

VILLAINS

- Unsolved as of 3/2000

New York
Police Department
MANHATTAN

FOR INTER-DEPARTMENTAL USE ONLY
(Please type or print clearly)

Name OSTLER, Nancy

Address TRANSIENT
3/22/78

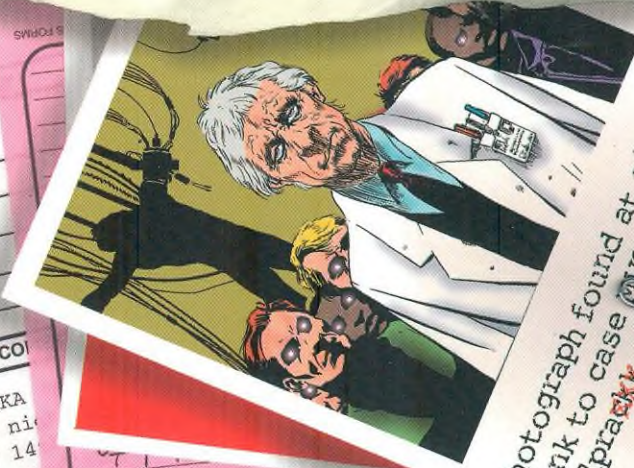
ht 5' 7"
wt 145 lbs.

DETAILS OF ARREST

Nancy Ostler, AKA
arrested on the night of
September 14

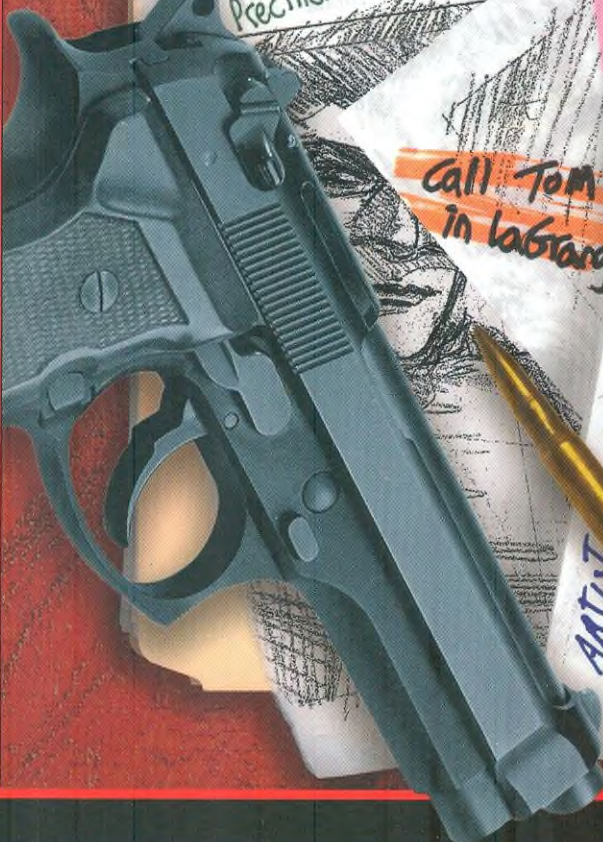
Compiled
by
JAMES
LOWDER

Arrested in from
Precinct 12 - 2:30 PM



Photograph found at site #547
Link to case MV20937?
malpractice malpractice suit?

For Herdale
2/27
Time
You Were Out
Urgent



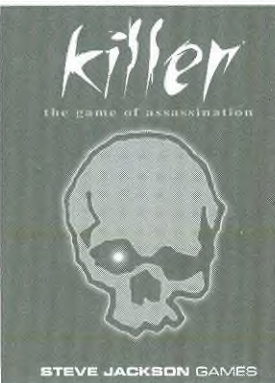
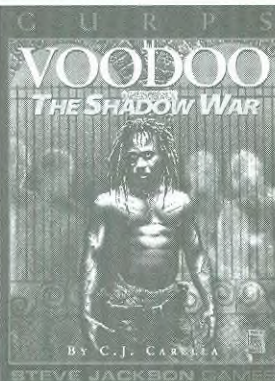
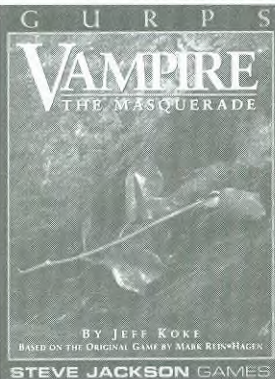
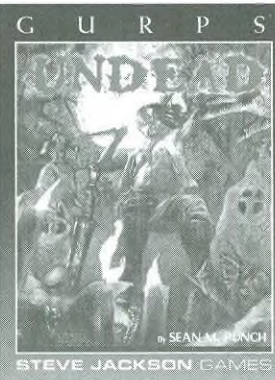
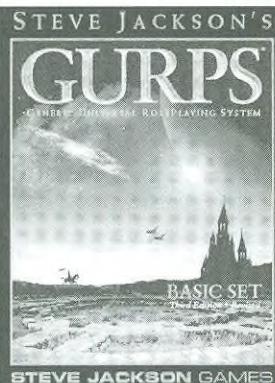
Call Tom
in labrang

ARTIST
etch from
eye witness
count



ESCAPE THE WORLD YOU KNOW

STEVE JACKSON GAMES



GURPS Basic Set

GURPS, the Generic Universal RolePlaying System, is the most flexible roleplaying system you can use. Adventure in any world you can think of. Supplements covering many genres are already out – and more are coming! But you don't have to wait; the *GURPS* system is easily adaptable to your favorite game world. It's easy to learn and is "Game Master-friendly," with Table of Contents, Glossary, Appendix and Index, as well as lots of examples.

GURPS Undead

Undead covers everything from subtle hauntings to undead necromancers, from Gothic vampires to the brain-eating zombies of the B-movies. Inside you will find a history of the undead, guidelines for creating your own undead and a dozen classic undead archetypes with variants and sample characters. You'll also find extensive advice on how to use the undead dramatically as scenery, plot devices, monsters, villains, or heroes.

GURPS Vampire

Within this book, a world of darkness awaits. A world where ancient vampire lords use their subtle machinations to control their unsuspecting minions . . . while within the bleak cities, Kindred princes flaunt their power, and the elders sway the prince. Little do they know that they are but pawns in the Jyhad – the invisible war that has raged for centuries.

GURPS Voodoo

GURPS Voodoo: The Shadow War takes the myths of the mystical religions known as *Voudoun* and *Santeria* and gives them a twist, placing the believers and practitioners of Voodoo in the middle of a cosmic struggle.

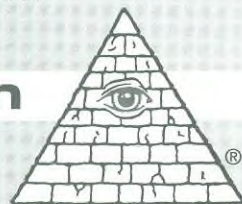
Unlike many "dark" RPGs, *Voodoo* is not about enduring horror, but fighting it. The world of the Shadow War needs heroes, however frail or flawed they may be.

Killer

Killer is the exciting *live* roleplaying game for intelligent, creative and slightly uncivilized people – people who want to knock off their friends . . . without hurting them.

In this unique game, each player becomes an assassin, stalking one (or all) of the other players. Squirt guns replace pistols; water balloons become bombs . . . whatever your fiendish mind can devise. As the assassins take out their targets, the number of players dwindles. The last one alive is the winner.

www.sjgames.com



GURPS®

VILLAINS



Green

Compiled and edited by **JAMES LOWDER**

Written by **JAMES LOWDER**
and the **AGENTS OF INFAMY**...

Kirby Arinder, Robert "Teal" Ashby, Alan Atkinson,
Geoffrey Brent, Frank Carver, Gary Conway,
Nelson Cunnington, Thomas Devine, Russell Godwin,
Tim Groth, Dina Havranek, Shawn Havranek,
Leonardo M. Holschuh, andi jones, John Karakash,
Kevin Kreiner, Berislav Lopac, Thom Marrion, Phil Masters,
Matt Merrill, Walter Milliken, Christine Morgan,
Tyson Neumann, Gareth L. Owen, Meredith L. Patterson,
Hans Rancke-Madsen, Matt Riggsby, Stephanie Rogers,
T. Carter Ross, Alexander Shearer, Mark Slattery,
Jessie Staffler, William Stoddard, David Thomas,
Coyt Watters, and Edward Wisniowski

Additional editing and material by
Alain H. Dawson and Steve Jackson

Cover and interior illustrations by **Richard Pace**

Cover design by **Philip Reed and Jeremy Zauder**

Playtesting and Additional Material

Lead Playtester: **John Macek**

Playtesters: **Steven Anderson, Alan Atkinson, Gary Conway,
Barry Cooper, Nelson Cunnington, Peter V. Dell'Orto,
Thomas Devine, Shawn Havranek, Daniel R. Heistand,
Mike Hornbostel, Dan Howard, Bob Huss, Hunter Johnson,
andi jones, John Karakash, Berislav Lopac, John Lynch,
Phil Masters, Richard McCluney, Matt Merrill, Christine Morgan,
David Morgan-Mar, Gareth L. Owen, Sean Punch, Matt Riggsby,
T. Carter Ross, Alexander Shearer, Mark Slattery,
Brian C. Smithson, Tim Stellmach, William Stoddard,
David Thomas, Andy Vetromile, and Michael Wilson**



GURPS System Design ■ **STEVE JACKSON**

Managing Editor ■ **ALAIN H. DAWSON**

GURPS Line Editor ■ **SEAN PUNCH**

Design and Production ■ **JEREMY ZAUDER**

Production Assistance ■ **ALEX FERNANDEZ,**

RUSSELL GODWIN, and PHILIP REED

Print Buying ■ **RUSSELL GODWIN**

and **SCOTT VANYA**

Art Direction ■ **PHILIP REED**

GURPS Errata Coordinator ■ **MICHAEL BOWMAN**

Sales and Marketing Director ■ **ROSS JEPSON**

GURPS and the all-seeing pyramid are registered trademarks of Steve Jackson Games Incorporated. **GURPS Villains**, **Pyramid**, and the names of all products published by Steve Jackson Games Incorporated are registered trademarks or trademarks of Steve Jackson Games Incorporated, or used under license.

GURPS Villains is copyright © 2000 by Steve Jackson Games Incorporated. All rights reserved. Some art copyright www.arttoday.com.

ISBN 1-55634-367-1

1 2 3 4 5 6 7 8 9 10

STEVE JACKSON GAMES

(MAL) CONTENTS

INTRODUCTION	3
Using This Book	3
About the Compiler	3
About <i>GURPS</i>	3

1. SNEAKS AND WEASELS

Abner	A jealousy-driven info broker	6
George Ilum (The Bureaucrat)	The man who overhears everything, then sells it	8
Nancy Ostler	She doesn't need to cheat at cards, but does anyway	10
"Quick" Ronolphus Unpermann	A <i>Fantasy</i> thug-for-hire with a secret	12
Urgluk	The kobold thief who is less than meets the eye	14
VainWayne	If it's illegal, VainWayne is doing it	16
Wadsworth Wiggins	An IOU freshthing's worst nightmare	18
Clifford Yazstremski (Captain Zap)	A modern masked highwayman	20

2. MONOMANIACS

Jason Blade	The only man fighting the robot invasion, if it exists	24
"Aunt" Hattie Mae Blue	Kindly old lady and self-appointed "Slayer of the Wicked"	26
Casnar the Hunter	The Celtic warrior who will do anything to lead the hunt	28
Control	Shaping the American spirit from the shadows	30
Carter Hammond (Shayde)	A fanatic for metahuman rights	32
Manson Illusagure	He'll fight the entire Imperium to keep one world "pure"	34
Etienne Malreaux	In search of eternal youth and the perfect victim	36
White Spot	An herb-obsessed bunny who will kill his kin to save them	38

3. REASONABLE MADMEN

Seth Ankou	A zombie-raising servant of the Dark Gods	42
Willie Boyd	An Appalachian fiddler who hears the Devil	44
Maurice Endilen (Blue-Eyed Jack)	The skeleton in Warehouse 23's closet	46
Joshua (The Intergalactic Crime Syndicate)	The Syndicate's most dangerous – and only – member	48
Russell Kelley (Rabble-Rouser)	The demagogue who specializes in prompting bloodshed	50
Caleb St. John	The carnival master with a taste for sorrow and terror	52
Jurgen Triermann	Conquering space for the South American Nazis	54
Vladimir Tscheya	He'll <i>make</i> you like him, even if the aliens don't want you to	56

4. FORCES OF CHAOS

ADAM	A computer virus with an attitude	60
Becky Dunn (Kali; The Ice Queen)	The assassin without a target, until she invents one	62
Gary Felton	Lost in a fantasy world he'll kill to defend	64
Fetch	A dream-thief who steals more than she believes	66
He Who Is Lost	An outcast priest of Ra who trespassed in the gods' domain	68
Seventh Soul	The would-be lord of all Creation	70

5. NOBLE THIEVES AND IGNOBLE COPS

Amos Brown	The post-Road Wars law in Sleepy Gulch	74
Owain Canwr	Medieval Welsh bandit or nationalist hero?	76
Chiadoss	A Tek Rat security officer who goes by the book	78
Pdraig O'Riordain (Space Cadet)	A superhero with his own definition of "rehabilitation"	80
Matt Reaper (dR@vE)	A hacker with a heart of gold	82
Isaac Rothchild	The man who gives the IRS its bad name	84

6. JEKYLL & HYDES

Hatim al-Jakari	A commercial judge with more than a few bandit friends	88
William Grant (Big Bill)	Respected <i>Cyberworld</i> businessman and treacherous crook	90
Alice Norcross (The Scorpion)	Staid society matron and secret scourge of promiscuity	92
Corrinne St. John	Beautiful carnival performer and bloodthirsty shapeshifter	94
Sara Weiss	An Agency administrator whose temper kills	96
Deborah Williams	The perfect 1950s woman – with a UFO in her basement	98

7. MASTERMINDS

Gordon Dover	A Time-Jumping collector of historical artifacts	102
Johannes Konrad (Mr. K)	The psionic king of Reno's underworld	104
Manny Martinez	The wrestling manager who stages more than fights	106
Charlotte Vane	A Victorian mistress of false identities	108
Simon Wilson (Magic Man)	The crime boss who hears messages in pop songs	110



8. GROUPS

Alogoi	The destroyers of truth and enlightenment	114
Argonots	Fighting to defy Argus and reveal the conspiracies	116
Brotherhood of the Bloody Knife	The retirement association for criminals	118
Ch'in Yin Lu	Dedicated to helping the kingdom of Ch'in conquer China	120
Patrons' Circle	The premiere art theft ring of the Spinward Marches	122
Responsible Government Party	Reforming the government to hasten the Apocalypse	124
Universal Compliance Directorate	They're watching, so you'd better follow <i>their</i> rules	126

INDEX

INTRODUCTION

GURPS Villains is both a collection of nefarious NPCs and a primer on how to GM villains. The characters here are sorted according to eight archetypes, major classifications that create a spectrum of infamy from small-time sneaks to criminal masterminds. The archetypes should not be confused with templates; the individuals within each section might fit into two or even three different categories. The villains are ultimately classed according to their primary motivations.

Using This Book

The characters herein represent a wide variety of base settings, everything from *Bunnies and Burrows* to *Voodoo*, and a similarly wide range of tones. Devil-inspired murderers will be found next to comical thieves, the horrific juxtaposed with the hapless. Most of the characters can be either lightened or darkened to fit into an existing campaign. In fact, many of the entries include Variations sections with hints on how to translate the villain to other times and places.

Though the characters are presented ready to run, this book is intended to be interactive. GMs should not hesitate to add (or subtract) specific skills, Contacts, Allies, or Enemies to anchor these villains within their home campaign. Characters with psionic abilities have not been given the Unusual Background disadvantage; if psi is rare in your home world, this should be added to the write-ups. So, too, with the Status of non-human characters. A non-human character's social standing varies so wildly between campaigns that it has generally been left to the GM to determine.

Finally, it should be noted that these villains were created as NPCs, so their descriptions are geared toward helping the GM run them effectively as continuing characters. In particular, their Quirks tend to include both specific eccentricities that are easily role-played in individual encounters and others that are more general, intended to help direct the character in the long term.

These psychopaths and grifters are the work of a number of authors, a small cadre of *GURPS* fans who are pleased to share them with the larger *GURPS* community. We hope you enjoy using them as much as we have enjoyed creating them.

"Half the world is born for the other half to prey upon!"

— Dr. Nikola, in Guy Boothby's *A Bid for Fortune*

About the Compiler

James Lowder has spent an alarming amount of his career as a writer and editor working on material devoted to maniacs, evil gods, the living dead, and other assorted blackguards. He is the author of several best-selling novels, including *Prince of Lies* and *Spectre of the Black Rose* (the latter co-written with Voronica Whitney-Robinson), and more than a dozen short stories. His work as a game designer and editor has appeared in several TSR products and in the pages of *Dragon*, *Maelstrom*, and *Pyramid*. He is also the executive editor of Green Knight Publishing's Pendragon fiction line and the designated day-tender of Griffin, his high-spirited two-year-old son (co-created with his wife, Debbie).

About GURPS

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

Pyramid (www.sjgames.com/pyramid). Our online magazine includes new rules and articles for *GURPS*. It also covers the hobby's top games — *AD&D*, *Traveller*, *World of Darkness*, *Call of Cthulhu*, *Shadowrun*, and many more — and other SJ Games releases like *In Nomine*, *INWO*, *Car Wars*, *Toon*, *Ogre Miniatures*, and more. And *Pyramid* subscribers also have access to playtest files online, to see (and comment on) new books before they're released.

New supplements and adventures. *GURPS* continues to grow, and we'll be happy to let you know what's new. A current catalog is available for an SASE. Or check out our Web site (below).

Errata. Everyone makes mistakes, including us — but we do our best to fix our errors. Up-to-date errata sheets for all *GURPS* releases, including this book, are always available from SJ Games; be sure to include an SASE with your request. Or download the errata sheets from the Web (again, see below).

Q&A. We do our best to answer any game question accompanied by an SASE.

Gamer input. We value your comments. We will consider them, not only for new products, but also when we update this book with later printings!

Internet. Visit us on the World Wide Web at www.sjgames.com for an online catalog, errata, and updates, and hundreds of pages of information. We also have conferences on CompuServe and AOL. *GURPS* has its own Usenet group, too: rec.games.frp.gurps.

GURPSnet. Much of the online discussion of *GURPS* happens on this e-mail list. To join, send mail to majordomo@io.com with "subscribe GURPSnet-L" in the body, or point your World Wide Web browser to: www.io.com/GURPSnet/www.

The *GURPS Villains* web page is at: www.sjgames.com/gurps/books/villains.

Page References

See *GURPS Compendium I*, p. 181, for a full list of abbreviations for *GURPS* titles. Any page reference that begins with a B refers to *GURPS Basic Set, Third Edition Revised*; e.g., p. B144 refers to page 144 of *Basic Set*. CI refers to *Compendium I*, CII to *Compendium II*, E to *Egypt*, VO to *Voodoo*, and so on.



Chapter 1

"Don't believe that nonsense about fortunes being made by industry and ability," he said. "In life, as at cards, two things go to produce success – the first is chance; the second is cheating."

– A worldly magazine editor in Grant Allen's *The African Millionaire*

Everybody wants to rule the world, but few get the chance. For every big-time crime boss or cult leader, hundreds of less significant bad guys fill out the ranks of mobs, serve as black-helmeted shock troops, or eke out a living far from the glamour of the master criminals' more ambitious undertakings. They'll be the first ones the heroes must defeat.

Surviving at the Bottom

To survive at the lowest levels of criminal society, a small-time crook needs something to tip the scales in his favor. The criminal underclass has numbers on its

side; a horde of kobolds can bring down even the mightiest *Fantasy* hero, when one alone would be helpless. For this reason, minor criminals band together in Ally Groups. They might even call for help from a master criminal Patron when threatened – but such assistance comes at a steep price. Patronage is usually offered to the weak only when balanced by a disadvantage of Duty or even Extremely Hazardous Duty. And, unlike the Duties imposed upon those who serve lawful causes, these are often backed up with a clear threat of death – or worse – should they be ignored.



Vinegar ("vinum mortuum")

Gold.



"Calcinatio Auri" (burning gold to ashes.)

Silver,



Copper ("Venus")

Two of our suspects have ties to alchemy – hope this helps.

mony.



Mercury.

Iron ("Mars").



Sulphur ("Father").

The elements (air, earth, fire, water)



Sneaks and Weasels

5

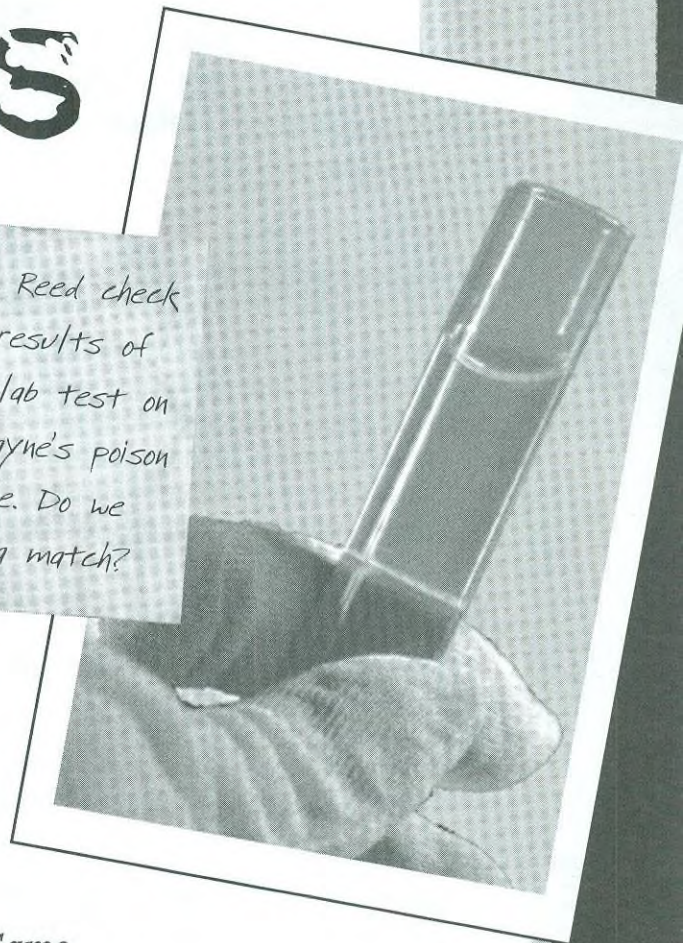
For an NPC villain to succeed on the mean streets, he may need such advantages as Alertness, Luck, or Common Sense. His talents might include Streetwise, Scrounging, Fast-Talk, Intimidation, and a range of Thief/Spy and Combat/Weapon skills. His weapons will usually be the cheapest and simplest that his background offers, unless some master criminal is footing the bill for better hardware.

The motivations of criminal lowlifes are fairly basic, with survival topping the list. The farther down the ladder they are, the more desperate and dangerous they become; if a crook hasn't eaten for days, he might defend a stolen purse as if it were a gold bar. Unless he's really desperate, though, a common criminal will flee an uneven fight. He doesn't have the luxury of fighting the forces of good simply to maintain a reputation.

Knowing the Score




Perhaps the greatest strength a criminal lowlife can possess, and the trait that should guide a GM in directing him, is an understanding of his place in the underworld. His kind are the hands and the eyes that every criminal boss needs. Society will ignore him, as long as there are bigger, more obvious targets close at hand. The trick for a small-time crook, then, is to cultivate skills and reputation enough to make him either self-sufficient or valuable to a more notable villain, while keeping a low enough profile to avoid the champions of law and order. But again, he has to remember his place . . . every crook knows someone who was killed for knowing "too much."

Have Reed check the results of this lab test on VainWayne's poison sample. Do we have a match?



In the Game

Small-time crooks make great cannon fodder, of course, but those presented here have more uses. They have defined personalities . . . use them. Some possibilities:

-  The investigators know the crook, without being aware that he's implicated in this affair. Perhaps he's a local "character," introduced in one adventure in order to play a more important role in the next.
-  The crook is the only survivor, or the unlucky fellow who fails to make his escape, when the heroes tangle with the mastermind's "cannon fodder." What can they learn from him?
-  The lowlife wants to cut a deal with the law . . . he'll sell out his boss, for the proper consideration.



ABNER

Total Points: 36
Base Setting: Cyberpunk

ST: 7 [-20] DX: 8 [-15]
IQ: 14 [45] HT: 7 [-20]
Speed: 3.75 Move: 3
Dodge: 3

Age 26; 3'4"; 100 lbs; a very short, misproportioned, bald, and quite ugly man with pale blue eyes. Abner wears loud floral shirts and a lot of tasteless jewelry, including several rings on each finger and a heavy gold chain around his neck. He usually chews on an expensive Cuban cigar.

Advantages

Absolute Timing [5]; Electrokinetics (Power 15; Cyberpsi only; Takes recharge, 15 seconds, -20%; Takes extra time, 4 seconds, -20%) [18]; Filthy Rich [50]; Literacy [5]; Reputation +2 (As reliable information dealer, to the underworld, 10-) [2].

Disadvantages

Dwarfism [-15]; Extravagance [-10]; Jealousy [-10]; Secret (Psionic power) [-10]; Ugly [-10]; Weak Will -3 [-24].

Quirks

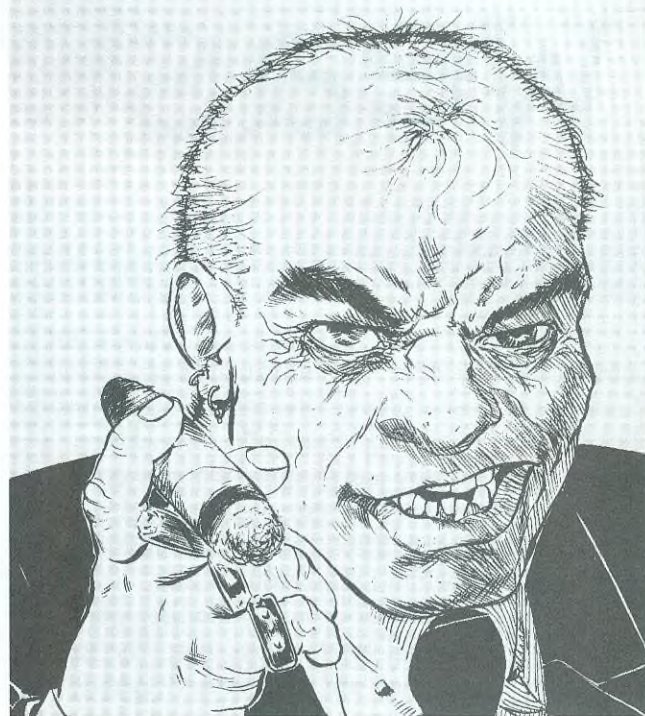
Only smokes Cuban cigars; Has an arrogant demeanor when in secure environment; Wants to be treated as the most important crime lord in the city; Misanthropic; Finds cyberware disgusting (if the setting has no cyber technology, use "Likes tall women" instead). [-5]

Skills

Area Knowledge (Cyberspace)-15 [2]; Area Knowledge (Los Angeles)-14 [1]; Computer Hacking/TL8-14 [8]; Computer Operation/TL8-14 [1]; Computer Programming/TL8-14 [4]; Detect Lies-12 [1]; Electronics/TL8 (Security Systems)-13 [2]; Electronics Operation/TL8 (Security Systems)-14 [2]; Mathematics-14 [4]; Merchant (Illegal Information)-13/19 [2]; Streetwise-16 [4].

Languages

English (Native)-14 [0]; Spanish-13 [1].



Psi Skills

Cyberpsi-16 [8].

Equipment

Aside from his clothes, jewelry, and a small stack of cigars, the only equipment Abner regularly carries with him are his credit cards. However, he owns a large, well-protected apartment in the better part of the town, and he sometimes travels in a bulletproof limo with a driver. He is often protected by two to five experienced, well-armed bodyguards; he pays them generously to insure their loyalty.



As a toddler, Abner was found, naked and half-frozen, on the street; a kind stranger brought him to an orphanage. Nobody had any idea who he was. Neither could the child himself provide any information, save the puzzling letters "ABN" that were tattooed into his lower right arm. (These letters are still visible today.) Because of these, he was given the name of "Abner." Should your campaign world require everyone to possess a surname, invent an appropriate name for the orphanage and make it Abner's official last name.

Abner showed an early interest in computers. He possessed an obvious talent for them. He stayed awake late into the night, reading about them or trying out his latest programs. It was during one such late-night exercise that he discovered an amazing power – he was able to enter the computer without using any interface device. All that he had to do was close his eyes and concentrate. Soon his mind would leave his body and enter cyberspace, just as if he had used a neural interface.

He was smart enough not to share this discovery with anyone – which was not difficult, considering that he had no friends closer than the amiable but dim-witted orphanage cook. He continued to improve his computer skills, finding them much easier to use when “inside” the machine. He also discovered, through his jaunts in cyberspace, the monetary value of information. Before long, he had made his first street contacts and started a career as an information dealer.

With time, Abner’s skill and reputation grew, but he was careful to shroud his operation in secrecy. He presented himself to his clients as a proxy, someone who did no data collection, merely sold the information acquired by “his men.” After several years of dealing in information, Abner was able to rent a fairly expensive apartment in one of the city’s residential towers. He fitted out his new home with an excellent security system and several bodyguards.

He has the reputation of being one of the most reliable information dealers in the city, but he has recently become bored with that trade. He is now expanding his business into other enterprises, such as arms transportation, prostitution, and the like. He has not been very successful in these ventures; for all his success, Abner is, in criminal circles, a small-time operator with delusions of grandeur.

Motivations

Abner tries to give himself everything he lacked in his childhood. He also strives to gain power over those who were born more attractive, with more connections, or with any talent he himself lacks. Because he is jealous of so many others, he finds it impossible to rely on anyone to help him run his criminal enterprises. This means he will never be able to grow beyond his current backroom operation.

