewmen on a military vehicle take Military Rank 0 [0], a Duty, and Savoir-Faire (Military); many also have Artillery or Gunner. Advancing up the service hierarchy means increases in Rank, and probably improvements in some group of relevant skills as well as Leadership and possibly Teaching. Officers (Rank 3+) have Status (partly or entirely granted by their Rank), and often need to find a few extra points to spend on Savoir-Faire (High Society), Tactics, and improving their Savoir-Faire (Military). See *Military Duties*, p. 29, for notes on how to vary the Duty disadvantage according to the nature of the campaign.

Pirate Crew: In settings where piracy is a viable career (rare but not totally unknown in the historic Steam Age), pirate crewmen need some kind of combat skills, or perhaps Intimidation; success for them depends on employing violence, or at least threatening it convincingly. Many gain dangerous Enemies; other people often hate pirates, they were hunted ruthlessly in the Steam Age, and most steampunk settings that feature piracy also feature determined pirate-hunters. Judicious use

of Streetwise skill and some helpful Contacts may be crucial to pirates’ survival.

Ship’s Gunner: Experience with ships’ guns (and torpedo tubes) is mostly the province of military crew and possibly pirates (see above), but in some settings, merchant craft go armed to protect themselves. An occasional assignment to crew the guns along with a lot of other crewmen can be reflected simply by taking Artillery or Gunner as a background skill, but a well-trained or experienced gunnery specialist should find some extra points to buy it up, and add Armoury (Heavy Weapons).

Zero-G Activities

Many period science-fiction and steampunk stories of space travel ignore or handwave away the issue of zero-gravity operations, despite the fact that, in the absence of superscience gravity generation or almost equally unlikely long-endurance constant-high-acceleration drives, space travelers are going to spend most of the time in free fall. If the game treats this seriously, Free Fall skill at a good level (14+) should be mandatory for spaceship crew. Spacers will just have to find the points from somewhere.

Entertainer

50 points

People have always needed to be entertained, but for the first time, the Steam Age allows them to be entertained by the mass media – which may or may not be where you work, but does allow you to advertise widely. You can dream of star billing and national fame, which are ideas that entertainers in the past never knew. The music halls and variety theaters demand a wide range of performance skills – singing, dancing, comedy, acrobatics, ventriloquism, and more – while more prestigious success can be achieved in opera houses and traditional theater.

All this provides a route by which talented individuals from poor backgrounds can not only make a decent living, but also come into contact with the higher social classes. In addition, even performers on the lower rungs of the professional ladder can find themselves touring the country and beyond, which itself can lead to adventures.

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

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 11 [0]; Per 11 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: 30 points chosen from among ST +1 [10], DX +1 [20], IQ +1 [20], HT +1 [10], Will +1 or +2 [5 or 10], Per +1 or +2 [5 or 10], Basic Speed +0.25 to +1.00 [5 per +0.25], Ambidexterity [5], Appearance (Attractive or Handsome/Beautiful) [4 or 12], Charisma [5/level], Eidetic Memory [5], Fashion Sense [5], Flexibility [5], High Manual Dexterity [5/level], Musical Ability [5/level], Perfect Balance [15], Pitiability [5], Poet [5/level], Rapier Wit [5], Reputation (For performance ability; Among fellow professionals or devotees of the form) [varies], Smooth Operator 1 [15], Social Chameleon [5], Social Climber 1 or 2 [5 or 10], or Voice [10].

Suggested Perks: Honest Face.

Disadvantages: -25 points chosen from among ST -1 or -2 [-10 or -20], HT -1 [-10], Will -1 or -2 [-5 or -10], Alcoholism [-15], Appearance (Unattractive) [-4], Bad Sight (Mitigator, Glasses, -60%) [-10], Charitable [-15*], Chummy [-5], Compulsive Behavior (Carousing, Gambling, Lying, or Melodrama) [varies*], Cowardice [-10*], Curious [-5*], Delusion (Superstitious) [-5], Enemy (gossip or rival thespian; Watcher or Rival) [varies], Impulsiveness [-10*], Jealousy [-10], Lecherousness [-15*], Obsession (Become world-famous) [-10*], Pacifism (Reluctant Killer) [-5], Selfish [-5*], Skinny [-5], Slow Riser [-5], Social Stigma (Second-Class Citizen or Minority Group) [-5 or -10], Status -1 [-5], Unfit [-5], or Wealth (Struggling or Poor) [-10 or -15].

Suggested Quirks: Assertively Amoral, Broad-Minded, Careful, Careless with money, Code of Honor (“The show must go on”), Congenial, Inappropriate Manner (Oily), Nosy, Proud, or Responsive.

Primary Skills: One of Hobby Skill (Feats of Strength) (E) DX+3 [8]-13; Dancing or Fire Eating, both (A) DX+2 [8]-12; Acrobatics, Escape, or Sleight of Hand, all (H) DX+1 [8]-11; Animal Handling (Dogs or Parrots), Fast-Talk, Performance, Professional Skill (Stage Magic), or Public Speaking, all (A) IQ+2 [8]-13; Hypnotism, Mimicry (any), Musical Instrument (any), or Ventriloquism, all (H) IQ+1 [8]-12; or Singing (E) HT+3 [8]-13. • An additional 4 points to raise your primary skill by a level; take one of the other skills from the list of primary skills at one level lower; or take two of the other skills from the list at two levels lower.

Secondary Skills: Four of Stage Combat (A) DX [2]-10; Area Knowledge (your tour circuit) or Makeup, both (E) IQ+1 [2]-12; Fortune-Telling, Freight Handling, Group Performance, Holdout, Poetry, or Writing, all (A) IQ [2]-11; Literature or Musical Composition, both (H) IQ-1 [2]-10; Lifting or Sex Appeal, both (A) HT [2]-10; or Breath Control (H) HT-1 [2]-9.

Background Skills: Five of Brawling, Knife, Knot-Tying, or Sewing, all (E) DX [1]-10; Boxing Sport, Climbing, Filch, or Wrestling Sport, all (A) DX-1 [1]-9; Pickpocket (H) DX-2 [1]-8; Carpentry, Current Affairs (Popular Culture), First Aid, Games (any card game, chess, etc.), or Gesture, all (E) IQ [1]-11; Acting, Disguise, Gambling, Mechanic (Stage Machinery), Merchant, or Streetwise, all (A) IQ-1 [1]-10; Diplomacy, both (H) IQ-2 [1]-9; Carousing (E) HT [1]-10; Scrounging (E) Per [1]-11; or Artist (Painting); or 1 point to raise a background skill by a level.

* Multiplied for self-control number; see p. B120.

Customization Notes

Ideally, start with advantages that boost your selected primary skills, at least some of the time, or reinforce them somehow (an actor or singer can benefit a lot from Appearance, Charisma, or Eidetic Memory, for example), and consider selecting background skills that also benefit from the same advantages. Physical disadvantages are fine for some types of entertainer – in particular, a comedian could get some disadvantage points from Fat (even working it into his act), quite a few singers are famously at least Overweight, and Dwarfism or Gigantism can be the basis for a specialist acting career.

FASHION LOOKS

Modern fashion-oriented steampunk recognizes various characterization categories, which are much more about personal style than profession. The following types (inspired by Jeff Vandermeer’s *Steampunk Bible*) may interest those who want their protagonists to have style above all else; a character focused on one of these usually has the Epitome quirk (p. 15). See **GURPS Steampunk 1**, pp. 43-46, for more on *Dressing the Part*.

The Street Urchin: You operate at street level, and it shows, but at least you’ve adapted. Street-urchin style is shabby, improvisational, and tea-stained; the rogue template (p. 40) may well fit you. Otherwise, if you don’t have Status less than 0, you’ll need Acting skill to avoid being treated as a poseur. The look is so grubby that you may be considered as having Odious Personal Habits; Charisma can help you carry it off anyway.

The Tinker: You focus on the “steam” where the urchin focuses on the “punk”; if you use a template from this supplement, it is likely the reckoner (p. 37), engineer (p. 52), or a practically oriented implementation of the scientist (p. 63). While you present as having higher Status than the urchin, it’s unlikely to be very high; you disdain Victorian formality. You favor lab-wear, canvas, goggles (to protect against lab accidents and flying metal fragments), and tool belts; you might have Signature Gear about your person.

The Explorer: Your presentation is based on the imagery of Steam Age exploration, usually meaning practical, well-made “safari” gear; pith helmets are commonplace. The explorer template (p. 71) defines the matching skill-set here, though the more adventurous sorts of aviator-pilot (p. 46), who can add the ever-popular goggles, and some field officers (p. 54), who can always opt for uniform, may also accept the tag. If your habit of wearing “colonial” garb looks a little out of place in polite society, it at least shows you to be respectable.

The Aesthete: Victorian high fashion tends to the formal and stylized, and you would grasp that possibility and run with it, if running was not a little too much effort. You wear classy if sometimes eccentric garb and are always well groomed. Cross-dressing is an occasional possibility. An old-school aesthete is probably an upper-class youth (p. 44) or a gentleperson of leisure (p. 56), though the style may be a mask over a more focused set of competencies, such as those of the professional criminal (p. 61) or the magician (p. 72). However, steampunk aesthetes may be interested in science and technology; some might even start with the engineer or scientist templates, though avoiding any optional disadvantages that imply sloppy presentation. For the serious aesthete, Fashion Sense is mandatory, but some just find a look they like and stick with it.

“Vagabond entertainers” often have below-average Status and Wealth, but the Steam Age sees the emergence of an entertainment industry that generates enough money and prestige to raise moderately successful performers to Status 0. A very successful actor or singer may ascend to useful levels of Wealth, which in turn can even lead to gaining a level or two of positive Status – but no more than that in the historical Steam Age, unless the entertainer can move to another line of work or marry into serious money, leaving the less-than-totally respectable stage world behind. However, the skills and advantages needed to achieve this likely takes you some way beyond the base 50 points. For one type of individual who may have started on stage, see the demimondaine template (pp. 50-52).

Your “tour circuit” may be as small as the theatrical district of one large city, or as large as the entire western United States – it all depends on the nature of your career.

Infantryman

50 points

Military technology comes and goes, but somewhere down at the bottom of the heap, there’s always the poor bloomin’ infantry. At the start of the Steam Age, you carry a musket and most likely stand in line, blazing away at the enemy. By the end, the appearance of powerful, accurate, mass-produced rifles obliges you to fight in loose order and take advantage of cover, or to resort to something new – trench warfare. The common factors across the whole period are the bayonet (in case things come to hand-to-hand fighting after all), intensive drills (so you can execute other people’s plans reliably), and a lot of marching.

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

Secondary Characteristics: Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 10 [0]; Per 10 [0]; FP 11 [0]; Basic Speed 5.25 [0]; Basic Move 5 [0].

Advantages: Military Rank 0 [0]. • 20 points chosen from among additional ST +1 or +2 [10 or 20], DX +1 [20], HT +1 or +2 [10 or 20], Will +1 to +3 [5/level], Per +1 to +3 [5/level], Basic Speed +0.25 to +1.00 [5 per +0.25], Basic Move +1 [5], Combat Reflexes [15], Danger Sense [15], Fearlessness [2/level] or Unfazeable [15], Fit [5], High Pain Threshold [10], Luck [15], Rapid Healing [5], Serendipity 1 [15], or Single-Minded [5]. • A further 10 points chosen from among the previous advantages or Appearance (Attractive) [4], Languages [1-6 each], Less Sleep [2/level], Military Rank 1 or 2 [5 or 10], Night Vision 1-4 [1/level], or Resistant to Disease (+3) [3].

Suggested Perks: Alcohol Tolerance, Deep Sleeper, Honest Face, Looks Good in Uniform, No Hangover, or Penetrating Voice.

Disadvantages: Duty (Military branch; 12 or less) [-10]. • -15 points chosen from among Per -1 or -2 [-5 or -10], Basic Speed -0.25 [-5], Appearance (Unattractive or Ugly) [-4 or -8], Berserk [-10*], Bloodlust [-10*], Callous [-5], Chummy or Gregarious [-5 or -10], Code of Honor (Pirate’s or Soldier’s) [-5 or -10], Compulsive Carousing [-5* or -10*], Delusion (any combat delusion about the superiority of your own side or training) [varies], Easy to Read [-10], Gluttony [-5*], Gullibility [-10*], Ham-Fisted 1 [-5], Hidebound [-5], Honesty [-10*], Incurious [-5*], Innumerate

[-5], Intolerance (Civilians or Enemy nation, or All foreigners) [-5 or -10], Language (own native): Spoken (Native)/Written (Accented, Broken, or None) [-1, -2, or -3], Lecherousness (15) [-7], Nightmares [-5*], No Sense of Humor [-10], Oblivious [-5], Odious Personal Habits (Swears Like a Trooper) [-5], Overconfidence [-5*], Post-Combat Shakes [-5*], Selfless [-5*], Sense of Duty (Your platoon or The Army or Homeland [-5 or -10], Status -1 [-5], Unluckiness [-10], or Wealth (Struggling) [-10].

Suggested Quirks: Attentive, Broad-Minded, Chauvinistic, Congenial, Dull, Humble, Inappropriate Manner (Martial), or Staid.

Primary Skills: Soldier (A) IQ+2 [8]-12 and Spear (A) DX [2]-10. • *Either* Guns (Musket or Rifle) (E) DX+2 [4]-12.

Secondary Skills: Hiking (A) HT [2]-11 and Savoir-Faire (Military) (E) IQ+1 [2]-11.

Background Skills: Seven of Brawling, Knife, or Sewing, all (E) DX [1]-10; Boxing (A) DX-1 [1]-9; Camouflage, First Aid, Games (any card game), or Gesture, all (E) IQ [1]-10; Acting, Armoury (Small Arms), Fast-Talk, Gambling, or Navigation (Land), all (A) IQ-1 [1]-9; Law (your nation’s Military) or Tactics (H) IQ-2 [1]-8; Carousing or Swimming, both (E) HT [1]-11; Intimidation (A) Will-1 [1]-9; Scrounging (E) Per [1]-10; Observation or Survival, both (A) Per-1 [1]-9; or 1 point to raise a background skill by a level.

* Multiplied for self-control number; see p. B120.

Customization Notes

The big technological shift for the infantry is the move from muskets to rifles, which is associated with many more infantrymen having at least a basic knowledge of Camouflage and Tactics. (In a raygun Gothic setting, this template *may* still be appropriate, but with Guns skill switched to Beam Weapons.) Many soldiers have past civilian lives that taught them a skill or two, such as a Professional Skill, Streetwise, or something criminal.

Rank-and-file foot soldiers are generally Status -1 with Struggling Wealth, but Rank 1 corporals and some specialists probably have just enough prestige and pay to rate Status 0 and Average Wealth. Sergeants and equivalent, especially impressive figures such as sergeants-major, gain +1 Status from their Rank 2 in most games, and hence may qualify for Status 1 overall; access to a comfortable sergeants’ mess allows them to support this, but they then need to adjust somehow if they leave the army. Steam Age commissioned officers (Rank 3+) are typically high Status by default. See *Military Duties*, p. 29, for notes on how to vary the Duty disadvantage according to the nature of the campaign.

NCOs and Lieutenants: Rank 1 or 2 corporals and sergeants are generally higher in point values than Rank 0 troopers, almost always spend some of those extra points on Leadership skill (their job being to run operations at the lowest level), and may add Teaching to their optional skills. Penetrating Voice is traditional for sergeants. Junior (Rank 3) commissioned officers, who must find an extra 5 points if using this template, must still possess most of the practical skills it emphasizes, although they may switch Guns (Rifle) to Guns (Pistol) and drop Spear or switch it to Smallsword. Some may focus more on Leadership or Tactics, in which they certainly *should* be trained. See above on Rank and Status.

Lenses

Dreadnaught-Killer (+8 points): In military steampunk games, some infantry may be trained to take down light armored vehicles, using early rocket grenades. Add Guns (GL) at DX+2 [4] or more to your primary skills, and Camouflage at IQ+1 [2] and Stealth at DX [2] to your secondary skills, deleting the former from your list of optional background skills. Raising these and other skills to higher levels may help ensure your survival in a dangerous job, if you can find the points.

Machine-Gunner (+2 points): You've been trained in the use of the Maxim gun or similar. Reduce Guns (Musket or Rifle) to DX+1 [2] and add Gunner (Machine Gun) at DX+2 [4] to the required primary skills.

Marine: Shipboard troops replace Hiking with Crewman (E) IQ+1 [2]-11, and may take Axe/Mace, Boating, Guns (Shotgun), or Shortsword as background skills, as required for the equipment and boarding action weapons they may have to use.

Sharpshooter (+25 points): In the Napoleonic period, you may be a "rifeman," a skirmisher and scout, issued a state-of-the-art weapon and trained to fight in loose order when most infantrymen are standing in lines with muskets. You rightly consider yourself special. By the end of the Steam Age, when everyone is doing that, you carry a *good* rifle, and you're known by a name that even your own side may not love: *sniper*. You're a fine shot, you know that using cover well is a matter of life and death, and you're good at identifying enemy officers – which is bad for them. Take an extra -1 point in optional disadvantages or quirks, deleting Chummy, Congenial, and Gregarious from the list (and you may well choose Callous), raise your Guns (Rifle) to DX+4 [+8] and Savoir-Faire (Military) to IQ+3 [+6], and add Camouflage at IQ+3 [8] and Stealth at DX+1 [4] to your secondary skills, deleting the former from your list of optional background skills.

Medium

50 points

In worlds where spirits communicate with the living through rare, gifted individuals, you have that gift. You can sense spirits and call them to yourself, or have them speak through you. How well you get on with them is partly up to you and partly a matter of the depth of your gift. You may regard this as a job, a vocation, or an inescapable curse. Otherwise, you're probably a very ordinary sort of person, although you may become a little distracted from mundane reality at times, or pursue goals that most people can't understand.

Attributes: ST 9 [-10]; DX 10 [0]; IQ 11 [20]; HT 10 [0].

Secondary Characteristics: Damage 1d-2/1d-1; BL 16 lbs.; HP 9 [0]; Will 12 [5]; Per 11 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].



Advantages: *Either* Channeling or Medium, both [10]. • 30 points chosen from among IQ +1 [20], HT +1 [10], Will +1 or +2 [5 or 10], Per +1 to +3 [5/level], Acute Hearing [2/level], Charisma [5/level], Clerical Investment (Spiritualist Church) [5], Contacts (spirits; can obtain information using supernatural abilities) [varies], Danger Sense [15], Fearlessness [2/level] or Unfazeable [15], Intuition [15], Languages [1-6 each], Mind Shield [4/level], Occultist [10/level], Precognition (One Event, Events related to death, -40%) [15], Racial Memory (Passive) [15] and Unique Gift (Racial Memory) [1], Reputation (For proven talent; Among clients or students of the supernatural) [varies], See Invisible (Spirits) [15], Sensitive [5] or Empathy [15], Social Chameleon [5], Social Regard (Venerated, Wise old lady) [5/level], Spirit Empathy (may

be Specialized, -50%) [10 or 5], Wealth (Comfortable) [10], or whichever of Channeling or Medium you don't already have [10].

Suggested Perks: Autotrance or Licensed Exorcist.

Disadvantages: -15 points chosen from among ST -1 [-10], HT -1 [-10], Basic Move -1 [-5], Absent-Mindedness [-15], Bad Sight (Mitigator, Glasses, -60%) [-10], Combat Paralysis [-15], Curious [-5*], Delusion (Superstitious) [-5], Disciplines of Faith (Mysticism) [-10], Enemy (Hostile skeptic; Watcher) [varies], Nightmares [-5*], Pacifism [varies], Phantom Voices [-5 to -15], Reputation (As a "peddler of mumbo-jumbo"; Among Rationalists) [varies], Selfish [-5*], Sense of Duty (The spirits) [-10], Social Stigma (Minor or Second-Class Citizen) [-5], Truthfulness [-5*], Unfit [-5], Wealth (Struggling or Poor) [-10 or -15], or Weirdness Magnet [-15].

Suggested Quirks: Attentive, Broad-Minded, Code of Honor (Play Fair by Clients), Epitome (Weird Mystic), Habit (Minor Ritual), Nosy, or Proud.

Primary Skills: Two of Hidden Lore (Spirit Lore) (A) IQ [2]-11; Diplomacy or Religious Ritual (Spiritualist), both (H) IQ-1 [2]-10; Dreaming or Exorcism, both (H) Will-1 [2]-11; or 2 points to raise a primary skill by a level.

Background Skills: Six of Housekeeping or Savoir-Faire (High Society or Servant), both (E) IQ [1]-11; Fortune-Telling, Merchant, Occultism, or Public Speaking, all (A) IQ-1 [1]-10; Expert Skill (Thanatology) or Theology (Spiritualist), both (H) IQ-2 [1]-9; Mind Block (A) Will-1 [1]-11; Meditation (H) Will-2 [1]-10; Detect Lies (H) Per-2 [1]-9; or 1 point to raise a background skill by a level.

* Multiplied for self-control number; see p. B120.

Customization Notes

Choose options depending on whether you are an amiable eccentric, cool professional, sinister cultist, wild-eyed seer, or whatever. In some settings where magic works, competent mediums may be employed by magicians (pp. 72-74) to assist in dealings with the spirit world – in which case, some magicians may act as Patrons to their hired specialists. Clerical Investment and Religious Ritual and Theology skills are only available if the setting features a recognizable spiritualist church or temple. “Racial Memory” for a medium is “whispers from ancestral spirits” rather than genetic memory.

Radical

50 points

If you knew that you were living in what people called a “steampunk” world, you’d proudly boast that you put the “punk” in it. You’re highly aware that your world is socially stratified, and that those at the top of the heap enjoy luxury at the expense of those living on the bottom. Well, you propose to do something about that!

Your basic concern at this stage of the process is awakening more people to the nature of their situation and their true interests; words, written or declaimed, are your chief weapon. But that’s not to say that you’re incapable of more direct action. How much, and how direct, depends on your specific philosophy.

Attributes: ST 10 [0]; DX 10 [0]; IQ 12 [40]; HT 10 [0].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: 15 points chosen from among ST +1 [10], HT +1 [10], Will +1 [5], Basic Move +1 [5], Allies (fellow radicals or supporters, possibly as an Ally Group) [varies], Alternate Identity (Illegal) [15], Appearance (Attractive) [4], Charisma [5/level], Claim to Hospitality (popular movement) [varies], Combat Reflexes [15], Contact Group or Contacts (sympathizers) [varies], Fearlessness [2/level], High Pain Threshold [10], Higher Purpose (Help the helpless, Create a rational society, etc.) [5], Indomitable [15], Languages [1-6 each], Less Sleep [2/level], Poet [5/level], Rapier Wit [5], Reputation (Among those generally interested in your movement) [varies], Sensitive [5] or Empathy [15], Smooth Operator 1 [15], or Voice [10].

Suggested Perks: Penetrating Voice.

Disadvantages: -15 points chosen from among Bad Temper [-10*], Charitable [-15*], Delusion (conspiracy theory) [varies], Fanaticism (The Cause) [-15], Guilt Complex [-5], Impulsiveness [-10*], Intolerance (The well-off/upper classes) [-5], Megalomania [-10], Obsession (Reform Society) [-10*], or Sense of Duty (The oppressed class) [-10].
● A further -10 points chosen from among ST -1 [-10], HT -1 [-10], Per -1 or -2 [-5 or -10], Basic Move -1 [-5], Appearance (Unattractive) [-4], Bad Sight (Mitigator, Glasses, -60%) [-10], Easy to Read [-10], Enemy (Hostile detective or Police department or Company goons) [varies], Lecherousness [-15*], No Sense of Humor [-10], Odious Personal Habits (Lecturing, Hair-Splitting Argument, Hectoring, or Ranting) [-5], On the Edge (15) [-7], Pacifism (Reluctant Killer or Cannot Harm Innocents) [-5 or -10], Post-Combat Shakes [-5*], Reputation (As a dangerous revolutionary)

[varies], Secret (Past political complications) [varies], Selfless [-5*], Sense of Duty (Political associates) [-5], Skinny [-5], Social Stigma (Criminal Record) [-5], Stubbornness [-5], Trademark (Simple) [-5], Wealth (Struggling) [-10], or Workaholic [-5].

Suggested Quirks: Anarchist Believer, Assertively Amoral, Attentive, Broad-Minded, Careful, Dislike (The well-off/upper classes), Dreamer, Gothic Thinking, Humble, Imaginative, Luddite, Responsive, or Trademark.

Primary Skills: Current Affairs (Politics) (E) IQ+1 [2]-13; Current Affairs (local region) IQ [1]-12; and Expert Skill (Political Science) (H) IQ-1 [2]-11. ● One of these four 10-point skills packages:

1. *Demagogue:* Psychology (H) IQ-1 [2]-11 and Public Speaking (A) IQ+2 [8]-14.
2. *Pamphleteer:* Professional Skill (Printer) (A) IQ [2]-12; Propaganda (A) IQ+1 [4]-13; and Writing (A) IQ+1 [4]-13.
3. *Streetfighter:* Axe/Mace (A) DX [2]-10; Brawling (E) DX+1 [2]-11; Leadership (A) IQ+1 [4]-13; and Tactics (H) IQ-1 [2]-11.
4. *Union Organizer:* Administration (A) IQ [2]-12; Diplomacy (H) IQ-1 [2]-11; Law (national Commercial) (H) IQ-2 [1]-10; Politics (A) IQ [2]-12; Public Speaking (A) IQ [2]-12.
● 1 point in a technical or professional skill used in large companies.

Secondary Skill: One of Area Knowledge (home area) (E) IQ [1]-12; or Philosophy (some modern school) or Theology (a socially activist faith), both (H) IQ-2 [1]-10.

Background Skills: Four of Forced Entry or Guns (Pistol), both (E) DX [1]-10; First Aid (E) IQ [1]-12; Carousing (E) HT [1]-10; Throwing (A) DX-1 [1]-9; Acting, Explosives (Demolition), Fast-Talk, Holdout, Poetry, Research, Speed-Reading, or Streetwise, all (A) IQ-1 [1]-11; Economics, History (local region), or Sociology, all (H) IQ-2 [1]-10; Detect Lies (H) Per-2 [1]-10; or 1 point in a skill from a primary skills package that you *didn't* take [1].

* Multiplied for self-control number; see p. B120.

Customization Notes

What type of radical you’re playing is defined by the primary skill package you choose. Select optional advantages that reinforce this, such as Charisma or Voice for a demagogue, Languages or a Reputation for a pamphleteer, improved ST or Combat Reflexes for a streetfighter, or Allies or Contacts for a union organizer.

See *Movement Leader* (p. 60) for a radical who has risen to a position of power and influence.

Reckoner

50 points

You are the product of a particular type of steampunk world, one with general-purpose mechanical calculating engines. Those need to be instructed in their tasks, and that is your work. In other words, you’re what other times in other worlds would call a *programmer*. However, mechanical computers imply a hands-on, oily fingered sort of programming. Hence, you are a very *technical* sort of person, with useful knowledge of hardware as well as software.

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

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 10 [-5]; Per 11 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: Difference Engineer 2 [10]. • 30 points chosen from among DX +1 [20], IQ +1 [20], Per +1 or +2 [5 or 10], Alternate Identity (Illegal) [15], Artificer [10/level], Claim to Hospitality (Brotherhood of reckoners) [varies], Contact Group (local scientific society) [varies], Difference Engineer +1 or +2 [5 or 10], Eidetic Memory [5], Gadgeteer [25], Gizmos [5 each], High Manual Dexterity [5/level], Intuition [15], Less Sleep [2/level], Lightning Calculator [2], Reputation (Among fellow reckoners) [varies], Security Clearance (Trusted With Secure Data; may be with a minor organization) [10 or 5], Single-Minded [5], Status +1 [5], Technician [5/level], or Wealth (Comfortable) [10].

Suggested Perks: Better Computational Hardware or Cutting-Edge Training.

Disadvantages: -20 points chosen from among ST -1 or -2 [-10 or -20], HT -1 [-10], HP -1 [-2]; Basic Move -1 or -2 [-5 or -10], Absent-Mindedness [-15], Bad Sight (Mitigator, Glasses, -60%) [-10], Clueless [-10], Code of Honor (Professional: Always do the best possible job and never leave an undocumented fault) [-5], Combat Paralysis [-15], Compulsive Gambling [-5*], Confused [-10*], Cowardice [-10*], Curious [-5*], Delusion (“There is no such thing as mad science”) [-5], Disturbing Voice (Boring Monotone) [-10] or Stuttering [-10], Easy to Read [-10], Gluttony [-5*], Loner [-5*], Low Empathy [-20], Low Pain Threshold [-10], Oblivious [-5], Odious Personal Habits (Droning on about computational devices) [-5], Overconfidence [-5*], Overweight [-1] or Fat [-3] or Skinny [-5], Pacifism (Reluctant Killer) [-5], Phobia (Open Spaces or Crowds) [-10* or -15*], Post-Combat Shakes [-5*], Shyness [varies], Slow Riser [-5], Squeamish [-10*], Stubbornness [-5], Truthfulness [-5*], Unfit [-5] or Very Unfit [-15], or Workaholic [-5].

Suggested Quirks: Alcohol Intolerance, Anarchist Believer, Attentive, Broad-Minded, Careful, Delusional Competence (any social skill), Dislikes Non-Technical People, Imaginative, Likes Gadgets, or Uncongenial.

Primary Skills: Computer Operation (E) IQ+3 [2]-14† and Computer Programming (H) IQ+2 [4]-13†.

Secondary Skills: One of these three 4-point skills packages:

1. *Academic:* Engineer (Mechanical Computers) (H) IQ+1 [2]-12†; Mathematics (Applied) (H) IQ-2 [1]-9; and Mathematics (Computer Science) (H) IQ-2 [1]-9.
2. *Ascended Hobbyist:* Current Affairs (Science & Technology) (E) IQ+2 [1]-13†; Expert Skill (Scientific Theorizing) (H) IQ-1 [2]-10; and Hobby Skill (Feats of Science) (E) IQ [1]-11.
3. *Practical Training:* Mechanic (Mechanical Computers) (A) IQ+3 [4]-14†.

Background Skills: Five of Typing (E) DX+2 [1]-12†; Electronics Operation (Comm), Research, Speed-Reading, or Streetwise, all (A) IQ-1 [1]-10; Mechanic (Robotics) (A) IQ+1 [1]-12†; Accounting, Cryptography, or Forgery, all (H) IQ-2 [1]-9; Weird Science (VH) IQ-3 [1]-8; or 1 point to raise a 1-point skill by a level.

* Multiplied for self-control number; see p. B120.

† Includes +2 for Difference Engineer.

Customization Notes

If, in the game’s setting, calculating engines are linked by some kind of communications system, and can be accessed and subverted from remote locations, add Expert Skill (Computer Security) (H) IQ-2 [1]-9 to the background skills list, and note that this may draw some knowledge from Mechanic (Mechanical Computers) in the setting, depending on the technology. If the communications system can be accessed and subverted from remote locations in a “cinematic” way, add Computer Hacking (VH) IQ-3 [1]-8 to the same list.

If you’re a *corporate minion*, you’ve sold your skills on the capitalist market for steady employment, so if you get involved in adventures, they’re more likely to involve corporate intrigue than backstreet deals. Choose advantages such as Less Sleep or Security Clearance, disadvantages such as Cowardice or Disturbing Voice, and background skills such as Accounting. If Expert Skill (Computer Security) is available, as discussed above, it may be very useful. If you *get on* in your career (that is, become a manager), you will almost certainly acquire Wealth (Comfortable), Status 1, and Administration skill.

Conversely, steampunk acknowledges the eternal principle that the street finds uses for things – including calculating engines. If you’re a *criminal gear-spinner*, you’re prepared to use your technical skills for dubious or downright criminal purposes. Among the optional advantages, Alternate Identity may be useful, and Gizmos fit a roguish improvisational style. Among the disadvantages and quirks, Anarchist Believer or Compulsive Gambling might explain why you turned this way, and you might add Social Stigma (Criminal Record) to the list. Of the background skills, Streetwise is pretty much mandatory, and Forgery could be useful (especially if you raise its level a little). If Computer Hacking is available, as discussed above, it’s *the* criminal skill. If you have to deal with especially dubious acquaintances, reassign a point or two from background skills to Brawling, Guns (Pistol or Shotgun), or Knife. A really seedy reckoner might have low Wealth and Status.