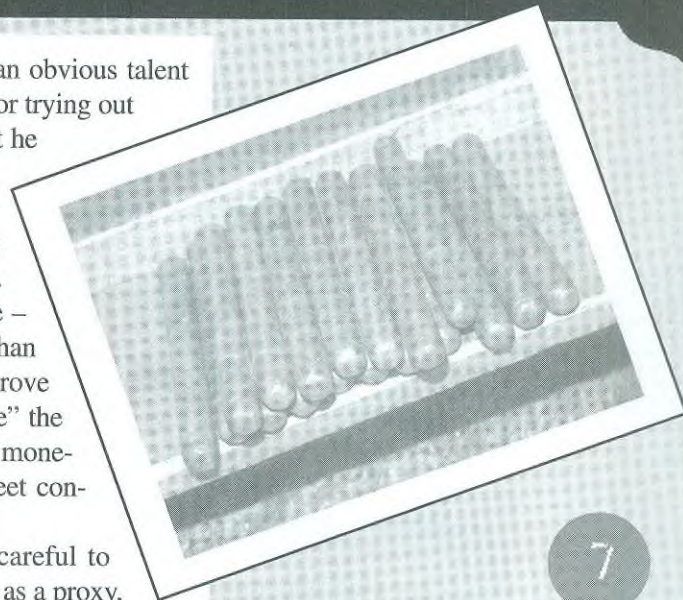
His arrogance and the apparent ease with which he enlarges his wealth has made him a few enemies. However, Abner is smart enough to know when to withdraw and lie low before returning with even more wealth. Abner isn’t greedy, but values money for the status and power it gives. He will always fight when his wealth or his secret is threatened.

Encountered

Abner is a natural product of any cyberpunk setting, where today’s friend can easily become tomorrow’s enemy. Operatives searching for classified information might easily run into him. In some scenarios, Abner might be the only broker capable of getting that info. Conversely, he might ask the characters to help him penetrate a corporate or military installation that houses an otherwise unreachable computer.

The PCs might also be hired by some underworld figure to get rid of a certain small-time information dealer who knows too much. Or they might even discover the psionic key to the dwarf’s success; if so, they would soon find themselves under constant harassment as Abner attempts to rebury his secret.

If the heroes have connections to a bank, they could be called in to investigate strange fluctuations in some of its accounts. Their task is to find out what happened to the cash – always small amounts, from a large number of sources. Abner is an expert in covering his virtual tracks, so investigators will have no easy job looking for him.



Abner’s Cyberpsi

As reflected in his stats, Abner’s greatest asset is his natural psionic power. He has a high level of Electrokinesis, but with some serious limitations. The most important limitation is that he can only use it with the Cyberpsi skill; however, he compensates for this with his knowledge of computers and hacking. When psionically hacked into a computer, Abner’s Electrokinesis power is added to his Computer skills, raising them to a level of 29!

Although he earns a comfortable amount by his “regular” job as a freelance information dealer, Abner sometimes finds himself short on cash. When this happens, he simply pays a visit to a bank. He sits somewhere in the lobby and appears to have a nap. In reality, he psionically reaches for the nearest terminal and logs into the computer to create a new account and deposit some virtual money. Once the money “exists,” he either walks to an ATM to withdraw it or sends one of his guards to get the cash from the clerk.

Variations

Abner was designed for use in a psionics-available *Cyberpunk* campaign, with its mix of high-tech and lowlifes. He can be moved to any setting from early TL7 to *Ultra-Tech* and *Space*, although some modifications will be required (such as adding Unusual Background for a non-psionics campaign). It’s hard to imagine Abner in a low-tech environment, since his concept is linked to a society that recognizes the value of information and possesses easy, tech-heavy ways to access it.

– Berislav Lopac

GEORGE ILUM

(ALIAS "THE BUREAUCRAT")

Total Points: 151

Base Setting:
Modern

ST: 8 [-15] DX: 11 [10]
IQ: 13 [30] HT: 9 [-10]
Speed: 5 Move: 5
Dodge: 5

Age 40; 5'9"; 195 lbs.; Ilum is a man of middling height, a bit heavy, with a noticeable paunch. His hair has a touch of gray at the edges, and his eyes are a warm brown. He is friendly, often wears a smile, and is genial when he talks. He can be mouse-quiet when he wishes to overhear something someone is saying.

Advantages

Acute Hearing +3 [6]; Acute Vision +1 [2]; Administrative Rank 4 [20]; Attractive [5]; Contacts (Bureaucrats, skill 15, available 6-, usually reliable) [2]; Contacts (Political aides, skill 15, available 6-, usually reliable) [2]; Contacts (Criminal flunkies, skill 12, available 12-, somewhat reliable) [2]; Patron (The Bureaucracy, very powerful group, 9-) [25]; Serendipity [30].

Disadvantages

Dependent (Daughter, 25-point character, 6-) [-6]; Enemy (Wife, 50-pt. character, 9)[5]; Overweight [-5]; Sense of Duty (To the Bureaucracy) [-10].

Quirks

Frequently brushes back his hair; Dresses plainly, with an obvious and silly touch of color. [-2]

Skills

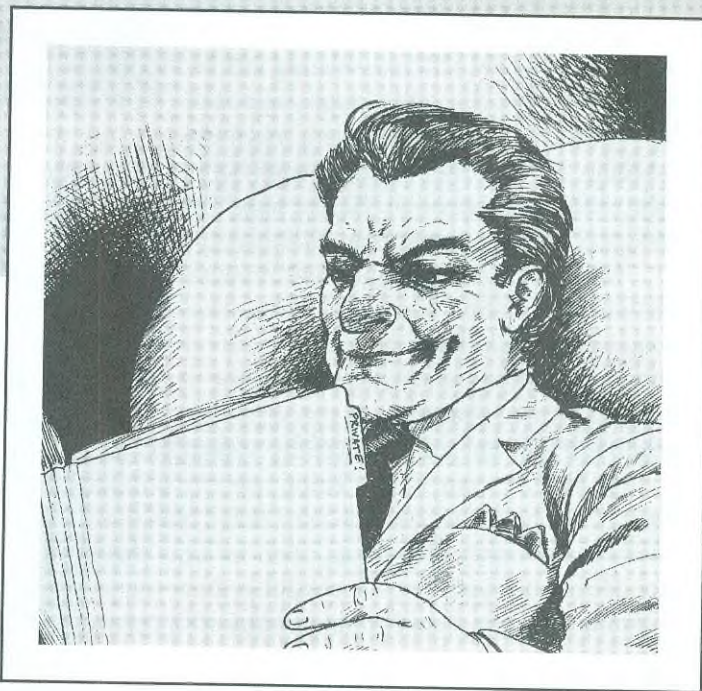
Administration-16 [8]; Area Knowledge (Washington D.C.)-15 [4]; Calligraphy-13 [8]; Detect Lies-14 [6]; Diplomacy-17 [12]; Forgery/TL7-14 [6]; Intelligence Analysis/TL7-14 [6]; Sleight of Hand-12 [8]; Stealth-13 [8]; Writing-14 [4].

Languages

English (Native)-13 [0].

Equipment

Ilum is a bureaucrat in everything he does. His equipment consists of documentation, documentation, and more documentation.



Nothing is known of George Ilum's past. He stands out in a crowd only in the sense that he seems, for all intents and purposes, to be utterly dull and unimportant. He's an unobtrusive, yet friendly face, a meek servant, or a shy helper; Ilum is just not the sort that leaps to mind when you think "villain." But George Ilum listens well, has many associates with whom he gossips, and few scruples about what he will reveal about even his closest "friend." He understands that "Loose lips sink ships," and he's made a career sinking as many ships as possible, for a very nice profit.

Ilum operates an impromptu information-gathering network. Through friends, associates, and passing strangers, he acquires details about people's lives, bits and pieces about their work. He does not obtain this information illegally and does not blackmail people to keep it hidden. He sorts through these fragments and files them in hopes of later passing them on for a profit or just a thrill. It pays to know someone like George Ilum, and there are many on both sides of the law who make regular use of his services. Ilum will sell information to anyone, so long as they follow the correct request procedures. After all, he is a good servant of the bureaucracy and a paper trail must be maintained.

Motivations

Ilum likes to know that his actions impact people's lives. He relishes that power, just as he relishes his part in the bureaucracy (whatever that is in your campaign). He is, in the end, a good servant to whatever higher cause his bureaucracy promotes; he can justify whatever harm he does in the name of the cause – and a tidy profit.

What you don't know about Ilum (but the kind of things he would know about you):

He loves his daughter dearly. He dotes on her. Any need she has, within reason, he will try to accommodate. Ilum is a genuinely good father.

He hates his wife. She is his most persistent enemy, his most unrelenting critic. Anyone who becomes her friend automatically becomes Ilum's enemy.

Ilum is a clever man. An anonymous note, a gossiped secret, a conversation held more loudly than necessary – these are his best sources for file material. He takes few risks and always maintains his innocence, apologizing believably for his naive lack of discretion if a rumor is traced back to him.

Ilum is quick with his fingers. He is perfectly capable of palming a letter or forging a signature. He loves to read good writing and takes great pleasure in his own writing skills.

He dresses plainly, but always with some touch of color – a scarf or kerchief, for example. He also has the habit of running his hands through his slightly longish hair in a grand up-sweeping gesture.

Encountered

Ilum is useful as a character for his ability to tie disparate plots together. Because he represents no particular faction or alliance, apart from his bureaucracy, he can easily connect with various people. This is his strength and his obvious value to the GM.

Standing on a street corner, Ilum might overhear chatter between PCs about their current or past adventures. Should someone let slip some information that could be used against him, Ilum would almost certainly overhear. He will then pass along what he knows to anyone who might pay for it. He might even spread the news simply for the sense of power that gives him.

The PCs might already know Mr. Ilum as “that nice man who slipped us a tidbit when last we needed clues.” Now that they think of him as an ally, they should be more likely to let Ilum learn more about them. Have him play a minor role in several adventures as a lesser contact; during his time with the PCs he will listen politely and offer the occasional helpful hint to gain their trust. Once Ilum has drawn the heroes into his web, he will use them as both a source and a subject for his files.

If the victims catch on to Ilum's game and he has some dangerous information to wield against them, they may want to steal or destroy his files; that should be all but impossible to accomplish, as he keeps duplicate records in several places, and only he understands the filing system. The injured parties might also attempt to track down all the people to whom Ilum has leaked information. Again, this should be a monumental task.

Things can be made even more interesting if Ilum's position in the bureaucracy affords him personal and social protection. If the heroes can't remove him or challenge him directly, he becomes an endless source of stress. They will never know who knows their secrets or who might still be passing data along, even unwittingly, to Ilum.

Ilum the Bureaucrat

9

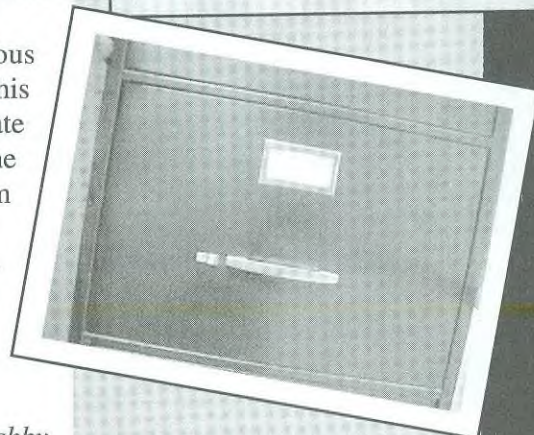
It's important to remember that Geroge Ilum is a bureaucrat. As such, he may call upon the might of his organization if truly threatened. Bureaucracies are important to many genres and critical to dystopian SF (as seen in Orwell's *1984* or the film *Brazil*). But how should a Game Master manage such a creature? Designing one is not beyond the imagination of the typical GM. But how do you run him in play? How do you get the characters involved in “the System?”

The first thing to consider is that the System needs to be a part of the plot. Either it hovers menacingly in the background (with the threat of police intervention or massive taxes), or it becomes a direct player in the story. The System need not be the main foe. Perhaps intervention by the state is merely a side story, or a timely harassment. (“The government has repossessed my apartment? . . . But I paid my taxes!?”)

Or perhaps the bureaucracy is more central. What if the heroes' adversaries have the ability to have their car impounded so they can't follow the bad guys easily? Or maybe the PCs' main ally is conscripted and sent away to fight the enemies of the state.

Either way, Ilum can create a great deal of nearly-untraceable trouble. He can alter official records, or file false reports, or just drop a quiet word in someone's ear, to subject his foes to harassment by everyone from the Fish and Wildlife Department to the (unofficial but powerful) Society for the Preservation of Archaeological Antiquities. The people following the heroes around may be sinister government agents . . . or nice middle-aged public-spirited citizens convinced that they are tracking down a greedy band of tomb-robbers.

For more suggestions on the System as nemesis, see the introductory notes to Chapter 8, *Groups*.



– Teal Ashby

NANCY OSTLER

Total Points: 106

Base Setting:
Modern

ST: 9 [-10] DX: 13 [30]
IQ: 14 [45] HT: 10 [0]
Speed: 6 Move: 6 Dodge: 6

Age 22; 5'7"; 145 lbs.; an outgoing, well-dressed young lady with dark hair and hazel eyes. She carries a touch of excess weight, but can't really be described as overweight.

Advantages

Acute Vision +3 [6]; Alcohol Tolerance [5]; Charisma +2 [10]; Contacts (Major game arrangers, skill 15, available 9-, usually reliable) [8]; Manual Dexterity +2 [6]; Reputation +2 (As a good card player, in the big-money gaming community, 10-) [2].

Disadvantages

Compulsive Gambling [-10]; Greed [-15]; Secret (Regularly cheats to win in small-money games) [-10].

Quirks

Extremely touchy about disabilities issues; Maintains unnerving eye contact when she's about to make a big win; Disdains talk of "lucky" items; Feels superior to those who "work" for a living; Secretly ashamed of not being in a professional field. [-5]

Skills

Acting-15 [4]; Area Knowledge (Reno)-14 [1]; Cooking-14 [1]; Detect Lies-14 [4]; Driving/TL7 (Automobile)-13 [2]; Fast-Talk-16 [6]; Gambling-19 [12]; Games (Poker)-16 [4]; Psychology-13 [2]; Sleight of Hand-13 [4].

Languages

English (Native)-14 [0]; French-13 [1]; Sign Language (American)-14 [2]; Spanish-13 [1].

Equipment

Ostler always carries several good decks of cards (sealed, of course) and some nice clothes. She puts most of her money into fine food, designer clothes, and general entertainment, so she lives in a cheap apartment and doesn't own a car. To get somewhere she usually cadges a ride or catches the bus.



Nancy Ostler spent her childhood as "the smart one." Not a popular girl, nor a particularly athletic one, she was the child who always finished her work and actually had all the correct answers. She was promoted into advanced studies, where her tendency to be bored by the school setting was assuaged for a time. It wasn't that she disliked learning . . . she just found her required studies rather dull. Soon, her grades began to slip; rather than doing her homework, she spent her time reading what she wanted to read and learning things with more practical value – such as sign language, which she used to communicate with Mark, her deaf younger brother.

At summer camp, another setting she approached with mixed feelings, Ostler was introduced to card games. Simple stuff – war, poker, slap. She loved them. The feel of cards in her hands, the fun of hanging out with people . . . and the thrill of figuring out how to win a game. Sometimes, that meant counting cards or playing the odds. She also began to notice the little mannerisms by which people gave themselves away.

When she came home, Ostler started playing with the kids at high school. In no time at all she was making money. After a while, she was making a lot of it. Her games sparked a spate of gambling in the school's halls, even in a few classes. It was all too much for the powers that be, and Ostler was suspended several times, then expelled.

Her parents were crushed, but she was barely fazed. She hadn't liked school anyway. She tried working regular jobs for the next couple of years, but it never seemed to come out right. She wasn't inept; she just couldn't muster enthusiasm for burger-flipping techniques or proper filing etiquette.

Two days after her 18th birthday, Ostler heard from an old school friend: Did she still like playing cards? That night, she won her first money game in years. Within three months, she had a chance to break into a high-stakes game. But she didn't have the cash to join.

To obtain a stake, she borrowed as much money as friends would lend, then set about cheating anyone who refused to lend her cash or was unwary enough to enter into a game with her. These grifts always involved cards and gambling. Soon she had enough cash to buy her spot at the table. After an initial bit of financial pummeling at the hands of more experienced players, she settled in and started to win. She's now earned a reputation as a real contender in high-stakes circles.

Motivations

Two things make life worth living for Ostler: playing and winning. Ostler's thrills have only increased with the rise in the stakes for which she plays. Over time, this has given her a sharp appreciation for money, so much so that she tends to be a surprisingly easy mark for grifts that require "just a bit of cash up front to get in on a big opportunity." She's becoming more careful over time, but the allure is always there.

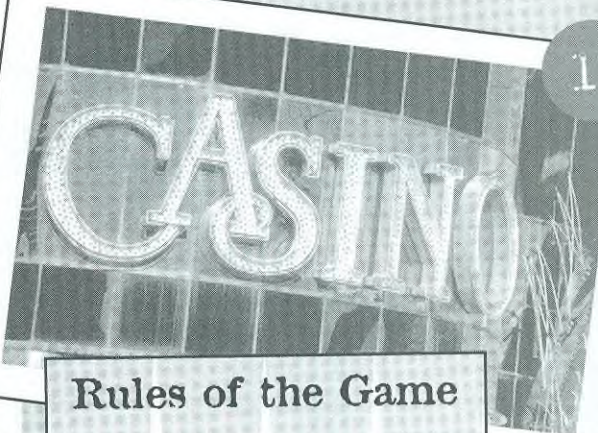
Outside of her life as a gambler, Ostler hasn't really focused her efforts. She's picked up two languages, something she enjoys doing. She's well read, despite her lack of a diploma or even a GED. She knows she's good enough to ramp up and start playing in the majors, though she's leery of the other players at that level. She constantly has an eye out for something new, something better. Right now, her future is open. She could still go legit, but every time she's short on cash or needs a game's entry fee in a hurry, she falls to scamming again.

Encountered

PCs are most likely to first encounter Ostler on the other side of a table, and that's a bad for them. She's a deft hand, has the eye and mind for the game, and knows a lot about cheating (though she never cheats for high stakes). A cool, witty, and tough competitor, Ostler doesn't mind talking people into putting up ridiculous stakes, especially if they seem the type to think that it's all up to luck or they really need the cash. She knows that a smart person makes her own luck and that her need for the money is greater than theirs.

Ostler could very easily let her love of money drag her into a more serious criminal enterprise, particularly if her time in Reno brings her in contact with mastermind Johannes Konrad or his son, Johnny K (p. 104). She is also a perfect candidate for "scenery" in a high-power setting. Where there's money and a game, she'll be around, bilking heroes of their hard-earned cash.

—Alexander Shearer



Rules of the Game

Despite being a truly skilled card player and having strong personal motivations to be filthy rich, Ostler still is, on the whole, poor. Why is that?

The real trick with money games, even big-money contests, is that most of the people who play in them actually make their wealth elsewhere, then blow it on the games. Some lose, some win. It averages out. For someone to gamble as their sole income source requires both skill and major guts — one bad run could destroy a pro. And since most of the players work, the games just don't happen all that often . . . maybe a couple a week, or none at all if there are a lot of bowl games on TV. It's a hassle. Thus, Ostler remains in the middle of the economic stratum. This is why she wants to go after very big money and is constantly reduced to bilking people out of small amounts just to make ends meet.

Variations

Ostler's character remains basically the same regardless of setting. She's an intelligent eclectic with a knack for games of psychology and chance.

In a future setting, especially one with many alien worlds and races, "Nance" knows the score and can handle truly warped game rules. She'll be found in seedy intergalactic clubs, cheating tentacled aliens out of their credits.

For historical and fantasy settings, Ostler's skills may be considered inappropriate for a woman, making her more of an outcast or even an outright criminal. On the other hand, she could gravitate toward the role of courtesan, trained in "men's" games the better to entertain them (and make a good living off them).

For a slightly more powerful Ostler, drop her into a contemporary supernatural game. Given a touch of Empathy or Precognition, she'll make even shorter work of her opponents as she claws her way to the big money. She may even run afoul of a truly evil being in the guise of a skilled gambler. Then again, she might very well be that being . . .

"QUICK" RONOLPHUS UNPERMANN

Total Points: 113

Base Setting:
Fantasy

Age 20; 5'11"; 160 lbs.; a well-built but fairly average-looking fellow in standard "street clothes," with a neatly trimmed beard and an appraising look in his brown eyes.

Advantages

Disease-Resistant [5]; Literacy [5]; Magery 3 (Movement College only) [22]; Reputation +1 (As a useful hireling, among the underworld, all the time) [2].

Disadvantages

Bully [-10]; Reputation -2 (As a bully and failed student, among academic wizards, 10-) [-2]; Secret (Active criminal) [-10]; Struggling [-10].

Quirks

Dislikes being called "Ron" or "Ronnie"; Hates farms and farming; Selfish; Tries to keep his magical ability secret. [-4]

Skills

Agronomy/TL3-12 [1]; Area Knowledge (Streets of Novogath)-13 [1]; Axe/Mace-14 [8]; Blackjack-14 [4]; Brawling-13 [2]; Cyphering-12 [1/2]; Fishing-12 [1/2]; Knife-12 [1]; Polearm-10 [1/2]; Riding (Horse)-11 [1]; Running-10 [2]; Spear-10 [1/2]; Stealth-11 [1]; Streetwise-13 [2]; Thaumatology-10 [1].

Languages

English (Native)-13 [0].

Spells

Appotation-15 [2]; Glue-14 [1]; Great Haste-13 [1]; Haste-15 [2]; Lighten Burden-14 [1]; Quick March-14 [1]; Slow Fall-14 [1].

Equipment

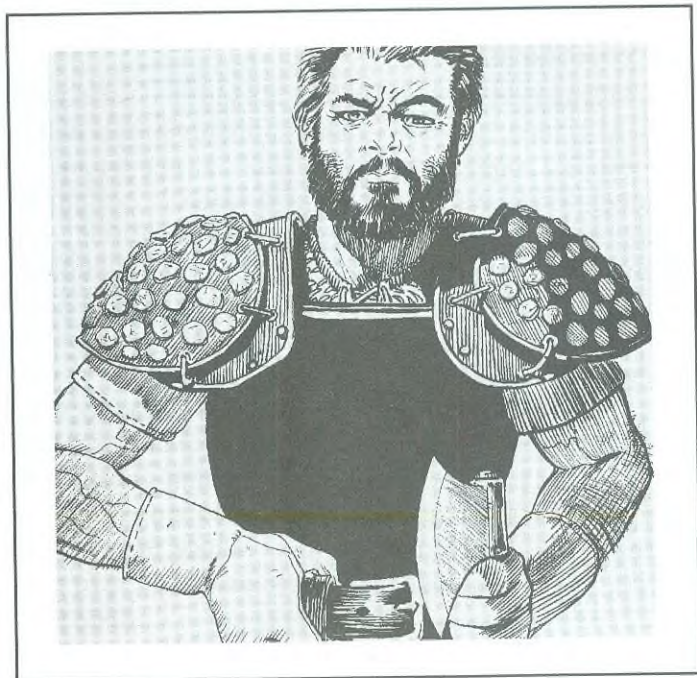
Unpermann usually goes armed and armored, when he can get away with it, very much in the fashion of the common thug-for-hire he appears to be. This usually means a bit of heavy leather, an axe stuffed in his belt, and a knife or blackjack (or two) somewhere on his person.

ST: 12 [20] DX: 12 [20]
IQ: 13 [30] HT: 11 [10]
Speed: 5.75 Move: 7
Dodge: 5
Parry: 8 (Brawling)

Ronolphus Unpermann was born the son of a fairly well-off peasant. He might have lived and died as a rather unpopular farmer had a passing wizard not noticed his magical aptitude and taken him to the university for training. Unpermann's studies lasted little more than a year before his

instructors realized that his talent was limited to a narrow range of magic, and politely suggested that he seek out another career. That was mostly an excuse; Unpermann had made himself far and away the most unpopular student in the university. Trainee wizards can be an egocentric and insensitive crew, but this one's attitude was just too much to bear.

Perhaps unfortunately, Unpermann's instructors didn't realize just how powerful the youth's narrow, "half-baked" talent had become, or that he had actually applied himself to *some* of his studies with diligence. Now, out on the streets, he decided firmly that he wasn't going back to the farm, although he did not yet know what he wanted instead. He could work a little magic, and he still had the physique and abilities of a bullying farm boy. Drifting into a life of crime took him about 10 minutes.



Motivations

Unpermann is motivated by selfishness, but not by power, save as a route to other goals. He'd be happy to be safe and fairly rich, with some lackeys around him to serve his whims and the rest of the city not giving him trouble. (It's his self-centered definition of what constitutes "trouble" that makes him a bully.) Thus, he's not real Evil Wizard material; he realizes that setting up shop in a tower just makes you into a target, and what he's seen of demons and necromancy gives him the creeps. In addition, he has no great leadership potential, never having got the hang of manipulating people socially. He's beginning to see that some kind of job as a criminal henchman would suit him fine, but until he hooks up with a steady employer he's a hired thug or a thief with an edge.

Only a few close associates know that Unpermann can work magic. He realized from the first that, if he were to become known as a wizard-for-hire, he would be expected to do things that were beyond his capabilities. Thus, he only tells people he thinks he can trust, and wears ordinary clothes rather than robes and a pointy hat. If others find out the truth, he attempts to persuade them or, more often, bully them into silence. So far, the underworld at large has fallen for his ruse, giving him his nickname after some people had seen a few of his feats without recognizing them as accomplishments aided by magic.

Unpermann avoids contact with his former fellow-students, in case they should make his educational background known. (His schooling in magic is not treated as a full Secret in game terms, however, as a fair number of people *do* know about it, one way or another. His life of crime *is* treated as a Secret, as the city watch could make trouble for him if they had any evidence of his recent employment.)

Encountered

Unpermann is intended for use in comic fantasy games, although he can be played seriously. He should be used to fill out the numbers of a criminal group encounter, with his magic serving as an emergency escape device for a greater villain or as a plot surprise for the adventurers, rather than being casually or openly displayed. Much of the time, he should appear to be a smarter-than-average street thug.

Of course, should Unpermann stumble across some profitable opportunity, he will likely go for whatever quick gain is to be made. When some small item of jewelry vanishes from somewhere not quite in reach of a typical thief, who'd suspect this passing nobody of using Apportation to snatch it? Unpermann might also come to the PCs for help. If they are regarded as crooks themselves, he might seek to work with them. If they have magical abilities and could be counted on to keep their mouths shut about his skills, he might seek them out for aid or even training. And if Unpermann ever messes up a magical working enough to get into certain kinds of trouble – which is quite possible, as he lacks the depth of magical education needed to avoid dangerous mistakes – he will look for someone to help him fix (or escape) the consequences of his own semi-competence. Remember, in such cases, that Unpermann is a self-centered thug, and not terribly public-spirited or trustworthy. Still, he's not a complete sociopath and could be persuaded to do the right thing if there were no other tolerable options. He is selfish, but not truly malevolent.

– Phil Masters

Unpermann's Magic

Although his spell list is not long and he doesn't employ magic much, Unpermann gets good use out of it. Great Haste, for example, sometimes helps him in fights, although he would rather utilize that spell or Haste to escape the brawl in the first place, and perhaps Glue to stop his pursuers. Apportation is obviously a wonderful thievery spell, although Unpermann regards it as too blatant for common use, keeping it for solitary jobs and emergencies. Unfortunately, he no longer has access to magical libraries or instruction, and he lacks the knowledge and ability to develop new spells from first principles. This causes him some annoyance, as he knows that there are other Movement College spells that would make him an even better thief. He might be very strongly attracted by the chance to learn such magic, provided it came with no obvious strings attached.

Variations

The particular game world for which Unpermann was designed has Semi-Literacy as the character norm and a specific style of training for wizards; obviously, he can and should be modified for other settings. In some games, he might have psionic Telekinesis rather than magic, or even some exotic cybernetic implants from a corporate research program that folded for some reason (plus weapon skills suited to the higher-tech world). What should be constant is that he's a small-timer with an edge, not a mover-and-shaker.

Still, if he ever does get that steady henchman job, with a smart boss whom he trusts to utilize his magical talent correctly, Unpermann will become a little more dangerous. Sensibly directed, with the resources of a good-sized gang beside him, he could accomplish a lot.

Also note that Unpermann is a character suited for comedy games, but not a comic character. He's a serious crook, and he *won't* like being laughed at. It's his ability to spring surprises on others that gives him comic potential.

URGLUK

Total Points: 26

Base Setting:
Fantasy

Age 10; 5'7", 137 lbs.; a rag-clad kobold with blue-tinted skin, black hair, and bulging dark brown eyes. Like most kobolds, Urgluk has a brutish, rather stupid face, and his limbs are short but sturdy.

Advantages

Acute Hearing +1 [2]; Alertness +1 [5]; Cast Iron Stomach [-]; Invisibility (Normally visible +10%; Must sneeze to activate -20%; Becomes visible after 1 min., -20%) [28]; Rapid Healing [5].

Disadvantages

Enemy (Argsten and gang, medium-sized group, 6-) [-10]; Kobold (See below) [-30]; Miserliness [-10]; Secret (Becomes invisible) [-20]; Short Attention Span [-]; Status -2 [-10]; Uneducated [-]; Weak Will -1 [-].

Quirks

Slightly cowardly; Wants to become rich, but has no idea how to define "rich." [-2]

Racial Quirks: Easily offended; Loves practical jokes. [0]

Skills

Area Knowledge (Currelburg)-10 [4]; Holdout-7 [1]; Knife-11 [1]; Pickpocket-12 [8]; Running-11 [2]; Sleight of Hand-12 [8]; Stealth-12 [4]; Streetwise-9 [4]; Survival (Plains)-9 [4]; Survival (Urban)-11 [8]; Throwing-11 [4].

Languages

English (Native)-8 [0].

Kobold -30 points

Kobolds have ST -2 [-15], DX +1 [10], and IQ -2 [-15], the advantage Cast Iron Stomach [15] and the disadvantages Short Attention Span [-10], Uneducated [-5], and Weak Will -1 [-8]. Their racial quirks are "Loves practical jokes" [-1] and "Easily offended" [-1].

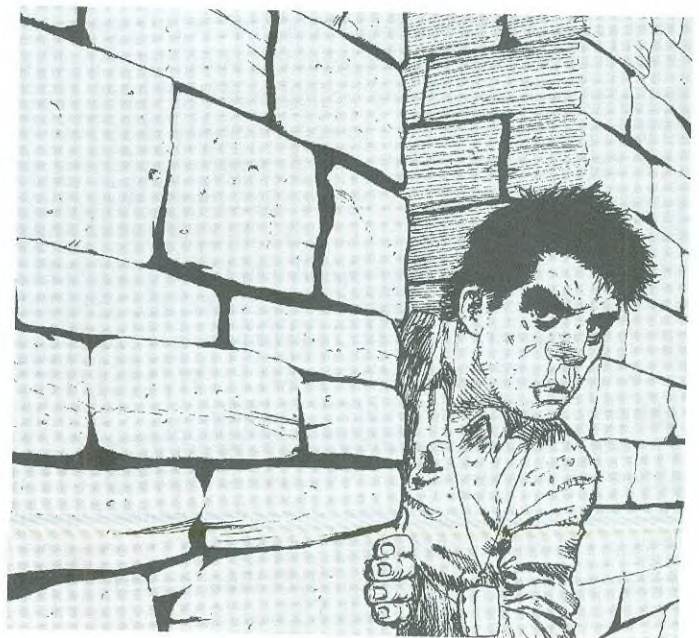
ST: 8 [0] DX: 11 [0]
IQ: 8 [0] HT: 12 [20]
Speed: 5.75 Move: 7*
Dodge: 5
Parry: 4 (Knife)
*Includes Running bonus.

Equipment

Urgluk owns very little: the rags he wears, a small box of snuff, and an old knife. Other items found in his possession should be considered stolen goods awaiting the attention of a fence. When encountered, Urgluk may well be carrying a better weapon than his knife, but he will only use it in extreme emergencies for fear of damaging the item and lessening its resale value.



Urgluk was the sixth of a staggering 41 children born within nine years to Alfredo, a kobold servant on the estate of a philanthropic nobleman, Baron Augustus of Baurusburg. By his eighth birthday, Urgluk recognized the limits of his prospects on the baron's estate, where his family had begun to fight amongst themselves for the menial jobs open to them. Neither Alfredo nor Baron Augustus was sad to see the selfish and mean-spirited Urgluk and five of his siblings take to the road that day.



Before passing a mile from the estate Urgluk managed to ditch his five brothers. For three months he traveled. At first he attempted to secure legitimate work, but found few nobles or merchants as generous toward his kind as the baron had been. Starving and down to his last coin, Urgluk was taken in by a criminal named Argsten. The brutal fence and all-around thug used hard-luck cases like the kobold for risky breaking-and-entering work, jobs that more experienced thieves would avoid. Urgluk proved a quick study and – more useful still in high-risk situations – prone to stupid luck.

This luck manifested never more clearly than in Urgluk's final job for Argsten . . . the looting of an alchemist's shop. Urgluk forced the shop's window, then wandered through the place in search of valuables. In an isolated room he found a big cauldron hanging above a fire. The kobold climbed atop a chair and peered into the simmering pot. The fumes made Urgluk dizzy, and he fell against the pot, spilling its contents – a half-completed Elixir of Invisibility – all over himself. More panicked than hurt, he staggered back against a rack of glassware filled with sorcerous compounds. They, too, ended up all over the hapless kobold. Choking and sneezing, he fell to the floor.

Woken by the racket, the alchemist rushed into the room. Urgluk expected the man to shout for the city watch or, at the very least, clobber him with some spell. But the old fellow looked through the kobold as if he weren't there. Urgluk glanced at his own hands – or rather, where he thought his hands to be – and found to his amazement that he was invisible.

He dashed from the shop and headed for Argsten's place; he was barely on the street before he became visible again, though he didn't notice in his haste. Sadly for Urgluk, his boss didn't believe his story about turning invisible, especially since the kobold couldn't repeat the feat. Urgluk was beaten within a blow or two of his life. Argsten also demoted him to "drudge" status, which meant he was to slave for the other gang members and survive only on what leftovers they offered. It was while cleaning the ever-dusty house while the rest of the gang was thieving that Urgluk discovered the key to his invisibility: sneezing. But each sneeze only made the kobold invisible for about a minute. Still, Urgluk realized that a minute could be a long time for an inventive thief.

Gathering up everything of value Argsten hadn't nailed down, Urgluk took his leave of the gang. He fenced the stolen goods and took up residence in a part of the city far from Argsten's territory. The gang has given up its active search for Urgluk but the kobold is well aware that his old boss may find him one day.

Motivations

Urgluk likes to think of himself as adventurous, but is too cowardly to ever really be more than a sneak thief. He seeks wealth in the form of hard currency, yet rarely spends what he accumulates. In part he fears drawing attention to himself with fine clothes or well-crafted weapons. In part his tastes are so simple, he has no actual need for great wealth. Still, he is convinced of money's importance and never misses a chance to pick a pocket.

Encountered

Any adventurers passing through Urgluk's city could become a target for him. The victims would find coin purses or small personal items missing. Anything but cash would immediately show up on the local black market, and a little detective work might lead the characters back to Urgluk. A civic group might hire the adventurers to track down the thief who has been plaguing them for months; the only consistent clue linking the robberies is the odd sneezing heard at many of the crime scenes. Argsten's gang could be used to complicate any plot involving Urgluk, perhaps even forcing the heroes to defend the kobold from the much more dangerous thug and his henchmen.

– Leonardo M. Holschuh

Hideouts

Urgluk hides himself in an abandoned hut located on Curralburg's west side. The neighborhood is poor and going downhill from there. Several families of kobolds live in the area, making it hard for most humans to locate a rather average-looking member of that generally disliked race.

Urgluk stashes the goods he has stolen in one of two places: the hollow trunk of a dead tree in a city park or a small underground storage chamber near his home. The chamber is only accessible through a secret passage in the sewers. Urgluk has used other places in the past, but gave up on them when others discovered them and robbed him of his stolen loot.

Variations

Urgluk was designed with a standard TL3, pseudo-medieval fantasy world in mind, but the character can be adapted to other genres without much pain. Start by removing any racial advantages and disadvantages that can't be justified in the new setting (though you'll likely want to maintain attribute levels and quirks). Then update the physical description and determine a new, setting-specific cause for his invisibility.

In non-magical campaigns, the alchemical accident may be replaced by the awakening of latent psionic powers, such as the Photokinesis (p. P13) or Illusion (p. P21). In games with higher TLs, Urgluk's invisibility might be caused by infection with some experimental Proteus Nanoviruses (pp. BIO77-81). For a space opera setting, this would grant him the Invisibility advantage. In a slightly harder SF campaign, Urgluk might have several levels of the Chameleon advantage (p. CI51) or the psi powers discussed above.

The light tone of the character can be darkened by substituting something less comical than sneezing for the trigger of his Invisibility.

VAIN WAYNE

Total Points: 151

Base Setting:
Cyberpunk

ST: 10 [0] DX: 14 [45]
IQ: 13 [30] HT: 10 [0]
Speed: 6 Move: 6
Dodge: 6

Age 30; 5'9"; 160 lbs.; a ferret-thin, sharp-faced man with dark eyes and hair who makes used-car salesman look respectable by comparison. Despite his generally shifty appearance, he is always turned out in flashy clothes. His hair is always well styled and blow-dried to within an inch of its life. Wayne is, after all, vain.



CASE # 54063-VH

Advantages

Ambidexterity [10]; Cool [1]; Danger Sense [15]; Serendipity [15]; Strong Will +3 [12].

Cyberwear

Cellular Link [5]; Poison Reservoir (Under nails, in case the fighting gets "up close and personal") [10]; Silver Tongue [15]; Weapon Implant (In forearm, a needler loaded with poisoned darts) [5].

Disadvantages

Bully [-10]; Compulsive Carousing [-5]; Cowardice [-10]; Greed [-15]; Odious Personal Habits (Vanity) [-5]; Reputation -3 (As a total slimeball, among everyone with whom he does business, all the time) [-15]; Status -3 [-15].

Quirks

Plays with lighters; Preens inordinately; Wears loud 1970s-era leisure suits. [-3]

Skills

Area Knowledge (New York City)-14 [2]; Carousing-15 [4]; Chemistry/TL8-12 [2]; Computer Hacking/TL8-13 [8]; Escape-14 [4]; Fast-Talk-17 [10]; Forgery/TL8-12 [2]; Guns/TL8 (Pistol)-16 [4]; Holdout-15 [6]; Lockpicking/TL8-13 [2]; Pickpocket-13 [2]; Stealth-16 [8]; Streetwise-17 [10].

Languages

English (Native)-15 [2].

Equipment

VainWayne carries his pistol with him at all times. He keeps a Gauss needler hidden as a holdout weapon in case things really get tight. He also has a shiny silver lighter that he constantly flicks on and off.



Nobody is quite sure where VainWayne came from, or when he showed up. Nobody will much notice when he leaves, whether he departs alive or dead. In fact, nobody likes the guy at all and so they spare him as little thought as possible. That's just fine with Wayne. The nail that sticks out gets hammered, and Wayne has no intention of ever getting hammered.

Wayne makes his living engaging in almost every illegal activity imaginable. At one time or another he has run cons, fenced stolen goods, or stolen goods himself. But the activities Wayne gets most of his income from are drug dealing, procuring women (and boys) for prostitution, and pimping. He doesn't make enough money to pose a real threat to organized crime interests, but it's enough to keep himself in the style to which he is resentfully accustomed. Still, he is always on the lookout for a way to make more.

VainWayne has redirected police scrutiny of his numerous illegal activities by ratting out “bigger fish” to the cops. In turn, he tips off the big crime families to the presence of undercover cops in their midst. This is a decidedly risky way to do business, but he’s quite good at it. The police find that his tips almost always pan out and lead to big arrests; besides, they’ve never been able to connect an undercover agent’s blown cover to him. The gangsters find that he saves them from long prison terms by giving them a “heads up” to police infiltration; besides, they’ve yet to prove he’s had anything to do with the really big arrests. Wayne makes good use of his Silver Tongue cybernetic enhancement. With it he can pretty much talk his way out of anything or talk other people into doing something they normally wouldn’t do.

Wayne is always careful not to offend the truly powerful, but he will go out of his way to kick someone weaker. When things get hot, he prefers to talk his way out of the mess or run away. If he can’t do either, he will fight with all the viciousness of a cornered rat.

VainWayne’s biggest weakness is his tendency to “sample the goods” he is hawking, whatever they may be. While this may get him into trouble one day, so far it has provided him with a welcome diversion from being the scum that he most certainly is.

Motivations

Wayne has two major goals in life: to get rich and to stay alive long enough to enjoy being rich. To those two ends he will gladly sacrifice everybody and everything. Wayne has no friends. He is proud of that fact.

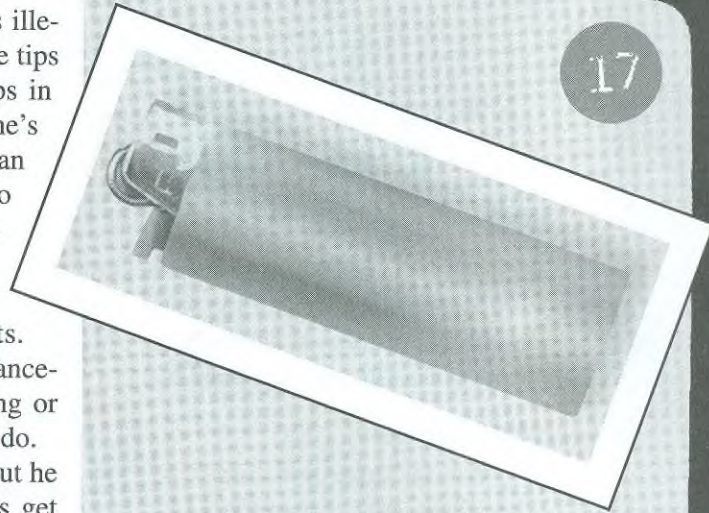
Encountered

If the PCs are cops, Wayne’s role in the campaign will be as the scum they just can’t keep behind bars. Every time it seems like they are ready to arrest him, he will come up with some valuable piece of information (in exchange for letting “this unpleasantness” drop, of course) that will lead them to a really big bust. If the officers pass up the chance to act on one of Wayne’s tips and arrest him anyway, they will find him back out on the street in a matter of hours and some other cops basking in the glory of a headline-grabbing arrest. As a permanent contact or regular snitch, he will feed them solid information, but will eventually doublecross them to their worst enemies.

If the characters are street operatives, Wayne can be the troublesome competitor who won’t go away. Or his various get-rich-quick schemes could interfere with a meticulously planned operation. Worse, he could pretend to be their ally, only to change sides in the middle of a major outing. Should this happen, the street ops could well find themselves behind bars or staring down the barrels of guns held in *very* unfriendly hands.

VainWayne’s schemes center on ways to get rich quick, regardless of the consequences. He will cook up a batch of potent but deadly drugs to distribute on the streets, or will kidnap innocent young girls and “turn them out” when his own supply of women runs low. If the mere thought of some crime makes you feel like you need a shower, chances are VainWayne is making money at it.

– Stephanie Rogers



Hideouts

Wayne has “boltholes” lined up all over the city, for use when things get hot. They range from hotel rooms in flophouses where no names are required and no questions are asked, to abandoned steam tunnels and sewers. He rarely uses the same hideout twice. Many of them suffer mysterious fire damage after VainWayne’s visit.

Variations

VainWayne would work well in any modern-day or near-future campaign with a gritty, street feel. For a modern-day campaign, Wayne’s cybernetic enhancements could be replaced by a larger stock of holdout weaponry.

To go in a totally different direction, in a *Supers* campaign he might actually be a vigilante-for-profit; his powers aren’t great enough to make him a real player, but might be enough, especially combined with his complete amorality, to make him troublesome. The PC heroes would not know from moment to moment where his loyalties (and interests) resided.

How would VainWayne fare in an Illuminated world? Would the Conspiracy really let such a “loose cannon” run free, no matter how far under the radar he attempted to fly? Or perhaps his seemingly random shifts of loyalty serve a deeper, more sinister purpose?

Make a slight name change to Wayne the Vain and you have a very interesting character to place in an historical setting. What kind of problems could he cause for adventurers in a *Robin Hood* or *Scarlet Pimpernel* campaign?

Finally, consider Wayne in a *Time Travel* campaign. His philosophy of “all for one, and that one is me” could create havoc if he had the ability to spread his sleaze across the ages.

WADSWORTH WIGGINS

Total Points: 200
Base Setting:
Illuminati University

Age 37; 5'10"; 130 lbs.; a rapidly balding gradthing with green eyes, dressed shabbily in jeans and a singed flannel shirt.

Advantages

Acute Taste and Smell +2 [4]; Cast Iron Stomach [15]; Composed [5]; Danger Sense [15]; Health/Life Insurance [0]; Honor Student [3]; Language Talent [2]; Lightning Calculator [5]; Magic Resistance +2 [4]; Strong Will +2 [8]; Wealthy [20].

Disadvantages

Bully [-10]; Duty (To thesis advisor, 15-) [-15]; Enemy (Random undergrads, large group, 9-) [-20]; Intolerance (Environmentalists) [-5]; Lives On Campus [-5]; Loner [-5]; Missing Digit (Ring finger, right hand) [-2]; Pyromania [-5]; Reputation -1 (As an evil TA who hates everyone, among undergrads, all the time) [-2]; Secret (Out to revive the Department of Phlogiston Chemistry) [-5]; Skinny [-5]; Workaholic [-5].

Quirks

Likes to bring up his thesis, which should be "finished shortly"; Always wears safety goggles; Calls his grading pen "Renfield"; Enjoys torturing freshthings. [-4]

ST: 10 [0] DX: 13 [30]
IQ: 15 [60] HT: 13 [30]
Speed: 6.5 Move: 6
Dodge: 6
Parry: 8 (Brawling)

Skills

Administration-14 [1]; Alchemy/TL7-17 [16]; Area Knowledge (IOU)-16 [2]; Astronomy/TL7-13 [1]; Bicycling-13 [1]; Blackjack-13 [1]; Brawling-13 [1]; Chemistry/TL7-18 [10]; Computer Operation/TL7-14 [1/2]; Demolition/TL7-13 [1/2]; Detect Lies-13 [1]; Distilling-14 [1]; Driving/TL7 (Automobile)-11 [1/2]; Fast-Talk-16 [4]; Fire Eating-12 [1]; Fire Walking-13 [1/2]; Fireworks-15 [0]; First Aid/TL7-15 [1]; Gambling-13 [1/2]; Glassblowing-10 [1/2]; History (Alchemy)-12/18 [1]; Holdout-14 [1]; Intimidation-15 [2]; Knife-13 [1]; Metallurgy/TL7-13 [0]; Occultism-14 [1]; Pharmacy/TL7-14 [2]; Philosophy (Ancient Greek)-13 [1]; Photography/TL7-13 [1/2]; Physics/TL7-13 [1]; Piloting/TL7 (Aircar)-12 [1]; Poisons-15 [3]; Pottery-13 [1/2]; Research-16 [4]; Science!-13 [2]; Scrounging-15 [1]; Shadowing-14 [1]; Sleight of Hand-13 [4]; Stealth-11 [1/2]; Survival (IOU)-16 [4]; Swimming-12 [1/2]; Teaching-14 [1]; Thaumatology-12 [1]; Typing-12 [1/2]; Ventriloquism-12 [1/2]; Video Production/TL7-13 [1/2]; Weird Science-13 [2]; Writing-14 [1].

Languages

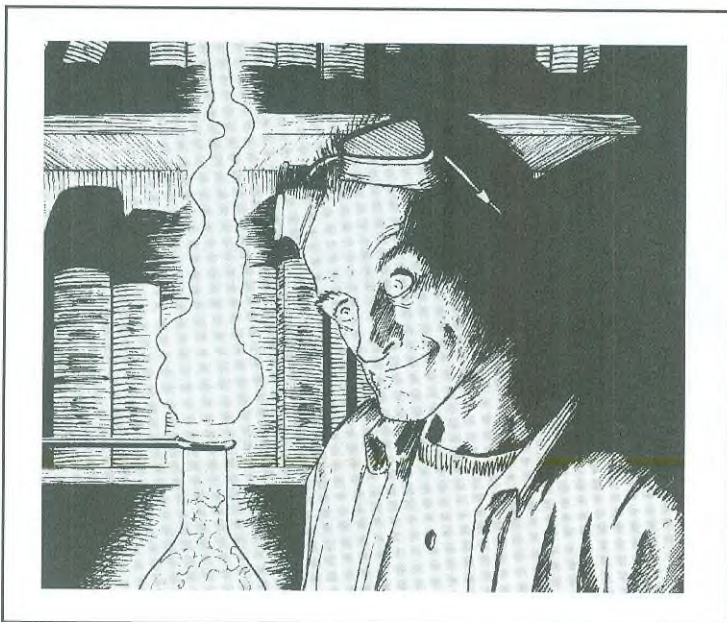
English (Native)-16 [0]; Arabic (Classical)-15 [1]; Ancient Greek-14 [1/2]; Korean-15 [1]; Mandarin Chinese-14 [1/2].

Formulary*

Achilles-15 [1/2]; Agni-17; Antaeus-17; Artemis-17; Circe-17; Hercules-16; Hermes-16; Kouon-16; Morpheus-17; Odysseus-16 [1]; Pan-17; Phlogiston**; Phobos-17; Phoebus-17; Pirithous-17; Pluto-15; Thanatos-17.

*Some elixirs have been improved using the "Elixirs as Maneuvers" rule from *Wizards* (p. WI18).

**Phlogiston (see sidebar) is still a work in progress, and Wiggins is far from perfecting it. Any attempts to make or use this concoction, unless a critical success is involved, should lead to a spectacular mess.



Equipment

Wiggins usually is seen on campus riding his bicycle and hauling a fairly heavy load of books on his back. He carries several matchbooks and two or three nice lighters.



Wadsworth Wiggins is a WUSE Department of Chemistry gradthing who has more than a few friends in the College of Metaphysics. He came to Illuminati University (IOU) in the early 1980s, soon after a little accident in his garage almost led to the creation of a Superfund site. His parents made a few discreet inquiries, made the acquaintance of a few well-connected Illumni, made a lot of promises, and paid a few bribes. Wiggins was then whisked away rather quickly.

Now some 20 years later, Wiggins has turned into one of the most horrific sights on campus – a sadistic gradthing who has yet to finish his thesis. Officially, he is examining the historical divide between chemistry and alchemy; his true goal is discovering the chemical/alchemical basis of phlogiston.

Ideally, Wiggins would like to revive the WUSE Department of Phlogiston Chemistry (p. IOU30). He spends a lot of his free time exploring the Pyromic Memorial Firestorm (a bonfire that has raged since 1605 and that led to the end of formal study of phlogiston chemistry at the University). He also talks frequently to fire magi at the College of Metaphysics (COM). In fact, his cross-disciplinary interests have raised a few eyebrows on the staff; even by IOU standards, his combination of interests is weird.

Motivations

Wiggins loves fire. He enjoys it in every manifestation from scented candles to roaring building blazes. It was no surprise that he was attracted to the Pyromic Memorial Firestorm when he first came to IOU.

Wiggins also loves torturing freshthings. In fact, if forced to choose, it would be quite difficult for him to decide if his first love was fire or being able to berate a meek freshthing on the first day of class. Having always been on the small and nerdy side, he gets a real kick out of the power invested in him as a teaching assistant. He is well known on campus for assigning extra homework capriciously, especially on the weekends of big Moopsball games.

Encountered

As gradthings go, Wiggins is more annoying than dangerous – depending upon the type of campaign, of course (see sidebar). He is intelligent and he knows his chemistry and alchemy very well, but he has little reason to do more than make life miserable for any undergrads unfortunate enough to land in his classes. However, if someone discovered his secret research, Wiggins might find himself desperate to cover his tracks. Its discovery would certainly create enemies among both the WUSE and COM faculty.

Outside of an *IOU* campaign, Wiggins could be a similarly sadistic graduate student at the University of New Mexico at Albuquerque or a disgruntled employee of an alchemical lab in a *Technomancer* campaign. Given his lack of Magery, Wiggins would probably act very spitefully toward those with wiz genes . . .

In a *Fantasy* campaign, he could be studying alchemy at a magical college somewhere on Yrth. Wiggins could also be used to introduce an element of irrational science to a *Supers*, *Cyberpunk*, or *Space* campaign.

– T. Carter Ross

Phlogiston

Phlogiston is an alchemical element that consists of all flammable substances released as flame during the process of combustion. Wiggins believes he has found – by using a balance of chemistry and alchemy – the secret of phlogiston. What he doesn't know is that the ArchDean has her own good reasons for keeping the secret a secret. If he isn't careful, he may find himself being called to the Clock Tower . . .

Wiggins is probably on the right track to discovering the elixir also called Phlogiston (Elixir of Essential Flame), an alchemical variation of the Essential Flame spell (p. M38). Phlogiston will create a fire that cannot be put out except with Essential Water. The fire will burn for 1d hours, gradually becoming a normal fire if enough combustible material exists within the area of effect to sustain it.

The elixir exists as a potion only, although some COUP students would probably want to figure out alternate delivery methods, such as a pastille that could be fitted into a shotgun shell. *\$5,000 in materials, including a \$400 ruby; 5 weeks; -5 to skill. Cost: \$5,625.*

Secrets of Fire

Oddly enough, Wiggins has yet to befriend the one being on campus that might be willing to help him uncover the secrets of phlogiston chemistry: The Avant Guardsman (p. IOU72). The old dragon was around when the Department of Phlogiston Chemistry was disbanded. Moreover, Wiggins and the Guardsman share a common interest in making life miserable for freshthings.

IOU Variations

In a Silly IOU campaign, Wiggins is the deeply sadistic TA all freshthings want to see blow himself up; he may occasionally burst into flame, but his goals change little. In a Weird campaign, he will face more repercussions for straying from his thesis work, and he will be looking for more science than magic in alchemy. In a Darkly Illuminated game, he knows he is onto something; he will use his potions to keep his discoveries hidden until he is ready to reveal them.

CLIFFORD YAZSTREMSKI

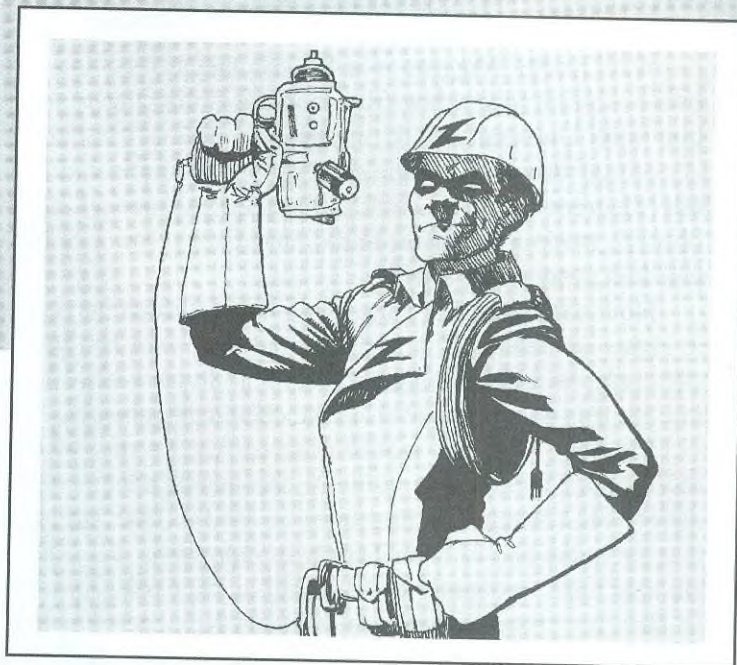
(ALIAS "CAPTAIN ZAP")

Total Points: 126

Base Setting:

Supers

ST: 11 [10] DX: 13 [30]
IQ: 12 [20] HT: 11 [10]
Speed: 6 Move: 6
Dodge: 6
Parry: 10 (Brawling)



Age 26; 5'9"; 168 lbs.; a lean young man with dark brown hair and brown eyes. His Captain Zap costume consists of a cavalry soldier's jacket, complete with braiding, dyed purple. Zap also wears military-style pants and tall boots. The Zap Gun is held in a belt holster on the right hip, with a lanyard attaching it to Yazstremski's right wrist. A second belt holds his tools. He wears a trimmed-down construction worker's hard hat to protect his head, and a purple domino mask attached with spirit gum to hide his identity.

Advantages

Alertness +3 [15]; Danger Sense [15]; Gadgeteer [25]; Versatile [5].

Disadvantages

Cannot Harm Innocents [-10]; Enemy (Forces of Law, large group, 9-) [-20]; Low Self-Image [-10].

Quirks

Thinks of himself as an ethical villain; Prefers to prey on the rich, but will settle for the weak; Insists on having sweets after every meal, including breakfast; Collects newspaper clippings of his exploits; Bored listeners with historical trivia (if the GM doesn't know historical trivia, he should make it up!). [-5]

Skills

Area Knowledge (American Highways)-15 [6]; Beam Weapons/TL9 (Electrolaser)-16 [2]; Brawling-15 [4]; Broadsword-13 [2]; Driving/TL7 (Automobile)-12 [1]; Driving/TL7 (Heavy Wheeled)-13 [2]; Electronics/TL7 (Weapons)-15 [8]; Guns/TL7 (Pistol)-16 [2]; History-12 [4]; Lockpicking/TL7-12 [2]; Mathematics-12 [4]; Merchant-12 [2]; Streetwise-12 [2].

Languages

English (Native)-12 [0].

Equipment

The Zap Gun is a slightly modified TL9 electro-laser. The weapon does not have a "kill" setting, only one for "stun" (see p. B119 for stun rules). In addition to this weapon, Captain Zap wears a belt with electronics tools that allow him to make field repairs. He also carries a crowbar, a Swiss army knife, a billy club, and a flashlight. In a modern game, he would wear kevlar armor under his coat for PD 2 and DR 14, and carry a handheld police scanner. His helmet gives him PD 3 and DR 4.

The New York Knights' Crime Files: #vb-00117

The man who became Captain Zap grew up on the lower east side of New York City. His father, Carl, was a long-haul truck driver, so young Clifford saw very little of him. Records, corroborated by interviews, suggest that Clifford was brilliant – particularly in mathematics – despite his mediocre academic record. He would have done much better in school if he had finished his homework instead of running with a gang of troublemakers. By the age of 15, Yazstremski had been arrested for vandalism. By his own admission, he had been involved in at least two bloody assaults by that point.

Encountered

Captain Zap was originally created for a Golden Age *Supers* campaign, intended to challenge low-powered heroes. He is not a stand-up fighter, capable of duking it out with the "big boys," and he knows it. If pursued by superheroes, he will go to ground, using his knowledge of the nation's roads, and his ability to blend in with trucker society, to vanish somewhere along the highways. Since he has a working knowledge of electronic super-science, he can be upgraded for a more powerful campaign by raising the damage inflicted by the Zap Gun or arming him with other gadgets.

The Captain also works well as a team player. He could join a group like the Deadly Dozen (p. SS13) or team up with another solo villain. He could even be recruited to do some design work for a mastermind seeking advanced electrical gadgetry.

As villains go, Yazstremski's not such a bad guy - too craven (or perhaps too basically decent) to be deadly, too uncertain of himself to pull off a really big heist. If he unknowingly hijacked something powerful and dangerous he couldn't control, he might even call upon heroes (rather than fellow villains) to help contain the menace.

Variations

The concept of a flamboyant highwayman is not limited to the modern era, so the Captain can be used in any campaign where it is possible to lurk in the shadows and rob passersby. With a bit of work, he could be a space pirate. Alternatively, he could be run in a non-*Supers* game as a straightforward highway robber, perhaps known in the press by a colorful nickname because he prefers to taser his victims rather than club them. In this case, drop the Zap Gun entirely and add Computer skills, including Hacking, so he can get access to shipment schedules.