Lenses

Consulting Babbage Engineer (+25 points): If you’re good enough at this sort of work, your best career choice might be to turn freelance. Raise IQ to 12 [+20] and increase all skills accordingly, add another 10 points from the optional advantages list (a good Reputation can bring in work), take another -10 points in disadvantages (a Code of Honor can be good for your career), add +1 to your Computer Programming skill for 4 points, and add Merchant (Technical Services) (E) IQ [1]-12 to your mandatory primary skills. If Computer Hacking or Expert Skill (Computer Security) are valid skills in the campaign, as discussed above, diverting points into one or the other of those could be very profitable.

Early Systems Technician (0 points): If computing machines don’t yet have any sort of convenient user interface, Computer Operation skill may not exist; see p. 16. In that case, replace Computer Operation in the primary skills with Mechanic (Mechanical Computers) (A) IQ+2 [2]-13†. If you then take the “Practical Background” secondary skills package, which includes that skill at a higher level, move those 2 points to other skills.

Electrical or Electronic Systems Programmer (0 points): To adapt this template for a setting with electromechanical or early electronic computers, change the Difference Engineer advantage to Electronic Brainmaker. Then simply change Engineer (Mechanical Computers) to Engineer (Electrical or Electronics, as appropriate to the setting's technology) and Mechanic (Mechanical Computers) to Electronics Repair (Computers) throughout, and remove the Talent bonus from the optional Mechanic (Robotics) skill.

King/Queen of the Engines (+50 points): A cinematic "Babbage-engine hacker." Raise IQ by +2 for 40 points, and increase Difference Engineer by 2 levels, for another 10 points (and remember to raise all skills accordingly). Then add Zeroed [10] to the optional advantages list, select a total of -45 points in disadvantages from the options list, and take *all three* secondary skills packages. That leaves you with 17 spare points; spend these on raising skills, buying extra skills from the background options list, or, if Computer Hacking or Expert Skill (Computer Security) are valid skills in the campaign as discussed above, buying either or both of those. Raising some skills high enough may reduce the cost of others, thanks to defaults; check for this.

Military Reckoner (0 points): As calculating engines develop, the military will surely note their usefulness for artillery management and cryptography. A competent military reckoner is at least Rank 1 and might be a commissioned officer (Rank 3+), may be given Security Clearance, has some kind of Duty (though it may be Nonhazardous), and sooner or later acquires skills such as Artillery, Cryptography, Forward Observer, Mathematics (Cryptology), or Soldier. Reassign points from optional advantages, disadvantages, and background skills to cover these.

Reporter

50 points

The Steam Age sees the birth of a popular press, which makes you an important figure in this new era; you feed the press with stories. You may be motivated by furious idealism, a cynical love of being paid for spinning a good yarn, or the simple urge to make an honest living. You probably still get a thrill from seeing your name in print – especially over a story that shakes things up a little.

Attributes: ST 10 [0]; DX 10 [0]; IQ 12 [40]; HT 10 [0].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: 15 points chosen from among Acute Vision [2/level], Charisma 1 [5], Contact Group or Contacts (informed sources) [varies], Cultural Familiarities [1 each], Fearlessness [2/level], Higher Purpose (Expose the truth, though the heavens fall) [5], Indomitable [15], Intuition [15], Languages [1-6 each], Luck [15], Patron (someone who shares your code) [varies], Reputation (As a principled newshound) [varies], Sensitive [5] or Empathy [15], Serendipity 1 [15], Single-Minded [5], Social Chameleon [5], or Social Climber [5/level].

Suggested Perks: Convincing Nod or Disarming Smile.

Disadvantages: -25 points chosen from among ST -1 [-10], HT -1 [-10], Will -1 or -2 [-5 or -10], Addiction (Chain smoking) [-5], Alcoholism [-15], Callous [-5], Code of Honor

(Professional/Press Ethics) [-5], Curious [-5*], Enemy (corrupt politician or other people with dark secrets) [varies], Impulsiveness [-10*], Odious Personal Habit (Pushy questioning, Smoking at inappropriate moments, etc.) [-5], Overconfidence [-5*], Pacifism (any) [varies], Post-Combat Shakes [-5*], Reputation (As a nuisance) [varies], Stubbornness [-5], Truthfulness [-5*], Unfit [-5] or Very Unfit [-15], Wealth (Struggling) [-10], Weirdness Magnet [-15], or Workaholic [-5].

Suggested Quirks: Broad-Minded, Careful, Dislikes Pompous Authority Figures, or Responsive.

Primary Skills: Current Affairs (Headline News) (E) IQ [1]-12, Professional Skill (Journalist) (A) IQ+1 [4]-13, and Writing (A) IQ [2]-12.

Secondary Skills: Observation (A) Per-1 [1]-11 and Research (A) IQ-1 [1]-11. • One of these 4-point skills packages:

1. *Arts Reporter:* Connoisseur (any three fields), each (A) IQ-1 [1]-11; and Current Affairs (High Culture) (E) IQ [1]-12.
2. *Crime Reporter:* Area Knowledge (home city streets) (E) IQ [1]-12; Savoir-Faire (Police) (E) IQ [1]-12; and Streetwise (A) IQ [2]-12.
3. *Foreign Correspondent:* Area Knowledge (assigned region) (E) IQ [1]-12; and Current Affairs (assigned region, Politics, and Travel), each (E) IQ [1]-12.
4. *Photojournalist:* Photography (A) IQ+1 [4]-13.
5. *Political Reporter:* Current Affairs (Politics) (E) IQ+1 [2]-13 and Current Affairs (home region) (E) IQ [2]-13.
6. *Scandal-Monger:* Current Affairs (People) (E) IQ+2 [4]-14.
7. *Science Reporter:* Current Affairs (Science & Technology) (E) IQ+1 [2]-13 and Expert Skill (Scientific Theorizing) (H) IQ-1 [2]-11.
8. *Social Correspondent:* Current Affairs (People) (E) IQ+1 [2]-13 and Savoir-Faire (High Society) (E) IQ+1 [2]-13.
9. *Sports Reporter:* Current Affairs (Sports) (E) IQ [1]-12 and Games (three different sports), each (E) IQ [1]-12.
10. *War Reporter:* Expert Skill (Military Science) (H) IQ-1 [2]-11 and Savoir-Faire (Military) (E) IQ+1 [2]-13.



ADVENTURER-JOURNALIST

150 points

An alternative, much more cinematic type of newspaper-person, for pulp-style campaigns in which the profession can involve a lot of running and shooting (but where practical smarts are still important for a journalist).

Attributes: ST 10 [0]; DX 12 [40]; IQ 13 [60]; HT 12 [20].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 13 [0]; Per 13 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0].

Advantages: Charisma 1 [5] *and* Combat Reflexes [15] • 45 points chosen from among Acute Vision [2/level], Contact Group *or* Contacts (informed sources) [varies], Cultural Adaptability [10], Cultural Familiarities [1 each], Enhanced Dodge [15/level], Fearlessness [2/level] *or* Unfazeable [15], Fit [5], Gizmos [5 each], Higher Purpose (Expose the truth, though the heavens fall) [5], Indomitable [15], Intuition [15], Languages [1-6 each], Language Talent [10], Luck [15] *or* Extraordinary Luck [30], Patron (someone who shares your ideals) [varies], Reputation (As a principled newshound) [varies], Sensitive [5] *or* Empathy [15], Serendipity [15/level], Social Chameleon [5], Social Climber [5/level], *or* extra Charisma [5/level].

Suggested Perks: Alcohol Tolerance, Convincing Nod, Disarming Smile, Honest Face, Patience of Job, *or* Ruffian's Swagger.

Disadvantages: Code of Honor (Professional/Press Ethics) [-5].
• -30 points chosen from among Curious [-5*], Enemy (people with dark secrets) [varies], Overconfidence [-5*], Pacifism (any) [varies], Reputation (As a nuisance) [varies], Truthfulness [-5*], Weirdness Magnet [-15], *or* Workaholic [-5].
• A further -30 points chosen from among Will -1 *or* -2 [-5 *or* -10], Addiction (Chain smoking) [-5], Alcoholism [-15], Callous [-5], Impulsiveness [-10*], Odious Personal Habit (Smoking at inappropriate moments) [-5], Stubbornness [-5], *or* Wealth (Struggling) [-10].

Suggested Quirks: Broad-Minded, Dislikes Pompous Authority Figures, *or* Responsive.

Primary Skills: Current Affairs (Headline News) (E) IQ+2 [4]-15; Professional Skill (Journalist) (A) IQ+1 [4]-14; *and* Writing (A) IQ [2]-13.

Secondary Skills: Area Knowledge (home city streets) (E) IQ [1]-13; Observation (A) Per [2]-13; Photography (A) IQ [2]-13; Research (A) IQ [2]-13, *and* Streetwise (A) IQ [2]-13. • *Either* Axe/Mace *or* Spear, both (A) DX [2]-12. • *Either* Boxing (A) DX+1 [4]-13 *or* Brawling (E) DX+2 [4]-14.

Background Skills: Five of Typing *or* Guns (Pistol), both (E) DX+1 [1]-12; Stealth (A) DX-1 [1]-11; Computer Operation, First Aid, *or* Savoir-Faire (High Society, Military, *or* Police), all (E) IQ [1]-13; Acting, Fast-Talk, Hidden Lore (Fringe Science), Shadowing, *or* Speed-Reading, all (A) IQ-1 [1]-12; Diplomacy, Expert Skill (Conspiracy Theory *or* Military Science), *or* Psychology, all (H) IQ-2 [1]-11; Carousing *or* Swimming, both (E) HT [1]-12; Intimidation (A) Will-1 [1]-12; Body Language (A) Per-1 [1]-12; Detect Lies (H) Per-2 [1]-11; *or* 1 point to raise a background skill by a level.

* Multiplied for self-control number; see p. B120.

Background Skills: Seven of Brawling (E) DX [1]-10; Typing (E) DX+1 [1]-11†; Computer Operation (E) IQ [1]-12; Carousing (E) HT [1]-10; Stealth (A) DX-1 [1]-9; Acting, Administration, Fast-Talk, Heraldry, Hidden Lore (Fringe Science), Professional Skill (Printer), Shadowing, *or* Speed-Reading, all (A) IQ-1 [1]-11; Accounting, Artist (Drawing), Diplomacy, Expert Skill (Conspiracy Theory *or* Political Science), *or* Psychology, all (H) IQ-2 [1]-10; Intimidation (A) Will-1 [1]-11; Detect Lies (H) Per-2 [1]-10; *or* 1 point to raise a 1-point skill by a level.

* Multiplied for self-control number; see p. B120.

† Bought up from default from Professional Skill (Journalist).

Customization Notes

Choose advantages, disadvantages, and background skills to match your chosen secondary skills package – for example, a Cultural Familiarity and Language for a foreign correspondent's assigned region, a Reputation as a dangerous nuisance among criminals or police for a crime reporter, *or* Carousing and Fast-Talk for a scandal-monger.

Some reporters work in more than one branch of journalism, *or* just pick up tips from colleagues. Anything in any of the secondary skills packages might be available as a background skill for any reporter.

Rogue

50 points

Life in the back alleys and slums of a great Steam Age/steampunk city is hard, but you have the quick wits and dubious skills to survive there and perhaps even prosper. You might *or* might not be considered a *professional* criminal, but it's very unlikely that you can operate entirely within the law. Needs must when the devil drives.

That said, you do sometimes have time to amuse yourself. Most of your kind are fancy dressers when they can afford it, and like to go dancing when they get the chance. Others enjoy sleazy pleasures such as gambling *or* dogfighting. However, some may be convinced to work for radical political causes; it's just possible that this hard life could be made a little better . . .

As reduced Wealth and Status are nigh-mandatory for such shady types, this template relaxes the recommended disadvantage limit of 50% of starting points and allows -40 points in disadvantages to permit customization.

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

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 11 [0]; Per 11 [0]; FP 10 [0]; Basic Speed 5.25 [0]; Basic Move 5 [0].

Advantages: 25 points chosen from among ST +1 or +2 [10 or 20], DX +1 [20], IQ +1 [20], HT +1 or +2 [10 or 20], HP +1 [2], Will +1 to +3 [5/level], Per +1 to +3 [5/level], Basic Speed +0.25 to +1.00 [5 per +0.25], Basic Move +1 or +2 [5 or 10], Acute Senses [2/level], Ambidexterity [5], Appearance (Attractive) [4], Charisma 1 [5], Combat Reflexes [15], Danger Sense [15], Enhanced Dodge [15], Enhanced Parry (Bare Hands) 1 [5], Fearlessness [2/level], Flexibility [5], Gizmos [5 each], High Manual Dexterity [5/level], High Pain Threshold [10], Less Sleep [2/level], Luck [15], Night Vision 1-4 [1/level], Pitiable [5], Reputation (Dependable; Among fellow rogues) [varies], Smooth Operator 1 [15], Social Chameleon [5], or Street-Smart [5/level].

Suggested Perks: Alcohol Tolerance, Androgynous, Convincing Nod, Fearsome Stare, Honest Face, or Ruffian's Swagger.

Disadvantages: Status -1 [-5] and Wealth (Struggling) [-10].
 • -25 points chosen from among ST -1 [-10], Will -1 [-5], Basic Speed -0.25 [-5], Alcoholism [-15], Appearance (Unattractive or Ugly) [-4 or -8], Bad Temper [-10*], Berserk [-10*], Bully [-10*], Callous [-5], Chummy [-5], Clueless [-10], Code of Honor (Pirate's) [-5], Compulsive Carousing [-5* or -10*], Compulsive Gambling [-5*], Curious [-5*], Enemy (Coppers or Rival gang) [varies], Fearfulness [-2/level], Greed [-15*], Hidebound [-5], Language (own native): Spoken (Native)/Written (Accented, Broken, or None) [-1, -2, or -3], Innumerate [-5], Intolerance (The police) [-5], Jealousy [-10], Laziness [-10], Low Self-Image [-10], Odious Personal Habits (Bad Language) [-5], Reputation (As scum among scum; Among fellow slum-dwellers or the police) [varies], Sense of Duty (Your gang) [-5], Short Attention Span [-10*], Skinny [-5], Social Stigma (Criminal Record, Minor, Second-Class Citizen, Minority Group, or Uneducated) [-5 or -10], Unfit [-5], reduce Status to -2 [-5], or reduce Wealth to Poor or Dead Broke [-5 or -15].

Suggested Quirks: Anarchist Believer, Broad-Minded, Careful, Congenial, Distractible, Dull, Epitome (Street Urchin), Inappropriate Manner (Oily, Pushy, or Scummy), Likes Colorful Clothing, or Nosy.

Primary Skills: Area Knowledge (Home Neighborhood) (E) IQ+2 [4]-13; Scrounging (E) Per+1 [2]-12; and Streetwise (A) IQ+1 [4]-12.

Secondary Skills: Five of Brawling, Forced Entry, Garrote, or Knife, all (E) DX+1 [2]-12; Panhandling (E) IQ+1 [2]-12; Climbing, Filch, or Stealth, all (A) DX [2]-11; Acting, Fast-Talk, Gambling, Holdout, Lockpicking, Merchant, or Traps, all (A) IQ [2]-11; Intimidation (A) Will [2]-11; Urban Survival (A) Per [2]-11; Pickpocket (H) DX-1 [2]-10; Counterfeiting, Diplomacy, or Forgery, all (H) IQ-1 [2]-10; or 2 points to raise a 2-point skill by a level.

Background Skills: Five of Guns (Pistol or Shotgun) (E) DX [1]-11; Axe/Mace, Boxing Sport, Dancing, or Throwing, all (A) DX-1 [1]-10; Sleight of Hand (H) DX-2 [1]-9; Current Affairs (Popular Culture) (E) IQ [1]-11; Animal Handling (Dogs) or Public Speaking, both (A) IQ-1 [1]-10; Carousing (E) HT [1]-10; Sex Appeal (A) HT-1 [1]-9; Observation (A) Per-1 [1]-10; Detect Lies (H) Per-2 [1]-9; or 1 point to raise a background skill by a level.

* Multiplied for self-control number; see p. B120.

Customization Notes

The balance of optional advantages, disadvantages, and skills you select determines your survival strategy – a professional beggar needs Panhandling and Fast-Talk and can benefit from Pitiable; a pickpocket needs the skill of that name and may also find uses for Holdout and raised Basic Move; and so on – but a real survivor may do best by developing a degree of versatility.

Lenses

Small-Time Gang Leader (+50 points): Your name carries weight in the slums and on the streets, and a small band of fellow street-dwellers look to you for leadership – very likely in crime, but you may be a community leader. Start with the template with a Reputation among your optional advantages, and then add IQ +1 [20], Allies (50% of starting points, 6-10 people, appears 15 or less) [36], and Charisma 1 [5]. Also, take either a Code of Honor (Pirate's) [-5] or a Sense of Duty (To your group) [-5], plus an extra -10 points from the list of disadvantages. Finally, include Leadership (A) IQ+2 [4]-14 (including +1 for Charisma) among your required primary skills. Use the standard version of the template to produce character sheets for your Allies!

Successful Costermonger (+25 points): A costermonger is a street seller of fruit, vegetables, and sometimes other foodstuffs. Although this is entirely legal work, costermongers in big cities such as London are notoriously tough and independent-minded, and don't get on with the police; their trade is too marginal for them to obey every annoying regulation. A basic big-city costermonger can be built using the template, with Merchant among the optional skills, and probably also Intolerance (The police), Fast-Talk, and Public Speaking. A successful market trader may attain a degree of social standing, buying a shop or lending money to other traders at stiff rates of interest; raise Status to 0 and Wealth to Average, take Merchant (A) IQ+2 [8]-13 in addition to five other secondary skills, and spend another 2 points on another secondary skill, two more background skills, or Independent Income 2 (Loan interest).

It is a sad fact, but there is no doubt that the poor are completely unconscious of their own picturesqueness.

– Oscar Wilde, *London Models*

Servant

50 points

You are what keeps much of (high) society functioning. The aristocracy and the middle classes depend on you for your practical skills and as living proof of their respectability. For all that, your life isn't easy, especially if your employer is trying to project an aura of wealth and power without being able to afford the staff or resources to sustain it. Chances are that you rise before your employers and go to bed after them, and a world without electrical appliances gives you plenty of work to do.

This template represents a capable manservant or valet, probably in the employ of a well-off bachelor; see the *Customization Notes* and *Other Types of Servants* for some alternatives. Incidentally, if your employer is, or thinks he is, an adventuring hero, remember the saying: No man is a hero to his valet.

Both the template and the variations focus on “indoor” servants. Grooms, coachmen, gardeners, etc., are a whole distinct subject – in brief, they’re mostly ordinary people with Animal Handling (Equines), Gardening, or Teamster (Equines) as their main job skill.

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

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 11 [0]; Per 11 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: 30 points chosen from among ST +1 to +3 [10/level], DX +1 [20], IQ +1 [20], HT +1 or +2 [10 or 20], Per +1 to +3 [5/level], Acute Taste and Smell [2/level], Appearance (Attractive) [4], Eidetic Memory [5], Fashion Sense [5], High Manual Dexterity [5/level], Languages (probably including French) [1-6 each], Single-Minded [5], Social Chameleon [5], or Unfazeable [15].

Suggested Perks: Fearsome Stare, Flirtatious Posture, or Sartorial Integrity.

Disadvantages: -20 points chosen from among HT -1 [-10], Basic Move -1 [-5], Appearance (Unattractive) [-4], Callous [-5], Code of Honor (Respectable Working Class) [-5], Combat Paralysis [-15], Hidebound [-5], Honesty [-10*], Incurious [-5*], No Sense of Humor [-10], Pacifism (any) [varies], Post-Combat Shakes [-5*], Selfless [-5*], Sense of Duty (Employer or Employer’s family) [-2 or -5], or Workaholic [-5].

Suggested Quirks: Attentive, Chauvinistic, Dislikes Messy Dressing, Dull, Humble, Inappropriate Manner (Phony), or Staid.

Primary Skills: Housekeeping (E) IQ+2 [4]-13 and Savoir-Faire (Servant) (E) IQ+2 [4]-13.

Secondary Skills: Area Knowledge (neighborhood of employer’s main residence) (E) IQ+1 [2]-12. • One of Acting or Fast-Talk, both (A) IQ+1 [4]-12, or Diplomacy (H) IQ [4]-11.

Background Skills: Six of Bicycling, Brawling, or Knot-Tying, all (E) DX [1]-10; Boxing, Driving (Automobile), Filch, Riding (Horse), or Stealth, all (A) DX-1 [1]-9; Area Knowledge (any), Current Affairs (People, Sports, or Travel), or First Aid, all (E) IQ [1]-11; Administration, Cooking, Heraldry, Merchant, Packing, or Teamster (Equines), all (A) IQ-1 [1]-10; Psychology (H) IQ-2 [1]-9; Carousing (E) HT [1]-10; Lifting or Sex Appeal, both (A) HT-1 [1]-9; Intimidation (A) Will-1 [1]-10; Scrounging (E) Per [1]-11; Lip Reading or Observation, both (A) Per-1 [1]-10; Detect Lies (H) Per-2 [1]-9; or 1 point to raise a background skill by a level.

* Multiplied for self-control number; see p. B120.

Customization Notes

A trusted manservant like this receives reasonable pay and a fair amount of social respect, and hence is Status 0 with Average Wealth. For a *lady’s personal maid* or *servant-level companion* – the female equivalent of a valet – use the template, but take ST -1 [-10], Social Stigma (Second-Class Citizen) [-5], and just -5 points’ worth of optional disadvantages (instead of

-20 points’ worth), and take Professional Skill (Hairdresser) (A) IQ-1 [1]-10 in place of one background skill. A high-perfect Jeeves-style assistant should be built on a *lot* more points, with high IQ, multiple skills at good levels, Eidetic Memory, Fashion Sense, Intuition, and probably several levels of each of Serendipity and Wild Talent.

Lenses

Comedy Sidekick (0 points): A not-very-bright but not useless minion, who can act as the straight man in comedy scenes or be a little comedic himself. Use the template, but add more disadvantage options (probably relaxing any campaign limits on disadvantage totals); possibilities include reduced IQ [-20/level], Clueless [-10], Confused [-10*], Cowardice [-10*], Gullibility [-10*], Ham-Fisted [-5/level], Innumerate [-5], Klutz [-5 or -15], Laziness [-10], Short Attention Span [-10*], or Truthfulness [-5*]. Combining such disadvantages with high ST and combat skills is one possibility.

Ex-Criminal Sidekick (+50 points): While most gentlemen would be very careful of employing a manservant with a shady past, heroic upper-class adventurers who decide that they can trust the right individual sometimes value having some dubious skills or raw muscle available. Raise ST to 11 [10], DX to 11 [20], HT to 11 [10], and Basic Speed to 6.00 [10], raising secondary characteristics and skill levels accordingly. Then take an extra 10 points in advantages with DX +1 or +2 [20 or 40], Combat Reflexes [15], Contacts (underworld) [varies], and High Pain Threshold [10] added to the options list. Take an extra -30 points in disadvantages, with Berserk [-10*], Secret (Criminal past) [varies], and Social Stigma (Criminal Record) [-5] added to the options list. In addition to the template skills, take any *five* of Brawling, Forced Entry, or Guns (Shotgun), all (E) DX+2 [4]-13; Climbing, Filch, or Stealth, all (A) DX+1 [4]-12; Pickpocket (H) DX [4]-11; Fast-Talk, Gambling, Lockpicking, Shadowing, or Streetwise, all (A) IQ+1 [4]-12; Forgery (H) IQ [4]-11; or Observation (A) Per+1 [4]-12.

Ex-Military Batman (+10 points): A former soldier can be a useful servant to some masters; many former officers employ their old batmen when they return to civilian life. Simply add Savoir-Faire (Military) (E) IQ+1 [2]-12, Soldier (A) IQ [2]-11, and 6 points in assorted military skills to the template; see the artilleryman, cavalryman, and infantryman templates (pp. 29-30, 30-31, and 35-36, respectively) for ideas as to what is plausible. A military background could be a good excuse to give a higher-point-value servant good physical attributes and interesting skills.

Faithful Retainer (0 points): An old family servant or long-standing personal employee. Instead of -20 points in disadvantages, take Fanaticism (The family) [-15] and -10 points in other disadvantages from the options list. Then add Hidden Lore (The family’s dark secrets) (A) IQ-1 [1]-10 and one of Area Knowledge (The family estates or The employer’s favorite haunts) (E) IQ+2 [4]-13 to the skills.

Sinister Servant (0 points): A Gothic/screampunk figure who may have dark plans of his own, hold blackmail information on his employer or their friends or family, serve as an unquestioning enforcer, or even all three at different times. He also *looms* a lot, sometimes emerging from the shadows to do so. Instead of 30 points in advantages, take 35 points, and add Patron (Employer; Unwilling, -50%) [varies] and Tenure [5] to the options list. (The sinister servant may be hard to get rid of, for reasons that observers cannot easily determine.)

Instead of -20 points in disadvantages, take -25 points, with Disturbing Voice [-10], Gigantism [0], Hunchback [-10], and Secret [varies] added to the options. (Remember to recalculate attribute and secondary characteristic costs when choosing Gigantism.) Lastly, take Area Knowledge (neighborhood of employer's main residence) (E) IQ+1 [2]-12 and Intimidation (A) Will+1 [4]-12 in place of the secondary skills, take Stealth as one of your background skills (and if possible, try to find some points to improve Intimidation and Stealth), and add Garrote and Knife, both (E) DX [1]-10, to the background skills options.

Strange Foreign Footman (0 points): Employers who've traveled abroad – perhaps beyond Europe and North America – sometimes bring back personal employees. The most likely implied reason for doing so is that they look *interesting* around the house and they show off the breadth of their employers' interests. However, they may also be all too accustomed to obeying without question. Being far from their homelands, they probably can't afford to lose their employer's support – but why *did* they choose to travel so far? The template can be used for this type, possibly with the adjustments for footmen (see below). Take English as an extra Language among your optional advantages. If you come from a non-Western culture, you should take another point from your advantages budget for Cultural Familiarity (Western), unless you want to play a complete fish out of water. Also, of course, many foreign servants have Social Stigma (Second-Class Citizen or Minority Group) [-5 or -10], depending on their exact nature and campaign specifics, so add those to the list of disadvantages. This type frequently overlaps with the sinister servant (above), in a racist way; if you want to play with this, feel free to combine elements of both. Conversely, of course, the foreign servant may be a perfectly nice person who's just a long way from home and having trouble fitting in.

Other Types of Servants

Butler: As the chief indoor servant in a large house, the butler takes the lead in dealings with the family, and manages the other servants. A good butler might accumulate valuable Contacts and have ambitions to go on to high-level positions in what would today be called “service industries,” maybe running a gentleman's club or posh hotel. The template makes a good starting point for a butler character; a large household may demand a point each spent on Accounting and Administration skills, and a large, *successful* household may have a butler with Status 1 and Comfortable Wealth. One who is in the same position for a few years will probably acquire several Contacts in the neighborhood; he knows who to ask to get things done, and local tradesmen will cultivate him as a source of regular business. This in turn raises the possibility of the butler taking a few backhand payments from those people, or even cooking the books a little, which can increase his Wealth but represents a serious Secret, as being found out would mean a ruined career and possibly even prison. A seriously *looming* butler, suitable for screampunk thrills and mannerspunk comedy, should have Stealth and possibly Intimidation, bought up from the background skill levels.

Chauffeur: The appearance of motor vehicles creates a new category of servant, replacing the older coachman (who was usually an outdoor servant with Teamster). A chauffeur mostly needs Driving (Automobile), of course, but also Mechanic

(Automobile) to keep temperamental early motor vehicles on the road, and probably a point in Savoir-Faire (Servant). Overconfidence, or at least a quirk, “Likes driving fast,” could be amusing. The Looks Good in Uniform perk is traditional, or a stylish chauffeur might have a vehicular version of Sartorial Integrity (“Paintwork Integrity”), so that his *vehicle* is always spotless, even after driving through a mudslide.



Cook: A competent maidservant in a small house would be expected to cook for the household, but a larger establishment would employ at least one full-time cook – one of the most prestigious positions for a female servant, ruling over a staff of assistants and managing much of the household budget. Cooking is, of course, the defining skill here, but as she'll probably have worked her way up from the lesser staff, adding that skill to a housemaid (see p. 44) would be appropriate. A few grand households might employ a male *chef*, stereotypically a temperamental but brilliant Frenchman; he can simply be built with high levels in Cooking, a few points in Savoir-Faire (Servant), and English as his second language, and traditionally, Bad Temper.

Footman: The lowest rank of adult male indoor servants, footmen are employed in full-sized households to fetch and carry, answer the door, look impressive in smart uniforms, and maybe eject the occasional unwelcome guest. Use the template, but change ST to 12 [20] and IQ to 10 [0], changing secondary characteristics and skill levels accordingly, and add Language: Spoken (Native)/Written (Accented or Broken) [-1 or -2], Social Stigma (Second-Class Citizen or Minority Group) [-5 or -10], Status -1 [-5], and Wealth (Struggling) [-10] to the list of disadvantages. (Footmen are low on the hierarchy and aren't employed to think, and some houses employ black footmen simply because they look exotic.)

Then change the primary skills to Housekeeping (E) IQ [1]-10 and Savoir-Faire (Servant) (E) IQ+1 [2]-11. This frees up 5 points; spend these on extra advantages or raising background skills. Intimidation and scuffling might be the most *interesting* parts of the job; also, some footmen notoriously make the most of their smart looks. So, add Sex Appeal (A) HT-1 [1]-9 and Wrestling (A) DX-1 [1]-9 to the second list of background skill options.

Housekeeper: Some grand houses have a female employee managing the maidservants and keeping everything running behind the scenes. See the notes above on butlers, but of course add Social Stigma (Second-Class Citizen) if that is required for respectable women in the setting; the housekeeper would focus more on Housekeeping skill while the butler focuses on Savoir-Faire (Servant). She also likely has a point in Merchant, as she would handle much of the purchasing of the household's regular supplies.

Housemaid: The foundation of a substantial household (as in, the part that's crushed beneath everything else) is a staff of maids. The best thing to be said for this job is that it's respectable indoor work. A small middle-class household has just one live-in maid-of-all-work, cooking, cleaning, and working with the lady of the house to keep the place going. In a grand house, the lowliest housemaids work long hours at the most boring jobs, such as rising first thing in a cold house to make up the fires. Use the template as a starting point, but a young, overworked female servant has ST -1 or -2, Social Stigma (Second-Class Citizen), and quite possibly Status -1 and Struggling Wealth. Early in the Steam Age especially, she might also have only Accented or Broken writing competence in her own language. (All this may very well take the maid beyond the normal campaign disadvantage limits.) A junior housemaid may only have a point each in primary and secondary skills; the trick is to develop higher levels, at least in Housekeeping, so as to advance to better positions.

Mechanic: Even in the real world, at TL6, advanced households installed their own steam-powered electrical generators, and as noted above, chauffeurs needed to be mechanics as well as drivers. In a steampunk world with weird domestic technology, there would likely be a lot of scope for professional household mechanics. Start with the template, but swap out the primary skills for an appropriate Mechanic specialty and probably Electrician – although a good household mechanic will probably pick up a point or two in Housekeeping and Savoir-Faire (Servant) eventually, to understand what purpose the gadgets serve and how to talk to the boss. Gizmos or an Equipment Bond with his toolkit would be nice characterization details.

Upper-Class Youth

50 points

You're a junior sprig of the ruling classes. You have social standing and some resources, but that's balanced by simple lack of years; you suffer from inexperience and limited agency. You're naïve, perhaps in trivial ways, perhaps catastrophically so due to the belief that what you've read is all you need to know. You do have the benefits of good diet and nice manners, and your school book-learning is recent enough that you've not forgotten it all, but if you become involved in dangerous adventures, your problem will be surviving long enough to benefit from that.