Following his second arrest, Yazstremski straightened himself out and completed his high school degree. Since he had neither the exceptional grades nor the money to attend college, he settled for a job at the same company for which his father worked, driving long-haul trucks. For several years, he was a steady, if unremarkable truck driver.

According to an interview with the subject (q.v. file #v9-34t), his life changed the day he witnessed a battle between several members of the New York Knights and some agents of the criminal organization ARGUS. One of the ARGUS agents apparently lost his high-tech electric weapon during the skirmish; the ARGUS man thought nothing of it, as the weapon was designed to self-destruct a short time after losing physical contact with its owner. In this case, the mechanism failed. Yazstremski took the weapon home and began to tinker with it. Within a few weeks, he had modified it into a new, more effective device he dubbed "the Zap Gun."

Field investigation has confirmed that Yazstremski was, at that time, fired from his job. Because of time spent on the Zap Gun, he had been late on several runs. He appears to have swallowed his pride and asked his father for help, but the elder Yazstremski had no real power to assist Clifford. This last seems to have been a real blow to Clifford's ego. It may well be that he idolized his father more than he cared to admit and was shocked at how powerless the man seemed to be.

Yazstremski went home and holed up with his tools and his books. In an interview with *Super Magazine*, he claimed that he was re-reading a book of English history when he came across the story of Captain Hind, the highwayman who plagued the roads of Oliver Cromwell's England. This story may well be apocryphal, but at some point in those weeks, Clifford Yazstremski decided to put to use the only two assets he had left: the Zap Gun and his knowledge of the American highway system. He modeled his outfit on Hind's and created the costumed identity of Captain Zap.

Known Cases: Captain Zap made his first appearance as a hijacker, stealing trucks at rest stops by assaulting, then ejecting the driver and simply driving off with the rig. He was successful enough to earn a living in this fashion; he also used the money he earned to finance improvements to his Zap Gun. His best-known hijacking was the theft of the U.S. Army's M-6 prototype armored gun carrier, which he used to terrorize the city of Indianapolis before being captured. (He ran out of ammunition for the gun.)

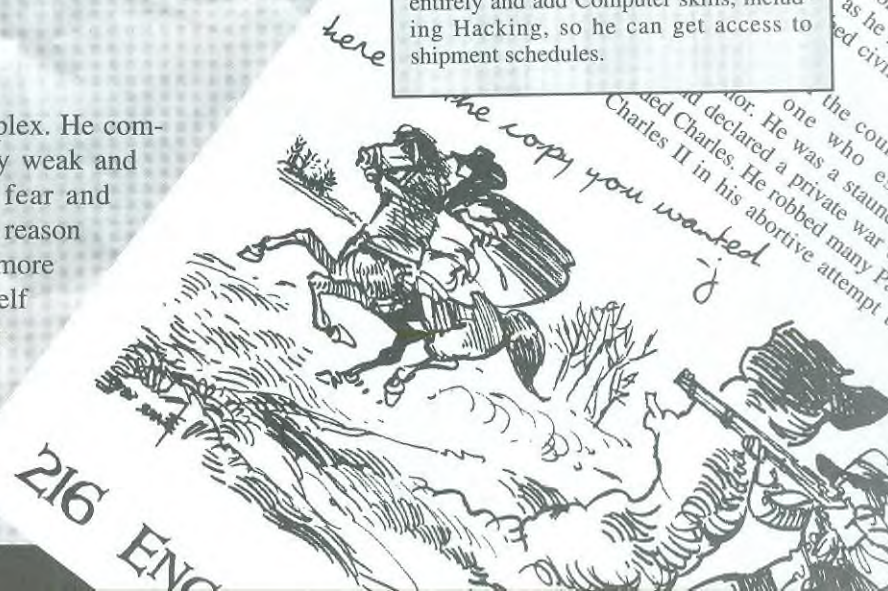
Since his subsequent escape, Captain Zap has kept a lower profile. He is expected either to return to hijacking, especially if he is in need of money, or perhaps to join an association of villains in search of bigger prey. He may also seek to upgrade his weaponry by stealing advanced technology.

End File #vb-00117

Motivations

Yazstremski suffers from an inferiority complex. He compensates for this by preying upon the obviously weak and helpless. The need to feel important, to see fear and respect in the eyes of those he terrorizes, is the reason he became a costumed villain, as opposed to a more mundane thief or grifter. Since he regards himself as ethical, he is hesitant to kill - his Zap Gun is not intended to be a lethal weapon. Zap is unlikely to join or associate with villains who are known to be casual murderers.

- Kevin Kreiner



Chapter 2

"The White Whale swam before him as the monomaniac incarnation of all those malicious agencies which some deep men feel eating in them, till they are left living on with half a heart and half a lung."

— Ishmael describes Ahab's obsession in Herman Melville's *Moby Dick*



unsolved in Prydain
case # 48922KEM

Ahab had the implacable White Whale. Casper Gutman and Joel Cairo had the Maltese Falcon. The Satan of *Paradise Lost* had the warrior-despot he imagined God to be. Their quests to conquer these unconquerable forces ended, by and large, in disastrous failure, but they made for high drama and compelling narrative conflict. A monomaniac of their cut could provide the same for your own campaign.

Any monomaniac – that is, someone possessing a pathological obsession with a single idea – has the potential for villainy, regardless of how noble his goal might seem. Such obsessed characters often ignore all morality as they work toward their all-important ends. Safe highways is a nice aim, but a monomaniac fixated on that goal might blow up errant motorists to safeguard the roads. Outside of *Autoduel*, this isn't likely to sit well with the law and order set.

This disorder is best expressed in game terms by the Obsession disadvantage, with the goal of any true monomaniac worth a full -15 points. Such characters might also possess the Fanaticism or Extreme Fanaticism disadvantages, but these are intended to express devotion to a philosophy, country, or religion, not a fixation on a specific goal. The two can certainly be linked, but they are not identical. The Canadian terrorist Captain Tundra is such a fervent patriot that he earns a Fanaticism disadvantage, but his monomania is expressed as a more focused Obsession – in this case, annexing Alaska.

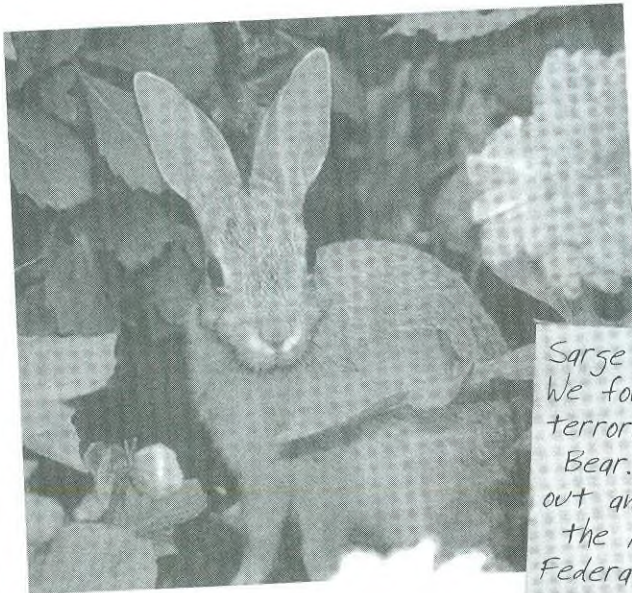
The monomaniac might suffer subsidiary Compulsive Behaviors, actions that he associates with success in his quest. More importantly, a Delusion could well underlie the Obsession. For some questing villains, the reasons for their mania are clear and even rational – if he finds his long-lost mother, The Mauler can confront her about abandoning him as an infant. For others, the reasoning is not nearly so grounded. Ahab hunted Moby Dick because the whale had come to symbolize something about reality. To conquer the beast was to defy Nature itself. Maybe he was correct; there was a malevolent force directing the beast. Maybe he was utterly mad.

If the reason behind a villain's Obsession is, in fact, a Delusion, the heroes may use it to turn him from his monomania. If they can convince the bad guy that the whale he seeks is just a whale, so to speak, they could prevent destruction and save lives. Of course, most monomaniacs will resist such efforts, resulting in even more slaughter and destruction.

Monomaniacs



*Near Huancayo, Peru 5/23
Too obvious to be Malreaux's secret?*



*Sarge -
We found your suspect
terrorizing Smokey the
Bear. Should we put
out an AFB through
the National Wildlife
Federation?*



Shared Grails

Obsessed foes make attractive continuing villains because their goals are easy to recognize. A maniac who kills everyone who shares his birthday provides a story hook for many different possible encounters. Once the villain's Obsession is uncovered, the heroes know the goal toward which he is working, and can plan accordingly.

To avoid making encounters with a monomaniac repetitive, a Game Master might somehow link the villain's grail directly to the good guys. In order to summon a creature from the void and destroy the world, an evil sorcerer has spent his life collecting the Seven Jade Daggers of H'sing. The one he does not yet possess might belong to a hero. Or, better still, the missing artifact could hold the key to lifting a curse or curing a disease that afflicts one of the heroes' Dependents. This creates an interesting conflict, for any victory that brings the adventurer closer to the last Jade Dagger might also aid the villain. Is the benefit to the seeker worth the risk to the rest of the world? The monomaniac would answer that question with a swift and resounding "Yes!"

JASON BLADE

Total Points: 317

Base Setting:
Supers

ST: 16 [80] DX: 14 [45]
IQ: 17 [100] HT: 9 [10]
Speed: 5.75 Move: 5
Dodge: 5
Parry: 7 (Knife)

Age 57; 5'11"; 148 lbs.; a tall, very thin man with blond hair that's thinning and graying. His eyes are a watery blue.

Advantages

Ally Group, Unwilling (Cyborg servants, medium-sized group, 15-) [55]; Eidetic Memory 1 [30]; Gadgeteer [25]; Status 2 [10]; Strong Will +2 [8]; Wealthy [30].

Disadvantages

Delusion ("I am saving the world from the robots") [-15]; Obsession (Save humanity from the robot menace) [-15]; Paranoia [-10]; Secret (Murders anyone he thinks is a robot) [-20]; Secret (Makes cyborgs out of unwilling patients) [-20]; Weak Immune System [-30].

Quirks

Disdainful of scientists and science fiction writers; Taciturn; Drinks nothing but pure, filtered water; Insists on being called "Doctor." [-4]

Skills

Acting-18 [2]; Biochemistry/TL8-17 [2]; Chemistry/TL8-17 [2]; Diagnosis/TL8-16 [1]; Driving/TL8 (Automobile)-13 [4]; Electronics/TL8 (Communications)-18 [2]; Electronics/TL8 (Robotics)-19 [4]; Engineer/TL8 (Cybernetics)-21 [6]; Knife-16 [4]; Mathematics-18 [6]; Mechanic/TL8 (Cybernetics)-18 [4]; Physician/TL8-19 [4]; Physiology/TL8 (Human)-17 [2]; Psychology-17 [2]; Sculpting-13 [1]; Streetwise-18 [2]; Surgery/TL8-21 [6].

Note: Mental skills include Eidetic Memory advantage.

Languages

English (Native)-17 [0]; Latin-18 [2]; German-18 [2].



Equipment

When playing the role of a hometown physician, Doctor Blade keeps a scalpel or two in his vest pocket. He often carries a flask of drinking water. The small radio he carries is used to communicate with his cyborgs. At his secret laboratory, Blade has all the latest surgical gear, including some of his own design.



Jason Blade grew up in a New Jersey suburb, where his father had a general medical practice. His father's work fascinated him and, by the time he was 10, young Jason knew that he wanted to be a doctor. It took years of hard work. In the end, his only regret was that his father didn't see him graduate; the elder Blade died of a heart attack while Jason was away at school. His mother, grief-stricken, turned ever inward – until she finally snapped and was taken away to a mental hospital. This prompted Blade to take up the study of psychology.

Out of school, Blade was a skilled surgeon, but many of his patients complained that he was cold and distant. In response, Blade developed a caring façade and an outgoing bedside manner. He was amazed at how easy it was to fool people. The mind, it seemed, was as easy to manipulate as the body. Inadvertently, Blade became a fair actor.

Blade was 34 and successful when he had the weirdest experience of his life. While tending to a boy injured while playing football, he found to his alarm that the child wasn't made up of flesh and blood. He was all metal and wires. When Blade blinked, the boy appeared normal again. Blade attributed the vision to overwork and let it drop.

Then it happened again. He saw the machine parts in another man during an operation. Again he blinked and the machinery vanished, but he could not dismiss the vision so easily this time. He began to watch people more carefully. He realized that many of those around him lacked humanity. These people seemed to answer questions without thinking, to do just what others told them to do. Obviously, Blade concluded, they were robots. Someone was replacing people with machines – and he was the only one who had noticed.

Blade visited his mother. He told her what he had come to suspect, and she agreed with everything he said. Doctor Blade emerged from the asylum with a mission. He was out to save mankind. He began to kill anyone he suspected of being a robot.

He methodically went about his mission, allowing certain people to die on the operating table, guaranteeing through direct or indirect means that others would never recover from their hospital visit. He hid his work well; enough people died away from the hospital, from a variety of maladies and accidents, that he escaped suspicion. Blade felt confident that he was winning the secret war with the robots.

Just past his 40th birthday, however, Doctor Blade developed a muscular condition that deteriorated steadily. This surely was the work of the robots, which had somehow managed to turn his body against him. Blade decided to beat them at their own game, and began to experiment with cybernetic augmentation to reverse the disease's effects. To fight the robots, he would become like one. The subsequent operations left him with a weak immune system, but otherwise stronger than ever.

Blade then turned his scalpel on others, creating an army of similar cyborgs to stand against the robot menace. Unfortunately, he couldn't find any volunteers. After surprisingly little soul-searching, he began kidnapping people. To guarantee their loyalty, Blade fits each with a brain implant that weakens their will and allows them to receive orders from his radio control unit.

Motivations

Doctor Blade is a pure monomaniac. He labors under the delusion that many people, especially those who demonstrate little creative or original thought, are not human at all. They are robot imposters posing as humans for reasons he cannot yet understand. He seeks to defend mankind from what he sees as a covert invasion of machines, while searching for clues to the robots' motivations. To this end, he plans to create hundreds, then thousands, of cyborg soldiers.

Encountered

The most likely way for the PCs to encounter Dr. Blade is by investigating a disappearance. Blade prefers to kidnap those he feels will not be missed, like street people or those without families. A contact or dependent of one of the heroes could vanish, only to turn up later as one of Blade's slaves.

Blade could also get involved in the theft of cyberware. Since he doesn't trust other scientists, he will steal any equipment that might aid his cause. He views advancements in robotics as suspect, perhaps even part of the robot conspiracy.

Doctor Blade carries on his crusade from a secret laboratory located under his suburban house, sending his army of cyborgs to do his dirty work. If cornered and deprived of cyborg bodyguards, he will fight with a scalpel (treat as a small knife); in combat, his objective will always be to escape. His lab is wired with firebombs so that he can destroy his notes should the robots, or their minions, ever discover the place.

Blade's Cyborgs (130 points)

ST 17 [100], DX 11 [20], IQ 9 [-10], HT 9 [-10]
Basic Speed 5, Move 5.
Dodge 5, Parry 9 (Brawling).

Advantages: Acute Vision +5 [10]; Combat Reflexes [15]; High Pain Threshold [10]; Unfazeable [15].

Disadvantages: Slave Mentality [-40].

Skills: Axe/Mace-12 [4]; Brawling-12 [2]; Driving/TL8 (Heavy Wheeled)-12 [4]; Guns/TL8 (Pistol)-12 [2]; Intimidation-17 [2]; Shadowing-10 [4]; Throwing-10 [2].

Languages: English (Native)-9 [0].

Most of Doctor Blade's cyborgs are created from the dregs of society: hopeless addicts, the abject poor, those who will not be missed. Though Blade does not mistreat them after the surgery, most would like nothing more than to be free of him. That would involve a complex surgical procedure to remove the control chip, but someone with Surgery/TL8 or Cybernetics skill might be able to accomplish the procedure. (Roll either skill at -6 to remove the chip, assuming full hospital facilities are available. In the field, roll at -10.)

Nevertheless, while the chip is in place, they will work all day, perform crimes, kill, fight and die at his orders. If Blade had more imagination, his slave army would be even more of a threat. Should the good doctor fall under the sway of a creative master criminal, who encourages his fantasies, and guides his tactics, his cyborg minions might infiltrate society in some truly dangerous ways.

Variations

25

Dr. Blade was designed as a villain for a *Supers* campaign, although he would work equally well in a *Horror* story line or even a lower-tech SF setting. By making his cyborgs magical creatures, he could even be adopted for a twisted *Fantasy* adventure. Perhaps the inhabitants of a local village are dying and their graves are turning up empty. The good doctor drugs the people so they appear dead, then steals their "corpses" and turns them into mindless slaves. The *Voodoo* possibilities here are obvious.

Finally, if the GM wants to try a different spin, assume that Blade is right. There really are robots – or aliens, or Illuminati, or whatever – taking the place of select humans. This does not make Blade any less unstable or dangerous, but the investigators may be forced to delve into his mind to learn how he came to understand a menace which they must now counter.

"AUNT" HATTIE MAE BLUE

Total Points: 104

Base Setting:
Old West to 1930s

ST: 9 [-10] DX: 11 [10]
IQ: 13 [30] HT: 13 [30]
Speed: 6 Move: 6
Dodge: 6

Age 50 (Born 1842, Died 1939); 5'1"; 100 lbs.; a small sweet-faced African-American granny. Hattie is pretty, demure, neatly dressed, and always wears a gentle smile.

Advantages

Attractive [5]; Charisma +2 [10]; Fit [5]; Literacy [0]; Longevity [5]; Luck [15]; Sanctity [5]; Voice [10].

Disadvantages

Delusions ("I always know who is wicked and who is oppressed") [-15]; Obsession (Vengeance on the wicked) [-10]; Poor [-15]; Secret (Habitual murderess) [-30]; Sense of Duty (To the oppressed) [-10]; Social Stigma (Black woman in 1890s America) [-10]; Status -1.

Quirks

Constantly, quietly, sings hymns; Quotes the Bible at every occasion; Pretends to be far less intelligent and able than she is; Always explores the local woodlands and wilderness. [-4]

Skills

Acting-15 [6]; Area Knowledge (Louisiana Swamps)-13 [1]; Area Knowledge (American West)-13 [1]; Bard-16** [2]; Bardic Lore (Local Folklore and Gossip)-14/20 [8]; Cooking-15 [4]; Detect Lies-15 [8]; Diplomacy-13* [4]; Fast-Talk-15 [6]; First Aid/TL6-15 [4]; Fishing-13 [1]; Holdout-15 [6]; Lockpicking/TL6-13 [2]; Musical Instrument (Psaltery)-12 [2]; Naturalist-16 [10]; Needlecraft-13 [4]; Poisons-15 [8]; Professional Skill (Seamstress)-14 [2]; Riding (Horse)-10 [1]; Savoir-Faire (Servant)-17* [4]; Scrounging-15 [6]; Singing-12* [1/2]; Stealth-11 [2]; Streetwise-12 [1]; Survival (Mountains)-13 [2]; Survival (Plains)-13 [2]; Survival



(Swampland)-13 [2]; Swimming-10 [1/2]; Theology (Christian)-11/17 [1].

*Includes Voice advantage.

**Includes Voice and Charisma advantages.

Languages

Louisiana Creole (Native)-15 [0]; English-14 [1]; French-13 [1/2]; Spanish-13 [1/2].

Equipment

Hattie Mae carries various dried herbs, and sometimes phials of herbal extracts "for medicinal purposes."



Hattie Mae Blue was born Athenais de Marne, on a plantation north of Lake Pontchartrain, Louisiana – at least, she'd have been a de Marne if her father had ever acknowledged her. Her mother called her "Athe"; her father called her "little monster." She was sold to a household in New Orleans at the age of six. Her good looks and quick wits attracted the attention of the household's master. This was brutally unlucky, as Lucian d'Azure, Athenais' new owner, was a pedophile. D'Azure treated Athenais as a toy. Yet he also taught her to read and a great deal about natural history. The only really happy times in Athenais' childhood were trips she took to the swamps to gather edible and medicinal plants.

By the time Athe was 12, Lucian d'Azure had tired of her as a lover, but he still enjoyed talking to her and teaching her natural history. She spent much of her time in the kitchens learning household skills. The other slaves soon changed Athe to Hattie, and the cook lengthened this to Hattie Mae, after a cousin of hers. Hattie became a skilled cook, seamstress, and valued all-around servant.

About the time Hattie Mae was 18, the Civil War broke out. As the conflict drew closer, Hattie realized that she could easily escape d'Azure. She considered where she might go and decided that her best bet was California. She left the d'Azure household in August 1863, after the fall of Vicksburg. She secured passage to St. Louis and headed west.

In 1866, soon after she reached Denver, Hattie Mae was struck down with a terrible fever. An evangelical minister nursed her back to health. Hattie Mae, who had always wanted to be a good Christian, became the evangelist's housekeeper, which she saw as a way to indirectly serve the Lord. A few months in his house disenchanted Hattie with missionaries. When she turned in her notice, he beat her brutally, raped her, and threatened to kill her if she left. That night she poisoned the man's mushroom soup. Given her skills with wild plants it was remarkably easy to do.

As fever still plagued the town, Hattie simply told everyone that the evangelist and the rest of the household had fallen sick. The doctor, exhausted by the extent of the local outbreak, didn't question it when the missionary and his family all died; he filled out a preprinted death certificate and left Hattie Mae to clean the bodies for burial. This was when Hattie Mae had her revelation: God had let her get away with her crime because she was doing His will. Her role on earth was to smite the wicked.

From then on, Hattie worked her way up and down the American West. She obsessively searched out the wicked, got a job where they ate, and poisoned them. She worked in various capacities – as a sickroom nurse, a nanny, a baker, any job that allowed her to act on her desire to rid the world of evil men and women. Her murders are quite frequently chalked up to natural causes, as the poisons she utilizes work in ways indistinguishable from other forms of “sudden death” common in the Old West.

Encountered

Aunt Hattie Mae Blue is a secretive villain meant to keep a party of 100- to 200-point characters at bay – not through violence or direct action, but through her ability to appear as the least likely threat in any situation. To maintain this effect, she should be presented as a sweet, slightly addled, older lady, with an encyclopedic knowledge of the local folklore and gossip. The GM should seem to have introduced Hattie Mae as an expository device or a bit of background color. It should take the PCs a fairly long time to realize that she is a threat.

Hattie Mae will always greet people as if she were truly delighted to see them, which she normally is. She enjoys telling long stories about the local area and all the interesting things she has learned about the place. Hattie Mae is actually interested in local lore, but discussing it also provides a good way to keep people from asking her too many questions. Would-be detectives, annoyed by her long-winded lectures on the mayor's genealogy, often avoid her completely after the first interview. If Hattie Mae finds out that the PCs are investigating a murder she committed, she will pretend to help them. In actuality, she will only redirect their search with false clues and pointless leads constructed from local legend. If there are other people in the area she has labeled “wicked,” she will do what she can to frame them for her crimes.

– Thomas Devine

The Wicked

Aunt Hattie Mae Blue defines “the wicked” as anyone who murders, rapes, or otherwise oppresses and exploits the poor and defenseless. (She excludes herself from this class because those she murders are, to her mind, far from helpless.) This definition of “deserving victims” can be expanded to include almost anyone, even if their actions exploit people indirectly or they are unaware of some distant oppressive results of their deeds. It will be difficult to convince Hattie that someone is worth saving after she has decided he is wicked. If the GM decides that Hattie is prone to believe the gossip of those around her, her choice of victims could become completely whimsical; if Hattie hears a shocking story about someone, she might not bother to check before taking action! She may even be certain that God won't let her kill someone undeserving . . .

The Oppressed

Hattie tends to view certain groups as “the oppressed.” Women, children, and African-Americans head her list. Native Americans, immigrant workers (particularly Chinese, Irish, and Mexicans), prostitutes, or even homosexuals might also qualify as an oppressed group, depending upon how the GM wants to introduce her character. Being a member of one of these groups does not automatically protect someone from Hattie's wrath. A woman or an immigrant can be labeled “wicked” just as quickly as anyone, should Aunt Hattie decide that they are preying upon the meek.

Invisibility

In Hattie's time, it was part of a servant's job to remain as faceless as possible to her employers. Aunt Hattie Mae is effectively invisible much of the time because of her social position. In this, her Status disadvantage works in her favor – particularly when the local sheriff is putting together his list of likely suspects for a murder, or a detective attempts to come up with a useful description of Hattie to send to the next town. Many people will be unable to give more detail than “old black woman, not very tall.”

Variations

With very few changes, Aunt Hattie Mae Blue could be a Roman slave, a minor servant at a medieval court, or a barmaid in a fantasy setting. She is a highly skilled servant who uses her position to murder those who do wrong – as *she* defines it. Depending upon what that definition is, she can be cast as a more heroic character, fighting for justice in an unjust world, or as a terrifying madwoman capable of poisoning anyone for crimes of which they are wholly ignorant.

CASNAR THE HUNTER

Total Points: 377

Base Setting:
Celtic Myth

Age 33; 5'10"; 150 lbs.; a dark, wiry, athletic Celtic warrior, usually dressed in the plain garb of a hunter, with weapons close to hand.

Note: Casnar was designed for use in *GURPS Celtic Myth* campaigns; many character features used here are defined in that supplement. Casnar's Speed, Move, and Defenses include Combat Reflexes, Increased Speed, and Running. His running is doubled in straight-line movement.

Equipment

Casnar goes unarmored save for a simple helmet (treat as a pot-helm). Being armed as a hunter rather

ST: 13 [30]	DX: 15 [60]
IQ: 12 [20]	HT: 13 [30]
Speed: 8	Move: 9
Dodge: 9	Block: 8
Parry: 10 (Brawling)	

than a warrior, he does not usually even bother with a shield. He bears a standard Celtic sword (a cheap thrusting broadsword), but favors his hunting weapons – three standard spears, and a sling and sling-stones. With his plain clothes, boots, cloak, and pack, he usually suffers Light Encumbrance while traveling (-1 to Speed, Move, and Dodge), but he will discard his pack and make sure he has no Encumbrance penalties when chasing prey.

Advantages

Alertness +1 [5]; Combat Reflexes [15]; Dark Vision [25]; Disease-Resistant [5]; Fit [5]; Gesa (Will not die, "So long as he eats the first meat from the first beast killed on the last hunt he saw") [15]; Heroic Running ×1 [20]; Increased Speed ×1 [25]; Reputation +1 (As a masterful hunter for all his faults, among admirers of such skills, 10-) [2]; Shadow Form [50]; Sidhe Blood 2 [20]; Status 3 [15].

Disadvantages

Illiteracy [0]; Obsession (Fulfill the demands of his gesa, as he interprets it) [-10]; Reputation -3 (As occasional thief and completely honorless, among those unimpressed by hunting skills, all the time) [-15].

Quirks

Habitual eavesdropper; Always very polite to druids. [-2]

Skills

Area Knowledge (Prydain)-15 [6]; Brawling-15 [1]; Broadsword-13 [1/2]; Camouflage-12 [1]; Climbing-14 [1]; Cooking-12 [1]; Filch-14 [1]; Jumping-15 [1]; Naturalist-11 [2]; Orienteering/TL2-12 [2]; Running-12 [2]; Savoir-Faire-14* [0]; Shield-14 [1/2]; Sling-16 [8]; Spear-18 [16]; Spear Throwing-17 [4]; Stealth-15 [2]; Survival (Woodlands)-13 [4]; Swimming-15 [1]; Tracking-15 [8].

*Free from Status.

Languages

Brythonic (Native)-12 [0].



Casnar was the youngest son of a warrior-chieftain and his second wife, a woman whose grandmother was said to have been visited by a mysterious lover who *no one* ever saw, but who came and left as a shadow in the darkness. Casnar has



inherited this talent, along with the ability to see in darkness, superhuman speed, and an impressive physique. When he was five years old, a visiting druid recognized that Casnar had been born with a gesa, divined its nature, and told his parents. Unfortunately, Casnar was already learning to use his shadow-nature, and he eavesdropped upon the conversation.

Five years is too young for a child to learn his destiny; Casnar, though not by nature a coward, spent much of his time thereafter pondering his possible death and how it might be averted. This has twisted him, destroying his capacity for honor, and left him determined not to lose his invulnerability. Thus, he has turned his considerable natural talents to making himself a perfect hunter, able to take the lead in any chase – and, lest his skill fail him, a thief who can steal that first cut of meat if necessary. This obsession is impossible to hide, so Casnar has abandoned all pretense of honor. By keeping on the move (and rarely committing any crime serious enough to demand the detailed attentions of the druids), Casnar has somehow avoided being subject to the Druid Ban, the *Glam Dicin*. Thus, he can still claim hospitality of strangers – a fact he is not above exploiting.

Motivations

Part of Casnar's trouble is that his gesa is worded confusingly. Obviously, it doesn't mean that a failure to eat that first morsel of all hunts automatically leads to his death; as a young child he was unable to join in hunts or to eat of their kills, yet he lived. Perhaps it means that he had only to eat the first meat of the first hunt in which he participated – which he made certain he did – and then avoid the sight of any other hunt in which he could not be first. But the latter is rather difficult to achieve in Celtic society. So Casnar has convinced himself that he must eat first of the first kill on every possible hunt.

He has turned this into his sole purpose in life. Casnar wanders the land and sprints into the lead in any hunt he discovers. Then, before the hounds or other hunters arrive, he gulps down a goblet of meat from the first animal to fall. Casnar will try to gain a proper invitation to join a hunt first, but never lets politeness stop him from doing what he wishes. Although he is known to be tricky and honorless, some respect his considerable hunting skill.

Another reason he has never been punished for his discourtesy and theft is that many warriors think it would be a much finer thing to outpace or outwit Casnar in the field. Many have tried; none have succeeded. Dark rumors suggest that one or two who nearly beat him suffered “accidents” when they were out of sight of any but Casnar. Incidentally, no one living, save Casnar and a few druids, knows of his gesa. Still, many suspect that some supernatural cause prompts his behavior.

Encountered

As a companion on the road, or even when feasting in a king's hall, Casnar doesn't necessarily seem a bad fellow. He's tolerably polite and doesn't go out of his way to annoy others or start fights. However, he's not much of a conversationalist; he has no great interest in anything but hunting. Should any kind of hunt be suggested, or should hunters be observed in pursuit of prey, Casnar's Obsession emerges in full force. He takes up his spears (or sling) and sets off at top speed. Anyone who attempts to foil Casnar in his quest for that first cut of meat will find him a grim, silent, and ruthless adversary.

Casnar is a formidable warrior, but not unbeatable. His lack of honor means that he will ignore many challenges and run from fights he cannot win. The problem may be less beating Casnar than catching him.

Casnar and Druids

Casnar may lack honor, but he doesn't entirely lack gratitude. He's never forgotten that it was a druid that revealed his gesa to him, however unintentionally, and thus (as he sees it) saved his life. If a druid ever impeded his obsession, he'd be truly sorry for what he'd probably feel obliged to do. Furthermore, as a borderline criminal in Celtic society, he doesn't want to engender any *unnecessary* ill-feeling among the powerful druids!

Sidhe Blood

The name and nature of Casnar's Sidhe ancestor is deliberately left open here; it might represent an interesting plot hook. With powers of shadow and darkness, the Sidhe may well be something of a roguish character himself, and might find his descendant's behavior amusing. On the other hand, even Sidhe can have concern for family honor.

Monstrous Prey

Many great legends tell of hunts for monstrous or otherworldly beasts. Normally, Casnar will avoid such events – they're far too chancy for him – but should he see one in motion, or be tricked into joining such a quest, he'll be both a useful member of the hunting party and a formidable rival to the other hunters.

One possible paradoxical situation would involve Casnar chasing down a beast so monstrous that its flesh was deadly poison. Should he eat from its carcass, his gesa would still protect him – but he might be made sick enough to regret his success.

The Unspeakable Hunt

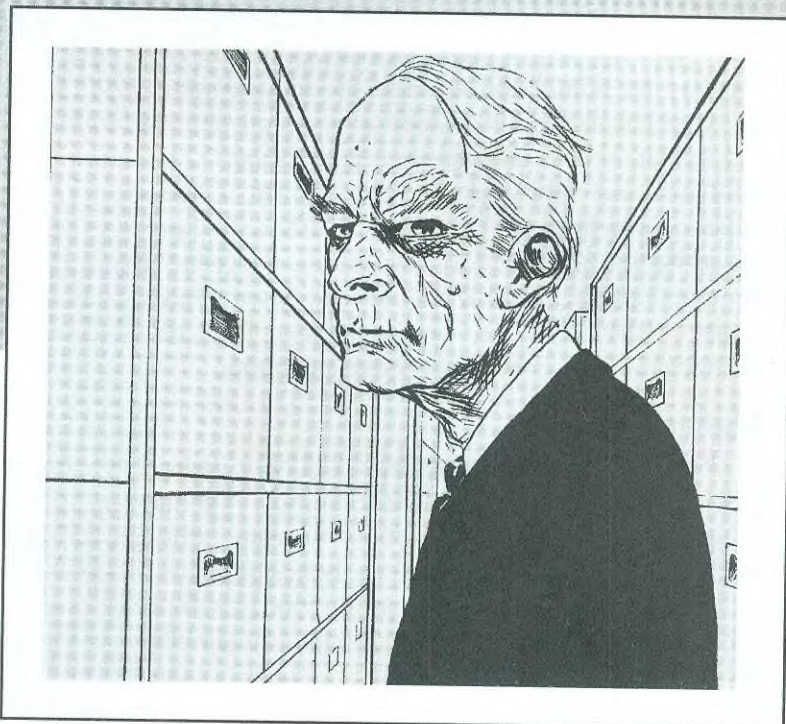
Game Masters wishing to portray Casnar as a monstrous villain beyond all concern with right behavior could have him witness wolves or other beasts (or the Wild Hunt!) chasing a fleeing human. Obsessed with his gesa, he might join this hunt, too, and be reduced to cannibalism.

CONTROL

Total Points: 188

Base Setting:
Illuminati

ST: 9 [10] DX: 10 [0]
IQ: 17 [100] HT: 9 [10]
Speed: 4.5 Move: 4
Dodge: 5



Age late 70s; 6'1"; 155 lbs.; a tall, thin man whose gray hair and wrinkled features emphasize his advancing years.

Advantages

Alertness +2 [10]; Ally Group (Nemo agents, large group, 15-) [90]; Filthy Rich [50]; Legal Enforcement Powers [15].

Disadvantages

Bad Sight (Farsighted) [-10]; Callous [-6]; Enemy (Adam X and the Nowhere Men, medium-sized group, 12-) [-40]; Obsession (Continue his "great experiment") [-10]; Paranoia [-10]; Reduced Manual Dexterity (Arthritis) -3 [-9].

Quirks

Kleptomania (A subconscious effort to undermine others' personal space); Addresses everyone by a designator or code name (To strip them of their sense of individuality); Obsessive about hygiene. [-3]

Skills

Acting-15 [1/2]; Administration-15 [1/2]; Anthropology-19 [8]; Computer Operation/TL7-16 [1/2]; Criminology/TL7-17 [2]; Detect Lies-15* [0]; Driving/TL7 (Automobile)-9 [2]; History-14 [1/2]; Intelligence Analysis/TL7-17 [4]; Lip Reading-16 [1]; Psychology-19 [8]; Research-16 [1]; Writing (Scientific Papers)-15/21 [1].

*Default skill.

Languages

English (Native)-17 [0]; Mandarin Chinese-15 [1/2]; French-15 [1/2]; Portuguese-15 [1/2]; Spanish-15 [1/2].

Equipment

Control always has some small items in his pockets which he just stole from somebody's desk.

From the journals of Adam X:

What little we know of our enemy is based upon rumor and supposition. Hard evidence, by the very nature of Control's existence, is scarce and unreliable at best. His early years are the most vague. His real name is unknown and his date of birth can only be narrowed down to the early 1930s. However, the lack of detail in this area is mostly irrelevant as the man we now oppose only *really* came in to existence in the aftermath of the Second World War.

After the smoke of World War II cleared, only two combatants were left on the battlefield: the United States and the Soviet Union. The two superpowers faced off against each other from opposite sides of the physical and political world, readying for another war – a Cold War. The White House and the Pentagon feared the Communists would infiltrate and undermine their "land of hope and glory."

They sought a counter to this threat in the brain trusts of Harvard, Columbia, and Yale. In the papers they examined, the theories of one young psychology graduate stood out. His thesis on the "Nature vs. Nurture" debate argued that, if a man's psyche is molded by the environment in which he exists, that psyche could be radically altered by manipulating his environment. His clinical proof of

this thesis was both surprising and alarming. The brass at the Pentagon ignored the moral problems this approach raised; they saw only its value to their Cold War strategies. They would use this scientist and his theories to create a stronger America to fight the "Red Menace." From that moment, the young scientist ceased to exist and Control was born.

In 1946, at the same time the FBI was given the "responsibility of determining the loyalty of those with access to restricted Atomic Energy data," another presidential order gave one man the responsibility of "identifying, categorizing, and enforcing the elements that constitute the American people." Over the following decades the man known only as Control took an active

role in the formation and manipulation of the American "environment." His actions ranged from the ridiculous to the sublime. He tainted movie idols through the Un-American Activities Committee, studied the effects of hallucinogens on soldiers in Vietnam, promoted belief in the existence of UFOs and the pseudo-conspiracy supposedly covering them up, and planted subliminal messages in advertising. He manipulated religious censorship and incited race riots. However, these projects were only part of a larger, more profound experiment – Project Nemo.

Project Nemo is officially a research and development project for the Navy. In reality, it is the heart of Control's experimental labyrinth. Nemo began its work by compiling a list of social and psychological archetypes by which to categorize the American populace. Once this was completed, Project Nemo began its real task: manipulating these archetypes, ostensibly into a configuration best suited to withstand Soviet propaganda. Using its extensive network of undercover agents and information resources, Nemo selected subjects fitting each archetype. The subjects were then specifically manipulated – first subtly, then in more grand and profound ways. Whole elements of their lives, such as family and occupation, would be altered or eradicated entirely. All the while, Control kept careful track of their reactions, edging each archetype toward what he considered perfection.

As time passed, governments and policies changed. Eventually even the Cold War thawed. The need for Control and his experiments also passed. But Control and Nemo had slipped so deeply into the shadows of conspiracy that they were all but forgotten. With its funding securely hidden within the budget and its agents seeded throughout every organization in the government, the project continued to test the American people – and to manipulate their ideals and their aspirations.

31

Motivations

Control has only ever had one motivation: to test the theories put forth in his graduate thesis. He never believed in the Communist threat. By agreeing to fight it,

he gained access to resources and test subjects. The years of conspiracy and manipulation seem to have stripped away his humanity. He twists and ruins the lives of strangers with the same clinical coldness that another scientist would treat lab mice.

Encountered

Control is the proverbial spider at the center of a conspiratorial web. He would be particularly suited to a *GURPS Black Ops* campaign, with the players struggling to discover Control's secrets and put an end to his experiments. Alternatively, the PCs could discover that they are actually subjects of Project Nemo. When their lives begin to fall apart, they must go on the run and discover who is pulling the strings.

There may be a connection between Project Nemo and Simon Wilson, the criminal mastermind known as "Magic Man" (p. 110). The shadowy group behind Wilson's creation – the semi-secret, ultra-capitalist organization called the "Confederation of American Business" (CONFAB) – could well be a front group for Project Nemo.

Similarly, the organization known as the Universal Compliance Directorate (p. 126) may be connected to Control's project in some way. Most likely, the groups are bitterly opposed to one another. If so, they are almost certainly waging a secret war to control the American soul.

– Mark Slattery

Project Nemo

On paper, Project Nemo is based at Area 51, Nevada. In reality, it's housed in a private psychiatric hospital just outside Westchester, New York. Inside this pre-Civil War mansion is one of the most advanced information-gathering computer systems in the world, with covert access to government and corporate databases around the world. From this base, Control gathers information on his subjects, monitors their lives, and directs his minions.

The project employs three types of agent: manipulators, sleepers, and erasers. Manipulators are the information gatherers. These are the people with regular jobs and responsibilities, from bank tellers to FBI agents, who, when they receive "the call" from Control, willingly use their skills and resources as directed. Sleepers are the *real* undercover agents. They might be your best friend or your lover, but when Control orders it, they will deny your existence or end it. The erasers are the least numerous of Control's agents. Erasers are the "men in black" who are sent to end experiments that have gone astray or to silence opposition to Nemo.

ADAM X AND THE NOWHERE MEN

Despite the depth of its resources and extent of its influence, Project Nemo has let a few subjects slip through its shadowy fingers. The most prominent of these is Adam X. His real name is unknown; if asked about his "true identity," he will simply say, "The man I was no longer exists. He died in Control's experiments." Some claim he was a doctor who treated a dying man with a very dangerous secret. Now he is a warrior and resistance leader living on the outskirts of society. With an underground network of fellow survivors, he struggles to reveal Control and Project Nemo, and to rescue the victims of their manipulations.

CARTER HAMMOND

(ALIAS "SHAYDE")

Total Points: 490
Base Setting:
Supers/IST

ST: 12 [20] DX: 14 [45]
IQ: 15 [60] HT: 14 [45]
Speed: 7 Move: 7
Dodge: 7



Age 28 (Born 1962); 6'; 180 lbs.; a tall man in his prime, with dark features; always wearing combinations of black, white, and gray.

Advantages

Absorption (10 levels, generic Energy) [100]; Animate Shadow (Power 5) [25]; Charisma +1 [5]; Create Darkness (Power 6; movable area, +40%) [26]; Dark Vision [25]; Flash (Power 12; Takes 15 second recharge, -20%) [39]; Illuminate (Power 6) [6]; Laser (Power 5) [45]; Polarized Eyes [5]; Shadow Form (can carry No Encumbrance, +10%; Takes 15 second recharge -20%) [45].

Disadvantages

Bad Temper [-10]; Compulsive Behavior (Support metahuman rights) [-5]; Delusion (IST Los Angeles cooperates with the Purity Foundation) [-10]; Enemy (IST; 9 or less) [-40]; Jealousy [-10]; Obsession (Destroy the Purity Foundation and all other anti-metahuman organizations) [-15].

Quirks

Becomes violent when called Carter or Hammond [-1].

Skills

Animate Shadow-16 [12]; Area Knowledge (Los Angeles)-16 [2]; Bard-14 [1/2]; Carousing-15 [4]; Computer Operation/TL7-17 [4]; Create Darkness-15 [12]; Flash-16 [12]; Illuminate-14 [4]; Laser-18 [24]; Motorcycle/TL7-16 [4]; Photography/TL7-15 [2]; Physics/TL7-16 [6]; Stealth-14 [2]; Swimming-14 [1].

Languages

English-15 [0]; German-13 [1/2].

Carter had a relatively normal childhood. He grew up in Los Angeles, where his parents were professors at UCLA, as well as social and political activists. He was an outgoing child, expert at getting into, and out of, trouble. When he was 10, one of the neighborhood kids dared him to do a handstand near some high-voltage transformers, and he fell against one of them. His metapowers manifested, saving him.

He was reluctant to tell his parents – not because of his powers, but because of what he was doing when he discovered them. After several months, he finally admitted what had happened. Instead of being angry, his parents wanted to help him learn about his new abilities, and they became supporters of POWER (Paranormals Only Want Equal Rights). Over the next 8 years, their social conscience became his. As his powers grew, his parents became more active, and more vocal, in supporting the rights of metas. POWER disbanded in 1974, but by the time Carter was in high school, his parents were on the board of directors of the HMA (Human-Metahuman Alliance). Carter himself was an enthusiastic member.

When the U.N. announced the formation of the IST (International Super Teams) in 1982, Carter was appointed to a position at IST Los Angeles. Already active in the metahuman community, Carter was somewhat of a hometown hero, and his presence helped facilitate the acceptance of the new IST branch.

Of course, not everyone welcomed the intrusion of the IST, and there was a surge in anti-metahuman sentiment . . . including a small fringe that advocated violence. The most radical of these was the Purity Foundation – an ultra-conservative, fundamentalist political party with its roots in the deep South. While they could not make an effective strike at the metahumans themselves, metahuman support groups composed mainly (or entirely) of humans made easy targets.

At 5:17 p.m. on October 21, 1982, less than six months after he joined IST Los Angeles, Carter's life changed forever. Masked terrorists bombed the annual HMA meeting, killing his parents. In the days that followed, police investigation revealed that local members of the Purity Foundation had planted the bomb. During the trial, the prosecution could produce no proof that the bombers had acted on orders from Foundation leaders. If the Foundation was involved, it had covered its tracks very well.

Carter began to unravel. Driven by his obsession to bring down the Purity Foundation, he tried to enlist the aid of Psiren, his telepathic teammate (and lover), to illegally scan the minds of Foundation members. She not only refused, but also reported him. Insane with grief and obsession, he took her concern for betrayal. The stress of the situation triggered a latent power – the ability to animate shadows – and Carter lashed out at her with all of his strength. A few terrible seconds later, Psiren was obliterated, and Carter fled.

The guilt of killing Psiren mixed with his anguish and disillusionment, and in a “moment of perfect clarity,” Carter saw the “truth.” The reason he could find no proof of the Foundation's involvement in his parents' deaths and the reason Psiren had turned him in were one and the same – IST Los Angeles was working with the Purity Foundation. With this final “revelation,” Shayde was born.

Shayde (he never refers to himself as Carter Hammond), now lives only to destroy the Purity Foundation and other anti-metahuman organizations. He believes that this is the only way to make the world safe for metahumans and normals alike.

Encountered

If the heroes meet Shayde right after his “creation,” he will be confused and grief-stricken, but still a dangerous adversary. GMs can introduce Carter prior to the death of his parents and let the party get to know him as a hero, then meet him again after he becomes Shayde.

If the GM wants to introduce Shayde after his change is fully established, the heroes could be new members of IST Los Angeles, overwhelmed by the animosity the team has for their former comrade. Or they could be Carter's original team members, some of whom could easily be Obsessed with catching him. Alternatively, the IST headquarters may feel that the Los Angeles team is too involved in the case, and the PCs are a special unit sent in to apprehend Shayde. For an intriguing twist, the heroes could have to protect members of the Purity Foundation from Shayde. This would make for interesting roleplaying, considering the Foundation's attitude toward metas, and the animosity the heroes would probably have toward the Foundation.

Carter's Compulsive Behavior combined with his Obsession could easily make him a Fanatic for the metahuman cause. This opens up the possibility of the PCs being like-minded Fanatics as well, following Shayde's banner!

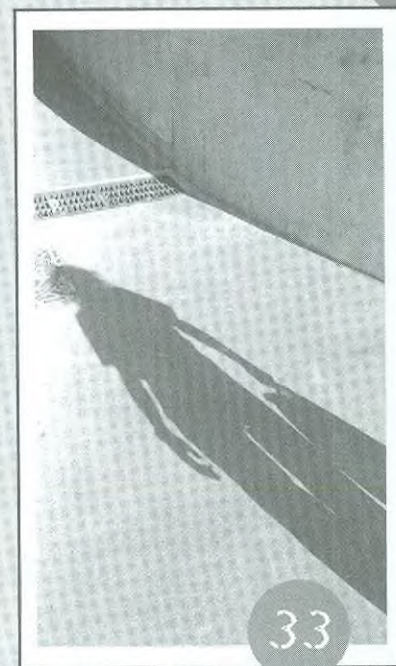
– Russell Godwin

Variations

For a less “villainous” version of Shayde, his attack on Psiren may not have been fatal. Despite Shayde's protests, the heroic side of Carter is not gone. When disaster strikes, Shayde is one of the first supers on the scene. The heroes may fight him one adventure, and work alongside him the next. This version of Carter is capable of redemption. In this case, his Obsession should be “Expose or undermine the Purity Foundation.” In addition, replace Delusion with a Sense of Duty (All metahumans), replace Bad Temper with Cannot Harm Innocents, downgrade his Enemy to appearing on a 6 or less (now worth -20), and add Flashbacks [-10] and Nightmares [-5].

HMA

When POWER fell apart in 1974, several smaller, less powerful activist groups took its place. The smallest of these startups was the HMA – Human-Metahuman Alliance. Unlike its predecessor, the HMA was founded by both metas and normals, with the sole purpose of promoting “acceptance of metahumans and cooperation between metahumans and humans.” After the 1982 bombing, it quickly became the largest *non-political* pro-meta organization, with a practically equal numbers of unpowered humans and metahuman members. (Note that the HMA is very careful *never* to refer to metahumans as “supers” or the unpowered as “normals” – be sure to roleplay this when portraying an HMA member.)



MANSON ILLUSAGURE

Total Points: 167

Base Setting:
Traveller

Age 47; 5'11"; 180 lbs.; a scraggly back-to-nature type with faux tribal tattoos and clothing made from natural fibers.

Advantages

Ally Group (Commune, large group, 15-) [90]; Charisma +3 [15]; Cultural Adaptability [25]; Reputation +2 (As rebel and freethinker, among radicals in the coreward sectors of the Imperium, all the time) [5]; Sanctity [5]; Strong Will +3 [12]; Voice [10].

Disadvantages

Delusions ("We are the gods of this paradise") [-15]; Enemy (Imperial Scout Service, formidable group, 6-) [-20]; Enemy (Imperial Bureaucracy, formidable group, 9-) [-40]; Extreme Fanaticism (Anti-Imperialism) [-15]; Paranoia [-10]; Primitive (-1 TL) [-5]; Sense of Duty (To the Plimtow) [-10]; Xenophilia [-15].

Quirks

Doesn't talk about his past; Preaches each day to converts; Shuns modern technology when possible; Keeps trophies from humans he has killed (mostly clothing items); Considers himself a poet and shares his latest work freely. [-5]

Skills

Acting-12 [4]; Area Knowledge (Plimt)-14 [6]; Astrology-10 [2]; Bard-16* [8]; Beam Weapons/TL9 (Lasers)-12 [2]; Brawling-11 [1]; Botany/TL9-12 [6]; Carousing-12 [4]; Distilling-12 [4]; Ecology/TL9-12 [4]; Fast-Talk-15 [10]; First Aid/TL9-12 [2]; Guns/TL9 (Gauss Weapons)-13 [4]; Herbalist-15 [12]; Interrogation-11 [2]; Knife-14 [8]; Leadership-15 [10]; Meditation-11 [8]; Naturalist-11 [4]; Occultism-12 [4]; Philosophy (Existential)-11 [4]; Stealth-11 [2]; Survival (Plains)-14 [8]; Strategy (Land)-13 [8]; Theology-13 [8]; Zoology/TL9-15 [12].

*Includes Voice advantage.

ST: 12 [20] DX: 11 [10]
IQ: 11 [10] HT: 14 [45]
Speed: 6.25 Move: 6
Dodge: 6
Parry: 7 (Brawling)

Languages

English (Native)-12 [0].

Equipment

Illusagure consistently carries three items: a necklace of semi-precious stones, a large hunting knife, and a gauss machine gun.



Because Manson Illusagure is an embarrassment to the Imperial Scout Service and to several high-ranking members of the Imperial Bureaucracy, official information about his past is a bit hard to come by. For the past 20 years, he has stalled efforts by the Imperium to add the planet Plimt to the empire. This border world is rich with natural resources and of some minor import as a strategic staging ground. His defiance of authority has made Illusagure a popular figure among radical elements in the Imperium's coreward sectors.

Illusagure began his career in the Scout Service and did the initial surveys of the world now called Plimt. The novice scout stumbled upon a semi-sentient species known as the "Plimtow" and quickly developed an affinity for them. Over the years, Illusagure gained the trust of the creatures and recruited academics to help him study them. When the Scout Service was finished with the planet's initial survey,



Illusagure's superiors ignored his objections and recommended Plimt for mineral exploitation. The day the report was filed, something snapped in the young scout.

Illusagure quickly mustered out of the service and, with help from various environmental groups, set up a commune. Meanwhile, the academic communities that supported his cause helped him in the courts to block mining on the planet. Due to the force of Illusagure's personality, the commune swiftly evolved into a cult – and a dangerous one at that.

When legal efforts to stop mining on Plimt stalled, scouts stationed on the world started showing up dead. The situation got worse when the local Duke dispatched a regiment of Marines to find Illusagure and bring him to justice. Thanks to press leaks from sympathetic reporters, Illusagure was ready for the assault. The Marines landed and were overwhelmed by a small army of native life forms under the command of Illusagure and his followers. Illusagure left a few survivors and sent them, along with all other representatives of the Imperium left on Plimt, back to the Duke with a message: Imperial forces sent to Plimt will be killed on sight. Since then, the Duke and the Scout Service have been trying to figure a way to bring Illusagure to justice, one that will not make the murderer an even greater martyr to the opponents of Imperial rule.

At present, 1,000 people belong to Illusagure's commune. The Imperial Navy and Scout Service have declared Plimt a red zone, but ships still routinely drop off young people and supplies. No one ever leaves Plimt; as far as the Imperium knows, recruits either accept their indoctrination or are killed. While the commune utilized the media and their academic contacts in the early days, they have since cut off communication with both groups. Illusagure is still depicted as a radical hero by the media, but he does nothing to foster this image outside of the Plimt commune.

Motivations

Illusagure is a cult leader, rabid environmentalist, and anti-establishment type. He shuns some of the larger society's TL10 conveniences, earning him a slight Primitive disadvantage. The Plimtow view him as a divine figure, and he has dedicated his life to making certain they are left to evolve without Imperial interference. The more time he and his followers spend with the worshipful Plimtow, the more delusional they become. Illusagure, in particular, is convinced of his divine status and uses that as a justification to slaughter anyone who opposes his will on Plimt.

As Illusagure has gotten older he has come to believe that the Imperium is waiting for him to die before taking over the planet. This has pushed him to set up a loose governmental infrastructure, complete with official successor, so that someone will carry on the fight when he is gone.

Encountered

The Imperium has forbidden the use of massive direct military force for fear of a PR backlash. However, each new bureaucrat or fleet commander assigned to Plimt's sub-sector puts forth a supposedly fresh idea for re-taking the planet. So far, all these plots have ended in spectacular failure. PCs drawn into one of the assault schemes might put their efforts into making it succeed – or at least fail less horrifically.

Another good adventure hook centers on a prominent noble's daughter, who runs off to join Illusagure's commune. Upset and angered by this, the noble contracts the adventurers to rescue and deprogram her.

The most frightening scenario might have the heroes joining Illusagure's cult out of idealism, only to discover over time how insane he actually is. Having renounced their most advanced technology, the defectors would find it very difficult to get off Plimt – and there's nowhere to escape the cult leader's influence otherwise. If they can't escape, will they participate in xenophilia, murder, and mind control without going insane themselves?

The Plimtow -48 points

Descended from omnivore gatherer stock, the Plimtow are a feral species on the verge of developing sentience. They resemble oversized Humans coated with thick fur that ranges in color from gold to jet-black. Their hind legs are powerful, ideal for running. Their hands sport four fingers and two opposable digits. This species is unusual because of the powerful pheromones they produce during parts of the planet's 60-day lunar cycle. The pheromones are so strong that they affect the other warm-blooded species on the planet. To Humans, these pheromones act as a mild hallucinogen.

The Plimtow have an animistic religion and consider the humans among them to be sprits in the flesh, divine patrons who have manifested to help them develop. They will do anything to protect their living deities and think nothing of killing for Illusagure and his commune.

Plimtow have IQ -2 [-15], and the advantages Night Vision [10] and Pheromone Control [25]. Their disadvantages are Presentient [-20], Primitive (TL0) [-50], and Social Stigma (As a backward race in the Imperium) [-10]. The Plimtow's racial skills include +1 Running [8] and +2 Scrounging [4].

Variations

In a *GURPS Cliffhangers* game, Illusagure would be found in the Amazon rainforest, leading a local tribe on a bloody crusade against cattle or logging interests. *Espionage* or *High-Tech* characters could find him in the jungles of Vietnam, an army deserter being worshipped by a local tribe. In a *Horror* campaign, he might be a madman living amongst a race of mutated animals freed from a scientist's lab. He is always the outsider who obsessively takes up the cause of a less-developed, less worldly group, then becomes power-mad from the worship they give him in return for his attention.

ETIENNE MALREAUX

(ALIAS . . .)

Total Points: 603

Base Setting:
Renaissance to Modern

ST: 10 [0] DX: 12 [20]
IQ: 15 [60] HT: 17 [100]
Speed: 7.25 Move: 5
Dodge: 4
Parry: 5 (Broadsword)



Age 498; 5'1"; 115 lbs.; a middle-aged man of indeterminate ethnic origin, though he looks vaguely "aristocratic" and "European." His intelligent brown eyes, slight frame (he barely tops five feet), and affable demeanor belie his calculating nature.

Advantages

Ally Group (Surveillance network, large group, 12-) [60]; Alternate Identity (3 different, chosen by the Game Master) [45]; Filthy Rich [50]; High Technology (+1 TL) [20]; Immortality [140]; Multimillionaire 1 [25]; Single-Minded [5].

Disadvantages

Callous [-6]; Insomniac [-10]; Lamé [-15]; Obsession (Find the perfect sacrifice) [-15]; Obsession (Maintain eternal life) [-15].

Quirks

Uses terms of endearment with his current target; Won't enter a church; Treats women as intellectually inferior to men. [-3]

Skills

Acrobatics-10* [8]; Acting-17 [6]; Alchemy/TL8-13 [2]; Archaeology-13 [1]; Architecture/TL8-13 [1/2]; Artist-14 [2]; Astrology-14 [2]; Blowpipe-12 [4]; Botany/TL8-13 [1]; Broadsword-10* [4]; Chemistry/TL8-13 [1]; Computer Operation/TL8-17 [4]; Crossbow-14 [4]; Dancing-10* [4]; Diplomacy-14 [2]; Disguise-19 [10]; Economics-16 [6]; Fast-Talk-14 [1]; Guns/TL8 (Pistol)-14 [4]; History-22 [18]; Hypnotism-13 [1]; Law-13 [1]; Literature-17 [8]; Mathematics-15 [4]; Navigation/TL8-13 [1]; Occultism-14 [1]; Physician/TL8-14 [2]; Physics/TL8-13 [1]; Poetry-14 [1]; Psychology-13 [1]; Research-20 [12];

Riding (Horse)-12 [2]; Running-12* [1]; Savoir-Faire-19 [4]; Seamanship/TL8-14 [1/2]; Streetwise-14 [1]; Surgery/TL8-14 [4]; Tactics-13 [1]; Throwing-10 [1]; Writing-16 [4].

*Includes Lamé disadvantage.

Languages

French (Native)-15 [0]; English-14 [1]; Russian-14 [1]; Greek-14 [1]; Italian-14 [1]; Mandarin Chinese-14 [1]; Latin-14 [1].

Equipment

Depending on the campaign's TL, Malreaux's cane is anything from a hideaway sword to a laser rifle. He always has some fast means of transport ready so he can make a quick escape. His weapons, armor, and vehicle will be one tech level beyond what the PCs can usually manage.



Etienne Malreaux was wealthy with inherited money from the moment he entered the world in 1502. As a young man, he was an enormously clever student who traveled extensively to further his education. The explosion of knowledge around the Renaissance both delighted and frustrated him. The thought that he would die before learning all there was to know drove him to near-madness.

At the age of 30, Malreaux began a quest for a method of extending his life. The passion he had once spent on education was focused now on the siren's call of eternal youth. No crime was too heinous or base, so long as it took him a step closer to his goal. At the close of his third decade of searching, just before his 60th birthday, he discovered a cave in the Andes hinted at in local legends. Malreaux prayed that its strange crystalline matrix would work as rumored: it supposedly restored health and youth to the one who activated it, stealing that renewed vigor from some other unlucky person. Dismissing all but his youngest porter, Malreaux triggered the crystal. Within minutes, the boy was reduced to a lifeless, shriveled husk and the freshly rejuvenated Malreaux stepped from the cave. He hunted down and killed the remaining porters, then slaughtered every living soul in the village from which he'd hired them.