In games with fewer physical perils, you may be seen as romantic, comedic, or just annoying – especially if your primary motivation is to see more of the world and have “adventures.” You probably take it for granted that a social system which puts you and your family at the top of the heap is entirely correct and the best way for the world to be run, though it's *just* possible that eye-opening experiences will make you revise that opinion.

This template assumes someone in roughly the 14- to 17-year-old range, approaching adulthood but still a little underdeveloped and not legally considered a full adult. Because of this, it has some required or very appropriate disadvantages built in before it even gets to personal idiosyncrasies. Hence, it has been permitted to exceed the “50% of starting points” limitation normally applied to disadvantages in this supplement.

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

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: Spend up to 45 points on Status 1-3 [5/level], Wealth [varies] (minimum Average), and enough Independent Income [1/level] to support the Status (see p. B265); spend any surplus on other advantages. ● 30 points chosen from among DX +1 [20], IQ +1 [20], HT +1 or +2 [10 or 20], Per +1 [5], Basic Move +1 [5], Acute Senses [2/level], Aesthete [5/level], Animal Friend [5/level], Appearance (Attractive or Handsome/Beautiful) [4 or 12], Charisma 1 [5], Claim to Hospitality (Chums) [varies], Contacts (family friends in interesting jobs) [varies], Cultural Familiarity (parents' overseas posting) [1], Fearlessness [2/level], Fit [5], Flexibility [5], Gizmos 1 [5], Higher Purpose (Uphold standards) [5], Languages [1-6 each], Lightning Calculator [2], Luck [15], Night Vision 1-4 [1/level], Noble Upbringing [5/level], Patrons (Parents or Guardians) [varies], Pitiable [5], Sensitive [5] or Empathy [15], or Serendipity [15/level].

Suggested Perks: Honest Face or Perfect Social Faint.

Disadvantages: Social Stigma (Minor) [-5]. ● -15 points chosen from among Code of Honor (Gentleman's) [-10], Delusion (a combat delusion about the superiority of gentle birth) [varies], Duty (Family demands on your time; Non-hazardous) [varies], Megalomania [-10], Odious Personal Habits (Aristocratic Arrogance, Censorious Respectability, or Wild Melodrama) [-5], Selfish [-5*], or Sense of Duty (Beloved or Family and household) [-2 or -5]. ● A further -20 points chosen from among the preceding list or ST -1 or -2 [-10 or -20], DX -1 [-20], IQ -1 [-20], HT -1 [-10], Will -1 to -3 [-5/level], Per -1 [-5], Basic Move -1 [-5], Charitable [-15*], Chummy [-5], Combat Paralysis [-15], Compulsive Behavior (Carousing, Generosity, Melodrama, or Spending) [-5* or -10*], Curious [-5*], Dependents (Younger siblings or Beloved) [varies], Disturbing Voice (Squeaky) [-10], Easy to Read [-10], Fearfulness [-2/level], Gullibility [-10*], Hidebound [-5], Honesty [-10*], Impulsiveness [-10*], Laziness [-10], Lecherousness [-15*], Low Empathy [-20], Low Pain Threshold [-10], Oblivious [-5], Overconfidence [-5*], Overweight [-1] or Skinny [-5], Pacifism (any) [varies], Post-Combat Shakes [-5*], Short Attention Span [-10*], Shyness [varies], Slow Riser [-5], Social Stigma (Second-Class Citizen – woman) [-5], Squeamish [-10*], Stubbornness [-5], Truthfulness [-5*], Unluckiness [-10], Weirdness Magnet [-15], or Xenophilia [-10*].

Suggested Quirks: Alcohol Intolerance, Aristocratic Drawl, Broad-Minded, Chauvinistic, Code of Honor (“Gentlemanly” to all women), Congenial, Delusional Competence (anything), Distractible, Dreamer, Dull, Epitome (Vapid Aristocrat), Gothic Thinking, Imaginative, Inappropriate Manner (Aristocratic), Likes High Fashion, Nosy, Proud, or Responsive.

Primary Skill: Savoir-Faire (High Society) (E) IQ+2 [4]-12.

Secondary Skills: *Three* of Knot-Tying (E) DX+1 [2]-11; Area Knowledge (Family Estates), Current Affairs (Popular Culture, Sports, or Travel), Games (Chess or school sport rules), or Hobby Skill (Feats of Science or Stamp Collecting), all (E) IQ+1 [2]-11; Boxing Sport, Riding (Horse), Sport (played at school), or Throwing, all (A) DX [2]-10; Teamster (Equines) (A) IQ [2]-10; or Running (A) HT [2]-10.

Background Skills: *Three* of Guns (Shotgun), Jumping, or Sewing, all (E) DX [1]-10; Climbing, Smallsword Sport, or Stealth, all (A) DX-1 [1]-9; Computer Operation or First Aid, both (E) IQ [1]-10; Animal Handling (Equines), Farming, Fast-Talk, Navigation (Land), Performance, Poetry, Public Speaking, or Soldier, all (A) IQ-1 [1]-9; Artist (Drawing or Painting), Chemistry, History (modern-era Political), Literature, Musical Instrument, or Naturalist, all (H) IQ-2 [1]-8; Carousing or Singing, both (E) HT [1]-10; or Fishing (E) Per [1]-10. • Another 2 points to raise two background skills by a level or one secondary skill by a level.

* Multiplied for self-control number; see p. B120.

*Wickedness is a myth invented
by good people to account for the
curious attractiveness of others.*

– Oscar Wilde,

Phrases and Philosophies for the Use of the Young

Customization Notes

Your Wealth represents the resources to which *you personally* have immediate access; your family’s Wealth level will likely be much higher. Likewise, your Status is your functional position in society, which is probably a couple of levels lower than the head of your immediate family (unless you are an orphan and hence *are* the head). Junior members of high-ranking aristocratic families may have *courtesy titles*, which indicate their approximate Status but don’t carry full formal privileges. Remember that, in many game worlds, a Wealth level of Wealthy or better gives +1 to Status.

The concept requires that you set your Wealth and Independent Income combination to cover your cost of living, at your chosen Status level and the campaign TL, with maybe a small excess. (Remember to factor in cost of living increases from any relevant Compulsive Behavior disadvantages.) You can tinker with this, but if you end up receiving

insufficient income to support your Status, you’ll have to work out some way of making up the difference – tricky for a legal minor – and if you receive much more than you need, you’ll have to negotiate with the GM what you can and can’t spend it on, given your specific circumstances. One possibility is bankrolling other party members – “a naïve upper-class youngster having adventures with his parasitic chums” is a perfectly valid campaign concept – but in practice, a lot of the “Income” would probably be support in kind – accommodation, meals, an account at a good tailor, etc. – from parents or guardians, which makes this tricky. Generally, you should assign excess points to other advantages rather than having more money than you can spend.

Examples: At TL8 or equivalent – perhaps a TL(6+2) ray-gun Gothic campaign – Comfortable Wealth and Independent Income 8 provide \$3,200 per month, sufficient to support Status 2 with a small excess, for a total of 28 points; you then shift the other 17 points to other advantages. Conversely, at TL5 (a much less wealthy society), you have to be Very Wealthy with Independent Income 3, or Wealthy with Independent Income 12, to support Status 2; those combinations cost 38 and 37 points respectively, assuming that Wealthy grants Status +1, leaving 7 or 8 points to reassign. Supporting Status 3 requires at least a TL7-equivalent society with these points limits; take Very Wealthy and Independent Income 4.

Limits on what you can buy also apply to use of starting funds, of course; most upper-class 14-year-olds can’t go buying Maxim guns, although they may have been presented with a sporting shotgun (and stern instructions about responsible use). It should normally be assumed that these individuals have a “settled lifestyle” (see p. B26), and so have 80% of their nominal starting funds tied up in homes, clothing, etc. (actually provided by their families); only 20% can go toward “adventuring” gear, which in this case quite likely just means *fashionable* clothing, hobby equipment, and suchlike.

Upper-class youths are excellent candidates for Potential Advantage (Heir), as discussed on p. B33, if the GM chooses to allow that. Just assign some optional advantage points to the potential Status and Wealth.

A few subtypes:

Ingénue: The sweetly innocent (usually female) youth at large in the world is a classic fictional type, although that tradition tends to make her at best a passive observer, at worst a helpless victim needing rescue from seducers and rogues. But this isn’t mandatory; in a mannerspunk game especially, an ingénue with quick wits and a hidden manipulative streak may exploit others’ tendency to underestimate her to her own advantage. Attractive or better Appearance combined with Pitiable is common among ingénues, along with “nice” disadvantages such as Charitable. “Dubious” disadvantages such as Lecherousness are much less likely (except in a certain style of comedy), and “pragmatic” skills such as Soldier are rare.

Innocent Victim: Very often overlapping with the ingénue type (above), the innocent victim is more of a feature of Gothic/screampunk stories; when a genre is *defined* by bad things happening, they have to happen to somebody! Of course, the innocent victim may be a short-lived NPC, but disadvantages such as Gullibility or Weirdness Magnet might create a recurrent victim figure who is kept alive by Luck and Serendipity or a hard-working Patron.

Would-Be Party Animal: Young members of the upper class may be highly aware that their class has many pleasures available to it, while feeling painfully restricted by their youth and by interfering family members. Thus is born the classic mannerspunk/comedy type: the rich scamp hell-bent on escaping from supervision and going on the razzle.

MOTIVATIONS

A hero's motivation may come from past history, employment, or ambition – or just a need to survive in the face of formidable threats. The following are some classes of motivation that commonly appear in steampunk games.

Avenger: You have been wronged, and now you're out for restitution! This tends to control your behavior, so the GM may prohibit players from running full-time avengers – but if it's simply a background explanation for some kind of dislike or Intolerance, it may be okay. A full-blown vengeance quest means taking an Enemy, Obsession, or Vow in place of some optional disadvantages. An interesting question, capable of driving a follow-up campaign or providing a new PC with a bit of depth, is what a *former* avenger does when they've completed that quest.

Government Employee: You may be a confidential agent of the state, or just an honest soldier, in or out of uniform. If this is the source of your adventures, you have a Duty; if that isn't included in the template you're built from, it's up to the GM whether it counts against disadvantage limits. The level of cynicism built into the campaign determines whether your assignments ever clash with your personal morality.

Idealist: You're pursuing a higher goal, and mere wealth and position are at most means to an end, at worst distractions. Likewise, duties owed to the authorities may divert you from your quest, though power and legal standing have their uses. This may involve the Higher Purpose advantage, or just "good" disadvantages such as a Code of Honor or Sense of Duty. Idealism is as good as a Duty when the GM needs to steer you into adventure – provided that the GM and the player both understand it the same way – but the GM who leans on it too hard may make players think that their attempts at characterization are being overly exploited.

Mercenary: Wealth may not buy happiness, but at least it allows you to be unhappy in comfort – or perhaps your starting point is impoverished enough that you regard preaching against wealth as sanctimonious and naïve. You may or may not suffer from Greed or an Obsession such as "Buying a farm and settling down." Heroic mercenaries in fiction usually have ethical limits and lines which they will not cross, or at least a personal-professional Code of Honor; games get interesting when these are tested, but if that happens too often, the mercenary may decide to become a little more *flexible*.

Social Climber: Steam Age society can be extremely hierarchical, and those who find themselves low on the ladder may end up with a pressing desire to move up. Wealth can be a part of that, and poverty certainly makes it very hard to rise, but money alone may merely be considered vulgar; truly advancing means learning the rules and getting to know the right people. The determined social climber may have an Obsession, and acquire the Talent of the same name (p. 9); Selfish (p. B153) sets a more modest baseline. A successful social climber likely spends a lot of bonus points on Status, Wealth, Savoir-Faire skill, and Contacts as the campaign continues.

Compulsive Carousing or Lecherousness drive this youth, and Overconfidence or Delusions mean he doesn't know when he's rushing into trouble.

Young Lover: Teenagers are prey to rampaging hormones and the desires they induce, but respectable period fiction may not get too explicit about this. The young lover is a socially acceptable presentation of the consequences: a youth with pressing but respectful impulses directed toward another individual, and enough Wealth and Status to find time to pursue the subject ardently. In game terms, this primarily means having your beloved as a Dependent or the subject of a Sense of Duty (or the beneficiary of a Higher Purpose), but if this is combined with other disadvantages or quirks such as Gothic Thinking, Gullibility, or Impulsiveness, it may be a bad sign about the true nature of the "romance."

75- OR 100-POINT TEMPLATES

Heroes built on 75+ points are necessarily very *capable* people, even if the capability sometimes arises more from social position than from skill. They are suitable as accidental adventurers or social operators, and can be enhanced for use as fully effective career adventurers without distorting the concepts too far.

Some of the 50-point templates include lenses that can boost them to the 100-point level – in particular, the constable (pp. 31-32), the reckoner (pp. 37-39), the rogue (pp. 40-41), and the servant (pp. 41-44).

Aviator-Pilot

100 points

You are the skilled operator of smaller flying machines – that is, those that require only a single pilot or a handful of crew. In steampunk worlds, this may mean early models or experimental one-off designs, so you need respectable operating skills (to compensate for unexpected problems) and a working knowledge of how these devices are put together (in case they start to come apart, and so you can aid repairs in remote locations without enough specialist mechanics). Of course, really capable pilots always know such things. If you have military training, that's likely to include the use of aircraft-mounted weapons; a civilian pilot is more likely to have picked up the basics of commerce.

Attributes: ST 10 [0]; DX 12 [40]; IQ 11 [20]; HT 11 [10].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 11 [0]; Per 11 [0]; FP 10 [0]; Basic Speed 6.00 [5]; Basic Move 6 [0].

Advantages: 40 points chosen from among ST +1 or +2 [10 or 20], DX +1 or +2 [20 or 40], IQ +1 or +2 [20 or 40], HT +1 or +2 [10 or 20], Will +1 or +2 [5 or 10], Per +1 to +3 [5/level], Basic Speed +1.00 [20], 3D Spatial Sense or Absolute Direction [10 or 5], Acute Vision [2/level], Appearance (Attractive) [4], Charisma [5/level], Combat Reflexes [15], Courtesy Rank [1/level], Cultural Familiarities [1 each], Daredevil [15], Fearlessness [2/level], High TL [5/level], Languages [1-6 each], Less Sleep [2/level], Luck [15] or Extraordinary Luck [30], Military Rank [5/level], Peripheral Vision [15], Reputation (As ace or As trustworthy charter pilot) [varies], Resistant to Acceleration (+3) [1], Signature Gear (aircraft) [varies], Status [5/level], Technician [5/level], or Wealth (Comfortable or Wealthy) [10 or 20].

Suggested Perks: Alcohol Tolerance, Better Aviation Equipment, Looks Good in Uniform, No Hangover, or Sartorial Integrity.

Disadvantages: -40 points chosen from among ST -1 [-10], Basic Move -1 [-5], Callous [-5], Code of Honor (Gentleman's, Professional/Charter Pilot's, or Soldier's) [varies], Compulsive Behavior (Gambling, Carousing, or Spending) [-5* or -10*], Curious [-5*], Debt (gambling or business debts) [-1/level], Delusion ("The aircraft means nothing in a fight – the pilot means *everything*") [-10*], Duty (military service) [varies], Impulsiveness [-10*], Jealousy [-10], Lecherousness [-15*], Loner [-5*], Odious Personal Habits (Bragging) [-5], On the Edge [-15*], Overconfidence [-5*], Pacifism (Reluctant Killer) [-5], Selfish [-5*], Sense of Duty [varies], Stubbornness [-5], or Weirdness Magnet [-15].

Suggested Quirks: Broad-Minded, Careful, Chauvinistic, Epitome (Dashing Airman), Nosy, Personality Change (Gains Overconfidence in one-on-one air combat), or Proud.

Primary Skill: Piloting (chosen primary type) (A) DX+2 [8]-14.

Secondary Skills: Mathematics (Applied) (H) IQ-2 [1]-9; Mechanic (chosen primary type) (A) IQ [2]-11; and Navigation (Air) (A) IQ [2]-11. • *One* of Engineer (Lighter-Than-Air Aircraft or Heavier-Than-Air Aircraft) (H) IQ-1 [2]-10. • *Three* of Gunner (appropriate aircraft weapon) (E) DX+1 [2]-13; Dropping or Piloting (different type), both (A) DX [2]-12; Artillery (Bombs), Forward Observer, Freight Handling, Merchant, or Smuggling, all (A) IQ [2]-11; Diplomacy (H) IQ-1 [2]-10; or Observation (A) Per [2]-11.

Background Skills: *Four* of Bicycling, Brawling, Guns (Pistol), or Parachuting, all (E) DX [1]-12; Driving (Automobile or Motorcycle) (A) DX-1 [1]-11; Aircraftman, Airshipman, Area Knowledge (trade route), Current Affairs (Science & Technology), or Savoir-Faire (High Society or Military), all (E) IQ [1]-11; Armoury (Heavy Weapons), Electronics Operation (Comm or Sensors), Gambling, Leadership, Mechanic (other type), Meteorology, or Streetwise, all (A) IQ-1 [1]-10; Tactics (H) IQ-2 [1]-9; Carousing (E) HT [1]-11; Sex Appeal (A) HT-1 [1]-10; or Scrounging (E) Per [1]-11.

* Multiplied for self-control number; see p. B120.

Customization Notes

Choose Piloting, Mechanic, and Engineer skills to suit your chosen aircraft type. This template assumes that two

broad categories of craft, "Lighter-Than-Air Aircraft" and "Heavier-Than-Air Aircraft," adequately cover all the possibilities for Engineer skill. If the setting features different categories – say, "Alchemical Skyboats" and "Clockwork Ornithopters" – adjust that skill accordingly. Other options relate to your career and preferred way of making a living. Some possibilities:

Balloon Observer: The first military use found for air vehicles involved sending an observer up on a tethered balloon for a good view across the battlefield. The first such observers were balloon enthusiasts who volunteered to help the army; they would have a few points in Pilot, Mechanic, and Engineer, but little else of relevance – some were civilians who didn't even have Military Rank. Simply being able to say "there's a large formation of enemy troops to the north" or whatever was a significant advantage, although communication with the ground was a problem; flag signals or dropping hand-written notes could only achieve so much. However, during the American Civil War, it was demonstrated that a balloon could carry a telegraph key with wires running down to the ground, and real-time reporting and even artillery spotting became feasible; an experienced observer-balloonist might then have a point or two each in Electronics Operation (Comm) and Forward Observer.

Flying Trader: A civilian pilot might be a load-hauler of the skies; steampunk stories often draw on colonial/frontier stereotypes, so a pilot might be something of a wandering trader or tramp-steamer captain. Merchant, Smuggling, and Diplomacy would be relevant secondary skills here, with Freight Handling from the background list; Carousing and Streetwise, along with foreign languages and exotic Cultural Familiarities, might also be very useful. A civilian trader might have learned piloting in an air force and hence still have military/combat skills and Courtesy Rank.

Military Pilot: The basic features of a military flyer are Military Rank (at 3 or higher – pilots are usually commissioned officers, because they are in charge of expensive equipment and have to talk to high-ranking staff) and a Duty (see *Military Duties*, p. 29, for notes on how to vary that according to the nature of the campaign); Combat Reflexes can also be important. Even once military aviation develops beyond balloon observers (see p. 47), it is initially much more about reconnaissance and observation than actual combat. After all, a flimsy semi-experimental vehicle can probably only carry a few pounds of weaponry, unlikely to do much damage to enemy forces, but effective artillery spotting can be *deadly*, and accurate reports on enemy dispositions can be war-winners. Good skills for a reconnaissance flyer include Forward Observer or Observation, plus Savoir-Faire (Military) to get reports listened to; good Per and Acute Vision can also be useful. Once aircraft start mounting serious weapons, combat flyers need combat skills to use them, and DX, Peripheral Vision, and Tactics can be crucial.

Passenger Carrier: A pilot trusted to fly aircraft full of paying passengers, either on regular routes or on charters, needs a minimum of apparent charm or perceived competence: Charisma, Looks Good in Uniform, and a good Reputation fit there, and Courtesy Rank may help project the right image. If you have to deal directly with posh passengers, make sure you have Savoir-Faire (High Society).

Pioneering Aviator: Someone who enters the aviation business *very* early, perhaps because they are Curious, has likely become something of a technical expert; raised IQ and Technician fit. However, *surviving* as a pioneer aviator needs practical skills and good DX. In fact, in a game that treats pioneering aviation realistically, surviving for long as an experimental pilot might indicate Extraordinary Luck.

Lens

Space Pilot (0 points): If the setting features spacecraft that handle more like heavier-than-air planes than ships, this template can be adapted to represent their pilots. Add 3D Spatial Sense [10] and Improved G-Tolerance [5 to 25] to the list of advantage options. Under secondary skills, replace the Engineer specialty with Engineer (Spacecraft) and the Navigation specialty with Navigation (Space). Add Astronomy, Astronomy (Observational), Free Fall, Spacer, and Vacc Suit to the last list of secondary skills. Some space pilots may also have skills relating to in-atmosphere craft.

Clergyman

75 points

You represent God to Man (and perhaps, sometimes, Men to God). This template assumes that you are some kind of ordained Christian clergyman or something very similar in a Steam Age-style society, which means that you have appropriate education and skills as well as a specific social position. However, some clergymen are the younger sons of respectable families who have chosen the church as a secure career, and who aren't necessarily all that devout; they may spend much of their time pursuing personal hobbies or just quiet and comfortable lives. A few, historically, were perhaps better amateur scientists than they were men of God; there's a lens to cover that below, but some might even take the *scientist* template (pp. 63-65) and just add a few priestly features. Likewise, a missionary might be a clergyman with some extra skills borrowed from the *explorer* template (pp. 71-72), or an explorer with Clerical Investment, Public Speaking, Religious Ritual, and Theology. For a casual amateur, the clergyman template offers a range of background skills to represent assorted hobbies.

This template can be used for clerics of other religions as well as Christian priests. Technically, some other faiths do not consider their religious figures to be "priests," but the practical difference is small.

The basic template assumes that the priest's god doesn't intervene visibly or directly in the world, but even a clergyman with no supernatural powers or particularly potent faith can be an intelligent, educated person with good knowledge of people in general and his community in particular. In games where the supernatural is a visible force, and a priest may channel divine power – or at least, where *faith* may have power, if it's strong enough – the GM may allow you to apply one of the lenses that include supernatural features.

Attributes: ST 10 [0]; DX 10 [0]; IQ 12 [40]; HT 10 [0].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: Clerical Investment [5]; Language: Sacred tongue (Accented) [4]; *and* Religious Rank 0 [0]. • 25 points chosen from among IQ +1 [20], HT +1 [10], Will +1 to +4

[5/level], Antiquary [5/level], Charisma [5/level], Contact Group *or* Contacts (useful congregation members) [varies], Courtesy Rank (Religious) [1/level], Fearlessness [2/level], Higher Purpose (Promotion of your faith) [5], Independent Income [1/level], Languages [1-6 each], Reputation (As a pillar of the community) [varies], Sensitive [5] *or* Empathy [15], Social Chameleon [5], Social Climber [5/level], Social Regard (Respected) [5/level], Status [5/level], Voice [10], *or* Wealth (Comfortable *or* Wealthy) [10 *or* 20].

Suggested Perks: Honest Face *or* Licensed Exorcist.

Disadvantages: Duty (To your congregation *or* To co-religionists; 12 *or* less; Nonhazardous) [-5]. • -30 points chosen from among ST -1 [-10], DX -1 [-20], HT -1 [-10], Basic Speed -1 [-20], Basic Move -1 *or* -2 [-5 *or* -10], Bad Sight (Mitigator, Glasses, -60%) [-10], Charitable [-15*], Combat Paralysis [-15], Compulsive Generosity [-5*], Compulsive Spending [-5*], Cowardice [-10*], Curious [-5*], Dependents (family) [varies], Disciplines of Faith (Ritualism) [-5], Easy to Read [-10], Guilt Complex [-5], Gullibility [-10*], Honesty [-10*], Intolerance (Atheists *or* one other faith, *or* All other beliefs) [-5 *or* -10], Overweight [1] *or* Fat [-3] *or* Skinny [-5], Selfless [-5*], Low Pain Threshold [-10], Oblivious [-5], Odious Personal Habits (Sanctimonious) [-5], Pacifism (any) [varies], Sense of Duty (Your congregation *or* Co-religionists *or* All humanity) [varies], Social Stigma (Second-Class Citizen) [-5], Truthfulness [-5*], Unfit [-5], *or* Vow (Celibacy, Teetotalism, etc.) [-5].

Suggested Quirks: Careful, Congenial, Distractible, Humble, Nosy, *or* Responsive.

Primary Skills: Religious Ritual (own faith) (H) IQ+1 [8]-13 *and* Theology (own faith) (H) IQ+1 [8]-13.

Secondary Skills: Public Speaking (A) IQ [2]-12. • *Five* of Area Knowledge (parish *or* region of responsibility) *or* Savoir-Faire (High Society), both (E) IQ+1 [2]-13; Administration, Politics, Research, Streetwise, *or* Teaching, all (A) IQ [2]-12; Psychology (H) IQ-1 [2]-11; *or* 2 points to raise a secondary skill by one level.

Background Skills: *Eight* of Driving (Automobile) *or* Riding (Horse), both (A) DX-1 [1]-9; Current Affairs (local region), First Aid, Games (any popular card game), *or* Gardening, all (E) IQ [1]-12; Connoisseur (Architecture, Food and Drink, *or* Literature), Heraldry, Meteorology, Occultism, Photography, Poetry, Teamster (Equines), *or* Writing, all (A) IQ-1 [1]-11; Accounting, Anthropology, Archaeology, Geology, History, Linguistics, Literature, Musical Instrument (Organ *or* Piano), Naturalist, Paleontology, Philosophy (any), *or* Theology (Comparative), all (H) IQ-2 [1]-10; Singing (E) HT [1]-10; Hiking (A) HT-1 [1]-9; Meditation (H) Will-2 [1]-10; Detect Lies (H) Per-2 [1]-10; *or* 1 point to raise a background skill by a level.

* Multiplied for self-control number; see p. B120.

Customization Notes

See pp. 7-8 for discussion of Religious Rank. Remember that Rank 0 is a very junior cleric; most established community priests are Rank 1 *or* 2, while Rank 3+ implies an administrative post. In settings where Religious Rank gives real social power and authority, it costs the full 5 points per level, rather than rating as Courtesy Rank. See also the *Summary Status Table* on p. 37 of *GURPS Steampunk 1* for guidance as to which Status tends to be associated with a priestly position.

Priests of different religions have different emphases and usual features, starting with their “sacred tongue,” which is Latin (or occasionally Classical Greek or even Hebrew) for Christians, Arabic for Muslims, Ancient Hebrew for Jews, and so on. Social Stigma (Second-Class Citizen) specifically should be taken by priests of a minority religion in times and places where that faith is subject to prejudice from most of the population, while Vows are determined by a particular religion or sect’s rules – for example, Muslims and some Christians avoid alcohol, while Catholic priests are celibate.



Lenses

Evil Clergyman (0 points): In screampunk stories especially, some clergymen only entered the church for cynical reasons, or have been corrupted by power or other temptations, and adopt a dark and twisted form of their original religion. Conversely, a “morally upright” clergyman might be harsh and judgmental, even hypocritical, and perhaps indulge a few sleazy impulses in private. This is mostly a lens for NPC villains or dark figures in very Gothic games, though a clergyman who only joined the church in search of a quiet life, and who does his job competently enough, might seem quite dubious by Steam Age standards, if not to cynical modern eyes. Most really dubious clergymen have a Secret (anything from “unorthodox theology” to “mass murderer”) [varies] that counts as one of their optional disadvantages, and should avoid “nicer” features such as Charitable, Honesty, Pacifism, or Truthfulness. A classic Gothic evil clergyman adds Indomitable [15], Occultist [10/level], and Unfazeable [15] to the list of advantage options; Appearance (Unattractive or Ugly) [-4 or -8], Bully [-10*], Callous [-5], Gluttony [-5*], Lecherousness [-15*], Odious Personal Habits (Leering, Lip-smacking, Off-color remarks, etc.) [-5], Phantom Voices [-5 to -15], Sadism [-15*], and Weirdness Magnet [-15] to the list of disadvantage

options; and Intimidation (A) Will-1 [1]-11, Sex Appeal (A) HT [1]-9, and Stealth (A) DX-1 [1]-9 to the list of background skill options – and really should take a couple of the added disadvantages and one or two of those skills. An extreme case may have two sets of Religious Ritual and Theology skills, one for their supposed religion and one for their actual beliefs.

Monster Hunter (+50 points): Serving God means opposing evil, and you’ve learned just how *real* its powers are – so you oppose them directly. Most likely, your religious superiors have noted your talents in this direction and appointed you to very special duties, but perhaps you’ve just been assigned to a *very* strange parish, and have learned to adapt! Fortunately, your faith gives you benefits in that fight, whether in the form of useful knowledge, indomitable strength of purpose, or actual supernatural powers. On top of the standard template, take Combat Reflexes [15] and 45 points chosen from among ST +1 or +2 [10 or 20], DX +1 or +2 [20 or 40], Basic Speed +0.25 to +1.00 [5 per +0.25], Acute Hearing or Vision [2/level], Blessed (Blessed, Very Blessed, or Heroic Feats) [varies], Detect (Supernatural Evil) [10], Healing (Faith Healing, +20%; Takes Extra Time 3, -30%) [27], High Pain Threshold [10], Indomitable [15], Intuition [15], Luck [15], Mind Shield [4/level], Night Vision 1-5 [1/level], Occultist [10/level], Security Clearance (Access to “forbidden books”) [10], or True Faith [15]. Then, your Duty loses the Nonhazardous modifier [-5] or you gain a Sense of Duty (Friends and companions) [-5], and take -20 points chosen from among Berserk [-10*], Enemy (specific monster) [varies], Extreme Fanaticism or Fanaticism (your faith) [-15], Impulsiveness [-10*], No Sense of Humor [-10], Obsession (destroy some great evil) [-5* or -10*], or Weirdness Magnet [-15]. Lastly, spend a total of 15 points on any of Axe/Mace, Crossbow, Exorcism (bought up from the Religious Ritual or Theology default), Guns (Pistol or Shotgun), Hidden Lore (Demon Lore), Knife, Leadership, or Spear.

Muscular Christian (+50 points): You’re a healthy fellow with active hobbies who also has a spiritual side or some other reason for entering the priesthood. (Despite the terminology, you might belong to a non-Christian faith; “Muscular Christianity” was a real-world Steam Age movement, but so was “Muscular Judaism.”) You’re probably as pacifistic as most priests of your religion, but you’re well-equipped to use force when necessary, and your dedication may tip into intolerance. Start with the template, but on top of everything there, change ST and HT to 11 [10 each]; take 40 points chosen from among ST +1 or +2 [10 or 20], DX +1 [20], Basic Speed +0.25 to +1.00 [5 per +0.25], Appearance (Attractive) [4], Fit [5], Indomitable [15], or Unfazeable [15]; take -25 points chosen from among Hidebound [-5], Fanaticism (your faith) [-15], Impulsiveness [-10*], No Sense of Humor [-10], or Stubbornness [-5]; and spend 15 points on extra skills chosen from among Boating (Unpowered), Boxing Sport, Games (some team-sport rules), Hiking, Jumping, Leadership, Running, Sports (some team sport), or Wrestling Sport. You probably have Teaching as one of your secondary skills; *someone* has to coach the Sunday school sports team.

Part-Time Scholar (+25 points): You take your duties as a priest seriously enough, but some might suspect that they are not your first concern. In your spare time, you apply your intellect to some other (legitimate but not religious) topic, and you’ve become an authority in the field.