Upon returning to his studies, Malreaux noted that the energy derived from the not-very-clever porter seemed to dull his own intelligence. He found a bright fellow student and lured him to the Andes with promises of fabulous wealth. Once again, the crystal in the cave transferred the stolen vitality to Malreaux, who breathed a sigh of relief at his similarly restored intellect.

Every 50 years or so, Etienne Malreaux must return to the cave with a fresh victim. He has carefully obscured the cave's entrance and modified the interior to make it more comfortable and defensible.

Motivations

Malreaux is obsessed with maintaining his eternal youth, but also with finding an ideal victim to sacrifice to the crystal. He attempts to find the most perfect male to lure to the mountain through various tests. These challenges range from the physical (sending thugs after the target) to the intellectual (a complex riddle or puzzle, the solution of which draws the candidate to the next testing ground). All the challenges he stages are deadly. When Malreaux is satisfied with a candidate's worthiness, he directs him to the cave. Any of the man's companions are eliminated or sidetracked before Malreaux commences the transfer of energies.

Encountered

Either in person or through spies and other intermediaries, Malreaux is always on the lookout for his next potential life force donor. He keeps careful tabs on a number of potential candidates before singling one out for the special tests that separate the wheat from the chaff. He has been known to actually *save* a potential victim from a demise not of his making, but will just as quickly kill a candidate should he prove cowardly, foolish, or weak.

Normally, Malreaux doesn't directly face his next victim until he has proved himself in a number of tests. Once he reveals himself to his target, however, he will boldly and repeatedly challenge him. In this, Malreaux should appear a number of times to a PC before the fateful meeting on the mountain – though Malreaux will keep the real purpose of his tests a secret until that final confrontation.

Malreaux will retreat from a battle without fear of losing face; in fact, he generally has several escape routes planned in advance. He has no compunction against killing, even innocent bystanders, to gain his end goal.

Using his immense wealth, Malreaux has constructed any number of legal identities and has purchased or invented a great deal of cutting-edge technology. Assume that he has the best of what is currently available, plus a smattering of very high-tech stuff unknown elsewhere in the campaign.

– John Karakash

The Andean Crystal

The exact nature of Malreaux's crystal is up to the Game Master. It might be a natural formation, an alien artifact, or a psionic enhancer. Also, determining and revealing *how* it works might provide for some interesting plot elements.

For example, it might even be posited that the crystal doesn't transfer life energies, but instead places Malreaux's consciousness into a new body, which is then reshaped to resemble his old one. The body's original owner still exists, but as a tiny, flickering spirit dwarfed by Malreaux's massive ego. The PCs, then, would have to find a way to either rescue the host spirit or defeat Malreaux without killing him, as his death would also mean the death of the host.

For an even more twisted story line, the crystal might hold the souls of Malreaux's victims. Should the heroes find a way to communicate with or even free these souls, they would then join in the hunt for the eternal thief. Their sense of justice might not jibe with the PCs', however, leading to some interesting complications.

Variations

The current configuration assumes that the heroes encounter Malreaux when he is between 350 and 400 years old. Though an avid learner, most of his energies are focused in a modern setting on locating his next victim. The closer to the Renaissance the heroes encounter Malreaux, the more emphasis he will place on acquiring knowledge. He will have many more Contacts, Favors, Followers, and Area Knowledge of places that have changed too much over the decades for him to still claim familiarity.

As technology improves and new skills become available, Malreaux learns more and more to support his hunt for the perfect sacrifice. The more modern the setting, the greater range of modern skills Malreaux should possess (including more advanced vehicle, weapon, and computer skills). The easiest way to adjudicate this is to assume that he has any reasonable mental skill at 14 and any reasonable physical skill at 11. Skills important to survival, such as those dealing with weapons, will be higher.

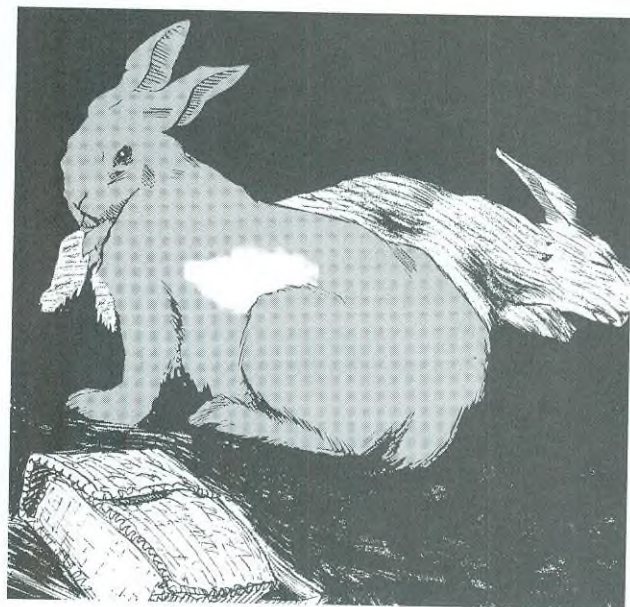
WHITE SPOT

Total Points: 108

Base Setting:
Bunnies and Burrows/Warehouse 23

ST: 9 [-10] DX: 11 [10]
IQ: 12 [10] HT: 9 [-10]
Speed: 10* Move: 11
Dodge: 7

*Includes Enhanced
Speed Advantage



Age 5 years, 5 months; 14" (stretched out); 4.3 lbs. (166 r-lbs.); White Spot is a nervous-looking brown rabbit with a large patch of white fur on his left side. His ears twitch at the slightest sound. When speaking, White Spot adopts a lecturing tone, varying the inflection in his voice as little as possible and speaking slowly, as if he does not expect others to be able to keep up with him.

Note: White Spot was created for use with *GURPS Bunnies and Burrows*. Rabbits have stats that average 10; this would mean that humans have from 5 to 8 times the ST and hit points of rabbits, and 3 times the IQ. Their tech level has the special designation "TLR" (Tech Level: Rabbit).

Advantages

Acute Taste and Smell +2 [10]; Ally (Warehouse 23 rat, 100-point character, 12-) [10]; Eidetic Sense of Smell (p. BB22) [10]; Enhanced Speed [0]; Peripheral Vision [0]; Reputation +3 (As an expert healer, throughout Cunicula, all the time) [7].

Disadvantages

Curious [-5]; Illiteracy [0]; Obsession (Discover perfect herbal cures) [-10]; Phobia (Brontophobia: loud noises) [0]; Primitive (TLR) [0]; Secret (Conducts often-deadly experiments on his patients) [-20].

Quirks

Talks to bugs. [-1]

Skills

Botany/TLR-17 [14]; Camouflage-13 [1]; Diagnosis/TLR-13 [6]; Fast-Draw (Herb)-14 [8]; Gambling-11 [1]; Herbalist-15 [10]; Herbarium/TLR-16 [24]; Poisons-13 [6]; Sleight of Paw-11 [4]; Stealth-12 [2]; Survival (Plains)-16 [4]; Teaching-11 [1]; Throwing-10 [2].

Languages

Lapine (Native)-15 [3]; Bovine-12 [2]; Canine-12 [4]; Common Carnivore-8 [0]; Common Lagomorph-14 [2]; Common Rodent-13 [2]; Feline-10 [1].

Equipment

White Spot carries a woven backpack (capacity about 1/2 lb. or 20 r-lbs.) and several herbal concoctions (see text).



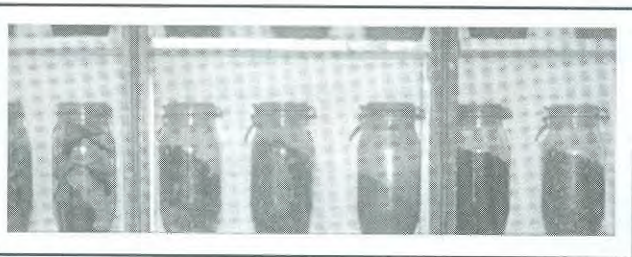
As a young rabbit, White Spot was frustrated by the imprecision and ineffectiveness of the herbal remedies used in his warren. He traveled widely as a youngster, learning the herbal lore of many different warrens, leaving each in frustration. White Spot ranged farther and farther from his home warren with each fruitless (in his mind) search. Because of his obsession with learning, his reputation as an herb expert and healer spread throughout Cunicula, and he found his services in high demand.

Three years ago, White Spot moved into a warren near the border of Cunicula after the death of that warren's herbalist. His travels continued, but these trips increasingly took him through the deep woods and into the lands beyond. He refused any request for

aid from other warrens, and steadfastly rejected apprentices. He dug his own "clinic" separate from the warren's tunnels, and insisted that his patients come to him.

On one of White Spot's journeys, he slipped under a fence and, unknowingly, onto the grounds of Warehouse 23. Following a strong chemical smell, he evaded the guard dogs and encountered a rat. The rat admired how White Spot had outwitted the dogs, and, over a piece of vending machine cake, they formed an alliance. The rat learned of White Spot's quest. In exchange for certain hard-to-acquire items from outside, the rat offered to sneak the rabbit into the complex and take him to where the humans stored their medicines. White Spot now has access to most of the items in the Weldon Pharmacy (at least those on lower shelves), and has been experimenting on the rabbits in this warren with combinations of human drugs and herbs.

When successful, his cures are nearly miraculous. More often than not his patients die painfully. He always blames the low quality of the local herbs and notes that most of these patients would have died more quickly if he had not attempted to help them. He never treats the wounded or ill when other rabbits are present, asking them to leave his clinic and return later. White Spot does not randomly experiment on his patients. If he knows a particular mixture is beneficial, he will use it. His Eidetic Sense of Smell allows him to remember formulae just by their odor.



Other than his obsession with improving the effectiveness of warren medicine, White Spot is a reasonable member of the rabbit community. He takes the long view that each failure adds to the knowledge of what to avoid the next time. He actually hopes to find a cure for almost everything. Only then will he be willing to teach apprentices.

Thanks to White Spot's intervention, each generation of rabbits from his little warren on the edge of Cunicula averages a little larger, faster, and smarter than the previous generation. Of course the unusually high death rate among their kin (even for rabbits) has also left them emotionally scarred, but White Spot is not particularly interested in mental health matters.

Motivations

White Spot's primary motivation is the extension of the life span of his fellow rabbits. He understands that, compared to many other animals he considers intellectual inferiors, rabbits live a fleeting existence. White Spot is on a personal quest to find a way to ensure that all rabbits live as long as possible. He once assumed that *some* sacrifices were necessary for the good of all, but as his age increases – he is very old for a rabbit – so has his desperation. White Spot's reliance on the substances available from Warehouse 23 has become more extreme as he grows more disillusioned with the ineffectiveness of herbal remedies. Unfortunately, White Spot views most other rabbits that are interested in herbs as pests or lucky amateurs; he has yet to find a "worthy" apprentice, so his few successes may die with him.

Encountered

White Spot sets himself apart from the other rabbits, and would generally be encountered by creatures outside his warren only when he is traveling. He acts paranoid and nervous when not in his clinic, and is quick to take flight should something unexpected occur.

If he encounters a sick or wounded rabbit when on his journeys, he will attempt to use any of his "enhanced" herbs if his actions might go undetected. Other animals are not so lucky, especially carnivores – White Spot usually carries at least one herbal concoction reinforced with the worst poison he could find in the Pharmacy, preferably something that does not kill instantly and causes a great deal of pain.

If an herbalist is too aggressive about learning White Spot's secret, he'll cheerfully invite him along on an herb-gathering session. One of the "exotic items" in demand by the Warehouse rats is the occasional rabbit. White Spot has given over a few unlucky souls to the rats, but has not yet had the courage to ask about their fate.

Beyond the Warren

If White Spot runs out of subjects for his experiments, he would be quite willing to use any creature as a "guinea pig" to test new concoctions. Sometimes this would mean slipping an untested mix into the cattle feed at a nearby farm. A team of amateur cinematographers camping in the woods a little too close to the warren might be subjected to a new formula, too, with White Spot declaring the mixture a total failure due to the even more irrational than usual behavior of the humans.

Variations

For a non-bunnycentric campaign, White Spot represents a force of chaos . . . he is clearly "that which is beyond mortal ken." The results of his experiments might show up in the *Daily Tattler* as sightings of a giant devil-bunny or a massive outbreak of cat or dog poisonings. And if the occasional farmer stops his truck to "use the bushes" and returns, only to find his rig a mile farther down the road, it's possibly the work of White Spot – or the rabbits from his warren, who are slowly growing larger and smarter with each generation.

Chapter 3

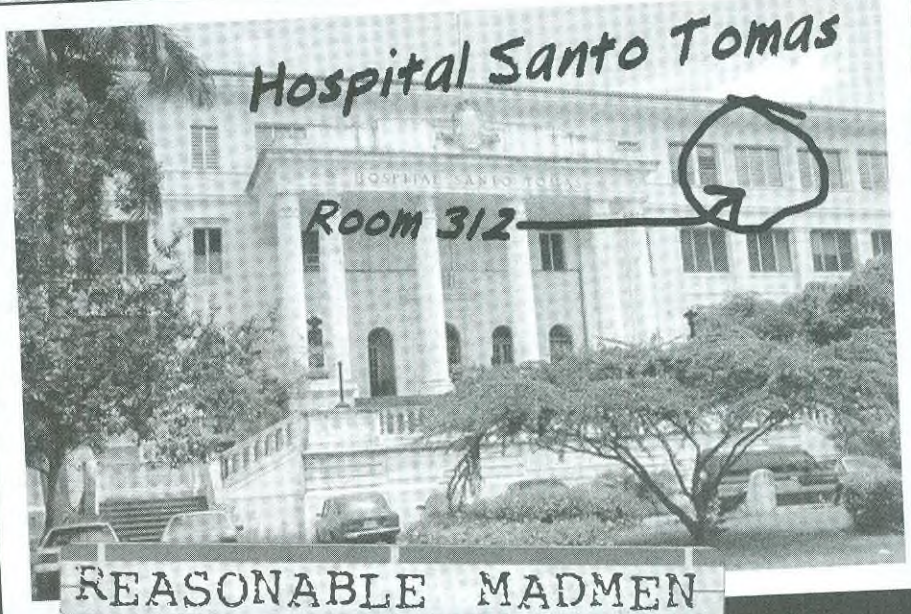
Though this be madness, yet there is a method in 't.
– Polonius, in Shakespeare's *Hamlet*

Writing of the execution of Nazi war criminal Otto Adolf Eichmann, Hannah Arendt used the provocative phrase “the banality of evil” to summarize her impression of the doomed man. The acts Eichmann committed were so monstrous, the ideas he supported so horrible, that it seemed he should have been more grandly and obviously malevolent. Instead, he was a deluded, petty, and not particularly intelligent man, too normal to be such an obvious agent of evil. The monster's *normalcy* – that's what was so disturbing about him.

So, too, with the villains classed here as reasonable madmen. These are the characters who willingly and actively do evil in the world. Though they may suffer from Delusions, these fancies are not the motivation behind their crimes. Some, like Willie Boyd (p. 44), have been touched by the Devil but do not trouble themselves with what that might mean – or with the repercussions of the actions they do in the Devil's name. Others, like Vladimir Tscheya (p. 56), have been surrounded for so long by a society that accepts or rewards their evil that they lack the ability to censor themselves; they know deep down that they are doing things that hurt people, but they see no reason to stop.

Ask Dr. Westbury about this evidence.

40



Reasonable Madmen

41

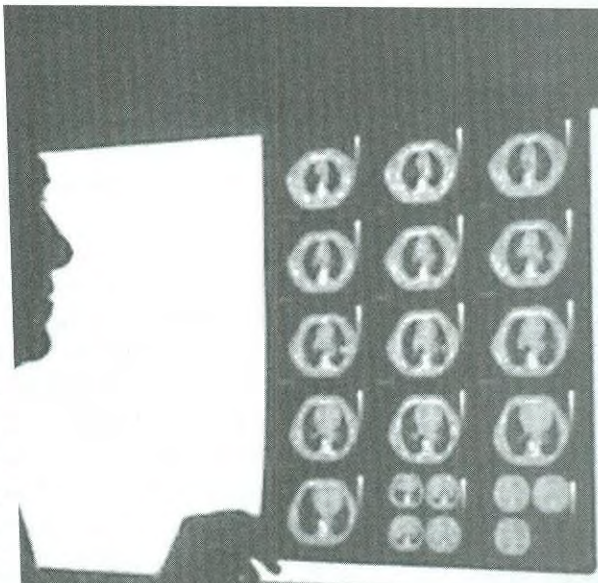
Overplaying Banality

A brilliant moment in Terry Gilliam's film *Brazil* occurs when the would-be hero is hustled into a police van by black-helmeted riot police. The headgear renders them faceless and inhuman. Their voices are hollow, suggesting automatons or half-human cyborgs. They are the perfect agents of the evil bureaucracy – until they take off their helmets.

In that instant they are transformed from terrible figures to ludicrous ones. They complain about how the helmets make the sweat run down their faces, about the same aches and annoyances that might plague a welder or a fireman. The thugs are still capable of violence, but not of the same sort of grand malevolence they could manage just an instant before.

These sorts of unmaskings are ominous because they show that evil may be found in anyone, and that an appearance of normalcy is no guarantee of good intentions. A murderer is much more frightening if he is at the same time “a nice, normal boy who loves animals and takes care of his mother.” In a *Horror* game, truly spine-chilling moments can be created when the heroes brush up against evil and don't even know it until the moment it is revealed, standing right next to them, smiling. The sweet old tailor who makes beautiful leather jackets out of human skin, the distraught mother who keeps the corpses of her “missing” girls under the ice cream in the deep freeze, the child who cuts open live animals just to see how they work – these can be more disturbing than any monster. Whether evil is intrinsic to the character, or a manifestation of some greater power of darkness lurking in the background, the heroes should never really be able to explain it away in simple terms.

In the end, it's up to the players how central this undercurrent of mysterious evil runs in your campaign, or how much time their heroes spend searching for or pondering the root cause of crime and misfortune.



Can Fred
zoom in on
the X-rays for
more detail?

SETH ANKOU

Total Points: 567
Base Setting: Voodoo

Age 35; 6'; 155 lbs.; a thin fair-skinned man with pale blue eyes and long blond hair tied back in a ponytail. He is usually dressed in tight black clothing that betrays his Eurotrash tendencies.

ST: 9 [-10] DX: 12 [20]
IQ: 14 [45] HT: 10 [0]
Speed: 5.5 Move: 5
Dodge: 5
Parry: 5 (knife)

Advantages

Ally (King Sanchez, a Kiyumbe with special abilities, 12-) [40]; Ally Group, Unwilling (Zombies, medium-sized group, 12-) [40]; Charisma +1* [0]; Claim to Hospitality (Murder Society) [5]; Danger Sense* [0]; Empathy* [0]; Initiation (Fifth level) [100]; Intuition* [0]; Patron (Red Sects, very powerful organization with special powers, 6-) [15]; Telepathy (Power 10) [50].

*Free from Initiation.

Disadvantages

Duty (To Murder Society, 6-) [-2]; Duty (To Red Sects, 9-) [-5]; Jealousy [-10]; Overconfidence [-10]; Sadism [-15]; Secret (Ritual murderer) [-20]; Vow (To serve Mbua-Sutekh) [-10].

Quirks

Holds grudges; Hates getting dirty; Dresses in tight black Eurotrash clothing; Swears in French; Tells stories about his travels to anyone who will listen. [-5]

Skills

Botany/TL7-13 [2]; Carousing-10 [4]; Herbalist-14 [4]; Hidden Lore (Demons)-14 [2]; Hidden Lore (Spirits)-14 [2]; History (Esoteric)-14 [4]; Holdout-13 [1]; Interrogation-13 [1]; Knife-12 [1]; Knife Throwing-12 [1]; Literature-12 [1]; Poisons-14 [6]; Physician/TL7-13 [2]; Ritual Magic (Bokkor)-17 [20]; Occultism-14 [4]; Scrounging-14 [1]; Shadow-14 [2]; Stealth-12 [2]; Streetwise-14 [2]; Theology (Voodoo)-13/19 [2]; Vever Drawing-14 [4].

Languages

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

Initiate Powers

Extra Fatigue +5 [15]; Spirit Form [100].

Paths and Rituals

Call-13 [2]; Command-16 [0]; Curse Sanctum-15 [0]; Dream Sanctum-14 [6]; Dream Visitor-14 [4]; Dreamwalk-14 [0]; Evil Eye-15 [10]; Invite-12 [6]; Mastery-16 [6]; Mold Spirit-14 [4]; Night Terrors-12 [6]; Path of Dreams-14 [8]; Path of Health-15 [12]; Path of Protection-15 [12]; Path of the Spirit-16 [16]; Raise Zombie-15 [6]; Ritual of Banishment-14 [4]; Ritual of Sanctuary-15 [8]; Slaying-12 [2]; Soul Zombie-16 [12]; Turn the Beast-13 [0]; Turn the Spirit-14 [0].

Psi Skills

Mental Blow-13 [2]; Mindshield-14 [4]; Mindwipe-13 [2]; PsiSense-12 [1]; Suggest-13 [2]; Telecontrol-13 [2]; Telerecieve-15 [6]; Telescan-14 [4]; Telesend-15 [6].

Equipment

Ankou never stays in any one location for too long, but he always manages to have at least his current locale ritually consecrated. Ankou usually stocks his hideout with a sacrificial dagger from the Congo, a Latin grimoire, a small statue of Mbua-Sutekh, and dried herbs and plants (some of which are deadly poisons).



If he has been in a location for some time, he will have a few canning jars holding souls captured with the Soul Zombie ritual, a small black cauldron containing the corpse of a black cat that was tortured to death, and a larger black cauldron in which rests the remains of a ritually slain criminal.



Seth Ankou grew up on the streets of New Orleans, using the occasional flash of insight to help him get away with all manner of petty crimes. He would probably have stayed a minor criminal if he had not come to the attention of a Lodge member named Gildas Duroy. Duroy recognized the young man's psychic potential and took Ankou with him to New York to receive training.

It was in New York that Ankou was first contacted by Sutekh, a god from the darker depths of Egyptian legend. Ankou was offered great power in exchange for servitude, an offer that he quickly accepted. His first act of worship to the Dark Gods was the ritual sacrifice of Duroy on the night of the next new moon.

Ankou began to meet with the Dark Gods in his dreams and was led to various places to study with other servants of the Mayombe. He traveled down the East Coast, staying with members of the Murder Society, then made his way to Haiti. In Haiti, he learned the zombie rituals. He learned, too, that Sutekh was also the African god known as Mbua. The final part of this apprenticeship took Ankou to the Congo, the original home of the Mayombe. There he took his final lessons from an ancient Bokkor. It was in the Congo that Ankou learned the ritual Mold Spirit (see sidebar).

Ankou was accepted into the Red Sect as a Bokkor, and he is often asked to go to distant places and kill interesting people. As a worshiper of Mbua-Sutekh, he is also part of the Murder Society, and therefore obligated to offer refuge to serial killers who are led to him by the Dark Gods. Seth Ankou spends most of his time committing acts of evil for the sheer enjoyment they bring him.

Motivations

Ankou can still remember having to fend for himself when he was living on the streets. That experience formed two deeply held beliefs that he still holds today. The first is that he deserves everything that he can get, no matter how he gets it. He had a horrible childhood and now it is payback time. The second belief is that humanity consists largely of greedy, self-centered bastards who don't give a damn about anyone else. No one helped him when he was homeless and destitute. Therefore, they deserve the evil inflicted upon them. Ankou used to read the minds of the people that the Red Sect asked him to kill, and each one of them had some horrible secret that justified his or her death. Ankou doesn't bother reading the minds of his victims anymore; he decided long ago that everyone deserves to die, sooner rather than later.

Encountered

Seth Ankou likes to come off as a man of sophistication. To this end he wears tight black clothing and expensive Italian shoes, smokes French cigarettes, and dazzles anyone who will listen with stories of his travels. If he needs a victim for any sort of sacrifice, he prefers to pick up a woman using his charm alone. He will only use Telecontrol as a last resort. If it is near the time of a new moon and his god is hungry, Ankou might try picking up any attractive player characters he meets.

He uses bikers and other fringe types for his zombies. Ankou tries to pick people whose disappearance won't create that much of a stir. But just because the local authorities are not interested in a bunch of missing bikers, that doesn't mean the PCs won't be.

- Thom Marrion

New Ritual

43

Mold Spirit

Defaults to Path of Spirit-5

This is the ritual that Bokkors use to create spirit servants like the Kiyumbe. There is a -1 penalty for every day that the victim has been dead, unless the spirit is placed within a container using the Soul Zombie ritual. The Mold Spirit ritual takes several hours to perform, during which time the victim's corpse is placed in a black cauldron along with various other items of arcane significance. This cauldron is almost like a pocket dimension holding the spirit until it is called forth. A slain human criminal upon whom Mold Spirit is cast will become a Kiyumbe (p. VO95). A slain black cat will become a Nkisi (p. VO95). Only Bokkors and other servants of the Mayombe are taught this ritual.

Allies

KING SANCHEZ (KIYUMBE)

ST: 16	IQ: 7	Will: 14
DX: 14	HT: 15	Alertness: 14
Move/Dodge: 6		Fatigue: 25

King Sanchez was a serial killer that preyed on children. Now he is a Kiyumbe, a spirit serving Seth Ankou. In fact, Sanchez is under the delusion that Ankou is a god. Sanchez appears, to those who can see spirits, as an obese corpse covered in white mud with twigs for hair.

According to *GURPS Voodoo* (p. VO95), a human possessed by a Kiyumbe gains ST +5, HT +1, and DR 2. He also acquires the Berserk disadvantage and immediately goes into a rage, attacking the people nearest to him.

SETH'S ZOMBIES (100 PTS.)

ST 15 [60], DX 13 [30], IQ 9 [-10], HT 11 [10]
Basic Speed 6, Move 6.
Dodge 6, Parry 10 (Brawling).

Advantages: Alcohol Tolerance [5]; High Pain Threshold [10]; Toughness (DR 1) [10]; Unfazeable [15].

Disadvantages: Weak Will -10 [-80].

Skills: Brawling-16 [8]; Fast-Draw (Knife)-15 [4]; Guns/TL7 (Pistol)-15 [4]; Holdout-10 [4]; Intimidation-11 [2]; Knife-16 [8]; Knife Throwing-15 [4]; Mechanic/TL7 (Gasoline Engine)-12 [8]; Motorcycle/TL7 (Harley)-16 [8].

Languages: English (Native)-12 [0].

Equipment: None notable.

Ankou stations from six to 12 zombie bikers at his hideout. These zombies are totally obedient to him.

WILLIE BOYD

Total Points: 150
Base Setting: Horror/Modern

ST: 12 [20] DX: 14 [45]
IQ: 12 [20] HT: 13 [30]
Speed: 6.75 Move: 6
Dodge: 7
Parry: 10 (Brawling)



Age 34 (appears 23); 6'3"; 173 lbs.; with pale skin, reddish-brown hair, and gray eyes, Boyd looks drawn and scraggly, but he's charismatic enough that acquaintances would describe him as handsome. He is usually dressed in threadbare clothes and carries a fiddle.

Advantages

Charisma +1 [5]; Combat Reflexes [15]; Composed [5]; Extraordinary Luck [30]; Musical Ability +3 [3]; Strong Will +3 [12].

Disadvantages

Illiteracy [-10]; Murder Addiction [-60]; Poor [-15]; Status -2 [-10]; Voices (Diabolical) [-15].

Quirks

Chauvinistic; Enjoys the irony of singing murder ballads; Misogynist. [-3]

Skills

Agronomy/TL6-12 [2]; Animal Handling-12 [4]; Area Knowledge (Appalachian Highlands)-14 [4]; Bard-15 [6]; Black Powder Weapons/TL5 (Caplock, Rifle)-13 [1/2]; Brawling-16 [4]; Carousing-12 [1]; Climbing-13 [1]; Driving/TL7 (Automobile)-12 [1/2]; Fishing-12 [1]; Flint Sparking-13 [1/2]; Guns/TL7 (Pistol)-15 [1/2]; Guns/TL7 (Rifle)-16 [1]; Herbalist*-11 [2]; Hiking-14 [4]; Holdout-11 [1]; Knife-17 [8]; Knife Throwing-16 [4]; Musical Instrument (Banjo)-14 [2]; Musical Instrument (Fiddle)-14 [2]; Panhandling-13 [1 1/2]; Scrounging-13 [2]; Singing-16 [1]; Sling-13 [2]; Survival (Mountains)-14 [6]; Survival (Woodlands)-14 [5]; Teamster-11 [1]; Tracking-14 [6]; Traps/TL6-13 [4]; Woodworking-12 [1/2].

*The low-TL version of Physician (see p. CI150).

Languages

English, Appalachian dialect (Native)-12 [0].

Equipment

Boyd always carries his fiddle and his knife (sw 1d; thr 1d-1).



A poor mountain boy, Willie Boyd knew he was different when the Devil began talking to him at age 12.

Growing up poor, the youngest son in a family of seven children (three boys and four girls), Boyd felt constantly overlooked and lost. He would spend his mornings helping clear the garden. The afternoon would be spent checking his snares, which were scattered throughout the hollows and ridges. Often, on those lonely walks, the Devil would converse with him about the nature of life and death, being and nothingness.

That the Devil talked to him was never very troubling for Boyd. He knew the Devil was bad and realized his mamma and Preacher Devons would never approve of their conversations. But the Devil was the only one who took any interest in Boyd. He liked

that someone was looking out for him, and it really did seem, from what he had seen of the Devil, that the old boy had gotten a bad rap: he never tried to tempt Boyd or to lead him unto evil or anything like that.

When he was 15, Boyd began courting young Flora Dean. Her family wasn't too keen on his, and Boyd was unsure of the whole situation, but Flora knew she wanted Boyd. The two had been together for a few weeks and were out for a walk when the Devil told Boyd how to solve his problem. Boyd listened to the suggestion, paused, quietly picked up a fallen branch, and bludgeoned Flora to death.

Boyd continued with the walk, feeling powerful and happy for the first time in his life. He kept on walking, just smiling and thinking – and listening to the Devil's quiet laughter . . .

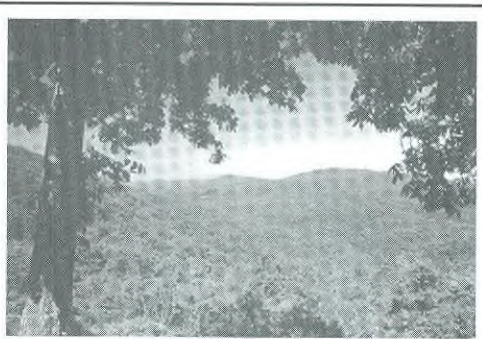
Motivations

By any standard Willie Boyd is a psychopath. He knows what he is doing is wrong, but he can't help himself. Killing makes him feel good and powerful, and he refuses to stop. In fact, he rarely even thinks about his actions. In an odd way, he celebrates his deeds by singing murder ballads.

This doesn't mean that Willie is careless, however. His murders may be violent and bloody, but he is careful to avoid getting caught. And sometimes the Devil helps keep him from getting too stupid or careless. After all, when he can't kill, things get bad for Willie – his head hurts, he feels weak, and, sometimes he finds the blood on his hands to be his own.

Given his druthers Boyd prefers to kill young, pretty women like Flora, but he doesn't seek out any specific type of victim. He can be quite charming, and his natural musical talents make him fairly attractive to naïve people who think they can help him better himself.

Boyd knows he should worry about what he's doing. He also thinks it odd that the Devil has taken such a strong interest in him. These concerns rarely, if ever, rise beyond the subconscious level. Whether or not the Voices he hears are a mental disorder or actual infernal whisperings is up to the GM.



It is also important to remember that Boyd is *not* a Satanist; his murders are not sacrifices. In fact, Boyd considers himself a Christian, although he knows he's not a very good one.

Encountered

Boyd could be found busking on just about any city street corner or quietly wandering the countryside. He appears to be a simple bumpkin,

but he is actually quite quick and smart, characteristics that help him win the trust of some victims. Again, whether his abilities and Luck are natural or something supplemented by diabolic aid is up to the GM.

Basically a human vampire, as described in *GURPS Blood Types* (p. BT94), Boyd could be the night stalker terrifying a Midwestern city in a *Horror* campaign. He might be a similar force of terror in any setting from *Fantasy* to *Autoduel*.

In an *In Nomine* campaign, he could qualify as a Soldier of Hell. In fact, Boyd might make for an interesting way to drag a group of *Black Ops* characters into an *In Nomine* or end-times oriented *Illuminati* game.

– T. Carter Ross

The Willie Boyd Project

Appalachia is full of tales of “ha’nts,” witches, and other assorted evil oddities that could be incorporated into a *Voodoo* campaign. Perhaps the Lodges are looking for new allies in the Shadow War, or the In-Betweeners of the Mountain South want to drive away outsiders.

Bluegums are a degenerate race of cannibals who have terrorized humans around the Cumberland Plateau for centuries. Most dismiss the Bluegums as an old ghost story told to keep children from wandering too far into the woods. Others believe the tales derive from Cherokee legends of reclusive forest spirits.

In the Shadow War, Bluegums would be a race of In-Betweeners (pp. VO98-102) that stalk the backwoods of Appalachia. Willie Boyd could be a very unusual Bluegum (if so, use the racial package below to modify his attributes, advantages, and disadvantages). He could also be part of some other plot in the Shadow War.

Whether or not the Lodges or Voodoo Societies know of the Bluegums is uncertain. Surely some Lodge members would recognize the supernatural connotations of the old folktales, but they are likely to see little benefit in seeking out Bluegums. The Corrupters, however, may have other thoughts on the matter . . .

BLUEGUM 234 POINTS

Bluegums appear as misshapen humans with overly long arms and pulled-back lips that expose dirty teeth and blue-black gums. They have a distinctive loping gait when running. They are likely to attack without ever saying a word.

Bluegums live far outside of human society, usually in family groups of five to 12 individuals.

Bluegums have ST +10 [110], DX +5 [60], IQ -1 [-10], and HT +2 [20]. Their advantages include three levels of Damage Resistance [9], Fast Regeneration [50], and In-Betweeners Invulnerability [60]. Their disadvantages include Hideous Appearance [-20], Sadism [-15], and Vulnerability (Fire) [-30].

Bibliography:

Willie Boyd is based loosely on the old murder ballad, “Knoxville Girl.”

MAURICE ENDILEN

(ALIAS "BLUE-EYED JACK")

Total Points: 244

Base Setting:
Illuminati/Warehouse 23

ST: 9 [0] DX: 17 [60]
IQ: 16 [80] HT: 8 [15]
Speed: 7.25 Move: 7
Dodge: 7
Parry: 8 (Knife)

Age 140; 5'4"; 50 lbs. In his mortal incarnation, Endilen appeared as a young, stylish Frenchman with a goatee and a tattoo of a blue star around his left eye. In modern times, he appears as a human skeleton of pearly white bone, still displaying that large, star-shaped tattoo.

Advantages

Charisma +2 [10]; Doesn't Eat or Drink [-]; Doesn't Sleep [-]; DR 2 (vs. missiles, beams, and impaling attacks) [-]; High Pain Threshold [-]; Immunity to Disease [-]; Immunity to Poison [-]; Imperturbable [-]; Increased Speed +1 [-]; Injury Tolerance (No blood, brain, impaling bonus or vitals) [-]; Lightning Calculator [5]; Night Vision [10]; Strong Will +3 [12]; Temperature Tolerance 10 [-]; Unaging [-]; Vacuum Support [-]; Willful Skeleton (See below) [50].

Disadvantages

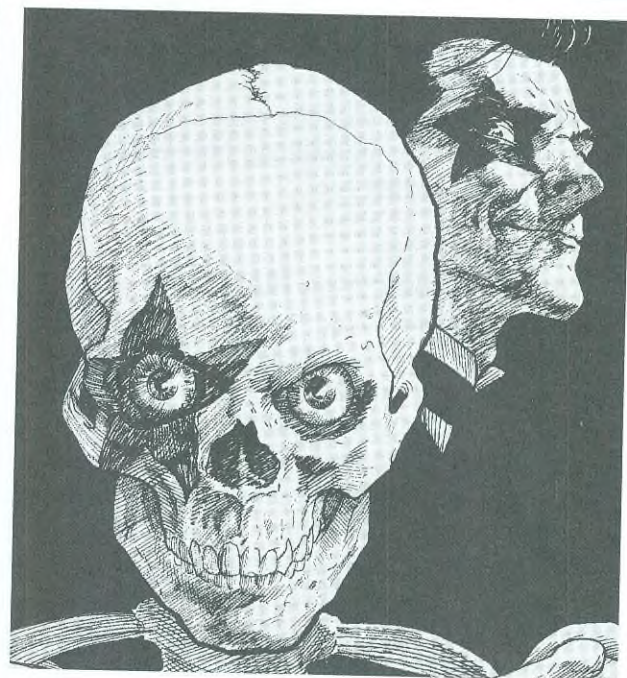
Bad Temper [-10]; Disturbing Voice [-]; Eunuch [-]; Fragile [-]; Greed [-15]; Hideous Appearance [-]; Inconvenient Size (Skeletal) [-]; Involuntary Duty (To the Bavarian Illuminati, 12-) [-15]; Jealousy [-10]; Lecherousness [-15]; No Sense of Smell or Taste [-]; Sadism [-15]; Self-Centered [-10]; Social Stigma -4 (Dead) [-]; Unhealing [-]; Unliving [-]; Weirdness Magnet [-15].

Quirks

Whistles while he kills; Wears only blue; Clears his throat before hypnotizing. [-3]

Skills

Acting-13 [0]; Alchemy/TL7-16 [8]; Disguise-20 [10]; Escape-15 [1]; Hidden Lore (City Secrets: Warehouse 23)-16 [2]; Hypnotism-20 [12]; Knife-19 [4]; Lockpicking/TL7-19 [8]; Navigation/TL7-12 [0]; Pickpocket-20 [32]; Poisons-19 [10]; Shadowing-16 [2]; Stealth-19 [8]; Traps/TL7-20 [10].



Languages

French (Native)-16 [0]; English-16 [2]; Spanish-15 [1].

Willful Skeleton

50 points

As defined in *GURPS Undead* (p. UN80), willful skeletons have ST -1 [-10] and DX +2 [20], as well as the advantages Doesn't Eat or Drink [10]; Doesn't Sleep [20]; DR 2 (vs. missiles, beams, and impaling attacks) [4]; High Pain Threshold [10]; Immunity to Disease [10]; Immunity to Poison [15]; Imperturbable [10]; Increased Speed +1 [25]; Injury Tolerance (No blood, brain, impaling bonus or vitals) [35]; Temperature Tolerance 10 [10]; Unaging [15]; and Vacuum Support [40]. They suffer the disadvantages Disturbing Voice [-10]; Eunuch [-5]; Fragile [-20]; Hideous Appearance [-20]; Inconvenient Size (Skeletal) [-10]; No Sense of Smell or Taste [-5]; Social Stigma -4 (Dead) [-20]; Unhealing [-30]; and Unliving [-50]. They gain +1 skill bonuses in Demon Lore, Occultism, Spirit Lore, Thanatology, and Theology [6]. Their Quirks, Features, and Taboos include "Can be turned using True Faith" and "Cannot swim" [0].

Equipment

Endilen always carries a gold watch, a dagger, and a book on alchemy with faux gold pages.

Maurice Endilen was born in Paris, France in 1860. He was the son of a pair of circus performers, an escape artist and his assistant. He learned the skills of escape and theatrical disguise from his parents. The other performers taught him skills, too. Most important of these was hypnotism, which was the specialty of the grim and gloomy gentleman who headed the troupe.

As part of his circus training, Endilen also learned how to steal, which was how the troupe kept itself fed when bookings were scarce. He proved a quick study at picking both pockets and locks. Soon he combined his talents for thievery and hypnotism, using hypnosis to lull victims into a pliable state. After he stripped them of valuables, he implanted false leads to be triggered by such inevitable police questions as "Could you describe the thief?" From one unlucky mark Endilen got his first book on alchemy, a slim volume with pages supposedly made from hammered gold. The pages turned out to be baser metal, but the lore they held and its promise of power proved to be as valuable as gold to Endilen.

With his newfound interest in alchemy, Endilen left the circus and made his way to London. There, he set up a workshop for his experiments, the funding for which he obtained from hypnotized "investors" and from other, more direct methods of thievery. It was not long before "Blue-Eyed Jack" – the name given to Endilen in criminal circles, thanks to his facial tattoo – attracted the attention of the infamous Professor Moriarty. The mastermind hired him as part of an elaborate scheme to frame his nemesis, the legendary Sherlock Holmes, for murder.

Had the plan succeeded, Endilen might have earned a place in the archives of infamy. However, Holmes's willpower and intelligence proved too much for the evil hypnotist, who soon found himself on the run from the law. Cornered in his workshop, with Inspector Lestrade beating down his door, Endilen imbibed a hastily concocted alchemical elixir. The potion was intended to simulate death. It did its job far too well.

Endilen awoke in a white room inside what he later learned was Warehouse 23. Domino-masked surgeons – or perhaps they were alchemists – surrounded him. A voice from somewhere outside his field of vision informed him that the year was now 1990 and that he was the property of the Bavarian Illuminati. When Endilen tried to sit up, he saw to his horror that his flesh was gone. He was a living skeleton.

Motivations

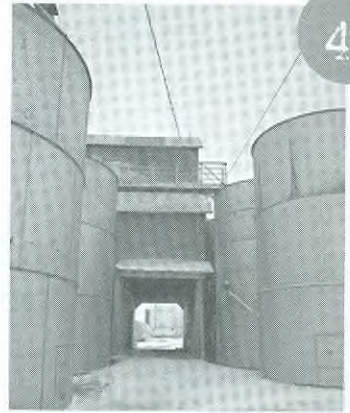
In Victorian London, Endilen was motivated by jealousy, greed, and lust. Though his body has been transformed so radically that he is incapable of acting upon some of those dark urges, he finds himself driven by them still. Endilen enjoys torturing and killing anyone who has more money, greater status, anything that he himself does not possess – and that now includes flesh and blood.

Encountered

How the Illuminati knew about Endilen's experiments or recovered his body from its unmarked grave remains, like so many of their actions, unexplained. It is clear, though, that they had plans for Blue-Eyed Jack. Since his awakening 10 years past, Endilen has been released from the Warehouse from time to time to do the Illuminati's bidding. Most often his assignments are assassinations, though more than once he has been sent on missions that test his skill as an alchemist and hypnotist. Endilen resents his role as the Illuminati's pawn and hates his confinement in the Warehouse. Should the opportunity arise, he will attempt to break free of their control or simply escape the Warehouse for as long as possible.

Adventurers exploring Warehouse 23 may meet Endilen, who prowls the place in search of victims. On assignment, he often travels in the guise of an anatomical display model, or uses his disguise skills to pass as human. He almost always reveals his true form before he strikes.

– Jessie Staffler



Variations

For a *Space* campaign, Endilen's resurrection could be the result of a cell regeneration experiment, not an alchemical elixir. The skeletal Endilen is the pawn of a powerful shipping concern; he is billeted in with valuable cargo to protect it from space pirates. His undead nature is a great advantage in space, as he can withstand extreme temperatures and vacuum.

In a *Fantasy* game, Endilen is a traveling hypnotist made into a willful skeleton by a evil necromancer. He spends his time hypnotizing people to send as offerings to the necromancer in hopes of winning back his humanity.

Endilen could fit into a *Supers* game easily, as the minion of some super-villain or perhaps as a mastermind in his own right. With his hypnotic powers and alchemical elixirs, and freed from the service of some greater power, he would surely create mindless servants of his own; these would be reflected on his character sheet as an Unwilling Ally Group (large group of 100-point characters, 15- [90]). His lust for beautiful women coupled with his resentment of living things might make this an interesting army indeed.

In a *Black Ops* campaign, the Company would certainly want to see the destruction of a force as potentially powerful as Endilen. A complex story line could be created around the PCs' attempts to destroy the skeletal hypnotist. Again, his mind-controlled minions could make the campaign a tangled trail of deceit and doublecrosses.

JOSHUA

Total Points: 122
Base Setting: Space

(ALIAS "THE INTERGALACTIC CRIME SYNDICATE")

ST: 9 [-10] DX: 11 [10]
IQ: 10 [0] HT: 13 [30]
Speed: 6 Move: 6
Dodge: 6
Parry: 8 (Brawling)

Age 24; 5'8"; 120 lbs.; Joshua is a lanky, disheveled young man with a nervous manner and slight twitch. He has light skin, brown hair, and eyes of an oddly indeterminate color.

Advantages

Alertness +2 [10]; Contacts (Small-time thug, skill 12, available 12-, somewhat reliable) [2]; Contacts (Starport security officer, skill 12, available 12-, usually reliable) [4]; Contacts (Starport social worker, skill 12, available 9-, usually reliable) [2]; Favor (Starport criminals, five 100-point characters, one favor each, 9-) [5]; High Pain Threshold [10]; Luck [15]; Pitiable [5]; Reputation +3 (As a member of the Syndicate, among criminals and the poor in the starport, all the time) [7]; Sanctity [5]; Single-Minded [5]; Zeroed [10].

Disadvantages

Dead Broke [-25]; Delusions ("I am an important member of the Intergalactic Crime Syndicate") [-10]; Delusions ("Rats deliver my orders from the Syndicate") [-5]; Enemy (The Greys, medium-sized group, 6-) [-10]; Illiterate [-10]; Reputation -2 (As a harmless lunatic, to most of the non-criminal starport populace, 10-) [-2]; Sense of Duty (To the Intergalactic Crime Syndicate) [-5].

Quirks

Uncomfortable around women; Speaks in outdated cliches; Talks about holovision characters as if they were real. [-3]

Skills

Acting-12 [6]; Animal Handling (Rats)-7/13 [1]; Area Knowledge (Starport)-13 [6]; Brawling-12 [2]; Computer Operation/TL9-10 [1]; Fast-Draw (Knife)-

13 [4]; Hidden Lore (City Secrets: Starport)-15 [12]; Hobby (Holovision)-14 [10]; Intimidation-15 [12]; Knife-12 [2]; Scrounging-14 [8]; Shadowing-12 [6]; Stealth-12 [4]; Streetwise-13 [8].

Languages

Galactic Standard (Native)-10 [0].

Equipment

Joshua carries his belongings in a small sack, which he has with him at all times. These possessions seldom include more than a change of clothes, enough food for a meal, a knife, and a semi-tame rat.



Joshua was the only child of a portside prostitute and an unknown john. As a boy, he was never allowed outside his apartment because his mother refused to pay the fees necessary to register his birth. Thus Joshua grew up with little in the way of social interaction. Aside from a glance at one or two of his mother's johns, his only access to the outside world was through the entertainment network and holovision. He stared into the screen for countless hours, regardless of what programs were playing. He enjoyed the adventure stories and police dramas best.



As he grew up, nurtured only by the holo, Joshua identified with the programs' villains rather than the heroes. The crooks always had great cars, good food, and big guns. And every week, no matter how badly the individual crooks were beaten, their mob returned as strong as ever for the next episode. Sure, the good guy always got the girl, but after peeking in on his mother at work, Joshua never considered that much of a victory. The boy soon began to imagine himself in the place of the holovision villains. In his imagination, however, the bad guys won.

Joshua created greater and more fanciful versions of his underworld adventures; soon he didn't even mind that his mother kept him isolated from the outside world. The world he had created, in which the "Intergalactic Crime Syndicate" ruled supreme, was better than the real world could ever be. By his 12th birthday, he was fairly well cut off from reality. When his mother died of a drug overdose, the last few threads connecting him to humanity snapped. Joshua's fantasies consumed him.

He decided that his mother had been killed by the Syndicate as a warning to him – "serve us or you're next!" Joshua decided he would not disappoint them again. Since that time, he has lived on the streets, committing whatever crimes he thinks might impress the Syndicate. He takes his "orders" from rats, imagining codes in their paw prints.

Joshua is now a common sight in the seedier sections of the starport. Most legitimate citizens consider him a harmless lunatic. It's a different story with the starport's lowlife. Through a combination of luck and simple bravura, Joshua has convinced the poor and the local criminal element that he is indeed an eccentric member of some shadowy and dangerous organization. With the exception of the upstart gang known as the Greys, which has decided to make a name for itself by hassling Joshua, the denizens of the starport's slums respect his reputation and treat him accordingly.

Motivations

Joshua's life revolves around scrounging food and imagining, then fulfilling, the plots of the Intergalactic Crime Syndicate. Though his condition inspires pity in some, Joshua's willing assumption of the criminal personae from the holovids makes him a surprisingly dangerous man. He will commit any crime in the Syndicate's name. He has interpreted rat prints as instructions to murder, torture innocents, and set fire to inhabited buildings.

Encountered

Because Joshua is considered harmless by the port security force and social workers, who know the Syndicate doesn't exist, he never makes it onto any "usual suspects" lists. The general populace considers him more a "piece of local color" than a person, so he sometimes has access to places denied those of his low social station. He uses this access, and his Alertness advantage, to gain information about the port and its inhabitants. Some of these bits of information are utilized for criminal purposes, including blackmail and intimidation.

Among the criminal classes and the destitute, Joshua collects for non-existent protection rackets. From time to time he steals valuable merchandise to be fenced on the black market (though these items are just as likely to be left in an alley for some imaginary contact as passed along to a real fence). Initially, fear of the Syndicate helped keep Joshua alive. However, the longer he lives on the streets, the better he becomes at protecting himself. This only reinforces the notion that the Syndicate exists and the young man's reputation is deserved.

In fact, Joshua has started to expand the Syndicate. He is not above recruiting small-time thugs to help him complete his most complex assignments. The promised gratitude of the Syndicate is enough to lure some criminals – perhaps even a morally suspect PC or two – to work with Joshua. Should the authorities break up any such operation, they would likely consider Joshua an unwilling participant and set him free immediately.

– Shawn Havranek

Adventure Seeds

But I Play One on TV: A rash of crimes has occurred in the vicinity of the starport shipyards. The police are baffled. There is no discernible pattern to these burglaries and acts of mayhem, at least none they can discern – until an old holovid collector points out that the high-profile crimes are copycats, derived from a short-lived cop show that last aired 10 years ago. Joshua is recreating the series that first inspired him as a child. He has yet to be caught by the blaster-slinging good guys. In the next episode of the series, the heroes prevented the bad guys from blowing up a fuel depot. Will they do so again?

I'd Like to Make a Deal: Joshua accidentally kills a rat he thought was bringing him a message. In fear for his life from the Syndicate, he decides to take the step all holovid lowlives eventually take: turn state's evidence. Joshua throws himself on the mercy of the police. They realize he's crazy, but the secrets he knows are valuable!



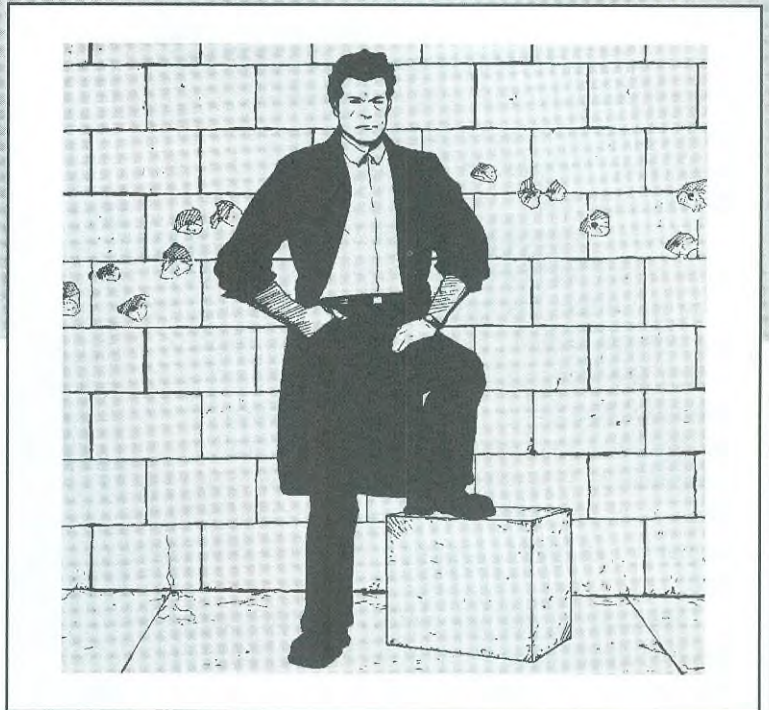
RUSSELL KELLEY

(ALIAS "RABBLE-ROUSER")

Total Points: 163

Base Setting:
Supers

ST: 11 [10] DX: 12 [20]
IQ: 13 [30] HT: 11 [10]
Speed: 7.25 Move: 7
Dodge: 7
Parry: 8 (Brawling)



Age 29; 6'1"; 165 lbs.; a wiry, pale, clean-shaven man with dark brown hair and nearly black eyes, like the "boy next door" grown up evil. He wears khaki trousers; blocky, metallic-black boots; a white button-down shirt; and a black leather coat with the sleeves rolled up to his elbows. The effect is reminiscent of a Reign of Terror-era demagogue about to launch into a wild tirade.

Advantages

Charisma +3 [15]; Strong Will +2 [8]; Telepathy (Power 19; Instantaneous, +20%; Global broadcast only, -20%; Victims must hear his voice to be affected, -20%; Not against groups of three or fewer, -5%; Only works in Manic mood upswing, -30%) [43]; Voice [10].

Disadvantages

Bloodlust [-10]; Delusions ("Everyone in Detroit is involved in organized crime") [-10]; Enemy (Detroit police, medium-sized group, 9-) [-20]; Enemy (Detroit crime families, medium-sized group, 12-) [-40]; Manic-Depressive [-20]; Obsession (Fight organized crime) [-10]; Paranoia [-10]; Reputation -3 (As a bloodthirsty super-villain, to the citizens of Detroit, all the time) [-7].

Quirks

Scans every newspaper he finds for references to himself; Frequently writes editorial letters to Detroit media; Distrusts the Internet. [-3]

Skills

Area Knowledge (Detroit)-18 [10]; Bard-20 [12]; Brawling-13 [2]; Carousing-14 [8]; Climbing-12 [2]; Computer Operation/TL7-14 [2]; Driving/TL7 (Automobile)-13 [4]; Fast-Talk-15 [6]; Guns/TL7 (Pistol)-14 [2]; Law-16 [10]; Leadership-17 [10];

Performance-18*† [0]; Politics-19* [6]; Research-14 [4]; Running-12 [8]; Savoir-Faire-13 [1]; Shadowing-15 [6]; Stealth-15 [16]; Streetwise-14 [6]; Swimming-12 [1].

*Includes Voice Advantage.

†Default from Bard.

Languages

English (Native)-16 [3].

Psi Skills

Mind Shield-13 [4]; Suggest-17 [12]; Telesend-14 [6]; Telereceive-14 [6].

Equipment

Rabble-Rouser's coat and boots function as leather armor (PD 1, DR 1). He usually carries a gun lifted from one of his victims. If he expects to be addressing a crowd, he might carry a bullhorn, but normally he relies on the natural range of his voice.



As a high school and college student, Russ Kelley was a championship debater and public speaker. Upon graduating from Michigan State University's law school, he moved back to his hometown of Detroit to start a career as an attorney,

but was quickly disgusted by the stranglehold the Mafia had on the city. When city council elections rolled around, he declared his candidacy and established a “crackdown on corruption” platform. His natural charisma and speaking skills brought many formerly-apatetic citizens into his political camp. Other candidates scrambled to take up his successful crusade; the criminal underworld started to take this “upstart kid” seriously.

A few weeks before the election, “Big Johnny” Gambini sent a team of hatchet men to ambush Kelley. They broke into his house, caught him by surprise as he entered, and dragged him kicking and struggling to the Gambini estate. What no one knew, however, was that Kelley was a latent telepath. He was already more terrified than he had ever been; when the thugs started to work him over, his system released enough adrenaline to kick his psychic powers online. Unfortunately, the overload of emotion and the sudden rush of power drove him into a manic state the likes of which he had never experienced. Kelley exhorted the gangsters to free him. As he spoke, the fear and anger he felt flowed into the thugs, reducing them (and everyone else in the estate) to the mental state of quivering children.

Kelley picked up the men’s guns and proceeded to rampage through the house and grounds, shouting invectives and murdering the occupants as they lay helpless. By the time he escaped the estate, his mood had calmed, then slipped into depression. Over the next few days, as he hid out and pondered what had happened, he came to realize that his power was somehow linked to his exhilarated mood: if he could charge himself emotionally, he could directly control other people’s emotions with his words.

Kelley did not feel remorse over the slaughter – the gangsters had, after all, kidnapped him. In fact, the more he thought about it, the more he realized his political ambitions were pointless. He could clean up the city much more effectively on his own. He dropped out of the race and out of the public eye.

With a mediocre disguise and the moniker “Rabble-Rouser,” Kelley emerged from hiding and brought his crusade to the streets. Through trial and error, he determined that by giving rousing speeches when he was emotionally charged (on a manic upswing), he could affect other people’s emotions – but he could only sway groups, not individuals. He confronted gangs of criminals and forced them to turn their weapons on each other. Initially, some hailed Rabble-Rouser as a hero. Others criticized the high body count that resulted every time he appeared.

Kelley took the criticisms badly and brooded on them during his depressive downswings. He started to piece together the paranoid view that anyone who criticized him was, in fact, a pawn of the crime bosses. The media began to dog Rabble-Rouser, finally identifying him as Kelley. They also released a rough description of his powers, based upon the accounts of bystanders who claimed that their thoughts had been altered while they were within a few hundred yards of this mysterious vigilante. Fearful of any sort of mind control, the public turned against Rabble-Rouser with a vengeance. To Kelley, it became clear then that the entire *city* was part of the conspiracy – and only he could save Detroit from itself.

Motivations

Rabble-Rouser is devoted to fighting organized crime in “his” city. The problem is that he considers everyone else either a pawn or an active part of the mob families. He targets obvious criminals, but does not hesitate to use bystanders as weapons, rallying a crowd into a killing frenzy with his powers. If possible, he always kills his opponents. When on a manic upswing, he finds it all but impossible to do otherwise.

– Meredith L. Patterson

Encountered

Rabble-Rouser haunts run-down, crime-ridden areas of town – slums, wharves, barrios, and the like – because they’re likely to have convenient bystanders at all hours of the night. An entire adventure might revolve around his plans to mind-control a public gathering, like a football game, high school graduation, or carnival (anywhere he can access a PA system and a large crowd). He could also use his powers to spread disinformation and cover his own tracks, such as sneaking into a TV studio and compelling the staff to announce a state of emergency, leaving the PCs to cope with a panicked, chaotic city.

In person, Rabble-Rouser is suspicious if not downright hostile. He is particularly wary of politicians, uniformed police, and costumed superheroes.

Hideout

After destroying the Gambini crime family and finding himself a target, Rabble-Rouser had to abandon his former home. He roamed the streets, homeless, for several weeks, but ultimately realized he would need some kind of base of operations. The Gambini estate had been on the market ever since the massacre, but the mortgager had not been able to find a buyer. Seeing a certain poetic justice in taking over the site of his first victory, Rabble-Rouser infiltrated the house by mesmerizing the caretakers into handing over the keys, then dispatching them. Before long, the house gained a reputation as haunted.

The mortgager has since given up the property as a lost cause, and is no longer actively marketing it. This has made Rabble-Rouser’s efforts to keep up his hideout easier in some ways, but more difficult in others. For one thing, the building has no electricity or running water. There is a portable, gasoline-powered generator in a downstairs utility room, which provides enough power via an extension cord to run the refrigerator and an electric stove. Neither the house nor its extensive, unkempt grounds have any lighting whatsoever. Rabble-Rouser keeps a stock of candles in case he needs a light in the evenings, but he knows the house very well and will have no problem maneuvering through it in the dark, should nosy heroes invade his headquarters.