Choose an extra 20 points from the list of advantages, with Eidetic Memory [5], Languages (anything foreign, but usually something used in academic publications), Natural Scientist [10/level], and Single-Minded [5] added to the list. Include an extra -10 points chosen from the disadvantage list, with Clueless [-10], Fearfulness [-2/level], Obsession (a focus on some academic subject) [-5* or -10*], Squeamish [-10*], and Stuttering [-10] added to that list. Lastly, spend an extra 15 points on IQ-based skills chosen either from the background skills list or from those covered by the Natural Scientist Talent. If your hobby is some new science, and your studies have led you to conclude that the words you mouth from the pulpit are mostly bunkum (perhaps because your religion tells you to deny the Theory of Evolution or the conclusions of geological science), you may add some features from the evil clergyman lens (p. 49), or you may still live by some kind of personal moral code.

Reformer-Priest (0 points): Faith without deeds is futile, you believe, and your faith is clear that you are required to help the poor and downtrodden. Furthermore, working with them has led you to conclude that you must do more than help with individual problems; you have to do something about the systems that create those tragedies. You don't like being taken for a dangerous revolutionary – you consider that you are simply doing God's work – but you do think that social change is needed, and you cannot help how some misguided folk insist on seeing you. Add Contacts (fellow reformers) [varies] and Indomitable [15] to your list of advantage options. Add Obsession (eliminating some social evil) [-5* or -10*], Reputation (As a dangerous radical) [varies], Sense of Duty (To the poor and wretched or a similar large group) [-10], and Stubbornness [-5] to your list of disadvantage options. Lastly, add Propaganda (A) IQ-1 [1]-11 to the optional background skills list. You cannot raise your Status higher than 1 or your Wealth higher than Comfortable.

Supernatural Defender (+25 points): You have access to some supernatural benefits, but whereas the monster hunter (p. 49) seeks out evil to strike it down, you mostly act as a regular community priest – just with *proof* that you're serving something real. However, if dark forces threaten your congregation, you provide crucial reinforcement; you may well be officially recognized as a competent exorcist. You have True Faith [15], and take an extra 13 points from the advantage list, with the list expanded to include Blessed (Blessed or Very Blessed) [10 or 20], Detect (Supernatural Evil) [10] (optionally with Acute Detect [2/level] added), Healing (Faith Healing, +20%; Takes Extra Time 5, -50%) [21], High Pain Threshold [10], Indomitable [15], Mind Shield [4/level], Oracle [15], and See Invisible (Spirits) [15]. Either your Duty loses the Nonhazardous modifier [-5], or you have a Sense of Duty (Vulnerable people in your neighborhood) [-5] in addition to your other disadvantages, of which you take a further -5 points' worth. Lastly, add Exorcism (H) Will+1 [7]-13 (bought up from the Religious Ritual or Theology default) to your primary skills, and add Hidden Lore (Spirit Lore) and Leadership, both (A) IQ-1 [1]-11, to your background skill options.

Demimondaine

100 points

Deliberately or not, you've solved the problem of how to function as an independent woman in Steam Age

society – by discarding most concerns with *respectability*. Straightforward prostitution is very widespread in the new industrial cities of the age, but streetwalkers and brothel-girls are poor creatures with very limited hopes for the future; you're better off than them, because you operate at the high end of the market. You are in fact part of the *demi-monde*, the “half-world” of shady adventurers, decadent artists, and sleazy eccentrics, into which respectable gentlemen sometimes venture in search of excitement. Quick wits, style, and looks earn you admiration in that world, and you're very good at this game, though your life is still precarious in the long term. You probably manage your own career, but you may have a superior sort of madam watching over you.

You may avoid the taint of explicit prostitution if you have another profession that's *slightly* more respectable, perhaps acting or singing on the stage, and if you can avoid taking cash for your services – material gifts (jewelry is conveniently salable, and looks nice on you in the meantime) and a comfortable place to live will do nicely. Becoming the kept mistress of one wealthy man may be your ideal. If you become *really* well-known and not *too* notorious, you may even acquire a degree of celebrity; outwardly respectable folk may be curious about your beauty secrets and hints of scandalous gossip. Nonetheless, if you want to survive when your looks begin to fade, you'll need cash savings, so you always are a little mercenary in your dealings. Alternatively, you may get really lucky and acquire a materially successful lover who cares little enough about respectability to marry you; a successful artist might be a good catch, but trustworthy successful artists are scarce. A successful retirement switches your Social Stigma down to Second-Class Citizen.

You need your gentlemen to trust *you*, so you must avoid too much gossip, but in the end, scandal is more their problem than yours. You might even get away with writing your memoirs one day, if you can very carefully avoid a libel case (or violent revenge from powerful, vicious men). If you see yourself as an “adventuress,” you may be amoral enough to work out how to get away with blackmail, or you may become involved with something dangerously exciting, such as espionage. That's *very* risky, though – Mata Hari got herself shot for it, even though she probably wasn't a real spy.

Attributes: ST 9 [-10]; DX 11 [20]; IQ 12 [40]; HT 11 [10].

Secondary Characteristics: Damage 1d-2/1d-1; BL 16 lbs.; HP 9 [0]; Will 12 [0]; Per 12 [0]; FP 11 [0]; Basic Speed 5.00 [-10]; Basic Move 5 [0].

Advantages: Appearance (Attractive) [4] and Charisma 1 [5].

- A further 35 points chosen from among DX +1 [20], IQ +1 [20], HT +1 or +2 [10 or 20], Will +1 to +3 [5/level], Per +1 or +2 [5 or 10], Contacts (“Helpful Gentleman Friends”) [varies], Daredevil [15], Fashion Sense [5], Indomitable [15], Intuition [15], Languages [1-6 each], Less Sleep [2/level], Luck [15], Reputation +1 to +3 (Outrageous Celebrity; Among the tolerant; 10 or less) [1 to 3], Resistant to Disease (+3) or (+8) [3 or 5], Sensitive [5] or Empathy [15], Smooth Operator [15/level], Social Chameleon [5], Social Climber [5/level], Street-Smart [5/level], Voice [10], Wealth (Comfortable) [10], increase Appearance to Beautiful or Very Beautiful [8 or 12], or increase Charisma [5/level].

Suggested Perks: Convincing Nod, Disarming Smile, Flirtatious Posture, Haughty Sneer, High-Heeled Heroine, Passing Complexion, Perfect Social Faint, Ruffian's Swagger, or Sartorial Integrity.

Disadvantages: Social Stigma (Minority Group) [-10].
● A further -20 points chosen from among Addiction (Opium) [-10], Bad Temper [-10*], Chummy [-5], Code of Honor (Demimondaine's or Pirate's) [-5], Combat Paralysis [-15], Compulsive Carousing [-5* or -10*], Compulsive Gambling [-5*], Cowardice [-10*], Delusion (Superstitious)

[-5], Duty (Under the thumb of a madam; 12 or less; Non-hazardous; may be Involuntary) [-5 or -10], Fearfulness [-2/level], Greed [-15*], Jealousy [-10], Laziness [-10], Low Pain Threshold [-10], Miserliness [-10*], Pacifism (Reluctant Killer) [-5], Post-Combat Shakes [-5*], Selfish [-5*], Reputation -1 to -3 (*Scandalous* infamy; Among the moralistic; 10 or less) [-1 to -3], Slow Riser [-5], Squeamish [-10*], Stubbornness [-5], Unfit [-5], or Wealth (Struggling) [-10].

Suggested Quirks: Assertively Amoral, Epitome (Fashionable Glamour), or Proud.

SOCIETY ADVENTURESS

150 points

You go one up on the demimondaine (pp. 50-52). Whatever some people might think of you, you operate in respectable high society – it's just that your background is a little unclear. You're intent on getting by and getting on, using whatever you have available – which doesn't *just* mean your considerable allure. You may well be a widow, or at least pass as one, or a slightly exotic wealthy foreign lady (taking English as your second language, and speaking it with a fetching accent, is entirely in keeping, though you really need a native-level grasp of the language to use your social skills to full effect), or you may be a former demimondaine who has made good and covered her tracks. Your skills and determination may have led you into involvement with crime or even espionage, though you *may* have some kind of code that ensures that your schemes don't get downright evil. However, you're mostly a social operator rather than a physical combatant, and you will likely duck and run if violence occurs.

Attributes: ST 9 [-10]; DX 11 [20]; IQ 13 [60]; HT 11 [10].

Secondary Characteristics: Damage 1d-2/1d-1; BL 16 lbs.; HP 9 [0]; Will 13 [0]; Per 13 [0]; FP 11 [0]; Basic Speed 5.00 [-10]; Basic Move 5 [0].

Advantages: Appearance (Attractive) [4]; Charisma 1 [5]; Status 1 [5]; *and* Wealth (Comfortable) [10].

● 55 points chosen from among DX +1 *or* +2 [20 or 40], IQ +1 [20], HT +1 *or* +2 [10 or 20], Will +1 to +3 [5/level], Per +1 to +3 [5/level], Basic Speed raised to 6.00 [20], Acute Senses [2/level], Combat Reflexes [15], Contacts ("Helpful Gentleman Friends") [varies], Daredevil [15], Enhanced Dodge 1 [15], Fashion Sense [5], Fearlessness [2/level], Gizmos [5 each], Independent Income 1-5 [1/level], Indomitable [15], Intuition [15], Languages [1-6 each], Language Talent [10], Less Sleep [2/level], Luck [15], Night Vision 1-3 [1/level], Pitiable [5], Rapier Wit (if permitted in the game) [5], Reputation +1 to +3 (As exotic celebrity; Among the tolerant; 10 or less) [1 to 3], Resistant to Disease (+3) *or* (+8) [3 or 5], Sensitive [5] *or* Empathy [15], Serendipity [15/level], Smooth Operator [15/level], Social Chameleon [5], Social Climber [5/level], Status +1 *or* +2 [5/level], Street-Smart [5/level], Voice [10], *or* increase Appearance to Beautiful *or* Very Beautiful [+8 *or* +12], increase Charisma [5/level], increase Wealth to Wealthy *or* Very Wealthy [+10 *or* +20].

Suggested Perks: Convincing Nod, Disarming Smile, Flirtatious Posture, Haughty Sneer, High-Heeled Heroine, Passing Complexion, Perfect Social Faint, Ruffian's Swagger, or Sartorial Integrity.

Disadvantages: Social Stigma (Second-Class Citizen) [-5].

● -45 points chosen from among Code of Honor (Demimondaine's) [-5], Combat Paralysis [-15], Compulsive Carousing [-5* *or* -10*], Compulsive Gambling [-5*], Cowardice [-10*], Debt [-1/level], Delusion (Superstitious) [-5], Enemy (old foe) [varies], Fearfulness [-2/level], Greed [-15*], Jealousy [-10], Laziness [-10], Low Pain Threshold [-10], Miserliness [-10*], Obsession (Restoring your fortunes) [-10*], Pacifism (Reluctant Killer) [-5], Post-Combat Shakes [-5*], Selfish [-5*], Reputation -1 (As mysterious outsider; In high society; All the time) [-2], Secret (Dark past) [varies], Sense of Duty (Vulnerable innocents) [-5], Slow Riser [-5], Squeamish [-10*], Stubbornness [-5], *or* Unfit [-5].

Suggested Quirks: Assertively Amoral, Epitome (Fashionable Glamour), *or* Proud.

Primary Skills: Acting (A) IQ+1 [4]-14; Carousing (E) HT+1 [2]-12; Erotic Art (A) DX+1 [4]-12; Makeup (E) IQ [1]-13; *and* Sex Appeal (A) HT+3 [8]-14†.

Secondary Skills: Current Affairs (People) (E) IQ [1]-13; Dancing (A) DX+1 [4]-12; Diplomacy (H) IQ-1 [2]-12; Merchant (A) IQ [2]-13; Riding (Horse) (A) DX [2]-11; Savoir-Faire (High Society) (E) IQ+1 [2]-14; *and* Sewing (E) DX [1]-11.

Background Skills: *Nine* of Brawling, Guns (Pistol *or* Shotgun), Knife, Knot-Tying, *or* Thrown Weapon (Knife), all (E) DX+1 [2]-12; Filch *or* Stealth, both (A) DX [2]-11; Escape, Pickpocket, *or* Sleight of Hand, all (H) DX-1 [2]-10; Area Knowledge (any), Current Affairs (any), First Aid, Games (any card game), *or* Housekeeping, all (E) IQ+1 [2]-14; Connoisseur (any), Disguise, Fast-Talk, Gambling, Heraldry, Holdout, Lockpicking, Performance, Smuggling, *or* Streetwise, all (A) IQ [2]-13; Forgery, Intelligence Analysis, Musical Instrument (Piano), Mimicry (Speech), *or* Psychology, all (H) IQ-1 [2]-12; Singing (E) HT+1 [2]-12; Lip Reading *or* Observation, both (A) Per [2]-13; Detect Lies (H) Per-1 [2]-12; *or* 2 points to raise a 2-point skill by a level.

* Multiplied for self-control number; see p. B120.

† Includes +1 for Appearance (Attractive).

Primary Skills: Acting (A) IQ [2]-12; Carousing (E) HT+1 [2]-12; Erotic Art (A) DX+1 [4]-12; Makeup (E) IQ [1]-12; and Sex Appeal (A) HT+3 [8]-14†.

Secondary Skills: Current Affairs (People) (E) IQ [1]-12; Dancing (A) DX+1 [4]-12; Diplomacy (H) IQ-1 [2]-11; Merchant (A) IQ [2]-12; Savoir-Faire (High Society) (E) IQ+1 [2]-13; and Sewing (E) DX [1]-11.

Background Skills: *Seven* of Brawling, Guns (Pistol), Knife, or Knot-Tying, all (E) DX [1]-11; Filch, Riding (Horse), or Stealth, all (A) DX-1 [1]-10; Area Knowledge (home city), Current Affairs (High Culture, Popular Culture, or Regional), Games (any card game), Housekeeping, or Savoir-Faire (Servant), all (E) IQ [1]-12; Connoisseur (any), Fast-Talk, Gambling, Holdout, Performance, Professional Skill (Prostitute), or Streetwise, all (A) IQ-1 [1]-11; Musical Instrument (Piano) or Psychology, both (H) IQ-2 [1]-10; Singing (E) HT [1]-11; Detect Lies (H) Per-2 [1]-10; or 1 point to raise a 1-point skill by a level.

* Multiplied for self-control number; see p. B120.

† Includes +1 for Appearance (Attractive).

Lenses

Actress with “Friends” (0 points): You acquired your initial fame and attracted some interest on the stage. You may get by on looks more than skill in the theater, but you must have had some talent – directors don’t want totally useless performers, no matter how pretty – so make sure that you have Performance at 12+ from the background skills options. Variants include successful opera singers (who have to be stage professionals above all, but who may then catch the eyes of exceptionally high-Status men), or ballet dancers; the former must have Singing at 14+ and add Musical Ability [5/level] to their list of advantage options, while the latter must have Dancing at 14+, and can add Perfect Balance to their advantage options in lightly cinematic games. Any of these can acquire positive Reputations from devotees of those art forms, and may learn something of the arts themselves, taking Connoisseur (any), Current Affairs (High Culture), or Literature as background skills.

Artist’s Model (0 points): Modeling isn’t terribly well-paid, but it can be regular work for an attractive or interesting-looking woman who can hold a pose in a drafty studio, often while wearing not very much (high Will may help.) Modeling work can help one acquire Contacts in the art world, and skills such as Connoisseur (Contemporary Visual Arts), Current Affairs (High Culture), or possibly even a point or two in Artist (Drawing, Painting, or Sculpting), by paying intelligent attention to the what’s said and done in the studio. A model may also gain a small positive Reputation among art lovers as “The model in that *wonderful* painting,” or a negative Reputation among respectable folk as “The woman in that *disgraceful* painting,” or both. Add such things to the lists to taste.

Depraved Femme Fatale (0 points): You’re a Gothic sort who lives up to respectable people’s worst fears about your type – and you enjoy it. Most demimondaines see morality as nice if you can afford it; you see it as a sign of weakness, and weakness is to be exploited. This makes for an impressive (if misogynistic) anti-heroine or outright villainess. Add Bully [-10*], Callous [-5], Lecherousness [-15*], and Sadism [-15*] to the list of disadvantage options and be sure to take at least

one of them, and add Intimidation (A) Will-1 [1]-11 and Poisons (H) IQ-2 [1]-10 to the background skill options.

Madam (+25 points): You’ve been in the life for a while, and that may be beginning to show on your face – so you’ve moved on a little, into helping other demimondaines to run their lives, which earns more, but runs some risks of legal trouble. (You’d probably deny being a brothel madam – you try to keep things a little more *elegant* than that – but the law may disagree.) Fortunately, you’ve turned out to be good with money. Add Wealth (Wealthy) [20] to your required advantages (giving Status 1 in most games), and an extra 5 points in optional advantages, with Business Acumen [10/level], Fearlessness [2/level], Lightning Calculator [2], and Status +1 [5] added to the list of options, but you cannot raise your Appearance above Attractive. Take an extra -10 points in optional disadvantages, and add Social Stigma (Criminal Record) [-5] to the list (you may have been careless), but delete the Duty and reduced Wealth. Take Professional Skill (Pander) (A) IQ+2 [8]-14 and +1 to Merchant for 2 points, and add to the list of background skills First Aid (E) IQ [1]-12; Administration or Teaching, both (A) IQ-1 [1]-11; Intimidation (A) Will-1 [1]-11; Accounting, Artist (Interior Decorating), or Finance, all (H) IQ-2 [1]-10; and Detect Lies (H) Per-2 [1]-10.

Engineer

100 points

A lot of people claim the title of “engineer,” but you’re among the elite, a true creator. You’re one of the people responsible for the wonders of the Steam Age, designing and building that amazing machinery. Of course, some of it is so amazing and novel that you then have to stay around to install, operate, and maintain it – and, when it’s used for adventurous or other dangerous purposes, you can become involved (to prevent idiots from breaking or misusing it). That involves some risks, but you have the skills and ingenuity to minimize them. You have a specialty, of course, but your practical intelligence and ingenuity make you quite versatile.

Attributes: ST 10 [0]; DX 11 [20]; IQ 12 [40]; HT 10 [0].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 10 [0]; Basic Speed 5.25 [0]; Basic Move 5 [0].

Advantages: Gadgeteer [25] and Versatile [5]. ● 20 points chosen from among IQ +1 [20], Acute Hearing [2/level], Artificer [10/level], Difference Engineer [5/level], High Manual Dexterity [5/level], High TL [5/level], Intuition [15], Less Sleep [2/level], Lightning Calculator or Intuitive Mathematician [2 or 5], Mathematical Ability [10/level], Single-Minded [5], Technician [5/level], or both Super-Memorization 1 (1) [8] and Unique Gift (Super-Memorization) 1 [1]. ● A further 20 points chosen from among more of the preceding advantages or ST +1 or +2 [10 or 20], DX +1 [20], HT +1 or +2 [10 or 20], Will +1 [5], Per +1 or +2 [5 or 10], Basic Speed +0.25 to +1.00 [5 per +0.25], Absolute Timing [2], Contacts (local scientific society) [varies], Gizmos [5 each], Independent Income 1-5 (Patent royalties) [1/level], Languages [1-6 each], Luck [15], Reputation (For brilliance; Among fellow inventors) [varies], Wealth (Comfortable) [10], or both Lifting ST +1 [3] and Special Exercises (Lifting ST +1) [1].

Suggested Perks: Better Tools, Cutting-Edge Training, or Equipment Bond.

Disadvantages: -50 points chosen from among Basic Speed [-0.25 to -1 [-5 per -0.25], Absent-Mindedness [-15], Appearance (Unattractive) [-4], Bad Sight (Mitigator, Glasses, -60%) [-10], Callous [-5], Clueless [-10], Code of Honor (Consulting Savant's) [-5], Combat Paralysis [-15], Curious [-5*], Delusion ("There is no such thing as mad science") [-5], Easy to Read [-10], Gullibility [-10*], Hard of Hearing [-10], Honesty [-10*], Insomniac [-10 or -15], Intolerance (Non-technical people) [-10], Missing Digit [-2 or -5], No Sense of Humor [-10], Oblivious [-5], Obsession (solving some engineering problem) [-5*], Odious Personal Habits (Tuneless Humming) [-5], Overconfidence [-5*], Overweight [-1] or Skinny [-5], Pacifism (any) [varies], Shyness [varies], Stubbornness [-5], Truthfulness [-5*], Unfit [-5], or Workaholic [-5].

Suggested Quirks: Attentive, Broad-Minded, Careful, Code of Honor ("Do your job to the best of your ability"), Delusional Competence (any social skill), Epitome (Steam Engineer), Imaginative, or Nosy.

Primary Skills: Engineer (personal specialty) (H) IQ+1 [8]-13.

Secondary Skills: Mathematics (Applied) (H) IQ-2 [1]-10.

• One of Armoury, Electronics Repair, or Mechanic, all (A) IQ [2]-12, chosen to match your primary Engineer skill and with any specialty selected accordingly, or another "corresponding" skill (see *Customization Notes*).

Background Skills: Current Affairs (Science & Technology) (E) IQ [1]-12. • Four of Beam Weapons (any), Brawling, Gunner (any), Guns (any), Knot-Tying, or Typing, all (E) DX+1 [2]-12; Scrounging (E) Per+1 [2]-13; Axe/Mace, Boating (Large Powerboat or Motorboat), Diving Suit, Driving (any), Piloting, Submarine, or Vacc Suit, all (A) DX [2]-11; Carpentry, Computer Operation, Crewman (any), or First Aid, all (E) IQ+1 [2]-13; Administration, Architecture, Armoury (any), Artillery, Electrician, Electronics Operation (any), Electronics Repair (any), Explosives (any), Leadership, Lockpicking, Machinist, Mechanic (any), Merchant, Photography, Professional Skill (Tower Telegrapher), Research, Scuba, Speed-Reading, Teaching, Traps, or Writing, all (A) IQ [2]-12; Artist (Drawing), Chemistry, Computer Programming, Engineer (alternate specialty), or Metallurgy, all (H) IQ-1 [2]-11; or Physics or Weird Science, both (VH) IQ-2 [2]-10.

* Multiplied for self-control number; see p. B120.

Customization Notes

If your primary Engineer skill doesn't have a matching Armoury, Electronics Repair, or Mechanic specialty, spend those 2 points from the secondary skill on some other appropriate "execution" skill such as Electrician for Engineer (Electrical), Explosives (Demolition) for Engineer (Combat), Driving (Construction Equipment) for Engineer (Civil), or Chemistry for Engineer (Materials). Background skills such as Crewman, Driving, Electronics Operation, Guns, or Professional Skill (Tower Telegrapher) will often also align with the Engineer specialty.

In game-mechanical terms, this template produces an individual built around the Gadgeteer advantage and Engineer skill – someone who can design and build brand-new machines from the drawing board onward, and impressively

quickly. For a more realistic sort of engineer, who mostly creates variations on existing designs, with the occasional innovation taking months and a certain amount of luck, simply drop Gadgeteer and possibly Versatile. Conversely, for a wildly cinematic engineer, change Gadgeteer to Quick Gadgeteer [+25]. For a straightforward adventurer-engineer, simply start with this template and add extra points in the form of raised DX or IQ and a few more advantages, and probably a few more background skills.



Many minor variations on this template are possible. A valued *corporate lackey* might have a nonhazardous Duty to his employer, but also have that employer as a Patron. (Even Victorian employers know that really good engineers are worth looking after.) A cinematic *freelance genius*, on the other hand, will probably be built on more points, with high IQ and skills, allowing him to churn out brilliant inventions on a regular basis: extreme cases add high Wealth, Code of Honor (Mastermind's), Megalomania, and Leadership skill. And the *field tester* is more conventionally heroic, adding combat and Survival skills and maybe a Sense of Duty to explain why he keeps taking his new inventions on adventures.

In the Steam Age, many vehicles – especially seagoing ships – have crew members with the job title "engineer" whose task is simply to keep the engines and propulsion systems running. For that sort of engineer, use the crewman template (pp. 32-33), adding as many points as necessary to raise their Mechanic (vehicle type) skill to 14 or higher. However, some such vehicle engineers could at least have Mechanic skill high enough that their default for Engineer (same vehicle type) would reach respectable levels, and indeed some fully fledged designer-engineers may have worked their way up from vehicle-crew positions. To represent the latter individuals, use this template but borrow any skills that seem appropriate from the crewman template.

Field Officer

100 points

You are an army officer – and, no doubt, a gentleman – of commissioned rank, but even in the Steam Age, this doesn't have to mean that you are some shiny-brass staff administrator. Rather, you lead men in the field. If you aren't exactly one of them yourself, you have skills enough to hold your own on the battlefield and hopefully retain the respect of the other ranks – while still having the manners and vocabulary to talk to those fancy staff fellows. If you go on detached duty or retire (switching your Rank to Courtesy Rank), but don't want to fall into too boring a civilian life, you have the skills to make a very effective adventurer.

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

Secondary Characteristics: Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 11 [0]; Per 11 [0]; FP 11 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0].

THE STRESS OF COMMAND

Military service in a shooting war is naturally stressful, and colonial service in remote, fever-ridden outposts or sailing on a creaky wooden ship on vast unknown oceans aren't much better. Hence, many Steam Age soldiers and sailors adopted coping mechanisms that are represented by disadvantages such as Compulsive Carousing or Gambling, Chummy, or Callous, or in the worst cases Alcoholism or Odious Personal Habits – usually to fairly modest levels, but some people cracked.

For officers in command of ships, detached-duty units, or whole armies, the situation was more complicated. Although they might be shielded from the worst dangers, they were by no means immune, and a *thoughtful* officer might be all too aware that the safety of his men and sometimes even his whole country was on his shoulders. In a very status-conscious age, his opportunities for relaxing with even his fellow officers were strictly limited by regulations and custom. The analysis needed to out-think dangerous opponents could lead to melancholy introspection, while long exploratory journeys were often simply *lonely*.

Sensible officers allowed for this. For example, Captain Robert FitzRoy of the survey ship *HMS Beagle*, aware that his predecessor had killed himself, took a naturalist named Charles Darwin on board for one voyage. Darwin and FitzRoy shared an interest in science, and as a civilian, Darwin could dine with the captain and talk to him as a friendly equal without endangering naval discipline. Nonetheless, commanding officers were subject to depression and stress; in the Napoleonic period, this was known as the “Blue Devils,” and Kipling's Indian stories frequently hint at the oppressive strains of colonial service.

In game terms, someone suffering from such problems may have disadvantages such as Guilt Complex, Indecisive, Insomniac, Low Self-Image, Nightmares, or reduced Will. A complete breakdown could lead to Alcoholism, Chronic Depression, Combat Paralysis, Confused, and severe Post-Combat Shakes. In a screampunk game of personal horror and moral breakdown, disadvantage limits can be set very broad, and a military or ex-military character can be a quivering mass of barely concealed problems, adding the likes of Bad Temper, Bloodlust, and Manic-Depressive to the above options.

Advantages: Military Rank 4 [20]. ● 20 points chosen from among IQ +1 [20], Will +1 to +4 [5/level], Born War-Leader [5/level], Charisma [5/level], Patron (friend on the staff) [varies], Social Chameleon [5], Status [5/level], or increase Military Rank [5/level]. ● A further 20 points chosen from among the preceding advantages or ST +1 or +2 [10 or 20], DX +1 [20], HT +1 or +2 [10 or 20], Per +1 or +2 [5 or 10], Basic Speed +0.25 to +1.00 [5 per +0.25], Basic Move +1 [5], Acute Vision [2/level], Animal Friend [5/level], Appearance (Attractive *or* Handsome) [4 or 12], Combat Reflexes [15], Daredevil [15], Fearlessness [2/level] *or* Unfazeable [15], Fit [5], High Pain Threshold [10], Higher Purpose (The glory of the regiment, The safety of the realm, etc.) [5], Languages [1-6 each], Less Sleep [2/level], Luck [15], Night Vision 1-3 [1/level], Resistant to Disease (+3) [3], or Wealth (Comfortable) [10].

Suggested Perks: Alcohol Tolerance, Deep Sleeper, Fearsome Stare, Looks Good in Uniform, No Hangover, Penetrating Voice, or Sartorial Integrity.

Disadvantages: Duty (Military branch; 12 or less) [-10]. ● -40 points chosen from among Per -1 or -2 [-5 or -10], Basic Speed -0.25 to -1 [-5 per -0.25], Appearance (Unattractive) [-4], Berserk [-10*], Bully [-10*], Callous [-5], Chummy [-5], Clueless [-10], Code of Honor (Gentleman's, Plunger's, *or* Soldier's) [-10, -5, or -10], Delusion (any combat delusion about the superiority of your own side or training) [varies], Easy to Read [-10], Fanaticism (Patriot) [-15], Hidebound [-5], Honesty [-10*], Impulsiveness [-10*], Intolerance (Enemy nation) [-5], Lecherousness [-15*], Oblivious [-5], Overconfidence [-5*], Selfish [-5*], Selfless [-5*], Sense of Duty (Your men *or* King/Queen and Country) [-5 or -10], Truthfulness [-5*], Unluckiness [-10], Workaholic [-5], or a more frequent and/or hazardous Duty [varies].

Suggested Quirks: Chauvinistic, Congenial, Distractible, Dull, Humble, Proud, or Staid.

Primary Skills: Leadership (A) IQ+1 [4]-12; Soldier (A) IQ+1 [4]-12; *and* Strategy (Land) (H) IQ [4]-11. ● One of these six 10-point military specialty packages:

1. *Cavalry:* Riding (Horse) (A) DX+2 [8]-13. ● *Either* Broadsword or Lance, both (A) DX [2]-11.
2. *Horse Artillery:* Animal Handling (Equines) (A) IQ+1 [4]-12; Gunner (Cannon) (E) DX+2 [4]-13; *and* Teamster (A) IQ [2]-11.
3. *Infantry:* Hiking (A) HT [2]-11. ● *Either* Guns (Musket *or* Rifle) (E) DX+1 [2]-12. ● *Either* Riding (Horse) *or* Driving (appropriate type), both (A) DX+1 [4]-12. ● *Either* Smallsword *or* Spear, both (A) DX [2]-11.
4. *Iron Horse Cavalry:* A cavalryman in a force using something like the iron horse (**GURPS Vehicles: Steampunk Conveyances**, pp. 7-8). Driving (Mecha) (A) DX+2 [8]-13 *and* Guns (Rifle) (E) DX+1 [2]-12.

5. *Mechanized Artillery*: Artillery (Cannon) (A) IQ+1 [4]-12; Driving (appropriate type) (A) DX [2]-11; Forward Observer (A) IQ [2]-11; and Gunner (Cannon) (E) DX+1 [2]-12.
6. *Vehicle Commander*: The officer in charge of a fighting vehicle such as a steampunk tank or the *O-Daisuchiimu* in **GURPS Vehicles: Steampunk Conveyances**, pp. 8-9. Driving (appropriate type) (A) DX+1 [4]-12; Gunner (Cannon) (E) DX+2 [4]-13; and Mechanic (appropriate vehicle type) (A) IQ [2]-11.

Secondary Skills: Guns (Pistol) (E) DX [1]-11; Savoir-Faire (Military) (E) IQ+1 [2]-12; and Tactics (H) IQ-1 [1]-9.

Background Skills: Four of Brawling or Guns (any), both (E) DX [1]-11; Boxing, Boxing Sport, Dancing, Smallsword Sport, or Sports (anything “respectable”), all (A) DX-1 [1]-10; Camouflage, First Aid, or Savoir-Faire (High Society), all (E) IQ [1]-11; Administration, Armoury (Small Arms), Cartography, Explosives (Demolition), Freight Handling, Gambling, Interrogation, Navigation (Land), Packing, Public Speaking, Teaching, or Writing, all (A) IQ-1 [1]-10; Expert Skill (Military Science) (H) IQ-1 [1]-9; Carousing (E) HT [1]-11; Detect Lies (H) Per-2 [1]-9; Intimidation (A) Will-1 [1]-10; or 1 point to raise a background skill by a level.

* Multiplied for self-control number; see p. B120.

Customization Notes

If Military Rank grants Status, a soldier built with this template will get at least Status 1 for free, but see *Independent Means*, below. Feel free to switch skill specialties to fit game details; for example, a Napoleonic-era rocket-battery commander would be much like a horse-artillery officer, switching Gunner (Cannon) to Gunner (Rockets). See *Military Duties*, p. 29, for notes on how to vary the Duty disadvantage according to the nature of the campaign.

Retired Officers: Someone who has left the service switches Military Rank for Courtesy Rank [1/level], freeing up some points which can be used for other purposes. Some of them should usually go to buying up Status and Wealth, given that the former will no longer be provided free by Rank or supported by service pay and resources. An ex-officer may become Courtesy Rank 4, which frees up 16 points, 15 of which can go on Status 1 and Comfortable Wealth. However, the “impoverished former officer” who had suffered a drop in income and Status since leaving the service was a real phenomenon in the Steam Age. Leaving the army also removes the mandatory Duty, which can be bought off using some of those freed-up points if it isn’t simply replaced by other disadvantages.

Independent Means: Early in the Steam Age, many commissioned officers didn’t receive sufficient income to support their Status. This was quite deliberate; officers were supposed to be gentlemen who defended their country out of patriotism, not mere *mercenaries*. Anyone who signed up for a serious career was best advised to look for a colonial posting (perhaps in something like the East India Company’s private army), which attracted semi-decent pay in places where the money

went further. In campaigns where this is true, the GM should declare that Rank *doesn’t* grant free Status, and officers should reassign many of their optional advantage points to Status, Wealth, and Independent Income.

The Department of Unconventional Philosophical Resolutions

Pyramid #3/121: Travels and Tribulations included a steampunk-gothic-action campaign framework, “The Department of Unconventional Philosophical Resolutions,” which suggests an alternative approach to steampunk-character creation, using templates from **GURPS Action 1: Heroes** and **GURPS Action 3: Furious Fists** as strong guidelines, adjusted for the genre. That approach can certainly be used for any game that mixes steampunk with action-movie style – see the article for details – but this book can still also be used. Look here for Talents, variant disadvantages, notes on skill use, Wildcard skills, and anything else that gives action characters a Steam Age flavor.

Fraudulent Mystic

75 points

Whether or not the supernatural is real, there are always people who *think* it is – and that doesn’t just mean conventional religious believers. You take advantage of that fact, putting on a plausible show of “speaking with the spirits” or “manifesting special powers” to separate people who want to believe from their money. You may regard this as little more than a stage-magic show with some fancy talk that the customers seem to like, or you may know that you’re preying on the desperation and grief of the gullible, especially if you pull the “talking to the dead” act. If you do have a conscience and this bothers you, though, you can always tell yourself that you’re at least giving those people hope.

Unfortunately for you, in an age of science and wild-eyed speculation, there are also people who know (or assume) that you’re a fraud, and some of them seem to take it personally that you’re so convincing. This keeps you on your toes, especially if one of them focuses on you in particular. And sometimes, you have to know when to shut up shop and move on.

Attributes: ST 10 [0]; DX 10 [0]; IQ 12 [40]; HT 10 [0].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 11 [-5]; Per 12 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: High Manual Dexterity 2 [10] and Honest Face [1]. • 25 points chosen from among DX +1 [20], IQ +1 [20], Per +1 to +3 [5/level], Acute Hearing [2/level], Ambidexterity [5], Appearance (Attractive) [4], Charisma [5/level], Cultural Familiarity [1], Eidetic Memory [5], Extra Arms 2 (Foot Manipulators, -30%; Short, -50%) [4], Flexibility [5], Gizmos [5 each], High Manual Dexterity +1 or +2 [5 or 10], Indomitable [15], Intuition [15], Languages [1-6 each], Night Vision 1-3 [1/level], Patrons (convinced clients) [varies], Reputation (As “gifted”; Among believers in the occult) [varies], Sensitive [5] or Empathy [15], Smooth Operator 1 [15], Social Chameleon [5], Social Climber [5/level], or Voice [10].

Suggested Perks: Cloaked or Passing Complexion.

Disadvantages: Secret (Faking it) [-10]. • -20 points chosen from among ST -1 [-10], HT -1 [-10], HP -1 [-2], FP -1 [-3], Basic Move -1 [-5], Callous [-5], Compulsive Lying [-15*], Delusion (“My powers are real, I just have to help them along a little”) [-10], Enemy (Debunker or Criminal investigator) [varies], Greed [-15*], Jealousy [-10], Lecherousness [-15*], Overweight [-1], Pacifism (Reluctant Killer) [-5] Social Stigma (Second-Class Citizen or Minority Group) [-5 or -10], Trickster [-15*], or Unfit [-5].

Suggested Quirks: Careful or Epitome (Weird Mystic).

Primary Skills: Acting (A) IQ+1 [4]-13 and Fortune-Telling (A) IQ+1 [4]-13. • One of Hobby Skill (Feats of Strength) (E) DX+2 [4]-12, Fast-Talk (A) IQ+1 [4]-13, Sleight of Hand (H) DX+2 [4]-12†, or Ventriloquism (H) IQ [4]-12.

Secondary Skills: One of Holdout or Occultism (A), both IQ+1 [4]-13; or Mimicry (Speech) (H) IQ [4]-12. • An additional 4 points to raise a primary or secondary skill by a level or take one of the other skills from the list of primary or secondary skills.

Background Skills: Seven of Escape (H) DX-1 [2]-9; Erotic Art or Stealth, both (A) DX [2]-10; Hobby Skill (Feats of Science) or Savoir-Faire (High Society), both (E) IQ+1 [2]-13; Research (A) IQ [2]-12; Forgery, Hypnotism, Psychology, Religious Ritual (any), or Theology (any), all (H) IQ-1 [2]-11; Body Language or Observation, both (A) Per [2]-12; Detect Lies (H) Per-1 [2]-11; or 2 points to raise a background skill by a level.

* Multiplied for self-control number; see p. B120.

† Includes +2 for High Manual Dexterity.

Customization Notes

Many “spirit mediums” are women; Social Stigma (Second-Class Citizen) isn’t much of a problem here, and in fact, the sexist assumption that a “mere woman” couldn’t fool men or their social superiors may well make things easier.

Delusional Eccentric: You’ve mastered the art of doublethink, and somehow convinced yourself that your powers are real – you just have to compensate for their occasional unreliability. Take the optional Delusion, and optional advantages and skills that can pass as sort-of uncanny, such as Charisma, Empathy, Hobby Skill (Feats of Strength, p. 17), or Hypnotism.

Exotic “Adept”: Global communications in the Steam Age bring Westerners into contact with many other cultures with rich mystical and occult traditions, which means that some of them become convinced that those other cultures have access to mystical secrets unknown in the West. You cash in on that belief. If you aren’t genuinely non-Caucasian, you’ll need good Acting skill and either similarly good Disguise or the Passing Complexion perk; you’ll also need a Cultural Familiarity and at least one extra Language. Of course, non-Westerners often suffer from a Social Stigma – Second-Class Citizen if they pass as polite, “civilized” members of some priestly caste or something similar; or Minority Group if such outsiders are seen as rare visitors from conquered colonies, or if they pile on the wild-eyed shaman style – but this can help catch the interest of a certain class of mark.

Low-Rent Con Artist: Some would say that your morals are negligible and your social position is precarious; you say that needs must when the devil drives. You have physical

advantages such as Extra Arms (Foot Manipulators) and Flexibility rather than social features, may well have Callous or Greed, and probably treat Fast-Talk as your primary life skill.

Society Operator: Just because some people are wealthy doesn’t guarantee that they’re not gullible – and they do have more money. You’ve been successful or lucky enough to move into higher levels of society, perhaps acquiring a significant Patron or two. This may imply exceptional competence, and hence a higher point value, mostly spent on additional advantages from the options list and Savoir-Faire skill, while Current Affairs (People) skill might help you select new marks and identify their weaknesses. As a weird “mystic” is unlikely to possess much actual Status, Social Chameleon is a necessity for you.

Gentleperson of Leisure

100 points

You are a product of the upper classes, with sufficient income from inheritances and family estates that working for a living is strictly optional for you. At most, you may lend your name to business ventures, or exploit your knowledge of horse-racing or a gift for cards to top up your income with gambling winnings – though even that might be considered a touch vulgar. However, with your unearned income buying you a life of comfort, you have time to develop any skills or studies that actually interest you. You may pursue useful hobbies or become a dedicated patron of the arts. If you join in adventures, it may be out of a sense of *noblesse oblige*, or simply a way to stave off boredom.

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

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: Spend up to 100 points on Status 2-5 [5/level], Wealth [varies] (minimum Comfortable), and enough Independent Income [1/level] to support the Status (see p. B265); spend any surplus on other advantages, improving skills, or reducing the required disadvantages. • 20 points chosen from among ST +1 or +2 [10 or 20], DX +1 [20], IQ +1 [20], HT +1 or +2 [10 or 20], Will +1 or +2 [5 or 10], Per +1 or +2 [5 or 10], Basic Speed +0.25 to +1.00 [5 per +0.25], Basic Move +1 [5], Acute Senses [2/level], Aesthete [5/level], Antiquary [5/level], Allies (family members, loyal servants, old school chums, etc.) [varies], Appearance (Attractive or Handsome/Beautiful) [4 or 12], Charisma [5/level], Claim to Hospitality (friends) [varies], Contacts (friends in interesting jobs) [varies], Cultural Familiarities [1 each], Daredevil [15], Fashion Sense [5], Fit [5], Gizmos (Small, -20%; Specific Container, -20%) [3 each], Higher Purpose (Full-time charitable works, Uphold standards, etc.) [5], Languages [1-6 each], Language Talent [10], Longevity [2], Luck [15], Noble Upbringing [5/level], Poet [5/level], Reputation (As a social lion; Among your class, or As an admirable patron; In the arts world) [varies], Sensitive [5] or Empathy [15], Serendipity [15/level], Signature Gear (ancestral heirloom, beloved vehicle, etc.) [varies], Social Chameleon [5], Social Climber [5/level], or Voice [10].

Suggested Perks: Alcohol Tolerance, Convincing Nod, Disarming Smile, Haughty Sneer, Perfect Social Faint, or Sartorial Integrity.

Disadvantages: -50 points chosen from just about anything, but never low Status or Wealth; likely possibilities include IQ -1 [-20], Per -1 or -2 [-5 or -10], Absent-Mindedness [-15], Bully [-10*], Clueless [-10], Code of Honor (Plunger's or Gentleman's) [-5 or -10], Compulsive Behavior (Carousing, Gambling, Melodrama, or Spending) [-5* or -10*], Debt (Gambling losses) [-1/level], Delusion (a combat delusion about the superiority of gentle birth) [varies], Duty (Involuntary, due to blackmail; or Nonhazardous, family demands) [varies], Gullibility [-10*], Intolerance (New Money) [-5], Laziness [-10], Lecherousness [-15*], Odious Personal Habits (Aristocratic Arrogance, Censorious Respectability, or Wild Melodrama) [-5], Overconfidence [-5*], Overweight [-1], Reputation (As a cad, parasite, upper-class twit, decadent, etc.) [varies], Selfish [-5*], Sense of Duty (Beloved or Family and household or Old school chums, or King/Queen and Country) [varies], Short Attention Span [-10*], Social Stigma (Disowned or Second-Class Citizen – woman) [varies], or Unfit [-5] or Very Unfit [-15].

Suggested Quirks: Alcohol Intolerance, Aristocratic Drawl, Assertively Amoral, Broad-Minded, Careful, Chauvinistic, Code of Honor (“Gentlemanly” to all women), Congenial, Delusional Competence (anything), Distractible, Dreamer, Dull, Epitome (Posh Layabout or Vapid Aristocrat), Gothic Thinking, Horrible Hangovers, Imaginative, Inappropriate Manner (Aristocratic), Incompetence (something important to a government career), Likes High Fashion, Nosy, Proud, Responsive, or Staid.

Primary Skill: Savoir-Faire (High Society) (E) IQ+3 [8]-13.

Secondary Skills: Four of Dancing or Riding (Horse), both (A) DX+1 [4]-11; Area Knowledge (family estates, the big city theater neighborhood, the big city, or one complete continent), Current Affairs (any), or Games (any card game), all (E) IQ+2 [4]-12; Connoisseur (any), Gambling, or Teamster (Equines), all (A) IQ+1 [4]-11; Carousing (E) HT+2 [4]-12; or Observation (A) Per+1 [4]-11.

Background Skills: Six of Bicycling, Guns (Rifle or Shotgun), Jumping, or Sewing, all (E) DX [1]-10; Boating (any), Bow Sport, Boxing Sport, Climbing, Driving (Automobile), Erotic Art, Smallsword, Smallsword Sport, Sports (any), Staff Sport, Stealth, Throwing, or Wrestling Sport, all (A) DX-1 [1]-9; First Aid, Games (sport rules), Hobby Skill (Feats of Science), or Savoir-Faire (Dojo), all (E) IQ [1]-10; Acting, Animal Handling (Equines), Astronomy (Observational), Falconry, Farming, Fast-Talk, Heraldry, Leadership, Occultism, Photography, Poetry, Public Speaking, or Writing, all (A) IQ-1 [1]-9; Artist (Drawing or Painting), Diplomacy, Expert Skill (Scientific Theorizing), Geology, History (any), Literature, Musical Instrument (any), Naturalist, or Paleontology, all (H) IQ-2 [1]-8; Singing or Swimming, both (E) HT [1]-10; Hiking, Running, or Sex Appeal, all (A) HT-1 [1]-9; or Fishing (E) Per [1]-10.

* Multiplied for self-control number; see p. B120.

Customization Notes

The template is intended to create a true gentlemans of leisure, with enough Wealth and Independent Income to cover their cost of living (and any Debt) at their chosen Status (also factoring in increases from any relevant

Compulsive Behavior disadvantages), at the campaign TL, with maybe a small excess; any points left over from the 100 can then be spent elsewhere. It may well be worth assigning some of them to reducing your disadvantage level; -50 points tends to produce very odd and flawed posh people. You can tinker with this, but if you end up receiving insufficient income to support your Status, you'll have to *work* to make up the difference – which is terribly tiresome, though you *might* be able to make an income from adventuring, or at least from amusing activities like gambling. Conversely, if you receive much more income than you need, you'll have to find something worthy to spend it on, else the points will seem wasted. As with the upper-class youth (pp. 44-46), one possibility is simply bankrolling other party members – “an upper-class layabout having adventures with his parasitic chums” is a perfectly valid Steam Age campaign concept. Remember also when determining these advantages that, in many game worlds, higher Wealth levels give Status bonuses: see p. B26.

Examples: At TL8 or equivalent – perhaps a TL(6+2) ray-gun Gothic campaign – Multimillionaire 1 and Independent Income 3 provide \$600,000 per month, sufficient to support Status 5, the whole package costing a total of 93 points (assuming that high Wealth gives a Status bonus). Alternatively, in a TL5 society, being Wealthy with Independent Income 12 provides \$3,000 a month, sufficient for Status 2 (and all costing 37 points), while at TL6 or equivalent, Filthy Rich with Independent Income 6 grants the \$60,000 a month required to support Status 4 (with a total cost of 71 points).

You can take Debt as well as Independent Income, although the two basically cancel out exactly, because it creates an interesting situation; if you need more money in any month, you can always skip a debt repayment – at the cost of *considerable* trouble from your creditors. Conversely, some roguish gentlemen who have debts don't take the Debt disadvantage; rather, they take their creditors as an Enemy, and spend a lot of time dodging bailiffs and writ-servers.



The gentleperson is then largely defined, for game purposes, by their interests, or by how they earn extra money. Some examples:

Aesthete: You are dedicated to art and beauty. Depending on the decade, you might be a Regency dandy who admires Byron, a follower of the Pre-Raphaelite Brotherhood, or a *fin de siècle* decadent who reads Baudelaire and venerates Wilde. Sensible people like Gilbert and Sullivan may make fun of you, you probably have a negative Reputation among the respectable (or work hard to build one with an Odious Personal Habit), and you may have an unfortunate Addiction and serious Lecherousness, but in your own eyes, what matters is your multiple Connoisseur skills, which enable you to promote beauty in an ugly world. Your vices may oblige you to travel to avoid scandal, or being Curious may take you almost anywhere.

Artist: A variant of the aesthete, you seek to *create* beauty rather than merely admire and purchase it. This may involve actual Artist skill, or your art may be Poetry or Writing – quite likely you dabble in more than one field. You may not be very good yet, but your wealth gives you the opportunity to study and pursue inspiration wherever it may be found.

Dedicated Traveler: You find too little to amuse you in any one place (you're probably Curious), so you set out to see the whole world, and maybe have some adventures along the way. You cultivate appropriate Current Affairs skills, and acquire wide-scope Area Knowledge, probably an extra Language or two, and maybe even a new Cultural Familiarity along the way.

Flâneur: Others may wander the world; you find enough to amuse you in one city, strolling the streets, perhaps from dawn to dusk seven days a week, observing everything that happens (and maybe seeing things that can launch adventures). In skill terms, Area Knowledge is your goal; Hiking and Observation are your means to that end.

Gentleman Thief: You probably don't receive enough income to support you in the manner that you enjoy, or maybe you're just *really* bored. You deal with such problems by stealing valuable things, having the advantage of an inside view of many great houses. You can start with this template, taking a substantial Secret as one of the disadvantages, but you then need more points to buy a respectable DX and IQ and an assortment of additional "criminal" skills – Acting, Lockpicking, and Stealth are the absolute minimum – at reliable levels.

Part-Time Gigolo: You too lack a fully satisfactory Independent Income, so you support your high-class lifestyle by sponging off those who can afford it, but without breaking the law. You may regard your chosen career of diverting the affections of rich widows, bored wives of the aristocracy, and (if you're especially ruthless) gullible heiresses as a mildly distasteful necessity, or you may actually enjoy it. Equally, it may just earn you a lot of house party invitations, or you may extract incriminating correspondence from your victims and then engage in downright criminal (and morally abominable) blackmail. Appearance and Sex Appeal skill are the key here, but you'll also need Acting to back them up.

Remittance Man: Unlike some, you receive an adequate Independent Income from your family, but with one condition attached: that you never come home. What you did to shame and outrage your family so badly is up to you (the player)

to determine. The details can be reflected by disadvantages such as a Cowardice, Secret, or Social Stigma (Disowned). An Addiction or Alcoholism may be your way of coping with the disgrace, but so may a willingness to plunge into adventures.

Science Enthusiast: Your money may be old, but your interests are new. While you may not have the makings of a great scientist yourself, you're willing to support those who do. You may or may not have Curious as a full disadvantage; quirk-level enthusiasm can be enough. This makes you a useful associate for scientist-adventurers, especially if your income is more than your needs, and if you're bankrolling their research, they can hardly complain about you coming along on their expeditions. (If they're NPCs, they may become your Allies or Contacts.) You probably have Current Affairs (Science & Technology), perhaps with Hobby Skill (Feats of Science) or Expert Skill (Scientific Theorizing) to back it up; if you're really dedicated, you may divert a point or two into actual science skills.

Society Gambler: You're another roguish sort, topping up an inadequate income (maybe due to, say, Compulsive Spending) by slightly shady but not necessarily illegal means (though some places have very strict laws on this subject). The upper classes love to gamble and play cards, so why shouldn't you take advantage of the fact that you're better at it than most of them? That of course assumes that you *are* significantly better than the rest of them, which implies finding a few extra points to drop into Gambling or Games. If you want to secure your income a little more reliably, you might also put points into Sleight of Hand and Fast-Talk, but remember, if you look *too* successful, other people may stop playing with you, and if you're caught cheating, things may get unpleasant.

Large Vehicle Officer

100 points

You have a leadership position aboard a large military vehicle with multiple crew members – probably a ship, in the historical Steam Age, but in other game settings, it could be an airship, spaceship, submarine, or land leviathan. You may or may not actually be in command, but you can fill that role if necessary. You certainly sometimes have control of a large piece of military technology.

The template assumes that you have not only a commission, but also some command authority. Non-commissioned officers, up to Rank 2, can be based on the crewman template (pp. 32-33). Rank 3 covers midshipmen (basically officers-in-training), sub-lieutenants, U.S. Navy ensigns, and the equivalents; these can be based off the crewman template (possibly with a little adjustment), or this template with Rank and some other features cut back and with some skills missing, as they're either trainees or the most junior commissioned officers, and not necessarily expected to take command of the ship. The template also represents someone who's smart enough to do this job *properly*, and healthy enough to withstand the rigors of long-distance travel under Steam Age military conditions; not all NPCs necessarily meet these standards.

Attributes: ST 10 [0]; DX 10 [0]; IQ 12 [40]; HT 11 [10].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 11 [0]; Basic Speed 5.25 [0]; Basic Move 5 [0].

Advantages: Military Rank 4 [20].

- 25 points chosen from among IQ +1 [20], Will +1 to +3 [5/level], Born War-Leader [5/level], Charisma [5/level], Military Rank +1 or +2 [5 or 10], Patron (friend on the staff) [varies], Social Chameleon [5], or Status +1 [5].

- A further 25 points chosen from among the preceding advantages or ST +1 or +2 [10 or 20], DX +1 [20], HT +1 or +2 [10 or 20], Per +1 to +4 [5/level], Basic Speed +0.25 to +1.00 [5 per +0.25], Absolute Direction [5], Acute Vision [2/level], Appearance (Attractive) [4], Born Airman [5/level], Born Sailor [5/level], Combat Reflexes [15], Cultural Adaptability [10], Cultural Familiarities [1 each], Explorer [5/level], Fearlessness [2/level] or Unfazeable [15], High Pain Threshold [10], Languages [1-6 each], Language Talent [10], Less Sleep [2/level], Luck [15], Night Vision 1-4 [1/level], Resistant to Disease (+3) [3], Resistant to Motion Sickness (+3) or (+8) [1 or 2] or Immunity to Motion Sickness [5],

Security Clearance ("Need to Know" on mission objectives) [5], Serendipity [15/level], Temperature Tolerance 1-3 [1/level], or Wealth (Comfortable) [10].

Suggested Perks: Alcohol Tolerance, Captain's Command, Cutting-Edge Training, Deep Sleeper, Fearsome Stare, Looks Good in Uniform, No Hangover, Penetrating Voice, or Sartorial Integrity.

Disadvantages: Duty (Military branch; 12 or less) [-10].

- -40 points chosen from among Per -1 or -2 [-5 or -10], Basic Speed -0.25 to -1 [-5 per -0.25], Bloodlust [-10*], Callous [-5], Chummy [-5], Code of Honor (Gentleman's or Soldier's) [-10], Curious [-5*], Delusion (any combat delusion about the superiority of your own side or training) [varies], Easy to Read [-10], Fanaticism (Patriot) [-15], Hidebound [-5], Impulsiveness [-10*], Intolerance (Enemy nation) [-5], Lecherousness [-15*], Missing Digit [-2 or -5], No Sense of Humor [-10], Oblivious [-5], One Arm [-20], One Eye [-15], One Hand [-15], Overconfidence [-5*], Selfish [-5*], Selfless [-5*], Sense of Duty (Your men or King/Queen and Country) [-5 or -10], or more frequent and/or hazardous Duty [varies].

Suggested Quirks: Bowlegged, Broad-Minded, Careful, Chauvinistic, Congenial, Dislikes open flames aboard vessels, Dull, Humble, Nosy, Proud, Staid.

Primary Skills: Leadership (A) IQ [2]-12. • One of these six 11-point skills packages:

1. Aircraftman (E) IQ [1]-12; Meteorology (A) IQ-1 [1]-11; Navigation (Air) (A) IQ-1 [1]-11; and Shiphandling (Aeronef) (H) IQ+1 [8]-13.
2. Airshipman (E) IQ [1]-12; Meteorology (A) IQ-1 [1]-11; Navigation (Air) (A) IQ-1 [1]-11; and Shiphandling (Airship) (H) IQ+1 [8]-13.



3. Landshipman (E) IQ+1 [2]-13; Navigation (Land) (A) IQ-1 [1]-11; and Shiphandling (Landship) (H) IQ+1 [8]-13.

4. Meteorology (A) IQ-1 [1]-11; Navigation (Sea) (A) IQ-1 [1]-11; Seamanship (E) IQ [1]-12; and Shiphandling (Ship) (H) IQ+1 [8]-13.

5. Navigation (Space) (A) IQ [2]-12; Spacer (E) IQ [1]-12; and Shiphandling (Spaceship) (H) IQ+1 [8]-13.

6. Navigation (Sea) (A) IQ [2]-12; Submariner (E) IQ [1]-12; and Shiphandling (Submarine) (H) IQ+1 [8]-13.

Secondary Skills: Savoir-Faire (Military) (E) IQ [1]-12 and Tactics (H) IQ-1 [2]-11.

Background Skills: Seven of Beam Weapons (any), Brawling, Gunner (any), Guns (Pistol or Shotgun), Knot-Tying, or Parachuting,

all (E) DX+1 [2]-11; Axe/Mace, Boating (any), Climbing, Dancing, Diving Suit, Driving (any), Free Fall, Piloting (any), Shortsword, Smallsword, Submarine, or Vacc Suit, all (A) DX [2]-10; Area Knowledge (appropriate to duties), First Aid, or Savoir-Faire (High Society), all (E) IQ+1 [2]-13; Armoury (any), Artillery (any), Cartography, Electrician, Electronics Operation (Comm, Sensors, or Sonar), Freight Handling, Mechanic (appropriate vehicle type), Public Speaking, or Smuggling, all (A) IQ [2]-12; Expert Skill (Military Science), Geography (Physical), Law (International Aviation, Maritime, or Space), Naturalist, or Strategy (any), all (H) IQ-1 [2]-11; Carousing or Swimming, both (E) HT+1 [2]-12; Intimidation (A) Will [2]-12; Search (A) Per [2]-12; Detect Lies (H) Per-1 [2]-11; 2 points to raise a two 1-point skills by a level each, or 2 points to raise a 2-point skill by a level.

* Multiplied for self-control number; see p. B120.

Customization Notes

Military Rank grants free Status in most campaigns. Some officers may have Status (and supporting Wealth and even Independent Income) independent of their Rank, but naval service in the period is more of a career for the ambitious than an occupation for the well-born like the army. Indeed, early in the Steam Age, when capturing enemy ships could be worth a lot of "prize money" for officers, some fought aggressively to make their fortune. A retired naval officer would hope to have Courtesy Rank plus Status and Wealth; see the Customization Notes on retired officers for the field officer (p. 55), which also apply here. See *Military Duties*, p. 29, for notes on how to vary the Duty disadvantage according to the nature of the campaign.

An officer who expects to command flotillas of five or more vehicles in combat, or who is angling for high command, should take an appropriate specialty of Strategy as a background skill, and ideally raise it higher with further background skill points. Games which treat space travel realistically may have a special concern with Free Fall skill; see *Zero-G Activities*, p. 33.

Officers aboard substantial and well-run merchant vessels could also be based on this template. Their authority on board ship might be sufficient to make their Merchant Rank worth 5 points per level (and not just rate as Courtesy Rank). Of course, they will probably have fewer combat-oriented features – unless they have fighting navy backgrounds or have to deal with a lot of piracy. And talking of pirates, a pirate captain could again be based on this template, with the Rank replaced by Allies, a group of loyal cutthroats.

The great essentials of modern infantry tactics are quick and steady movements, combined with rapid and accurate rifle shooting.

– *Scientific American*,
May 11, 1861

Movement Leader

100 points

You are, essentially, a radical (p. 37) who has risen to national-level renown and a position of leadership in your movement, and perhaps even being elected to Parliament, Congress, the Chamber of Deputies, or whatever. Even if you insist on living modestly and not taking a large salary, you still have some standing and *de facto* access to useful resources. You not only *want* to change the world – you’re moving into position to do so!

Attributes: ST 10 [0]; DX 10 [0]; IQ 12 [40]; HT 10 [0].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: Charisma 1 [5]; Reputation +2 (As radical leader; Among those sympathetic to your cause; All the time) [5]; Status 1 [5]; *and* Wealth (Comfortable) [10]. ● 40 points chosen from among IQ +1 or +2 [20 or 40], HT +1 [10], Will +1 [5], Basic Move +1 [5], Allies (fellow radicals *or* personal supporters, possibly as an Ally Group) [varies], Appearance (Attractive) [4], extra Charisma [5/level], Claim to Hospitality (popular movement) [varies], Combat Reflexes [15], Contact Group or Contacts (sympathizers) [varies], Fearlessness [2/level], Higher Purpose (The Cause!) [5], Indomitable [15], Languages [1-6 each], Less Sleep [2/level], Patron (influential or wealthy supporter) [varies], Poet [5/level], Rapier Wit [5], Sensitive [5] *or* Empathy [15], Smooth Operator [15/level], *or* Voice [10].

Suggested Perks: Penetrating Voice.

Disadvantages: Enemy (Political Opponents; Medium Group; Watcher; 9 or less) [-5] *and* Reputation -2 (As radical

leader; Among those actively hostile to your movement; All the time) [-5]. ● -20 points chosen from among Bad Temper [-10*], Charitable [-15*], Delusion (conspiracy theory) [varies], Fanaticism (The Cause!) [-15], Guilt Complex [-5], Impulsiveness [-10*], Intolerance (Established authorities) [-5], Megalomania [-10], Obsession (Reform Society) [-10*], Selfless [-5*], *or* Sense of Duty (The oppressed class) [-10]. ● A further -20 points chosen from among ST -1 [-10], HT -1 [-10], Per -1 or -2 [-5 or -10], Basic Move -1 [-5], Appearance (Unattractive) [-4], Bad Sight (Mitigator, Glasses, -60%) [-10], Easy to Read [-10], Enemy (Suspicious law enforcer) [varies], Lecherousness [-15*], No Sense of Humor [-10], Odious Personal Habits (Lecturing, Hectoring, *or* Ranting) [-5], Overweight [-1] *or* Fat [-3], Pacifism (Reluctant Killer *or* Cannot Harm Innocents) [-5 or -10], Post-Combat Shakes [-5*], Secret (Past political complications) [varies], Sense of Duty (Political associates) [-5], Social Stigma (Criminal Record) [-5], Stubbornness [-5], Workaholic [-5], *or* increase the frequency of appearance of the mandatory Enemy and/or turn them into a Rival [varies].

Suggested Quirks: Anarchist Believer, Attentive, Broad-Minded, Careful, Dislike (The well-off/upper classes), Imaginative, Luddite, *or* Responsive.

Primary Skills: Six of Current Affairs (Politics *or* local region) (E) IQ+1 [2]-13; Administration, Politics, Propaganda, *or* Writing, all (A) IQ [2]-12; Leadership *or* Public Speaking, both (A) IQ+1 [2]-13†; *or* Diplomacy *or* Expert Skill (Political Science), both (H) IQ-1 [2]-11. ● An additional 12 points to raise two of your primary skills by two levels.

Secondary Skill: Savoir-Faire (High Society) IQ+1 [1]-12. ● *Either* Area Knowledge (home area) (E) IQ+1 [2]-13 *or* Philosophy (some modern school) (H) IQ-1 [2]-11. ● *Either* Law (national Commercial *or* national Constitutional) (H) IQ-1 [2]-11.

Background Skills: Eight of Brawling, Forced Entry, *or* Guns (Pistol), all (E) DX+1 [2]-11; Axe/Mace *or* Throwing, both (A) DX [2]-10; First Aid (E) IQ+1 [2]-13; Carousing (E) HT+1 [2]-11; Acting, Explosives (Demolition), Fast-Talk, Holdout, Poetry, Professional Skill (Journalist *or* Printer), Research, Speed-Reading, *or* Streetwise, all (A) IQ [2]-12; History (local region), Psychology, Sociology, *or* Tactics, all (H) IQ-1 [2]-11; Detect Lies (H) Per-1 [2]-11; 2 points in a technical *or* professional skill used in large companies; *or* 2 points to raise a 2-point skill by a level.

* Multiplied for self-control number; see p. B120.

† Includes +1 for Charisma.

Customization Notes

Your choice of options defines what sort of leader you are, distinguishing a semi-reformed streetfighter with Combat Reflexes, a criminal record, and combat and Explosives skills from a thinker-turned-politician with raised IQ, Post-Combat Shakes, Philosophy, Poetry, and Sociology, *or* a true man of the people with Allies, Charisma, Contacts, Selfless, and Leadership.

Note that, technically, the leader’s two Reputations can be counted *together* as one Reputation, making it a 0-point trait (see *Multifaceted Reputations*, p. B28). This could allow you to take an extra -5 points in disadvantages before encountering problems with disadvantage limits.

Native Warrior

75 points

You're a trained fighter from a less technologically advanced culture, in Africa, Asia, or the Americas or on some lost world or raygun Gothic planet, which arrogant Westerners think that they can push aside – but you've skills and courage enough to compensate for the lack of a few technological toys! You may be fighting back against invasion, you may just be a traveler who's amused at the way white people treat him as "exotic" while he investigates the oddities of their society, or you may act as a local guide or ally of-convenience to a party of Western travelers or explorers in your own land.

This template can also be used to create Allies for a native leader (pp. 74-75).

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

Secondary Characteristics: Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 10 [0]; Per 11 [5]; FP 11 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0].

Advantages: Combat Reflexes [15]. • 25 points chosen from among ST +1 or +2 [10 or 20], DX +1 [20], IQ +1 [20], HT +1 or +2 [10 or 20], HP +1 or +2 [2 or 4], Will +1 to +3 [5/level], Per +1 to +3 [5/level], FP +1 or +2 [3 or 6], Basic Speed +0.25 to +1.00 [5 per +0.25], Basic Move +1 [5], Absolute Direction [5], Acute Senses [2/level], Ambidexterity [5], Animal Empathy [5], Appearance (Attractive) [4], Born War-Leader [5/level], Charisma [5/level], Cultural Familiarities [1 each], Danger Sense [15], Fearlessness [2/level] or Unfazeable [15], Fit [5] or Very Fit [15], High Pain Threshold [10], Higher Purpose (Serve your lord or Serve your homeland) [5], Indomitable [15], Languages [1-6 each], Language Talent [10], Luck [15], Military Rank [5/level], Night Vision 1-5 [1/level], Outdoorsman [10/level], Patron (ruler) [varies], Perfect Balance [15], Rapid Healing [5], Resistant to Disease (+3) or (+8) [3 or 5], Social Chameleon [5], or Temperature Tolerance 1 [1].

Suggested Perks: Cutting-Edge Training, Deep Sleeper, Passing Complexion, or Patience of Job.

Disadvantages: Low TL 1 [-5]. • -30 points chosen from among IQ -1 [-20], Per -1 [-5], Basic Speed -0.25 to -1 [-5 per -0.25], Appearance (Unattractive) [-4], Bad Temper [-10*], Berserk [-10*], Bloodlust [-10*], Callous [-5], Chummy [-5], Clueless [-10], Code of Honor (Pirate's or Soldier's) [-5 or -10], Compulsive Carousing [-5* or -10*], Confused [-10*], Curious [-5*], Delusion (any combat delusion about the superiority of your war skills) [varies], Delusion (Superstitious) [-5], Duty (military service) [varies], Fanaticism (Homeland or Your lord) [15], Gullibility [-10*], Hidebound [-5], Impulsiveness [-10*], Innumerate [-5], Language (own native): Spoken (Native)/Written (Accented, Broken, or None) [-1, -2, or -3], Loner [-5*], Low Empathy [-20], No Sense of Humor [-10], Oblivious [-5], Odious Personal Habits ("uncivilized" behavior) [varies], Overconfidence [-5*], Phobia (Machinery) [-15*], Selfish [-5*], Sense of Duty (Companions or Homeland) [-5 or -10], Social Stigma (Minority Group or Second-Class Citizen) [-10 or -5], Status -1 or -2 [-5 or -10], Stubbornness [-5], Truthfulness [-5*], Wealth (any reduced) [varies], or more levels of Low TL [-5/level].

Suggested Quirks: Broad-Minded, Chauvinistic, Congenial, Delusional Competence (any technological skill), Dislikes

(High-tech weapons, Missionaries, etc.), Distinctive Features, Dull, Likes (High-tech comforts), Nosy, Proud, or Uncongenial.

Primary Skills: Three of Brawling, Guns (Musket), Knife, Shield, or Thrown Weapon (Spear), all (E) DX+2 [4]-13, or Axe/Mace, Bow, Broadsword, Shortsword, Spear, Two-Handed Axe/Mace, Two-Handed Sword, or Wrestling, all (A) DX+1 [4]-12.

Secondary Skills: Four of Riding (any) or Stealth, both (A) DX [2]-11; Area Knowledge (homeland), Camouflage, or Savoir-Faire (Military), all (E) IQ+1 [2]-11; Navigation (Land or Sea) or Soldier, both (A) IQ [2]-10; Naturalist (H) IQ-1 [2]-9; Intimidation (A) Will [2]-10; or Survival (any) or Tracking, both (A) Per [2]-11.

Background Skills: Five of Fast-Draw (any) or Knot-Tying, both (E) DX [1]-11; Boating (Sailboat or Unpowered), Climbing, or Dancing, all (A) DX-1 [1]-10; Acrobatics (H) DX-2 [1]-9; First Aid or Seamanship, both (E) IQ [1]-10; Animal Handling (any), Leadership, Packing, or Teamster (Equines), all (A) IQ-1 [1]-9; Musical Instrument (Tuned Drum) or Tactics, both (H) IQ-2 [1]-8; Carousing or Swimming, both (E) HT [1]-11; Hiking (A) HT-1 [1]-10; or 1 point to raise a background skill by a level.

* Multiplied for self-control number; see p. B120.

Customization Notes

How many levels of Low TL you require depends on the base TL for the campaign and the level of your home culture. Also, your choice of skills, especially primary skills, is largely determined by culture. For example, a legionary from a lost ancient Roman colony city which has preserved Roman ways would be TL2, with points in Shield, Shortsword, and Thrown Weapon (Spear); the soldiers of an Indian principality trying to hold off the East India Company might be TL4, with Broadsword, Guns (Musket), and Shield; and a classic jungle hero could be TL0, with Knife, Spear, and Wrestling.

Professional Criminal

100 points

You may have no respect for the law, but that does *not* make you a hopeless street-dwelling rogue. You treat crime, not only as work, but also as a *profession*, to be conducted competently and with a certain amount of pride in a job well done. This does not, of course, make you a nice person – but however you employ your skills, they are no less real. Policemen may regard you with a degree of grudging respect, or despise you and vow to bring you in. Occasionally, shadowy factions on the edge of officialdom might even hire, recruit, or blackmail you to assist their own work.

Because you make crime pay, at least some of the time, you may make enough money to pass as a somewhat respectable member of society; a veritable "Napoleon of Crime" may actually have positive Status (and a serious Secret). However, a career criminal made good may prefer to lord it over his neighbors rather than scabble for respectability, especially if he has a gang to run or regular acquisitions to fence.

Attributes: ST 10 [0]; DX 12 [40]; IQ 12 [40]; HT 10 [0].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 10 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0].

Advantages: 30 points chosen from among ST +1 to +3 [10/level], DX +1 [20], IQ +1 [20], HT +1 [10], Per +1 to +3 [5/level], Basic Speed +0.25 to +1.00 [5 per +0.25], Acute Senses [2/level], Allies (Loyal Gang; 6-10 people; 50% of own points; 12 or less) [24], Alternate Identity (Illegal) [15], Appearance (Attractive) [4], Charisma [5/level], Combat Reflexes [15], Contact Group (street network) [varies], Fearlessness [2/level], Flexibility [5], Gizmos [5 each], High Manual Dexterity [5/level], High Pain Threshold [10], Luck [15], Night Vision 1-4 [1/level], Perfect Balance [15], Peripheral Vision [15], Reputation (For skills, past work, etc.; Among the underworld or Among the police) [varies], Resistant to Disease (+3) [3], Serendipity [15/level], Status 1 [5], Street-Smart [5/level], or Wealth (Comfortable) [10].

Suggested Perks: Alcohol Tolerance, Convincing Nod, Disarming Smile, Fearsome Stare, Honest Face, or Ruffian's Swagger.

Disadvantages: -50 points chosen from among Will -1 or -2 [-5 or -10], Appearance (Unattractive or Ugly) [-4 or -8], Bloodlust [-10*], Bully [-10*], Callous [-5], Code of Honor (Mastermind's or Pirate's) [-5], Compulsive Behavior (Carousing, Gambling, or Spending) [-5* or -10*], Delusion (Superstitious) [-5], Enemy (law enforcement or rival gang) [varies], Greed [-15*], Lecherousness [-15*], Overconfidence [-5*], Reputation (As a "wrong 'un"; Among law enforcers) [varies], Secret or Secret Identity (criminal with a respectable front) [varies], Sense of Duty (The gang) [-5], Social Stigma (Criminal Record, Minority Group, or Second-Class Citizen) [-5 or -10], Status -1 [-5], Trademark [varies], or Wealth (Struggling) [-10].

Suggested Quirks: Broad-Minded, Careful, Horrible Hangovers, Trademark, or Uncongenial.

Primary Skills: Area Knowledge (area of operations) (E) IQ+1 [2]-13; Holdout (A) IQ+1 [4]-13; and Street-wise (A) IQ+1 [4]-13. • One of these eleven 16-point skills packages:

1. *Bruiser:* Boxing (A) DX+1 [4]-13; Forced Entry (E) DX+1 [2]-13; Intimidation (A) Will+1 [4]-13; Observation (A) Per [2]-12; and Wrestling (A) DX+1 [4]-13.
2. *Confidence Man:* Fast-Talk (A) IQ+2 [8]-14. • Four of Savoir-Faire (High Society) (E) IQ+1 [2]-13; Acting, Disguise, or Merchant; all (A) IQ [2]-12; Diplomacy or Psychology; both (H) IQ-1 [2]-11; Sex Appeal (A) HT [2]-10; Body Language (A) Per [2]-12.
3. *Cracksman:* Traps (A) IQ+1 [4]-13 and Lockpicking (A) IQ+3 [12]-15.
4. *Criminal Strategist:* Architecture (A) IQ [2]-12; Connoisseur (Visual Arts) (A) IQ [2]-12; Criminology (A) IQ [2]-12; Current Affairs (region of operation) (E) IQ+1 [2]-13; Diplomacy (H) IQ-2 [1]-10; Forensics (H) IQ-1 [2]-11; Merchant (Fine Arts) (E) IQ [1]-12; Psychology (H) IQ-1 [2]-11; and Research (A) IQ [2]-12.
5. *Gang Boss:* Intimidation (A) Will+1 [4]-13; Leadership IQ+2 [8]-14; and Tactics (H) IQ [4]-12.
6. *Hired Killer:* Acting (A) IQ-1 [1]-11; Armoury (Small Arms) (A) IQ-1 [1]-11; Camouflage (E) IQ [1]-12; Garrote (E) DX [1]-12; and Stealth (A) DX+2 [8]-14. • Either Guns (Pistol or Rifle) DX+2 [4]-14.
7. *Pickpocket:* Observation (A) Per [2]-12; Pickpocket (H) DX+2 [12]-14; Shadowing (A) IQ-1 [1]-11; and Stealth (A) DX-1 [1]-11.

8. *Second-Story Man:* Acrobatics (H) DX-1 [2]-11; Climbing (A) DX+2 [8]-14; Forced Entry (E) DX [1]-12; Lockpicking (A) IQ [2]-12; and Stealth (A) DX-1 [1]-11. • Either Electronics Operation (Security) (A) IQ [2]-12 or Traps (A) IQ [2]-12.
9. *Smuggler (by automobile):* Driving (Automobile) (A) DX [2]-12; Freight Handling (A) IQ [2]-12; Mechanic (Automobile) (A) IQ [2]-12; and Smuggling (A) IQ+2 [8]-14. • Either Camouflage (E) IQ+1 [2]-13 or Forgery (H) IQ-1 [2]-11.
10. *Smuggler (by boat):* Boating (any) (A) DX [2]-12; Freight Handling (A) IQ [2]-12; Navigation (Sea) (A) IQ [2]-12; and Smuggling (A) IQ+2 [8]-14. • Either Camouflage (E) IQ+1 [2]-13 or Forgery (H) IQ-1 [2]-11.
11. *Smuggler (by horse):* Animal Handling (Equines) (A) IQ [2]-12; Packing (A) IQ [2]-12; Smuggling (A) IQ+2 [8]-14; and Teamster (Equines) (A) IQ [2]-12. • Either Camouflage (E) IQ+1 [2]-13 or Forgery (H) IQ-1 [2]-11.

Secondary Skills: Four of Brawling or Guns (Shotgun), both (E) DX+1 [2]-13; Filch (A) DX [2]-12; Escape or Sleight of Hand, both (H) DX-1 [2]-11; Gesture or Savoir-Faire (Mafia), both (E) IQ+1 [2]-13; Gambling or Interrogation, both (A) IQ [2]-12.

Background Skills: Six of Fast-Draw (Knife or Pistol), Knife, or Knot-Tying, all (E) DX [1]-12; Current Affairs (Popular Culture), First Aid, or Games (any), all (E) IQ [1]-12; Public Speaking (A) IQ-1 [1]-11; Mimicry (Speech) (H) IQ-2 [1]-10; Carousing (E) HT [1]-10; Scrounging (E) Per [1]-12; Detect Lies (H) Per-2 [1]-10; or 1 point to raise a 1-point skill by a level.

* Multiplied for self-control number; see p. B120.

*My horror at his crimes was lost
in my admiration at his skill.*

*– Sir Arthur Conan Doyle,
“The Final Problem”*

Customization Notes

Select advantages (and other optional features) to suit your chosen skill package.

Bruiser: Hired thugs are 10 a penny, but you bring *skill* to the application of brute force. You may find employment as a bodyguard or extortionist, or an enforcer when *killing* the object of your attentions would be a waste. You're also adept at armed robbery. It's worth switching your attributes and secondary characteristics around a little, say to ST 12 [20], IQ 10 [0], Will 12 [10], and Per 12 [10]; remember to adjust skill levels accordingly in that case. You certainly won't look like much of a bruiser if you don't raise your ST a little, although HT, Combat Reflexes, or High Pain Threshold can help you survive fights even better. Also, taking Brawling instead of Boxing (and delete it from the secondary skills) would let you wield a blackjack with great effect.

Confidence Man: Why take the risks of theft when you can persuade people to *give* you their money? All it takes is a good story. Good IQ, Appearance, or Charisma, or an Honest Face, can help.

Cracksman: You boast that you can defeat any safe or lock, given time. That may be optimistic, but you can certainly do enough, though you're quite specialized – you may rely on colleagues to get you into the room where your skills are required. High Manual Dexterity is a good investment for you, and Gizmos can represent always having the right tool for the job.

Criminal Strategist: You have all sorts of fancy knowledge that makes it worth hiring you to plan crimes – for a fee, of course. You leave it to others to take the risks. Raised IQ is your best option; if you have to use DX-based skills, things have gone wrong. You may actually have a Secret Identity and a respectable other life with positive Status and Wealth to match.

Gang Boss: Your boys aren't very smart or naturally organized, but with you in charge, the whole is more dangerous than the sum of its parts. You probably have an Ally Group. If not, your gang is just a rabble of NPCs, held to you only by your leadership skills and record of success; Charisma may help with that.

Hired Killer: Murder is a dangerous profession in an age when the death penalty is commonplace, but good planning and care will defeat most Steam Age forensic techniques. So, you take relatively few jobs and charge appropriately. Getting into *fights* isn't your best plan; you aim to get close enough undetected to eliminate your target before they can respond. (Fast-Draw skill may help with that.) With Stealth and weapon skills being DX-based, raising that attribute is a good idea, while Callous and Greed fit this choice of career.

Pickpocket: Any child can snatch a trailing silk handkerchief, but you take care to identify the people who wrongly think that real valuables are safe in deep pockets. While High Manual Dexterity is an obvious choice to raise your central skill and Sleight of Hand (which you use to tuck your prizes away swiftly), also consider Acute Vision (to help you identify targets) and Honest Face (to help you escape).

Second-Story Man: Burglary takes nerve and agility, but once you're inside where people don't think you can go, there's often profit to be found. Flexibility gives a cheap boost to your Climbing skill, and Perfect Balance makes some jobs much easier. Serendipity can represent a knack for finding good stuff just lying around once you're inside.

Smuggler: If the government didn't want certain things brought to the market by any means possible, they shouldn't push the prices so high with their taxes. You handle the transportation and delivery of goods at the end of their journey, perhaps working with friends serving on ships or airships. Hence, you probably need a Contact Group and competence in a foreign Language; Honest Face is a *classic* smuggler advantage, and Night Vision helps on those secret midnight delivery runs.

Scientist

100 points

In the early days of the Steam Age, you would be known as a "natural philosopher," but a new significance demands a new name, and nothing is more significant than probing the secrets of the universe, armed with the weapons of logic, experiment, and peer review. You have a considerable talent for one or more branches of the sciences, which earns you respect and a career in some university or in independent research. Your unique skills and knowledge enable you to



resolve problems that nobody but a scientist can even understand, and – whether in the laboratory or in the field – you seek the honor of expanding human knowledge and perhaps doing some more concrete good along the way.

Well, unless you come to believe that you deserve rewards that are more material. In steampunk worlds, a fair number of dangerous masterminds are actually scientists first. If that describes you, then you've evidently recognized that science offers vast rewards in personal as well as in global terms – and that your powerful trained intellect can be turned to many tasks. You're not necessarily immoral, but why should you obey a morality designed for less insightful intellects?

This is a cinematic figure with a broad range of knowledge. A more realistic scientist would simply have some combination of IQ and a relevant Talent, and one science skill at professional levels, plus any prerequisites and maybe a couple of supporting skills. However, a realistic scientist who didn't happen to have other convenient skills from their background would be of limited use on adventures, except as a specialist advisor. Even so, many scientists spent months or years working in the field, sometimes on expeditions to remote areas; a moderately tough, healthy scientist can be quite realistic.

Attributes: ST 10 [0]; DX 10 [0]; IQ 12 [40]; HT 10 [0].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: Natural Scientist 2 [20], Status 1 [5], and Wealth (Comfortable) [10]. • 35 points chosen from among ST +1 [10], DX +1 [20], IQ +1 [20], HT +1 [10], Will +1 [5], Per +1 to +3 [5/level], Ally (Trusted Assistant) [varies], Contact Group or Contacts (fellow academics or local scientific society) [varies], Difference Engineer [5/level], Eidetic Memory [5], Fearlessness [2/level] or Unfazeable [15], Fit [5], Gadgeteer [25], Gizmos [5 each], High TL [5/level], Independent Income (Patents or Private fortune) [1/level], Intuition [15], Languages [1-6 each], Lightning Calculator [2] or Intuitive Mathematician [5], Mathematical Ability [10/level], more levels in Natural Scientist [10/level], Patron (sponsor) [varies], Reputation (For theories, experiments, etc.; Among colleagues) [varies], Serendipity [15/level], Single-Minded [5], Status +1 [5], Technician [5/level], Tenure [5], Versatile [5], increase Wealth to Wealthy [+10], or take both Super-Memorization 1 (1) [8] and Unique Gift (Super-Memorization) 1 [1].

Suggested Perks: Better (Gear) associated with one of your primary skills, Cutting-Edge Training, or Equipment Bond.

Disadvantages: -50 points chosen from among ST -1 or -2 [-10 or -20], DX -1 [-20], HT -1 [-10], HP -1 [-2]; Will -1 or -2 [-5 or -10]; Per -1 or -2 [-5 or -10]; FP -1 to -3 [-3/level]; Basic Speed -0.25 to -1 [-5 per -0.25]; Basic Move -1 [-5], Absent-Mindedness [-15], Addiction (Weird drug of own discovery) [varies], Appearance (Unattractive) [-4], Bad Sight (Mitigator, Glasses, -60%) [-10], Bad Temper [-10*], Callous [-5], Charitable [-15*], Clueless [-10], Code of Honor (Consulting Savant's or Mastermind's) [-5], Combat Paralysis [-15], Compulsive Melodrama [-5*], Cowardice [-10*], Curious [-5*], Delusion ("There is no such thing as mad science") [-5], Dependent (Attractive son/daughter/assistant) [varies], Easy to Read [-10], Enemy (Academic competitor; Rival) [varies], Hunchback [-10], Jealousy [-10], Low Empathy [-20], Low Pain Threshold [-10], Megalomania [-10], No Sense of Humor [-10], Oblivious [-5], Obsession (solving some scientific mystery) [-5* or -10*], Odious Personal Habit (Pompous Didacticism or Wild Melodrama) [-5], Overconfidence [-5*], Overweight [-1] or Skinny [-5], Pacifism (any) [varies], Post-Combat Shakes [-5*], Reputation (As an unhinged theoretician, amoral experimenter, etc.) [varies], Secret (Dark experiments) [varies], Selfish [-5*], Shyness [varies], Stubbornness [-5], Stuttering [-10], Truthfulness [-5*], Unfit [-5] or Very Unfit [-15], Weirdness Magnet [-15], or Workaholic [-5].

Suggested Quirks: Assertively Amoral, Attentive, Broad-Minded, Careful, Delusional Competence (any social skill), Epitome (Mad Scientist or Steam Engineer), Imaginative, Nosy, Proud, or Responsive.

Primary Skills: Four of Meteorology (A) IQ+3 [4]-15†; Bioengineering, Brainwashing, Computer Programming, Diagnosis, Engineer (any), Geography, Mathematics (Computer Science), or Psychology, all (H) IQ [4]-12; Anthropology, Astronomy, Chemistry, Expert Skill (Epidemiology or Hydrology), Geology, Mathematics (Statistics), Metallurgy, Paleontology, or Physiology, all (H) IQ+2 [4]-14†; Biology, Physics, or Weird Science, all (VH) IQ+1 [4]-13†; or 4 points to raise a primary skill by a level. • An additional 8 points to raise a primary skill by two levels.

Secondary Skills: Current Affairs (Science & Technology) (E) IQ+1 [2]-13 and Mathematics (Applied) (H) IQ+1 [2]-13†. • Three of Computer Operation (E) IQ+1 [2]-13; Electronics Operation (any), Hidden Lore (Fringe Science), Research, Speed-Reading, or Teaching, all (A) IQ [2]-12; Cryptography, Forensics, Mathematics (Pure), Naturalist, Pharmacy, or Veterinary, all (H) IQ-1 [2]-11; Expert Skill (Scientific Theorizing) or Mathematics (Surveying), both (H) IQ+1 [2]-13†; Intimidation or Mind Block, both (A) Will [2]-12; or 2 points to raise a secondary skill by a level.

Background Skills: Six of Beam Weapons (any), Guns (Gyroc or Pistol), or Liquid Projector (Sprayer), all (E) DX [1]-10; NBC Suit or Vacc Suit, both (A) DX-1 [1]-9; Camouflage, First Aid, or Savoir-Faire (High Society), all (E) IQ [1]-12; Administration, Animal Handling (an experimental species), Cartography, Connoisseur (any), Electrician, Electronics Repair (any), Fast-Talk, Hazardous Materials (any),

Leadership, Machinist, Mechanic (any), Navigation (any), Photography, or Professional Skill (Glassblower), all (A) IQ-1 [1]-11; Artist (Drawing) (H) IQ-2 [1]-10; or 1 point to raise a background skill by a level.

* Multiplied for self-control number; see p. B120.

† Includes +2 for Natural Scientist.

*I, Helen Narbon, gentlewoman mad
scientist, shall tear aside the veil of ignorance
and reveal the SECRET OF LIFE.*

– Shaenon K. Garrity, *Narbonic*
(Victorian-era version)

Customization Notes

You should only take skills that exist in the campaign world; Bioengineering and computer skills are among those that might not. Also, a few Engineer specialties have prerequisites that the template doesn't automatically meet, although the skills in question are generally available on this template. Likewise, note that Brainwashing has Psychology as a prerequisite.

It's reasonable to take optional specialties for primary science skills if you wish, especially for Biology or Physics; science began to develop modern levels of division and specialization in the Steam Age.

There are a number of common subtypes that can be based off of this template.

Brilliant Amateur: Somebody who can afford to pursue science to the highest levels without seeking a formal position or power presumably must have Wealth and Independent Income – and hence, very likely, high Status. The focus required to reach high levels through private study implies disadvantages such as Curious or an Obsession.

Embittered Failure: While the skill levels granted by this template hardly imply that the scientist is *truly* a failure, too much focus on Weird Science and Hidden Lore, and displays of disadvantages such as Bad Temper, Jealousy, or Stubbornness, could easily lead to a negative Reputation or the acquisition of a powerful Enemy. A *name* as a failure tends to rule out high Status or Tenure, but high IQ or Talents can then make such a maverick quite dangerous.

Gentleman-Scholar: Whether or not you're formally employed in academia, high Status, Savoir-Faire, and not too many obnoxious disadvantages can lead to a Reputation as a gentleman among scientists. Adding Code of Honor (Gentleman's) to your optional disadvantages would be reasonable.

Mad Genius: High IQ or Talents are certainly compatible with disadvantages such as Callous, Delusions, or Overconfidence. The mad genius can be anything from a respected but *very* eccentric university professor, who still has Tenure and a positive Reputation because brilliance compensates for the occasional mess, through to a full-on Megalomania sufferer who hopefully has Code of Honor (Mastermind's). Gadgeteer makes a crazy genius (evil or just *strange*) especially dangerous, as he gets to build insane devices rather than just ranting in speech or print.

Smooth Consultant: In steampunk worlds, science is often *useful* and can become a profession in the best sense. Hopefully, you have Code of Honor (Consulting Savant's), along with Savoir-Faire skill to help you get along with your grander clients. Socially inconvenient disadvantages tend to be a bad idea if you're trying to impress people, but No Sense of Humor and Selfish can pass as "dignified professionalism." Mostly, though, poor physical attributes and Bad Sight are a better bet; no one expects their hired advisor to be a man of action.

Sportsman

100 points

Organized sport takes much of its modern form in the steampunk era. In the Georgian period, sports are a fine excuse for the popular pastime of betting. By the end of the Steam Age, local sports teams are the popular heroes of the great industrial cities. Newspapers, telegraphy, and the railways allow sportsmen, and whole teams, to become famous on a national or even international scale. You are one of them. Your talents are mainly physical, but your fame and the interest of the powerful open many doors for you.

The leisure of the newly wealthy has led to the cult of the sporting amateur, who plays for the love of it rather than for money. Some sports are all-amateur, some are professional at the top level, and some are run by amateurs but employ professionals to strengthen teams.

Note that this template has two sets of *required* lenses; see below.

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

Secondary Characteristics: Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 10 [0]; Per 10 [0]; FP 11 [0]; Basic Speed 5.5 [0]; Basic Move 5 [0].

Advantages: 40 points chosen from among ST +1 to +4 [10/level], DX +1 or +2 [20 or 40], IQ +1 [20], HT +1 to +3 [10/level], Will +1 to +3 [5/level], Per +1 [5], FP +1 to +3 [3/level], Basic Speed +0.25 to +1.00 [5 per +0.25], Basic Move +1 or +2 [5 or 10], Water Move +1 or +2 [5 or 10] (requires Swimming skill), Allies (teammates) [varies], Ambidexterity [5], Appearance (Attractive) [4], Charisma [5/level], Combat Reflexes [15], Cultural Familiarities [1 each], Fit [5] or Very Fit [15], Flexibility [5], Hard To Subdue +1 to +3 [2/level], High Pain Threshold [10], Higher Purpose (Promoting the sport or Attain sporting glory) [5], Luck [15], Rapid Healing [5], Reputation (For talent or For good sportsmanship; Among sports fans) [varies], Resistant to Disease (+3) [3], Single-Minded [5], or both Arm ST (Two Arms) +1 or +2 [5 or 10] and accompanying levels of Special Exercises (Arm ST) [1/level], or both Lifting ST +1 to +3 [3/level] and accompanying levels of Special Exercises (Lifting ST) [1/level].

Suggested Perks: Fearsome Stare, Looks Good in (Sports) Uniform, or Sartorial Integrity.

Disadvantages: -20 points chosen from among Chummy [-5], Code of Honor (Gentleman's or Sportsman's) [-10 or -5], Compulsive Behavior (Carousing, Exercise, or Publicity-Seeking) [-5* or -10*], Dependents [varies], Greed [-15*], Obsession (Win the championship, Become the very best, etc.) [-5* or -10*], or Selfish [-5*]. • A further -30 points chosen from among Basic Speed -0.25 to -0.75 [-5 per -0.25],

Alcoholism [-15], Appearance (Unattractive) [-4], Bad Temper [-10*], Bully [-10*], Chronic Pain [varies], Delusion (Superstitious) [-5], Enemy (competing sportsman; Rival) [varies], Impulsiveness [-10*], Overconfidence [-5*], Secret (Past cheating or other poor sportsmanship) [-5 or -10], Sense of Duty (Teammates) [-5], or Stubbornness [-5].

Suggested Quirks: Chauvinistic, Epitome, Inappropriate Manner (Aristocratic or Pushy), or Quirk-level Lecherousness.

Primary Skills: Games (rules of your chosen sport) (E) IQ+1 [2]-11 • 12 points in the skill or skills required by your sport; see *Skills for Your Sport* (below).

Secondary Skills: Current Affairs (Sports) (E) IQ [1]-10. • Six of Brawling (E) DX+1 [2]-12; First Aid or Savoir-Faire (High Society), both (E) IQ+1 [2]-11; Carousing (E) HT+1 [2]-12; Gambling or Leadership, both (A) IQ [2]-10; Intimidation (A) Will [2]-10; 2 points to take the primary skill of another sport at the 2-point level; or 2 points to raise a 2-point skill by a level. Amateurs (see p. 66) *must* take Savoir-Faire (High Society) as one of these options.

Background Skills: Four of Boating (Unpowered) (A) DX [2]-11; Acting, Animal Handling (any), Meteorology, Street-wise, or Teamster (Equines), all (A) IQ [2]-10; Naturalist (H) IQ-1 [2]-9; Hiking (A) HT [2]-11; Fishing (E) Per+1 [2]-11; Observation (A) Per [2]-10; or 2 points to raise a 2-point skill by a level.

* Multiplied for self-control number; see p. B120.

Skills for Your Sport

The primary skills for this template are deliberately left flexible. In many cases, the 12 points will all be spent on Sports (your chosen sport) (A) DX+3 [12]-14. Other possibilities include Bicycling, Guns Sport (Pistol, Rifle, or Shotgun), or Jumping, all (E) DX+4 [12]-15; Swimming (E) HT+4 [12]-15; Riding (A) DX+3 [12]-14; Lifting or Running, both (A) HT+3 [12]-14, or Skiing (H) HT+2 [12]-13. However, many sports require more than one skill; for example, a gymnast might have Acrobatics (H) DX+1 [8]-12 and Jumping (E) DX+2 [4]-13. Combat sports may be simply represented by Combat Sport skills such as Boxing Sport or Smallsword Sport, both (A) DX+3 [12]-14, or they may teach a more complex set of skills; if you have *GURPS Martial Arts*, you may put those 12 points into buying a sports-oriented style from there – several are specifically noted as being popular in the 19th century – including the Style Familiarity, permitted techniques, etc.

Optional Extra Details: If your chosen sport is a team enterprise with several distinct roles or forms, you may optionally be permitted to reduce the points spent on your Sports skill or package from 12 to 8, and then buy one or more of the forms as an Average Technique of the skill. For example, Baseball has Techniques of batting, pitching, fielding and shortstop, all of which default to Sports (Baseball). A player with Sports (Baseball) (A) DX+3 [12]-14 is a useful all-rounder, but a specialist with Sports (Baseball) (A) DX+2 [8]-13 and Baseball (Pitching) [4]-17 is a better pick for a team's main pitcher. In some sports, this level of focus is more or less required; for example, realistically, most rifle marksmen have points in Precision Aiming (Guns Sport (Rifle)) – see *GURPS Tactical Shooting* or *GURPS Gun Fu*.

Mandatory Lenses

This template covers a great range of types, and lenses are *required* to implement them. First, choose either the *Amateur* or the *Professional* lens, or for campaigns set in societies less class-ridden than the United Kingdom, put 25 points in additional advantages from the template. Then, add one of the 10-point occupational lenses.

Amateur (+25 points): You don't earn your living from the game; you play it for its own sake, at least in theory. You may regard professionals as mere laborers for a wage, or as people who you trust to do difficult things, but your superiority is fundamental. You have Status 1 [5], Wealth (Comfortable) [10], and another 10 points either in Independent Income (if that on its own will support your Status) or in skills that reflect a "gentlemanly" way of making a living (8 points in Finance, Law, or Physician and 2 in Diplomacy might work). Alternatively, Wealth (Wealthy) [20] usually gives Status 1 for free, and 5 points in Independent Income generally supports that Status. In higher-point games, Amateurs may have Status up to 4, Wealth to match, and very possibly enough Independent Income to support their Status without working, along with high-status Contacts or Allies.

Professional (+25 points): You don't have the refined manners and high Status of the amateur, but sport pays and lets you show the world what you can do. Upper-class folk who appreciate the sport may even seek out your company. Put the 25 points into any of ST +1 or +2 [10 or 20], DX +1 [20], IQ +1 [20], HT +1 or +2 [10 or 20], Will +1 or +2 [5 or 10], Per +1 or +2 [5 or 10], Fit [5] or Very Fit [15], Higher Purpose (Attain sporting glory) [5], or Single-Minded [5].

The following are occupational lenses.

Active Sportsman (+10 points): You're fully committed to actually playing the sport. Use 10 points to raise your skill or skills with your chosen sport and/or to buy Contacts in the sports world.

Administrator (+10 points): Although you do play your sport, you're also part of its government. You may not take the administrator lens if you took the professional lens. Add Administration (A) IQ [2]-10, and spend 8 points on any combination of more Administration, Finance, Games, Merchant, Propaganda, Public Speaking, or Savoir-Faire (High Society).

Coach (+10 points): You've moved on from playing to coaching, though you haven't lost your fitness yet. Add Teaching (A) IQ+1 [4]-11, and spend another 6 points on any combination of more Teaching, Games, Leadership, Psychology, Public Speaking, or Techniques of your Sports skill.

Groundsman (+10 points): You're semi-retired or otherwise have a sideline; you look after the sports ground. Add Gardening (A) IQ+1 [4]-11, and spend 6 points on any combination of more Gardening, Carpentry, Driving, Meteorology, or Teamster.

Journalist (+10 points): You've moved sideways from playing the sport to writing about it. Add Writing (A) IQ [2]-10 and Professional Skill (Journalist) IQ [2]-10, raise Current Affairs (Sports) to IQ+2 [+3], and spend 3 points on any combination of improving Writing or the Professional Skill, Area Knowledge (sports grounds), Games (another sport), or Photography. Having multiple Games skills increases your employability.

Sports Shop Owner (+10 points): You've parlayed your fame into running a sporting goods shop. Add Merchant (A) IQ+2 [8]-12 and Connoisseur (Sports Equipment) (E) IQ+1 [2]-11.

Umpire (+10 points): You may be a competent player, but you primarily take the role of impartial referee. Spend some or all of the 10 points on increasing your Games skill so that you can make Per-based rolls at 12 or better; any spare points can go in Area Knowledge (sports grounds) or Administration. Some major physical disadvantages are quite acceptable for umpires – one leading cricket umpire had One Hand. Few, though, have Blindness, whatever the fans may say.

Spy

100 points

You deal in that most rare and finest of commodities: the truth. You may be a true patriot, risking your life to bring knowledge of great import to your nation's leaders and accepting that you will likely be disowned and despised if your service is ever revealed; an honest mercenary, selling your wares to whoever shows their appreciation of them in the clearest (financial) fashion; or a shabby double agent or blackmail victim, dragged into work you despise but trying to survive and make the best of things. You may even serve, not a nation, but a great business endeavor; the Industrial Revolution and its inventions create commercial secrets whose value can very clearly be measured in monetary terms. All the secrecy and lying can wear you down, so you probably hope to get out of the business in due course – and hopefully not in a coffin.

Some spies are active adventurers, especially in more melodramatic sorts of stories. Many can handle a weapon in emergencies, but the truly effective agent usually blends into the background, so being terribly *ordinary* can be wise.

Attributes: ST 10 [0]; DX 10 [0]; IQ 12 [40]; HT 10 [0].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: One of DX +1 [20], IQ +1 [20], Social Climber 4 [20], or *both* Smooth Operator 1 [15] *and* Per +1 [5].

- 45 points chosen from among ST +1 to +3 [10/level], DX +1 [20], IQ +1 [20], HT +1 or +2 [10 or 20], Will +1 to +3 [5/level], Per +1 to +3 [5/level], Basic Speed +0.25 to +1.00 [5 per +0.25], Acute Senses [2/level], Administrative Rank (service position or diplomatic posting) [5/level], Alternate Identity (Illegal) [15], Appearance (Attractive or Handsome/Beautiful) [4 or 12], Charisma [5/level], Combat Reflexes [15], Contacts (sources) [varies], Cultural Familiarities [1 each], Danger Sense [15], Eidetic Memory [5], Gizmos [5 each], Higher Purpose (Patriotism) [5], Intuition [15], Languages [1-6 each], Language Talent [10], Legal Immunity (Diplomatic Immunity) [20], Luck [15], Night Vision 1-3 [1/level], Patron (in the agency; may have Minimal Intervention and/or Unwilling) [varies], Peripheral Vision [15], Reputation (For competence; Within own agency) [varies], Security Clearance (as appropriate) [varies], Sensitive [5] or Empathy [15], Smooth Operator [15/level], Social Chameleon [5], Social Climber [5/level], Status +1 [5], or Wealth (Comfortable) [10].

Suggested Perks: Better Pocket-Sized Weapons, Better Surveillance Equipment, Convincing Nod, High-Heeled Heroine, Honest Face, or Ruffian's Swagger.

Disadvantages: Secret (Spy!) [-10]. • One of Duty (Agency; 12 or less; or 9 or less, Extremely Hazardous; or 9 or less, Involuntary) [-10]. • -30 points chosen from among ST -1 or -2 [-10 or -20], HT -1 [-10], Appearance (Unattractive) [-4], Callous [-5], Compulsive Gambling [-5*], Compulsive Spending [-5*], Curious [-5*], Fanaticism (Patriotism) [-15], Greed [-15*], Jealousy [-10], Laziness [-10], Lecherousness [-15*], Overweight [-1] or Skinny [-5], Pacifism (Reluctant Killer) [-5], Paranoia [-10], Reputation (For duplicity or For sliminess; Within own agency) [varies], Sense of Duty (Colleagues, Your agency, Homeland, etc.) [varies], Status -1 [-5], Wealth (Struggling) [-10], Weirdness Magnet [-15], worse Duty [varies], or worse Secret [varies].

Suggested Quirks: Broad-Minded, Careful, Code of Honor (File Truthful Reports), Dislikes Amateurs, Likes Gadgets, Nosy, or Horrible Hangovers.

Primary Skills: Acting (A) IQ+2 [8]-14; Detect Lies (H) Per-1 [2]-11; and Holdout (A) IQ [2]-12. • One of these seven 12-point skills packages:

1. *Agent Runner:* Diplomacy (H) IQ-1 [2]-11; Gesture (E) IQ+1 [2]-13; Intimidation (A) Will [2]-12; Leadership (A) IQ [2]-12; and Psychology (H) IQ [4]-12.
2. *Glamorous Agent:* Carousing (E) HT+1 [2]-11; Dancing (A) DX [2]-10; Erotic Art (A) DX [2]-10; Savoir-Faire (High Society) (E) IQ+1 [2]-13; and Sex Appeal (A) HT+1 [4]-11.
3. *Infiltrator:* Administration (A) IQ [2]-12; Diplomacy (H) IQ [4]-12; Fast-Talk (A) IQ [2]-12; Psychology (H) IQ-1 [2]-11; and Savoir-Faire (High Society) (E) IQ+1 [2]-13.
4. *Intruder:* Climbing (A) DX [2]-10; Fast-Talk (A) IQ-1 [1]-11; Forced Entry (E) DX [1]-10; Lockpicking (A) IQ+1 [4]-13; Observation (A) Per-1 [1]-11; Search (A) Per-1 [1]-11; Stealth (A) DX-1 [1]-9; and Traps (A) IQ-1 [1]-11.
5. *Sleazy Intriguer:* Fast-Talk (A) IQ [2]-12; Intimidation (A) Will [2]-12; Psychology (H) IQ [4]-12; and Stealth (A) DX+1 [4]-11.
6. *Time-Server:* Expert Skill (Conspiracy Theory) (H) IQ-1 [2]-11 and Writing (A) IQ [2]-12. • Two of Current Affairs (Headline News, Politics, Regional, or Science & Technology); all (E) IQ+2 [4]-14.
7. *Watcher in Place:* Area Knowledge (assignment area) (E) IQ+2 [4]-14 and Observation (A) Per+2 [8]-14.

Secondary Skills: Six of Brawling (E) DX+1 [2]-11; Filch (A) DX [2]-10; Pickpocket or Sleight of Hand, both (H) DX-1 [2]-9; Disguise, Interrogation, Photography, Smuggling, or Streetwise, all (A) IQ [2]-12; Forgery or Intelligence Analysis, both (H) IQ-1 [2]-11; Lip Reading (A) Per [2]-12; or 2 points to raise a 2-point skill by a level.

Background Skills: Nine of Beam Weapons (Pistol), Garrote, Guns (Pistol), Knife, or Knot-Tying, all (E) DX [1]-10; Driving (Automobile) or Riding (Horse), both (A) DX-1 [1]-9; Escape (H) DX-2 [1]-8; Computer Operation, First Aid, or Games (any popular card game), all (E) IQ [1]-12; Cartography, Gambling, Merchant, Research, or Speed-Reading, all (A) IQ-1 [1]-11; Artist (Drawing) (H) IQ-2 [1]-10; or 1 point to raise a 1-point skill by a level.

* Multiplied for self-control number; see p. B120.

Customization Notes

A spy's Secret often takes the form of a Secret Identity. If you can just leave the country or quit your employment if exposed – because you work in an office of the agency or have some degree of diplomatic immunity – this is just a -10-point Secret. Some spies, though, definitely have Secrets at the -20 or -30-point level.

What type of spy you are, and hence your best advantage and disadvantage choices, depends on your choice of skill package.

Agent Runner: You supervise a small network of agents, keeping them in line by any means necessary, and occasionally recruit more. They may rate as Contacts, but mostly they're just people; they don't necessarily feel any particular loyalty to or association with you. Empathy can help you confirm their reliability, and you probably have Security Clearance to help you assess prospective recruits. You may well have Administrative Rank, reflecting your supervisory duties. If your agents are lucky, you have a Sense of Duty toward them; if not, you're Callous and willing to abandon them without a second thought.

Glamorous Agent: You obtain intelligence by charm and persuasiveness – which could mean anything from careful conversations to flat-out seduction. To accomplish this, you cultivate a classy style. Good Appearance and Charisma can help a lot; High-Heeled Heroine is traditional for glamorous lady spies. High Status saves you having to fake class too much, but Social Chameleon will do as well. Fanaticism or Greed can explain your willingness to sacrifice your honor for your cause, Steam Age morality notwithstanding.

Infiltrator: You get at material secrets through social infiltration, worming your way into organizations and groups. Charisma and Honest Face can aid you in this, and Social Climber Talent provides some useful bonuses.



Intruder: You gain physical access to secret material such as documents or weapon prototypes. Basically, you're a burglar – though you really need to steer some more points into the package skills to be a good one. Of course, serious secrets tend to be kept very secure, but you have a fair chance of acquiring lesser but still valuable material, and you may be called in when an error has been observed in a foe's security. You can benefit significantly from better DX, though raised Per may be as good, enabling you to identify ways to reach targets and find where things are hidden. Gizmos may represent the right tools for the job. One thing about this specialty is that it downright rewards a Careful attitude, while being Unattractive would cause you little trouble.

Sleazy Intriguer: You may acquire secrets by shallow charm or blackmail, but you may also turn enemies into friends – or at least, get them working for you, whether they like it or not. Your web of intrigue can include a few well-paid Contacts, and a little Wealth or Administrative Rank can give you the resources to afford a few bribes, when threats won't serve. You're ruthless and amoral, at least in what you consider a good cause; Callous combined with Fanaticism isn't nice, but gets things done. You do have to watch out that the deals you cut don't involve too much compromise on your side – or if they do, well, needs must.

Time-Server: You're a professional, but you've either noted the unfortunate truth that most spying doesn't achieve very much, considering the danger involved, or just discovered a knack for extracting useful material from open sources. You wouldn't want to betray your employers (that would just make things even *more* dangerous) but why risk your neck for "secrets" that may well be misinformation when you can achieve more in safety? So you've insinuated yourself into an obscure office from which you file regular reports. These may be extracted from newspaper headlines and chats with friendly low-grade Contacts who have no special knowledge (Intuition may help you guess which headlines actually contain some truth), or built more meticulously by, say, scanning vast reams of data (with Speed-Reading) and then sorting the correlations (found with Intelligence Analysis) from the outright lies (checking facts with Research). Work carefully enough, and you may build a Reputation for competence (with little risk to yourself). Mind you, there's always a danger that something will happen on your watch that forces you actually to make yourself useful.

Watcher in Place: You've been carefully inserted into a specific location – perhaps near a military base, or in a town with a history of political dissent – and given a solid cover story. Your job is to *watch*, perhaps for years, file reports, and sound an alarm if anything unexpected occurs. An Alternate Identity may be required here, unless you're handling internal monitoring within your own nation, while an Honest Face will help you sustain the deception. Unfortunately, this situation may eventually drive you to Paranoia.

Lens

In addition to the above ideas, there's scope for a more cinematic type.

Action Spy (+50 points): You're a swashbuckling special agent who tackles all manner of problems in all manner of ways. Add ST +1 [10], DX +1 [20], HT +1 [10], Basic Speed +0.50 [10], an extra -25 points in optional disadvantages, and

Acrobatics (H) DX [4]-11, Guns (Pistol) (E) DX+2 [4]-13, and Stealth (A) DX [2]-11 as primary skills. Then move Combat Reflexes [15] to your required advantages, add Enhanced Dodge 1 [15] and Rapier Wit [5] to the list of advantage options, add Enemy [varies] to the list of disadvantage options, and take the "Glamorous Agent" skill package.

Staff Officer

75 points

The Napoleonic Wars demonstrated just how invaluable a good general staff could be in wartime, and the Steam Age saw the creation of official staff colleges, training officers to run armies as deadly fighting machines. You're the product of such a college – a trained soldier, but above all a scientifically minded administrator with a modern education. You may not be as natural an adventurer as a field officer (pp. 54-55), but you combine military training with a modern attitude, so you can be quite useful if you learn a few more combat skills.

Attributes: ST 10 [0]; DX 10 [0]; IQ 12 [40]; HT 10 [0].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: Military Rank 4 [20]. ● 10 points chosen from among HT +1 [10], Will +1 [5], Per +1 [5], Born War-Leader [5/level], Charisma 1 [5], Military Rank +1 [5], Patron (friendly superior) [varies], Social Chameleon [5], or extra Status [5/level]. ● A further 20 points chosen from among the preceding advantages or ST +1 [10], DX +1 [20], IQ +1 [20], Per +1 or +2 [5 or 10], Basic Move +1 [5], Appearance (Attractive or Handsome) [4 or 12], Combat Reflexes [15], Eidetic Memory [5], Fit [5], Higher Purpose (National glory) [5], Intuition [15], Languages [1-6 each], Less Sleep [2/level], Luck [15], Noble Upbringing [5/level], Resistant to Disease (+3) [3], Security Clearance (as required for job) [5 or 10], Serendipity [15/level], Smooth Operator 1 [15], or Wealth (Comfortable) [10].

Suggested Perks: Alcohol Tolerance, Looks Good in Uniform, No Hangover, or Sartorial Integrity.

Disadvantages: Duty (Military branch; 12 or less; Nonhazardous) [-5]. ● -30 points chosen from among Will -1 [-5], Per -1 or -2 [-5 or -10], FP -1 [-3], Appearance (Unattractive) [-4], Bully [-10*], Callous [-5], Chummy [-5], Code of Honor (Plunger's, Gentleman's, or Soldier's) [-5, -10, or -10], Debt (Gambling losses) [-1/level], Delusion (any combat delusion) [varies], Easy to Read [-10], Fanaticism (Patriot) [-15], Hidebound [-5], Honesty [-10*], Intolerance (Enemy nation) [-5], Jealousy [-10], Lecherousness [-15*], Low Pain Threshold [-10], No Sense of Humor [-10], Oblivious [-5], Overconfidence [-5*], Selfish [-5*], Selfless [-5*], Sense of Duty (Old classmates or King/Queen and Country) [-5 or -10], Truthfulness [-5*], Unluckiness [-10], Workaholic [-5], or more frequent and/or hazardous Duty [varies].

Suggested Quirks: Aristocratic Drawl, Attentive, Chauvinistic, Congenial, Dull, Epitome (Arrogant Officer), Humble, Proud, or Staid.

Primary Skills: Administration (A) IQ [2]-12; Diplomacy (H) IQ-2 [1]-10; Intelligence Analysis (H) IQ-2 [1]-10; and Savoir-Faire (Military) (E) IQ [1]-12.

Secondary Skills: Expert Skill (Military Science) (H) IQ-1 [2]-11; Leadership (A) IQ-1 [1]-11; Soldier (A) IQ-1 [1]-11; Strategy (Land) (H) IQ-1 [2]-11; and Tactics (H) IQ-2 [1]-10.

Background Skills: Guns (Pistol) (E) DX [1]-10. • *One* of Driving (Automobile, Mecha, or Motorcycle) or Riding (Horse), both (A) DX-1 [1]-9. • *Six* of Guns (any) (E) DX [1]-10; Boxing, Boxing Sport, Broadsword, Dancing, Lance, Sport (one of Cricket, Polo, Rugby Football, etc.), Smallsword, Smallsword Sport, or Spear, all (A) DX-1 [1]-9; Camouflage, Computer Operation, Current Affairs (Politics), First Aid, Games (any popular card game), or Savoir-Faire (High Society), all (E) IQ [1]-12; Animal Handling (Equines), Cartography, Gambling, Heraldry, Interrogation, Navigation (Land), Public Speaking, Research, Teaching, or Writing, all (A) IQ-1 [1]-11; Accounting, Artist (Drawing), Expert Skill (Scientific Theorizing), History (Modern Military), Law (home nation Military), or Mathematics (Applied), all (H) IQ-2 [1]-10; Carousing (E) HT [1]-10; Detect Lies (H) Per-2 [1]-10; or 1 point to raise a 1-point skill by a level.

* Multiplied for self-control number; see p. B120.

Customization Notes

If Military Rank grants Status, a soldier built with this template receives at least Status 1 for free (but see *Independent Means*, p. 55). Status *not* granted by Rank needs income to support it, usually meaning an increased Wealth level.

The Duty included in this template assumes that staff work puts you safely behind the lines in wartime, or in a well-run headquarters with good hygiene and medical facilities if on colonial service, making it no more dangerous than most civilian jobs. In fact, though, from the Napoleonic Wars right through to the American Civil War, a surprising number of army commanders and their staffs came under fire, as the need to supervise troops in person placed them in artillery, sniper, or musket range of the enemy – and some very senior officers were killed or badly wounded. Equally, in a steampunk “total war,” staff headquarters might come under attack from the air or by highly mobile land combat vehicles. Hence, the Duty could have the Nonhazardous modifier removed; in that case, simply take -5 points fewer optional disadvantages. See *Military Duties*, p. 29, for notes on the Duty disadvantage in general.

As with many other templates in this book, in a raygun Gothic setting, Guns skill becomes Beam Weapons.

The template also assumes someone who has come from military college, via staff training and maybe a little time in the field, to a staff assignment. Other staff officers will have been promoted into the posting from more extensive field service, with specialist training on the way, or deliberately rotated through field command postings to give them broad experience. They will generally have higher point values, with features borrowed from the field officer (pp. 54-55) or large vehicle officer (pp. 58-60) templates as appropriate.

Experienced staff officers acquire improved levels in their primary and secondary skills, usually focusing on one or two – Administration for logistics experts, Intelligence Analysis for intelligence officers, Strategy for anyone aiming for high command, and so on. See also the Customization Notes on retired officers and independent means for the field officer (see p. 55), which also apply in full here.

Lenses

A couple of variants can be based on this template.

Army Surgeon (0 points): You’re a different sort of staff officer – a qualified medical person who has joined the army and been given basic officer training and a commission to enable him to do his job. Replace the primary and secondary skills with Diagnosis (H) IQ-1 [2]-11, Physician (H) IQ [4]-12, Savoir-Faire (Military) (E) IQ [1]-12, Soldier (A) IQ-1 [1]-11, and Surgery (Trauma) (H) IQ [4]-12, and add Healer [10/level] to the list of advantage options and Code of Honor (Professional/Medical) [-5] to the list of disadvantage options.

Courier (+7 points): You’re a *dashing* staff officer who is trusted to carry important orders to units remote from HQ. This function largely disappears with the invention of military radio, though armies still employ a few dispatch riders (not necessarily of commissioned rank) to carry small items and top-secret material that can’t be entrusted to the radio. Build an officer using the template, and then raise the Riding or Driving background skill taken to DX+2 [+7]. A courier may be employed more for flair than for administrative abilities; feel free to reassign points from IQ to DX, and from IQ-based skills to weapons.

... we have been most things in our time. Soldier, sailor, compositor, photographer, proof-reader, street-preacher, and correspondents of the “Backwoodsman” when we thought the paper wanted one.

– Rudyard Kipling,
“The Man Who Would Be King”

150-POINT TEMPLATES

These characters are, of necessity given their jobs or roles, impressive – career adventurers. Others may try their hands in these fields, but these are people with good chances to succeed in them.

Colonial Adventurer

150 points

You may like to call yourself a gentleman-of-fortune, but in truth, you’re a dubious character or mercenary, operating on the fringes of Steam Age empires and colonial holdings, exploiting superior technology, advanced military skills (acquired in some past army career), and a lot of nerve to turn a profit, always hoping for the stroke of fortune that will make you rich. You may find yourself drilling local troops, engaging in journalism, setting up a printing press, pulling confidence tricks, or blackmailing local rulers who don’t want their autocratic vices known among their people or the colonial powers. You’d rather train local fighters than fight yourself – it’s much safer – but you do what you find you must.

Attributes: ST 11 [10]; DX 12 [40]; IQ 12 [40]; HT 12 [20].

Secondary Characteristics: Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 12 [0]; Per 12 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0].

Advantages: 50 points chosen from among ST +1 or +2 [10 or 20], DX +1 or +2 [20 or 40], IQ +1 [20], HT +1 or +2 [10 or 20], Per +1 or +2 [5 or 10], Appearance (Attractive) [4], Born War-Leader [5/level], Charisma 1 or 2 [5 or 10], Combat Reflexes [15], Contact Group or Contacts (Local Informants) [varies], Courtesy Rank [1/level], Cultural Adaptability [10], Cultural Familiarities [1 each], Explorer [5/level], Fearlessness [2/level], Fit [5], High Pain Threshold [10], Indomitable [15], Languages [1-6 each], Language Talent [10], Luck [15], Night Vision 1-3 [1/level], Resistant to Disease (+3) or (+8) [3 or 5], Sensitive [5] or Empathy [15], Serendipity [15/level], Smooth Operator [15/level], or Social Chameleon [5].

Suggested Perks: Alcohol Tolerance, Deep Sleeper, Honest Face, or Patience of Job.

Disadvantages: -50 points chosen from among Will -1 or -2 [-5 or -10], Per -1 to -3 [-5/level], Basic Move -1 [-5], Alcoholism [-15], Appearance (Unattractive) [-4], Bully [-10*], Callous [-5], Code of Honor (Pirate's) [-5], Compulsive Behavior (Carousing, Gambling, or Spending) [-5* or -10*], Enemy (past scam victim) [varies], Greed [-15*], Impulsiveness [-10*], Jealousy [-10], Lecherousness [-15*], Megalomania [-10], Obsession (Make a big score or Make a legendary score) [-5* or -10*], On the Edge [-15*], Overconfidence [-5*], Social Stigma (Criminal Record) [-5], Wealth (Struggling) [-10], or Weirdness Magnet [-15].

Suggested Quirks: Broad-Minded, Chauvinistic, Congenial, Distractible, Dreamer, Imaginative, Inappropriate Manner (Pushy, Oily, or Scummy), or Proud.

Primary Skills: Acting (A) IQ+1 [4]-13; Fast-Talk (A) IQ [2]-12; Guns (Rifle) (E) DX+1 [2]-13; and Soldier (A) IQ+1 [4]-13.

Secondary Skills: Brawling (E) DX+2 [4]-14; Spear (A) DX-1 [1]-11; and Streetwise (A) IQ [2]-12. • Five of Current Affairs (People or Regional) (E) IQ+1 [2]-13; Disguise, Merchant, Professional Skill (Journalist or Printer), Smuggling, or Teaching, all (A) IQ [2]-12; Counterfeiting, Diplomacy, or Forgery, all (H) IQ-1 [2]-11; Intimidation (A) Will [2]-12; or 2 points to raise a 2-point skill by a level.

Background Skills: Carousing (E) HT [1]-12; Savoir-Faire (Military) (E) IQ [1]-12; and Scrounging (E) Per [1]-12. • Eight of Forced Entry, Gunner (Cannon), Guns (Pistol), Knife, or Knot-Tying, all (E) DX [1]-12; Boxing, Climbing, Filch, Riding (Camel or Horse), Shortsword, or Stealth, all (A) DX-1 [1]-11; Camouflage, First Aid, Games (any popular card game), Gesture, Masonry, or Seamanship, all (E) IQ [1]-12; Animal Handling (Camels or Equines), Armoury (Heavy Weapons or Small Arms), Artillery (Cannon), Electrician, Explosives (Demolition or Fireworks), Gambling, Holdout, Interrogation, Leadership, Lockpicking, Mechanic (Locomotive or Steam Engine), Navigation (Land), Packing, Prospecting, or Writing, all (A) IQ-1 [1]-11; Expert Skill (Military Science) or Tactics, both (H) IQ-2 [1]-10; Hiking or Sex Appeal, both (A) HT-1 [1]-11; Fishing (E) Per [1]-12; Observation or Urban Survival, both (A) Per-1 [1]-11; or 1 point to raise a 1-point skill by a level.

* Multiplied for self-control number; see p. B120.

Customization Notes

You are by definition a generalist, although which skills you focus on, at least in the longer term, reflect your most usual ways of making a living – Soldier and Teaching if you work

as a mercenary drill sergeant, Writing and Professional Skill (Journalist) if you move sideways into a press career, Current Affairs and Fast-Talk if you like blackmailing local bigwigs, and so on. In a high-tech, raygun Gothic setting, where you might, say, roam the canals of Mars, you may switch Guns skills to Beam Weapons.

Detective

150 points

You're a detective worthy of the term – a serious investigator-adventurer, not just a copper with a level or two of Rank. You may be a well-regarded plainclothes policeman, an independent consulting detective, or a brilliant amateur to whom sensible policemen defer (which probably requires a level or two of Status). The Steam Age sees the development of organized criminal investigation and forensic science, which are the requirements for your calling, and you combine organization, skills, and a brilliant mind. In a steampunk setting, you might be a "scientific detective" using exotic investigative methods.

Attributes: ST 10 [0]; DX 11 [20]; IQ 14 [80]; HT 10 [0].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 14 [0]; Per 14 [0]; FP 10 [0]; Basic Speed 5.25 [0]; Basic Move 5 [0].

Advantages: 60 points chosen from among ST +1 [10], DX +1 or +2 [20 or 40], IQ +1 or +2 [20 or 40], HT +1 [10], HP +1 to +3 [2/level], Will +1 [5], Per +1 to +4 [5/level], Basic Speed +0.25 to +0.75 [5 per +0.25], Acute Senses [2/level], Ally (trusted assistant) [varies], Appearance (Attractive) [4], Combat Reflexes [15], Contact Group or Contacts (street informants) [varies], Cultural Familiarities [1 each], Eidetic Memory [5] or Photographic Memory [10], Fearlessness [2/level] or Unfazeable [15], Gizmos [5 each], Higher Purpose (Justice!) [5], Indomitable [15], Intuition [15], Languages [1-6 each], Legal Enforcement Powers [5 or 10], Night Vision 1-3 [1/level], Patron (supportive police department/force) [varies], Police Rank [5/level], Reputation (As a great detective) [varies], Security Clearance (Trusted with government problems) [10], Sensitive [5] or Empathy [15], Serendipity [15/level], Single-Minded [5], Social Chameleon [5], Status [5/level], Street-Smart [5/level], or Wealth (Comfortable or Wealthy) [10 or 20].

Suggested Perks: Better Forensic Equipment, Cloaked, Convincing Nod, Cutting-Edge Training (Criminology or Forensics), Ruffian's Swagger.

Disadvantages: -40 points chosen from among ST -1 or -2 [-10 or -20], HT -1 [-10], HP -1 [-2], Will -1 or -2 [-5 or -10], FP -1 to -3 [-3/level], Basic Speed -0.25 to -0.75 [-5 per -0.25], Basic Move -1 [-5], Appearance (Unattractive) [-4], Addiction (Dilute Cocaine or Tobacco) [-5], Callous [-5], Code of Honor (Professional/Detective's or Gentleman's) [-5 or -10], Curious [-5*], Duty (Police Service) [varies], Enemy (dangerous criminal) [varies], Honesty [-10*], No Sense of Humor [-10], Obsession (Bring Justice to the World or Solve the Insoluble) [-10*], Overconfidence [-5*], Overweight [-1] or Fat [-3] or Very Fat [-5] or Skinny [-5], Pacifism (any) [varies], Sense of Duty (Police loyalty) [-10], or Truthfulness [-5*].

Suggested Quirks: Attentive, Broad-Minded, Dislikes Stupidity, Nosy, Responsive, or Uncongenial.

Primary Skills: Criminology (A) IQ+1 [4]-15 and Forensics (H) IQ [4]-14.

Secondary Skills: Area Knowledge (region of operation) (E) IQ [1]-14 and Savoir-Faire (Police) (E) IQ [1]-14. • Six of Acting, Disguise, Interrogation, or Streetwise, all (A) IQ [2]-14; Observation, Search, or Tracking, all (A) Per [2]-14; Chemistry, Cryptography, or Psychology, all (H) IQ-1 [2]-13; Detect Lies (H) Per-1 [2]-13; or 2 points to raise a 2-point skill by a level.

Background Skills: Eight of Brawling, Forced Entry, Guns (Pistol), or Knot-Tying, all (E) DX [1]-11; Boxing, Climbing, Stealth, or Wrestling, all (A) DX-1 [1]-10; Escape or Judo, both (H) DX-2 [1]-9; Computer Operation, Current Affairs (any), First Aid, Housekeeping, or Savoir-Faire (High Society), all (E) IQ [1]-14; Administration, Connoisseur (Visual Arts), Electronics Operation (Scientific), Heraldry, Lock-picking, Photography, Research, Shadowing, Speed-Reading, or Traps, all (A) IQ-1 [1]-13; Accounting, Diplomacy, Intelligence Analysis, Law (any), Naturalist, Physiology, or Sociology, all (H) IQ-2 [1]-12; Carousing (E) HT [1]-10; Intimidation or Mind Block, both (A) Will-1 [1]-13; or 1 point to raise a 1-point skill by a level.

* Multiplied for self-control number; see p. B120.



Customization Notes

What sort of detective you are – police, consulting, or amateur – dictates many of your option choices. One who is actually employed by a police force will usually have Legal Enforcement Powers, Police Rank 2+ (or Military Rank in some countries), and a Duty (probably on 12 or less, possibly Nonhazardous, for -10 or -5 points), which may not count against campaign limits if the game is based around police

work. An amateur with a day job presumably has professional competence in that; a gentleman sleuth with *no* day job needs Wealth and Independent Income – see the gentleman of leisure template (pp. 56-58) for guidance on how to set appropriate levels.

Explorer

150 points

The world is not entirely known, but you're working to change that. You venture to places where no one – well, no Westerner – has been before, and return with knowledge, maps, and perhaps trophies. In truth, there are plenty of explorers with lesser and narrower abilities than yours, but you have a far better chance of returning safely from repeated expeditions, and you live up to the heroic image.

How truly heroic are your motives? That's a question. You probably have several objectives with each journey, but which one is uppermost in your mind is the measure of your nature. Perhaps you are at heart a scientist, seeking pure knowledge for its own sake. Perhaps you have the patronage of an imperialistic government or profit-seeking trader, and are expected to return with reports on the economic prospects of a region. Perhaps you are a genuine (if condescending) philanthropist, intent on bringing advanced medical knowledge to primitive peoples, or on suppressing the evil slave trade. Perhaps you are an adventurous missionary, aiming to save souls. Perhaps you are a plain treasure-hunter, seeking gold or ivory. Or perhaps you are prey to overwhelming wanderlust or disdain for dull civilization.

Attributes: ST 10 [0]; DX 11 [20]; IQ 12 [40]; HT 13 [30].

Secondary Characteristics: Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 12 [0]; Per 14 [10]; FP 13 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0].

Advantages: 20 points chosen from among Absolute Direction [5], Animal Empathy [5], Claim to Hospitality (friendly locals) [varies], Cultural Adaptability [10], Cultural Familiarities [1 each], Explorer [5/level], Higher Purpose (Expand the known world *or* Bring the true faith to the unenlightened) [5], Languages [1-6 each], Language Talent [10], Outdoorsman [10/level], Social Chameleon [5], or Temperature Tolerance 1 [1]. • Another 40 points chosen from among the previous advantages or ST +1 to +3 [10/level], DX +1 [20], IQ +1 [20], HT +1 [10], Will +1 to +3 [5/level], Acute Senses [2/level], Animal Friend [5/level], Appearance (Attractive) [4], Charisma [5/level], Clerical Investment [5], Combat Reflexes [15], Contact (sponsor) [varies], Courtesy Rank (Military *or* Religious) [1/level], Danger Sense [15], Fearlessness [2/level] *or* Unfazeable [15], Fit [5] *or* Very Fit [15], Gizmos [5 each], High Pain Threshold [10], Independent Income (Book royalties *or* Private fortune) [1/level], Indomitable [15], Intuition [15], Less Sleep [2/level], Luck [15], Military Rank [5/level], Natural Scientist [10/level], Night Vision 1-3 [1/level], Reputation (As a famous explorer) [varies], Sensitive [5] *or* Empathy [15], Serendipity [15/level], Signature Gear (Favorite Rifle) [varies], Status 1 or 2 [5 or 10], or Wealth (Comfortable *or* Wealthy) [10 or 20].

Suggested Perks: Better Exploration Gear, Deep Sleeper, Disarming Smile, Fearsome Stare, Passing Complexion, Patience of Job, or Sartorial Integrity.

Disadvantages: -60 points chosen from among Basic Speed [-0.25 or -0.5 [-5 per -0.25], Appearance (Unattractive) [-4], Callous [-5], Charitable [-15*], Code of Honor (Professional/Medical or Gentleman's or Soldier's) [-5 or -10], Curious [-5*], Duty [varies], Fanaticism (Religious) [-15], Greed [-15*], Hidebound [-5], Intolerance (one ethnic group or rival nationality) [-5], Obsession (some exploratory quest) [-5* or -10*], Overconfidence [-5*], Pacifism (Cannot Harm Innocents or Self-Defense Only) [-10 or -15], Phobia (Crowds) [-15*], Phobia (Enclosed Spaces) [-15*], Sense of Duty (Adventuring companions or All humanity) [-5 or -15], Stubbornness [-5], Truthfulness [-5*], Weirdness Magnet [-15], or Xenophilia [-10*].

Suggested Quirks: Broad-Minded, Careful, Chauvinistic, Congenial, Delusion (crackpot geographical theory), Dislikes Crowds, Dull, Epitome (Pith-Helmeted Explorer), Humble, Inappropriate Manner (Pushy or Wisy-Washy), Nosy, Proud, or Responsive.

Primary Skills: Cartography (A) IQ-1 [1]-11; First Aid (E) IQ+1 [2]-13; Guns (Rifle) (E) DX+1 [2]-12; Hiking (A) HT+1 [4]-14; Leadership (A) IQ [2]-12; Naturalist (H) IQ [4]-12; Navigation (Land) (A) IQ [2]-12; and Survival (any) (A) Per+1 [4]-15. • One of these nine 10-point skills packages:

1. *Big Game Hunter:* Camouflage (E) IQ+1 [2]-13 and Tracking (A) Per [2]-14. • 6 points to increase Guns (Rifle) to DX+3.
2. *Cartographer:* Geography (Physical) (H) IQ-2 [1]-10 and Mathematics (Surveying) (H) IQ-1 [2]-11. • 7 points to increase Cartography to IQ+2.
3. *Geographer:* Geography (Physical) (H) IQ+1 [8]-13 and Geology (H) IQ-2 [1]-10. • 1 point to increase Cartography to IQ.
4. *Journalist:* Fast-Talk (A) IQ [2]-12; Professional Skill (Journalist) (A) IQ+1 [4]-13; and Writing (A) IQ+1 [4]-13.
5. *Law-Bringer:* Camouflage (E) IQ [1]-12; Interrogation (A) IQ-1 [1]-11; Law (International) (H) IQ-2 [1]-10; and Tactics (H) IQ-2 [1]-10. • 6 points to increase Guns (Rifle) to DX+3.
6. *Military Scout:* Observation (A) Per [2]-14; Soldier (A) IQ [2]-12; Strategy (Land) (H) IQ-2 [1]-10; and Tactics (H) IQ [4]-12. • 1 point to increase Cartography to IQ.
7. *Missionary:* Public Speaking (A) IQ [2]-12; Religious Ritual (own faith) (H) IQ [4]-12; and Theology (own faith) (H) IQ [4]-12.
8. *Natural Scientist:* Biology (VH) IQ [8]-12 and Geology (H) IQ-1 [2]-11.
9. *Trade Scout:* Merchant (A) IQ+2 [8]-14 and Prospecting (A) IQ [2]-12.

Secondary Skills: Five of Area Knowledge (past destinations) (E) IQ+1 [2]-13; Meteorology or Photography, both (A) IQ [2]-12; Archaeology, Anthropology, Diplomacy, Expert Skill (Hydrology), Linguistics, Physician, or Sociology, all (H) IQ-1 [2]-11; or 2 points to raise a 2-point skill by a level.

Background Skills: Armoury (Small Arms) (A) IQ-1 [1]-11. • Eight of Knife or Knot-Tying, both (E) DX [1]-11; Boating (any), Boxing, Boxing Sport, Climbing, Riding (Camel or Horse), Shortsword, Spear, or Stealth, all (A) DX-1 [1]-10; Net (H) DX-2 [1]-9; Gesture or Seamanship, both (E) IQ [1]-12; Acting, Animal Handling (any), Freight Handling, Meteorology, Packing, Smuggling, Teaching, Teamster (Equines), or Traps, all (A) IQ-1 [1]-11; Artist (Drawing or

Painting), Intelligence Analysis, Mimicry (Animal Sounds or Bird Calls), Pharmacy (Herbal), or Veterinary, all (H) IQ-2 [1]-10; Swimming (E) HT [1]-13; Scrounging (E) Per [1]-14; Intimidation (A) Will-1 [1]-11; Detect Lies (H) Per-2 [1]-12; Surgery (VH) IQ-3 [1]-9; or 1 point to raise a 1-point skill by a level.

* Multiplied for self-control number; see p. B120.

Customization Notes

This template represents a land-based explorer, though one who may initially travel to unexplored lands by sea and have picked up some basic nautical skills in the process. For a *nautical* explorer, start with the large vehicle officer template (pp. 58-60) and add skills from this template as required.

A sponsor is unlikely to rate as a "Patron" in *GURPS* terms, although they may be referred to as a "patron" in the setting; the whole point about sponsoring an explorer is that he goes and has adventures where the sponsor's power *doesn't* extend! The sponsor can still be a good Contact, though, with an effective skill that is useful in activities within civilization. Also, although some explorers are serving military officers, they are mostly beyond the reach of direct orders when on expeditions, so Duty is left as a strictly optional disadvantage here; it will mostly only apply to junior officers on large expeditions with someone else in command. And remember that land-based Survival skill specialties default to each other at -3, so an explorer with one such at 15 effectively has all the others at 12.

Your primary skills package preferably relates to some of the advantages and disadvantages you choose. The big game hunter likely is a hobbyist with Wealth and an Independent Income, while the military scout usually is a serving officer with Military Rank. The law-bringer, who is committed to fighting evils such as slavers and renegade Westerners, may be motivated by Charitable or a Sense of Duty, while the missionary probably has Clerical Investment, Courtesy Rank (Religious), and perhaps Pacifism – and so on. A fortune-hunter, actually driven by Greed, can be based on most of these packages, depending where he started from, though a missionary fortune-hunter is unlikely. An *interplanetary* explorer in a ray-gun Gothic setting may switch Guns skill to Beam Weapons.

Magician

150 points

You live in a world where magic really works, and you can use it. You have a natural gift, but more importantly, you've studied ancient lore and achieved a quasi-scientific understanding of magical laws; you are a magus, not a mumbling spiritualist or confused medium.

Hence, you live up to the Steam Age image of a magician: a grandiose, maybe arrogant scholar with large ambitions. You may have a post at a university, but more likely, you pursue completely independent studies, living off a private income, payments for writing work, or cunning exploitation of your powers. To the uninitiated, you may seem eccentric, behind the times, or plain deranged. You aren't necessarily a bad person, but you do seek to command reality itself by trained force of will. If the old idea of magic as inherently blasphemous is true, you don't care. More likely, though, you dismiss such thinking as outdated and feeble.

This template is designed to be flexible and to work with a variety of different magic systems, as defined in the **GURPS Basic Set**, **GURPS Magic**, **GURPS Thaumatology**, and so on. The only assumption is that the Magery advantage exists and is the Talent applicable to magical operations. Different styles of magic are represented by a choice of 40-point packages of abilities; for a powerfully versatile magician, switch another 40 points from optional advantages to buying a *second* package from those available.

Attributes: ST 10 [0]; DX 10 [0]; IQ 13 [60]; HT 10 [0].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 13 [0]; Per 13 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: Magery 2 [25]. • 60 points chosen from among DX +1 or +2 [20 or 40], IQ +1 to +3 [20/level], HT +1 or +2 [10 or 20], Will +1 to +5 [5/level], Per +1 or +2 [5 or 10], FP +1 [3], Basic Speed +0.25 to +1.00 [5 per +0.25], Allies (subsidiary cultists or admirers, probably as an Ally Group) [varies], Antiquary [5/level], Appearance (Attractive) [4], Charisma [5/level], Cultural Familiarities [1 each], Eidetic Memory [5], Fearlessness [2/level] or Unfazeable [15], Independent Income [1/level], Indomitable [15], Languages [1-6 each], Language Talent [10], Longevity [2], Luck [15], Magic Resistance (Improved, +150%) [5/level], Mind Shield [4/level], Night Vision 1-3 [1/level], Occultist [10/level], Reputation (As a noted scholar) [varies], Serendipity [15/level], Single-Minded [5], Status [5/level], Tenure [5], Wealth [varies], or increase Magery [10/level].

Suggested Perks: Autotrance, Cloaked, Fearsome Stare, Haughty Sneer, Penetrating Voice, or Sartorial Integrity.

Disadvantages: One of Disciplines of Faith (Asceticism), Fanaticism (Secret society loyalty), Obsession (Master all of magic) (9), Weirdness Magnet, or Xenophilia (9), all [-15]. • -45 points chosen from among ST -1 or -2 [-10 or -20], DX -1 [-20], HT -1 [-10], Per -1 to -3 [-5/level], FP -1 to -3 [-3/level], Basic Speed -0.25 to -1 [-5 per -0.25], Basic Move -1 or -2 [-5 or -10], Addiction (Opium, Cocaine, Weird exotic lotus extracts, etc.) [varies], Appearance (Unattractive or Ugly) [-4 or -8], Bad Temper [-10*], Bully [-10*], Callous [-5], Clueless [-10], Code of Honor (Consulting Savant's or Mastermind's) [-5], Combat Paralysis [-15], Compulsive Melodrama [-5*], Curious [-5*], Disciplines of Faith (Ritualism or Mysticism) [-5 or -10], Enemy (Academic-arcane competitor; Rival) [varies], Hunchback [-10], Jealousy [-10], Lecherousness [-15*], Loner [-5*], Low Pain Threshold [-10], Low TL 1 [-5], Megalomania [-10], No Sense of Humor [-10], Oblivious [-5], Overconfidence [-5*], Overweight [-1] or Skinny [-5], Pacifism (Reluctant Killer) [-5], Paranoia [-10], Reputation (As a "deranged eccentric") [varies], Selfish [-5*], Stubbornness [-5], or Unfit [-5] or Very Unfit [-15].

Suggested Quirks: Assertively Amoral, Attentive, Broad-Minded, Careful, Distinctive Features, Epitome (Strange

Mystic), Gothic Thinking, Imaginative, Likes Old Books, Nosy, Proud, Trademark, or Uncongenial.

Primary Skills: Occultism (A) IQ [2]-13; Research (A) IQ+1 [4]-14; and Thaumatology (VH) IQ+1 [4]-14†.

Secondary Skills: Four of Fortune-Telling or Hidden Lore (any), both (A) IQ [2]-13; Cryptography, Expert Skill (Conspiracy Theory, Egyptology, Natural Philosophy, or Thanatology), or Hypnotism, all (H) IQ-1 [2]-12; Alchemy or Herb Lore, both (VH) IQ-2 [2]-11; Meditation (H) Will-1 [2]-12; or 2 points to raise a 2-point skill by a level.

Background Skills: Seven of Innate Attack (any) or Knife, both (E) DX [1]-10; Erotic Art or Stealth, both (A) DX-1 [1]-9; Sleight of Hand (H) DX-2 [1]-8; Gardening or Savoir-Faire (High Society), both (E) IQ [1]-13; Astronomy (Observational), Connoisseur (any), Hazardous Materials (Magical), Poetry, or Writing, all (A) IQ-1 [1]-12; Anthropology, Archaeology, Artist (Calligraphy or Illusion), Diplomacy, History (any), Linguistics, Naturalist, Pharmacy (Herbal), Philosophy (any), Physiology, Poisons, Psychology, or Theology (any), all (H) IQ-2 [1]-11; Breath Control (H) HT-2 [1]-8; Intimidation or Mind Block, both (A) Will-1 [1]-12; Autohypnosis or Dreaming, both (H) Will-2 [1]-11; Detect Lies or Esoteric Medicine, both (H) Per-2 [1]-11; or 1 point to raise a background skill by a level.

Magical Abilities: Different campaigns handle magic in very different ways; consult with the GM about which of the following packages are available. Some include advantages with the Mana-Sensitive limitation (see p. B34); Magery acts as a Talent for such advantages, giving a bonus to any rolls to use them equal to its level. Choose one of these nine 40-point magical-abilities packages:

1. **Alchemy:** To create an alchemist using this template in games using the alchemy rules from Chapter 28 of **GURPS Magic**, take Alchemy as a secondary skill, raise it to IQ+2 [+14], and take Gadgeteer [25] and Throwing (A) DX-1 [1]-9. You may add Gizmos [5 each] to the list of advantage options, if the GM permits especially cinematic improvisational alchemy. A rustic sort of magician might be built on similar lines by taking Herb Lore instead of Alchemy, along with Gardening and Naturalist as background skills.
2. **Improvisational Spell Magic:** You use **Basic Set** spell-magic, but being a well-read and versatile scholar, you can work up *any* spell from the list (possibly including everything in **GURPS Magic**), though perhaps only with some preparation. This uses the Modular Abilities advantage: *either* Super-Memorization 5 (2, 2, 2, 1, 1) (Spells Only, -20%) [40] or Cosmic Power 5 (Spells Only, -20%) [40].
3. **Mind-Working:** By taking some time to focus your will through your magical training, you can reach directly into other's minds with your own. Take Mind Probe (Mana-Sensitive, -10%, Takes Extra Time 4, -40%) [10], Mind Reading (Mana-Sensitive, -10%, Takes Extra Time 4, -40%) [15], and Telesend (Mana-Sensitive, -10%, Takes Extra Time 4, -40%) [15].

Effective magic is transcendent nature . . .

– George Eliot, Middlemarch

4. *Path-Based Magic*: This uses the system in Chapter 5 of **GURPS Thaumatology**, with *Effect Shaping*, *Paths*, *Limited Non-Mage Ceremonies*, and *Magery Adds to Rituals*. Even if the *Path/Book Adept* advantage is available, it has more prerequisites than this template can meet, but then, Steam Age stories do tend to assume that magic is slow and ritualistic. Take IQ +1 [20], Ritual Magic (chosen tradition) (VH) IQ-1 [4]-13, and four Path skills, each (VH) IQ-1 [4]-13. Suggested Paths for steampunk-style magic are Cunning, Knowledge, Luck, Protection, and Spirit. The Path of Gadgets might lack subtlety but would interact entertainingly with steampunk technology, while the Path of Dreams would fit a more mystical sort of game.
5. *Reincarnate*: Your soul has been reincarnated through multiple lives, and thanks to your mystical training, you can access knowledge and wisdom from your past selves! These advantages feature an extra limitation, “Reincarnate” (-10%); not only do you need access to magical energies to reach into your ancient memories, but you can only access knowledge or wisdom that could have been available to your past selves – no high-tech skills, for a start (unless they can be the lore of Lost Atlantis or Ancient Lemuria). The GM may require you to note the specifics of the past incarnations you claim as sources of knowledge or ideas, and prohibit you from claiming two different past selves who lived at the same time. Take Cultural Adaptability (Mana-Sensitive, -10%; Reincarnate, -10%) [8], Intuition (Mana-Sensitive, -10%; Reincarnate, -10%) [12], Social Chameleon (Mana-Sensitive, -10%; Reincarnate, -10%) [4], and *either* Modular Abilities (Cosmic Power 2; Mana-Sensitive, -10%; Reincarnate, -10%) [16] or Wild Talent 1 (Mana-Sensitive, -10%; Reincarnate, -10%) [16]. You can also purchase Reawakened [10] with optional advantage points, if the GM declares that it gives you access to useful skills, spells, etc. that are not otherwise available, such as ancient Atlantean ultra-tech engineering lore.
6. *Ritual Path Magic*: You use the magic system defined in **GURPS Thaumatology: Ritual Path Magic**. Your Magery is of course defined to be the Ritual Path variant, which means that it does *not* add to Thaumatology skill, and you can only learn Path skills up to the lower of your Thaumatology skill level or (12 + Magery level). Take IQ +1 [20], increase Thaumatology skill to 14 [+4], and choose one Path skill at 14 [8] and four at 12 [2]. Steam Age stories are more likely to feature a subtle, academic sort of magic, so the Paths of Chance and Magic may be more appropriate than the Paths of Energy or Matter! You may also be allowed to spend optional advantage points to buy the Ritual Adept advantage – although keeping magic-working slow, with lots of special resources required, gives a good period feel to things.
7. *Seer*: You’ve trained up some innate supernatural abilities to perceive the past and future. Unfortunately, your precognitive “flashes” overwhelm your visual senses. Take Oracle (Mana-Sensitive, -10%) [14], Precognition (Mana-Sensitive, -10%; Temporary Disadvantage, Blindness, -50%) [10], and Psychometry (Mana-Sensitive, -10%; Takes Extra Time 1, -10%) [16].
8. *Spell-Based Magic*: In games that use the **Basic Set** spell system in its standard form, just spend 40 points on spells.

With IQ 13 and Magery 2, spending 1 point on a spell lets you cast it at 13 if it’s Hard, 12 if it’s Very Hard. For a reasonable Steam Age feel in games with just the **Basic Set** available, take the following spells with 1 point in each of them, and then spend 4 points raise the levels of four of them by a level: Analyze Magic, Aura, Continual Light, Counterspell, Create Air, Darkness, Daze, Death Vision, Detect Magic, Dispel Magic, Foolishness, Forgetfulness, Identify Spell, Ignite Fire, Itch, Lend Energy, Light, Mass Daze, Mass Sleep, No-Smell, Planar Summons, Predict Weather, Purify Air, Purify Water, Seek Earth, Seek Water, Seeker, Sense Emotion, Sense Foes, Sense Spirit, Shape Air, Sleep, Spasm, Stench, Summon Spirit, and Truthsayer.

9. *Super-Mesmerism*: You have cinematic hypnotic powers based on magical training; by locking eyes with a victim, you can make them temporarily your slave. This is Mind Control (No Memory, +10%; Mana-Sensitive, -10%; Vision-Based, -20%) [40].

* Multiplied for self-control number; see p. B120.

† Includes +2 for Magery. If Magery does not grant this in the setting, reduce the skill to IQ-1 [4]-12.

Customization Notes

The magical abilities package you take says the most about your magician, although it largely is determined by what sorts of magic are known in the campaign world. However, there is plenty more scope for variation; magicians tend to be *intense* and often eccentric. A talented gentleman-dabbler with Status, Wealth, Curious, and Xenophilia; a dangerous egomaniac with Single-Minded, Callous, Megalomania, and an Obsession; a furtive conspirator with Mind Shield, Fanaticism towards his secret society, and Oblivious; and a consulting professional with Code of Honor (Consulting Savant’s), either Compulsive Melodrama or Unfazeable, and Weirdness Magnet are clearly very different people.

Native Leader

150 points

You are a chief, prince, or king in a non-Western society (in Africa, Asia, or the Americas), and you seek to defend your people – or perhaps just your personal position – from the incursions of Western power. Fortunately, you have training or plenty of hard experience in the craft of leadership (and, if necessary warfare), so you could succeed. Open armed resistance is largely pointless in most places by the Victorian era, but not everywhere, and there are always times when it’s worth taking a stand. At other times, diplomacy may work, especially if you can play two or more Western powers off against each other. Or, like a low-tech version of Verne’s Captain Nemo, you may withdraw from the modern world and dare its creatures to follow you.

You need to be a convincing leader to have even a chance of success, but you can manage that. You’re physically and personally impressive – which means that you have loyal bodyguards or a warband at your back. (See p. 61 for a template suitable for use when defining these warriors.) You lack full knowledge of Western technology, although you may have training in one or two skills, but shrewdness, quick wits, and courage are timeless virtues.

Attributes: ST 11 [10]; DX 12 [40]; IQ 12 [40]; HT 12 [20].

Secondary Characteristics: Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 12 [0]; Per 12 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0].

Advantages: Allies (6-10 warriors; 50% of own points; 12 or less) [24]; Charisma 1 [5]; Status 1 [5]; *and* Wealth (Comfortable) [10]. • 35 points chosen from among ST +1 or +2 [10 or 20], DX +1 [20], IQ +1 [20], HT +1 or +2 [10 or 20], HP +1 or +2 [2 or 4], Will +1 to +3 [5/level], Per +1 or +2 [5 or 10], FP +1 or +2 [3 or 6], Basic Speed +0.25 to +1.00 [5 per +0.25], Basic Move +1 [5], Absolute Direction [5], Acute Senses [2/level], Animal Empathy [5], Appearance (Attractive) [4], Born War-Leader [5/level], Combat Reflexes [15], Cultural Adaptability [10], Cultural Familiarities [1 each], Fearlessness [2/level] *or* Unfazeable [15], Fit [5], High Pain Threshold [10], Higher Purpose (Protect your homeland) [5], Independent Income [1/level], Indomitable [15], Intuition [15], Languages [1-6 each], Language Talent [10], Legal Immunity (Diplomatic Immunity) [20], Luck [15], Night Vision 1-3 [1/level], Outdoorsman [10/level], Rapid Healing [5], Reputation (As a formidable leader) [varies], Resistant to Disease (+3) or (+8) [3 or 5], Sensitive [5] *or* Empathy [15], Signature Gear (ancestral weapon) [varies], Temperature Tolerance 1 [1], Voice [10], improved Allies [varies], increase Charisma [5/level], increase Status [5/level], or increase Wealth [varies].

Suggested Perks: Cutting-Edge Training, Deep Sleeper, Fear-some Stare, Passing Complexion, or Penetrating Voice.

Disadvantages: Low TL 1 [-5]. • -70 points chosen from among Basic Speed -0.25 to -0.75 [-5 per -0.25], Basic Move -1 [-5], Per -1 [-5], Berserk [-10*], Bloodlust [-10*], Callous [-5], Code of Honor (Pirate's, Soldier's, *or* something culture-specific) [varies], Compulsive Carousing [-5* or -10*], Curious [-5*], Delusion (any combat delusion about the superiority of your war-skills) [varies], Delusion (Superstitious) [-5], Fanaticism (Homeland) [-15], Gluttony [-5*], Impulsiveness [-10*], Language (own native): Spoken (Native)/Written (Accented, Broken, *or* None) [-1, -2, *or* -3], Lecherousness [-15*], No Sense of Humor [-10], Odious Personal Habits ("Uncivilized" behavior) [varies], Overconfidence [-5*], Overweight [-1] *or* Fat [-3], Phobia (Machinery) [-15*], Selfish [-5*], Sense of Duty (Companions *or* Homeland) [-5 or -10], Social Stigma (Second-Class Citizen *or* Minority Group) [-5 or -10], Stubbornness [-5], Truthfulness [-5*], or more levels of Low TL [-5/level].

Suggested Quirks: Alcohol Intolerance, Broad-Minded, Chauvinistic, Congenial, Delusional Competence (any technological skill), Dislikes (High-tech Weapons, Missionaries,

etc.), Distinctive Features, Likes (Gadgets, high-tech comforts, etc.), Nosy, Proud, or Uncongenial.

Primary Skills: Detect Lies (H) Per-1 [2]-11; Leadership (A) IQ+2 [4]-14†; *and* Tactics (H) IQ [4]-12.

Secondary Skills: Area Knowledge (homeland) (E) IQ+1 [2]-13 *and* Diplomacy (H) IQ-2 [1]-10. • *Three* of Savoir-Faire (High Society) (E) IQ+1 [2]-13; Public Speaking (A) IQ+1 [2]-13†; Religious Ritual (national religion) *or* Strategy (Land *or* Naval), both (H) IQ-1 [2]-11; *or* Survival (any) (A) Per [2]-12. • *Four* of Brawling, Guns (Musket *or* Pistol), Knife, Shield, *or* Thrown Weapon (Spear), all (E) DX+1 [2]-13, *or* Axe/Mace, Bow, Broadsword, Shortsword, Spear, Two-Handed Axe/Mace, Two-Handed Sword, *or* Wrestling, all (A) DX [2]-12. • An additional 2 points to raise a 2-point skill by a level.

Background Skills: *Seven* of Fast-Draw (any) *or* Knot-Tying, both (E) DX [1]-12; Boating (Sailboat *or* Unpowered), Climbing, Dancing, Riding (Camel *or* Horse), *or* Stealth, all (A) DX-1 [1]-11; Camouflage, Current Affairs (homeland Regional), First Aid, Games (Chess *or* something cultural-traditional), Seamanship, *or* Savoir-Faire (Military), all (E) IQ [1]-12; Animal Handling (any), Falconry, Farming, Interrogation, Navigation (Land *or* Sea), Politics, Soldier, *or* Teamster (Equines), all (A) IQ-1 [1]-11; Intelligence Analysis, Law (homeland Constitutional), Naturalist, *or* Psychology, all (H) IQ-2 [1]-10; Carousing *or* Swimming, both (E) HT [1]-12; Sex Appeal (A) HT-1 [1]-11; Intimidation (A) Will-1 [1]-11; Tracking (A) Per-1 [1]-11; *or* 1 point to raise a 1-point skill by a level.

* Multiplied for self-control number; see p. B120.
† Includes +1 for Charisma.

Customization Notes

Status 1 is a *minimum* here, suitable for a local tribal chieftain; most leaders have a few more levels, hopefully along with the Wealth to sustain them. Of course, they also

suffer from a Social Stigma when operating in Western societies. As with the native warrior (p. 61), how many levels of Low TL are required depends on the campaign and your home culture, and the choice of weapon skills should be determined by that culture; see the notes on the native warrior.

This template covers a fair range of types, from the *tribal leader*, possibly with TL as low as 1 or 2 and wilderness skills, to the *exotic prince*, from a land only a little behind the West in technology, with refined social skills. The *lord (or queen) of a lost city* may be especially exotic, potentially even with features not actually covered by this template if their homeland possesses strange ancient technologies or uncanny mystical lore.



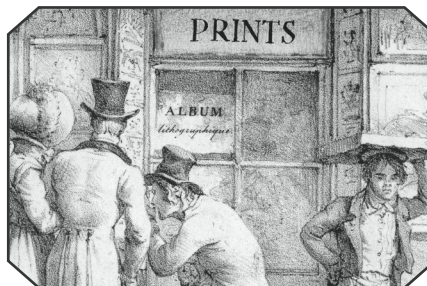
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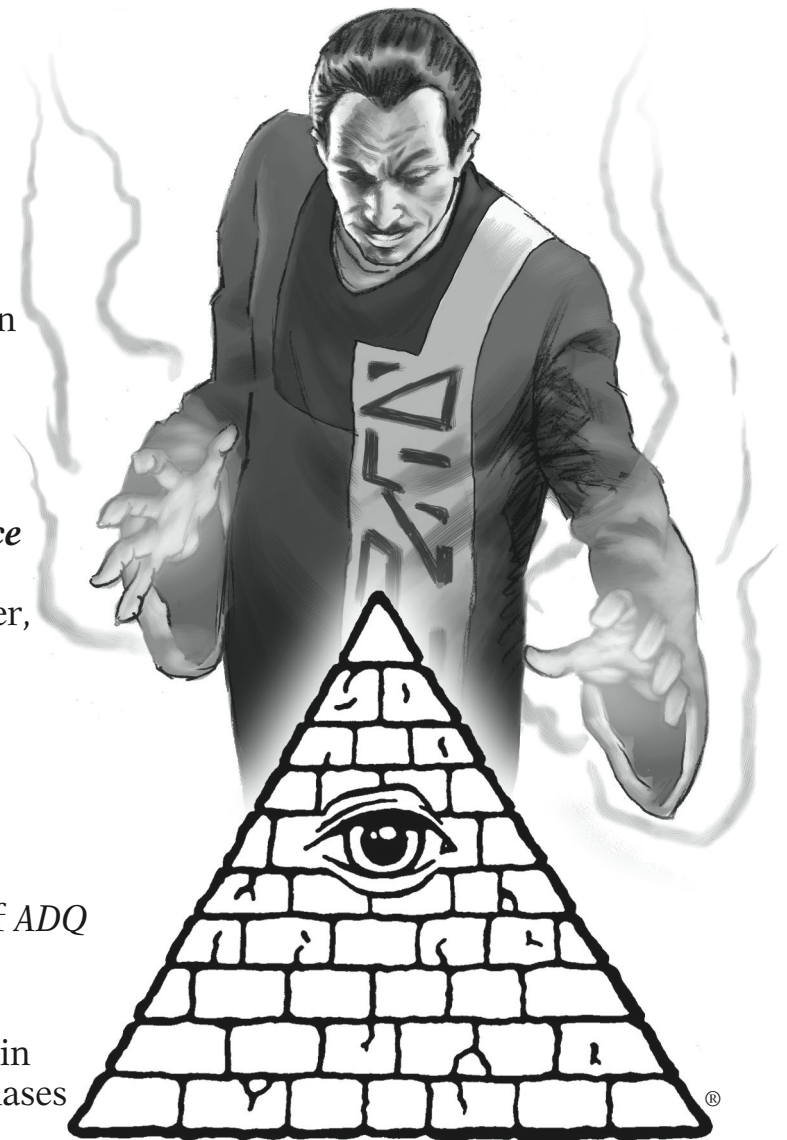
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