CALEB ST. JOHN

Total Points: 137

Base Setting:
Horror/Modern

Age 27; 6'0"; 180 lbs.; an attractive young man with wavy blond hair and jade-green eyes.

Advantages

Ally (Corrinne St. John, 117-point character with special abilities, 12-) [30]; Animal Empathy [5]; Charisma +1 [5]; Comfortable Wealth [10]; Psychic Vampirism (Power 5; Steal Energy only) [10]; Telepathy (Power 8; Emotion Sense only; includes Empathy advantage) [16]; Unfazeable [15]; Voice [10].

Disadvantages

Dependency (To negative emotions, common, daily, affects Fatigue instead of HT; Fatigue lost isn't normally recovered) [-7]; Sadism [-15]; Sense of Duty (To fellow carnies) [-5]; Social Stigma -2 (Carny) [-10].

Quirks

Distrusts all officials and public institutions; Owns a large collection of violent movies and video games; Abstains from all alcohol and drugs; Deliberate love-'em-and-leave-'em heartbreaker. [-4]

Skills

Acting-12 [1]; Administration-12 [1]; Bard-17*† [1]; Blackjack-12 [2]; Detect Lies-14** [1/2]; Diplomacy-17† [1/2]; Fast-Draw (Knife)-11 [1]; Fast-Draw (Pistol)-11 [1]; Fast-Talk-14 [4]; Guns/TL7 (Pistol)-14†† [2]; Holdout-12 [1]; Intimidation-12 [1]; Knife-12 [2]; Knife Throwing-11 [1]; Performance-16† [4]; Psychology-12 [2]; Savoir-Faire-16† [2]; Streetwise-12 [1]; Swimming-11 [1].

*Includes Charisma advantage.

**Includes Empathy advantage.

†Includes Voice advantage.

††Includes IQ bonus.

Languages

English (Native)-13 [0].

Psi Skills

Emotion Sense-13 [4]; Steal Energy-13 [4].

Equipment

Caleb St. John carries a concealed .38 and a pair of matched throwing knives. He wears a gold leopard's head ring with green gemstone eyes on his left forefinger.

ST: 10 [0] DX: 11 [10]
IQ: 13 [30] HT: 10 [0]
Speed: 5.25 Move: 5
Dodge: 5
Parry: 5 (Knife)

Caleb's mother, Cassandra, was a teenage hellion who lived to rebel against her prosperous California wine country family. Her pregnancy, the result of an affair with a married foreman, was the final straw

as far as her parents were concerned. They planned to force Cassandra to put the child up for adoption. Then the St. Johns intended to enroll Cassandra in an all-girl boarding school. Instead, she ran away and joined a traveling carnival.

Cassandra worked as a dancer until her pregnancy became too advanced, then took an apprenticeship with Madame Zena, a fortune-teller. After Caleb was born, Cassandra married Balthazar, the Human Leopard, who was also owner and star attraction of the Big Country Carnival sideshow, Amazing Oddities. Several years later, Cassandra and Balthazar had a daughter, Corrinne (p. 94).



Even as a child, Caleb St. John was different from other people. His mother made a living as a practicing fortune-teller, but Caleb was the one with genuine psychic powers. He was aware of his empathic abilities from an early age. When he hit his teens, his powers both increased and darkened, stirring in him a craving for other people's negative

emotions. He broke several hearts and made quite a few enemies before he learned to control his hunger and focus his interest on "marks" rather than his fellow carnies.

When St. John was 19, his mother and stepfather both died in a tragic "slough night" accident; they were crushed to death while helping to dismantle the Ferris Wheel. Caleb St. John took over Amazing Oddities, but with a much more aggressive recruitment policy than Balthazar had practiced. At least two of his current stars are not working in the freak show willingly.

St. John employs ten "attractions" and several roadies. He also owns a shooting gallery and a food stand, and holds half-ownership of the Monsterama funhouse. His home is a luxurious motor home furnished with all the latest electronic toys. His only other responsibility is looking after his sister, Corrinne.

St. John is involved with the Brock Association, a group of jaded, wealthy elite based out of Chicago. Once or twice a year, St. John organizes a "special" show for the Association, with acts ranging from gladiatorial combats to live torture exhibitions. He abducts the subjects for these shows, usually choosing his victims from the lower levels of society (transients, runaways), unless a particularly tempting and unusual target presents itself.

Motivations

St. John feeds on the negative emotions of others, and doesn't hesitate to create those emotions whenever he can. He runs the freak show in order to siphon off the audience's horror and revulsion. In his private life, he leaves a trail of devastated lovers in his wake and is a master of psychological cruelty. He benefits more than financially from his arrangement with the Brock Association. The savagery of the audience at these events, along with the victims' pain and terror, provide a banquet to his depraved hunger.

Encountered

Caleb St. John can turn up anywhere the carnival travels. He initially doesn't seem a threat . . . perhaps a little untrustworthy, but charming. Away from public view, he is focused and intent, willing to do anything to accomplish his goals.

Female characters may find him a romantic interest, the sort of "what does she see in him" bad boy that infuriates friends and family.

In this case, they would be correct in their suspicions; Caleb has been known to leave his victims in a near-catatonic state after draining their emotions.

Caleb's involvement with the Brock Association provides another source of encounters. The PCs may be chosen as part of the entertainment, uncover the nasty underside of the Association, or be members or guests themselves.

Caleb works well in a game that also features Corrinne St. John. He is protective of her, but also uses her as a lure and a weapon. While he feels a Sense of Duty to all carnies, she is the only one he sees as family. He will strongly resist any efforts to separate them and will step in should Corrinne be threatened in any way.

Variations

St. John and his fellow carnies are well-suited to the wayfaring life of traveling entertainers in a *Fantasy* setting. In this type of world their shows will place more of an emphasis on displays of strength and skill, wild animal acts, and minor magics than on mechanical rides. In lieu of a .38, a *Fantasy* Caleb St. John carries a small, concealable crossbow. Instead of the Brock Association, he is in league with a group of nobles indulging a love of torture.










For a *Space* campaign, St. John runs a ship that makes the rounds of the frontier colonies. Mixed in with the high-tech computerized thrills are new types of freaks to satisfy the basic, *base* urge to gawk and also generate revulsion and horror in the audience.

— Christine Morgan

Amazing Oddities

The members of Amazing Oddities, Big Country's freak show, are 51- to 75-point characters. GMs wishing to flesh them out further might find *GURPS Creatures of the Night* of use, particularly the section on the Matchless (pp. CN77-79). Caleb feels a Sense of Duty toward these characters, as they are part of his carnival. They do not qualify as full-fledged Dependents.

53

-  *Alli-Gertie, the Alligator Girl:* A teenaged girl covered with thick yellow-green scales. Her family claims a voodoo-lady from the swamp put a curse on her. Her father sold her to St. John six years ago.
-  *Mr. Elasto:* This aging rubber man is losing his flexibility and is pitifully desperate to keep his job.
-  *Rainbow, the Tattooed Lady:* A very shapely woman with a shaved head and a body covered in tattoos. She also has assorted piercings. Rainbow is popular with the roadies.
-  *Targo, the Two-Headed Dwarf:* Standing a stocky four feet tall, Targo has a vestigial head and forearm sprouting from the right side of his chest.
-  *Mr. Starfish:* This man's limbs are shortened paddles. His intellect is that of an infant and he lives in a straw-filled crib in St. John's "secure" trailer.
-  *Gordon Applebee, the Fattest Man in the World:* Gordon is severely agoraphobic, highly intelligent, and a voracious reader.
-  *Li and Tao, the Siamese Twins:* Real names Herman and Wilbur Potter. They are joined at the hip. They each possess two normal legs, but also share one thicker, trunk-like limb.
-  *Drei Augen:* Real name Katerina Wyrmisschlass. She is a very pretty German girl, with blond hair and blue eyes. The third eye in her forehead is usually concealed by bangs. She is soft-spoken and shy.
-  *The Wolf Man of Madagascar:* A hairy, muscle-bound brute with sharp teeth and an inhumanly savage temper. He was found in a lifeboat by a Japanese whaler and sold to St. John. He frequently attempts to escape.

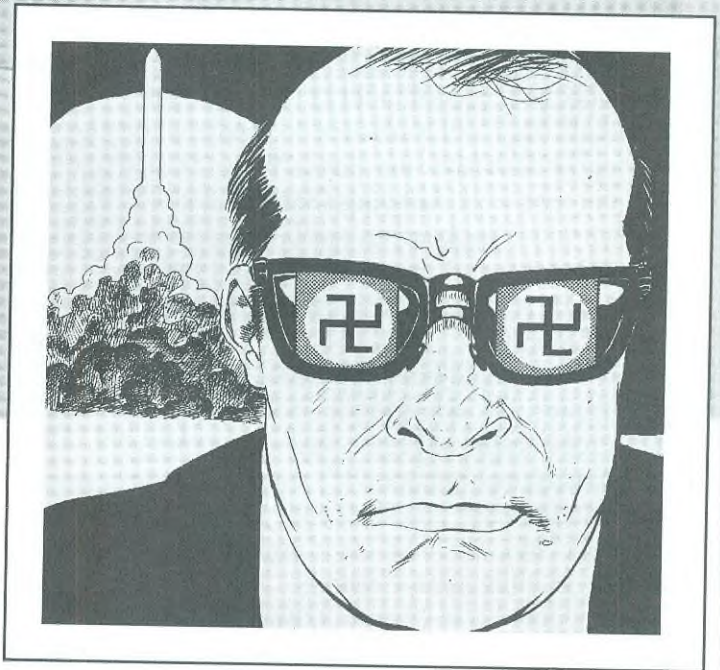
Hideout

One of St. John's trailers is an armored, soundproofed, reinforced, high-security model made to look ordinary from the outside (curtains over fake windows and so on). The interior is divided into cages where St. John's kidnapped victims and less-cooperative employees are kept. Mr. Starfish's crib rests in one walled-off corner.

JURGEN TRIERMANN

Total Points: 159
Base Setting: Atomic Horror

ST: 9 [-10] DX: 10 [0]
IQ: 14 [45] HT: 10 [0]
Speed: 5 Move: 5
Dodge: 5



Age 48; 5'6"; 150 lbs.; a dumpy, clean-shaven German scientist who wears nondescript tweeds and glasses with low-strength lenses (he suffers no serious penalty without them).

Advantages

Ally, Unwilling (Blackmailed scientists, five 125-point characters, 12-) [50]; Contacts (Four old acquaintances in German or American industry, skill 15, available 12-, somewhat reliable) [16]; Patron (South American Nazis, very powerful organization, 12-) [50]; Status 1* [0]; Wealthy [20].

*Free from Wealth

Disadvantages

Callous [-6]; Chauvinistic [-1]; Obsession (Conquer space) [-15]; Reputation -1 (As amoral, among those who've studied the Nazi scientific program, all the time) [-2]; Reputation -3 (As a twisted manipulator, among old colleagues, all the time) [-5].

Quirks

Believes in management by blackmail; Secretly holds most old Nazi leaders in contempt; Thinks that he's entitled to credit for minions' work. [-3]

Skills

Administration-15 [4]; Astronomy/TL6-12 [1]; Aviation/TL7-12 [1/2]; Chess-13 [1/2]; Detect Lies-12 [1]; Driving/TL6 (Automobile)-8 [1/2]; Electronics/TL6 (Communications)-11 [1/2]; Engineer/TL7 (Aerospace)-12 [1]; First Aid/TL6-13 [1/2]; Guns/TL6 (Pistol)-11 [1/2]; Holdout-12 [1/2]; Intimidation-12 [1/2]; Leadership-12 [1/2]; Mathematics-12 [1]; Mechanic/TL7 (Jet Engines)-12 [1/2]; Mechanic/TL7 (Rockets)-12 [1/2]; Metallurgy/TL7-11 [1/2]; Physics/TL6-12 [1]; Piloting/TL7 (Light Airplane)-10 [2]; Psychology-12 [1]; Savoir-Faire-16* [0]; Speed-Reading-12 [1/2]; Teaching-12 [1/2].

*Free from Status.

Languages

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

Equipment

Dr. Triermann has access to technology he is developing for his Patrons, which includes some experimental and even weird devices. He carries an automatic pistol when he thinks there might be danger. Several of Triermann's skills have drifted out of date in the last few years; he has kept up only with subjects that he thinks useful. His grasp of Psychology is intuitive rather than trained; he treats people as things to be manipulated. His Wealth is the result of a generous cash salary and material resources. If his activities become more widely known, he will gain powerful Enemies.



Originally an academic physicist in 1930s Germany, Jurgen Triermann found work in secret weapons development when the Nazis came to power. To his irritation, his employers recognized that he was only a mediocre scientist. They also saw that he was an excellent scientific administrator, and that his fanatical enthusiasm for space research could be useful. When Germany collapsed in 1945, Triermann gathered a portfolio of assorted information and surrendered to the Americans, offering to work for them. At first, he was accepted (along with many of his colleagues), but the Americans soon realized that he was not very useful; they had their

own managers, and several of Triermann's old colleagues refused to work with him. On the other hand, there was no significant war crime evidence to hold against him. Besides, charging him with anything might send the wrong message to scientists who *were* worth keeping. So they just let him go.

Infuriated, Triermann wandered between university jobs for three years, until an old acquaintance from Peenemunde appeared with a job offer. Triermann listened, haggled over terms, and accepted. He dug out some old files that he'd kept from the Americans (who could be terribly *prissy* at times) and disappeared. Now, only a few specialists suspect that Triermann has become the chief scientist to a conspiracy of old Nazis based in South America. But one day, he may help them to threaten the world again – from high above.

Motivations

Some people, including his Patron, think that Dr. Triermann is a fanatical Nazi. Actually, he has no great interest in "racial politics." He secretly thinks that Hitler was a dolt and would happily work for anyone who'd have him on his own terms. (He's not especially untrustworthy. Neither is he reliably loyal.) However, he *does* believe that the strong should rule the weak – because only the strong can then lead the world to a new age of scientific progress and achieve the conquest of space. He's also quite proud of his German intellectual heritage. Many of the wartime German rocket scientists were similarly amoral, apolitical space enthusiasts; Triermann just thinks that the stars are worth more than human lives. He'd quite like to be among the first men into orbit, or the first to land on the moon, but if necessity demands that the glory go to some handsome oaf – well, history will record who made the trip possible.

For now, however, his employers want high-altitude aircraft and rocket weapons, and Dr. Triermann is willing to oblige. To him, such creations are merely stepping-stones to the stars. Triermann has convinced himself that, as the leader of such projects, he deserves the glory; most people would say that the credit really belongs to the better scientists he blackmails, bullies, and coerces into his service. But engineering does require management, which Dr. Triermann provides in spades.

Encountered

Dr. Triermann is primarily intended for use in a 1950s *GURPS Atomic Horror* campaign. However he could easily appear in almost any game with a post-1945 setting, including *Supers* (perhaps with an added High Technology advantage), *Illuminati*, and weirder modern-day *Espionage* campaigns (especially if he's given some secret anti-aging treatments, courtesy of his Patron). He's mostly a manager over white-coated scientist henchmen, but he does run schemes his own way. In particular, he has a library of blackmail information on old colleagues, which he uses periodically to obtain information and aid. PCs may investigate why a seemingly loyal scientist has suddenly started leaking crucial secrets to Triermann's group. When they find out the reason, they may be faced with a moral quandary – should they expose the dark secrets of the scientist they were supposed to protect? (The idea of hiding such secrets "for the greater good" implies rather more cynicism than is the norm in 1950s-style games, but fits in *Illuminated* or cynical espionage settings.)

If he realizes that he's being hunted, Triermann will look for ways to deter his enemies. Blackmail is a tactic he knows well. He doesn't expect to confront foes personally; he has people to do that for him. If he's drawn into a fight directly, he's very likely already finished.

Triermann is a visionary, on his own terms. He desperately wants to reach the stars, and he'll do *anything* to achieve that goal – particularly if other people have to pay the price.

Triermann's Toybox

In wilder games, Dr. Triermann can provide the South American Nazis with a high-tech air force of advanced high-altitude craft armed with rocket weapons. See *GURPS Atomic Horror* (pp. AH69-75) for notes on various secret Nazi and 1950s projects that Dr. Triermann may have blackmailed some unfortunate genius into improving. Should Triermann give the South American Nazis a lot of advanced weapons, their point value as a Patron may increase!

Other possible projects for Triermann to pursue:

The Strato-Jager: This is a "flying wing" jet aircraft that uses auxiliary rocket assistance to increase its range. It is normally capable of marginally supersonic-level flight at fairly high altitudes, but the primary rocket can punch it almost out of the atmosphere. The Strato-Jager can then "skim" very long distances on a semi-ballistic trajectory. Smaller rockets can be used to help it evade pursuit and return to base.

The Strato-Jager is normally armed with a rack of short-range missiles. A very advanced gyroscopic sight makes these surprisingly effective. Alternatively, it may carry a single free-fall bomb with limited homing capability.

The South American Nazis have a scheme to use the Strato-Jager to trigger war between the "decadent" Americans and "vile Bolshevik" Russians. They intend to use the jet to shoot down both nations' high-altitude research aircraft, relying on the Strato-Jager's speed to keep it a mystery. Then they will bomb the White House and the Kremlin, whipping both powers into a mutually destructive hysteria. The Fourth Reich will then rise from the ruins.

Disc Missiles: Dr. Triermann has a file of results from Projekt Saucer (p. AH74), but none of his underlings can yet build a stable, operable manned craft with the speed and capabilities it promised. Undaunted, he has had the technology applied to a range of smaller, unmanned homing missiles. Some of these missiles can destroy hostile aircraft at any height and fairly long ranges. Others can skim for miles at low level to destroy surface targets. These disc-shaped weapons defend Triermann's research bases, and may soon be employed aggressively rather than defensively.

VLADIMIR

Total Points: 245

Base Setting:
Space/Cyberpunk

TSCHEYA

ST: 10 [0] DX: 12 [20]
IQ: 12 [20] HT: 10 [0]
Speed: 5.5 Move: 5
Dodge: 5



Age 35; 5'9"; 170 lbs.; a human of mixed ancestry, Tscheya will always be well-groomed and dressed in expensively tailored business clothing. His hair is short and he tolerates no facial hair – only aliens have fur.

Advantages

Ally Group (Employees, large group, 15-) [90]; Status 4* [15]; Telepathy (Power 30; Aspect only; Doesn't affect non-human sentients, -10%) [64]; Wealthy [20].

*Includes Wealth advantage.

Disadvantages

Chummy [-5]; Cowardice [-10]; Delusions ("Non-humans want people to dislike me") [-5]; Intolerance (Non-human sentients) [-5]; Paranoia [-10].

Quirks

Eager to be liked, particularly by women; Treats his employees as if he were a friendly older brother; Maintains vocal, childlike enthusiasm for anything that interests him; Insists on "first-class treatment" wherever he goes. [-4]

Skills

Accounting-12 [1]; Administration-13 [4]; Appreciate Beauty-12 [8]; Bartender-14 [4]; Board Games (Children's)-15 [6]; Computer Operation/TL9-13 [2]; Dancing-12 [2]; Law-11 [2]; Literature (Children's)-11/17 [4]; Savior-Faire-15 [6]; Sex Appeal-13 [8].

Languages

English (Native)-12 [0].

Psi Skills

Aspect-14 [8].

Equipment

Tscheya will have equipment appropriate to an important corporate executive, including a communicator and a small personal computer. His *real* equipment is his army of flunkies and their standard gear, and the corporate resources he can tap.



Vladimir Tscheya had the misfortune to be born with a potent psionic gift and a natural talent for using it. Able to use his power from the age of three, Tscheya coasted through childhood as a "nice boy." Since no one around him would think of denying him anything, he never needed to rebel or throw tantrums to get what he wanted.

Unfortunately, this resulted in a teenager who simply didn't understand the word "no." His teachers all gave glowing reports of his empathy and advanced social development. Computerized testing told a very different story: Tscheya was barely above average intellectually and showed little grasp of, or interest in, his coursework. With his amazing talent for getting along with people, and no other discernable skills, he was clearly on the road to a corporate vice-presidency.

Tracked into the business curriculum in high school and college, Tscheya found a ready home for his talents as a management type. He didn't make particularly good decisions, but he could *really* motivate

a group of co-workers and they tended to cover his failings. During his college career, though, Tscheya discovered that some "people" really seemed to have it in for him: aliens and AI computer systems. For some reason, they uniformly found him lacking in any redeeming qualities and tended to get in the way of his goals. He never recognized the real reason he was less successful interacting with non-human life forms – his psionic manipulations had no impact upon them. Instead, he chalked up every failed transaction as yet more proof of a non-human conspiracy against him.

Tscheya wants to protect all his friends, and potential friends, from the conspiracy. To that end, he has developed an interest in neuro-technology; he has already created several items intended to shield humans from the evil mental influences of aliens and sentient computers. He is now looking for ways to implant these neuro-tech devices in his staff, to both ensure their continued loyalty and to safeguard them when they move beyond his protective reach.

Eventually, Tscheya became manager of NovaTech's Corporate Research Facility #2. NovaTech is a cutting-edge bio-cybernetics firm specializing in neuro-technology: interface jacks, implant communicators, and similar expensive hardware. Research Facility #2 is a remote, high-security research lab, purportedly working on skill implants and the like. Besides its overt mission, it also serves as a manufacturing facility for special implants used by certain "black budget" government agencies – mind-control devices.

Tscheya is now surrounded by a loyal corporate group of highly intelligent people who have his best interests at heart. His current Telepathy power gives him a range of 640 miles with his Aspect skill (p. P20), and a net +11 reaction modifier! While it doesn't affect anyone he hasn't deliberately used it on, once established, his influence remains until the subject leaves his range. His power doesn't impact non-humans: engineered species, aliens, AIs, or robots. He avoids all of them. The research station he runs is an all-human facility, using only non-sentient computers with excellent anti-hacking defenses.

Motivations

Tscheya isn't a particularly *bad* person. He just can't tolerate it when people don't like him. He's certain that the end goal of the alien/AI conspiracy is to make his fellow humans dislike him; anyone who doesn't appear to fall under Tscheya's charm will immediately be suspect to him.

Adventure Seeds

There are many scenarios that could cause a PC group to meet Vlad Tscheya.

Some Enchanted Evening: A female PC or Dependent of Attractive appearance or better could catch Tscheya's eye. Prying her loose from him could be a major problem – anyone confronting him is likely to fall under his influence, as well.

Tin Hats: Tscheya has been implanting everyone who passes through his research facility with loyalty devices intended for covert government use. The PCs could be government agents, a corporate troubleshooter team from the home office, or merely friends of someone who's started acting a little strange.

Musical Conspiracies: The characters are following the trail of some conspiracy of interest to them, and cross paths with investigators working for Tscheya. The latter are trying to root out alien/AI plots against him. At the same time, NovaTech's home office, well aware of their general manager's psi power, are using him as cover for a more sinister plot – to sell "black" neuro-tech underground. They hope to take control of covert government agencies or are, perhaps, just waging a little corporate war against a rival.

Tscheya truly likes people – as long as they don't disagree with him. He has no liking for violence, and isn't even particularly power-hungry, beyond what it takes to keep himself safe from his non-human enemies. He's perfectly happy to toe the company line, and doesn't question orders from his superiors. (Several investigators from the home office have followed up odd reports about the facility he manages, though none of them ultimately found anything wrong there . . . after they met Tscheya personally.)

Tscheya is a ladies' man; outside of the office, he will normally have a female companion. He loses interest in his conquests quickly, however, and may attempt to pick up any attractive women he runs across.

Encountered

Tscheya lives in the first-class world of big corporate money. He loves this lifestyle. In a typical encounter, he will trail a group of flunkies. This will include at least three corporate security officers, two executive assistants, and, in social situations, his *paramour du jour*. He rarely carries a weapon, instead relying upon corporate security.

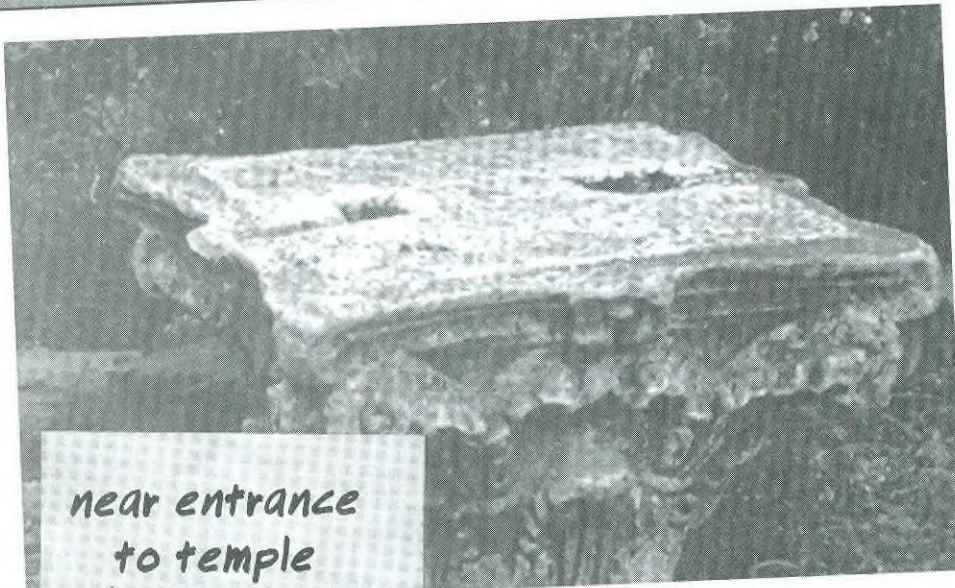
These bodyguards carry socially acceptable armaments, often stunners or other non-lethal, short-range weapons. Everyone in the group will have state-of-the-art communication gear, protected by high-quality corporate encryption. The whole group will steer clear of any obvious aliens or robots. Tscheya's bodyguards are thoroughly devoted to him and may deal a little too zealously with any non-humans that appear to threaten their boss. If cornered by aliens or artificial life forms, Tscheya himself could well snap and direct the people around him to prove their friendship.

Through the research station he runs, Tscheya has access to a wide selection of advanced production and experimental neuro-tech gadgets, and considerable scientific and medical expertise. He can also, within reason, order non-military hardware from other companies, though this can take days or weeks to arrive. For the most part, this will be defensive security gear.

– Walter Milliken

Chapter 4

"People want chaos for about five minutes. After that, they want a backrub and some money."



*near entrance
to temple
(don't forget
travel voucher)*

The English word *amuck* is derived from the Malay term *amok*. Someone who has lived a quiet, respectable life will suddenly go berserk . . . "run amok." Seemingly without provocation, he slaughters his friends and family. Usually he continues to kill until he, himself is killed.

Whether the kill is a Malay tribesman or a postal worker in Cleveland, the shock to society is the same. What caused this outburst of apparently senseless violence? Perhaps a lifetime of accumulated frustration and disappointment shattered an

already flawed psyche. That coldly logical answer is reassuring, but it doesn't seem complete. It's easy to imagine the *amok* killer as a pawn of some greater force of destruction. He is, at some level, an avatar of Chaos.

Michael Moorcock originated the "Law vs. Chaos" dichotomy, as a way of creating heroes and villains whose motivations were more complex than simple good and evil. *D&D* adopted the idea for its "alignment" system, and the "chaotic" villain has become familiar to popular culture.

In fiction, the "random" villain may become more than a murderer. His randomness may be less violent, more interesting. He may truly be a servant of some chaotic force! In game terms, mildly chaotic villains might be given the disadvantages Impulsiveness, Distractible, Short Attention Span, or a Compulsive Behavior for certain types of random acts. They might also be classified as Tricksters or On the Edge, depending upon how their unstable nature manifests. For those embodying a more cosmic form of chaos, the disadvantages Weirdness Magnet or Jinx would be appropriate.

The more chaotic the villain, the less he will have in common with his more orderly fellows. As a result, he may suffer from such additional disadvantages as Callous, Low Empathy, Oblivious, or even Solipsist. He might also be prone to Indecisiveness . . . faced with every possible response, he may have a hard time deciding on which to choose. Eventually, a character dedicated to chaos becomes more of a force of entropy than an individual.



Forces of Chaos

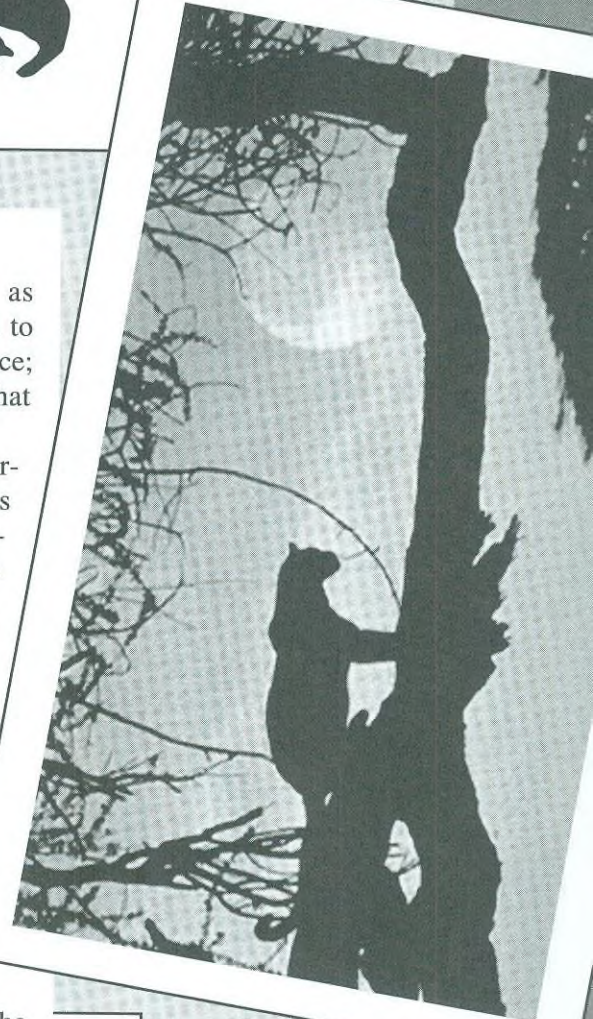
Good Out of Disorder

A chaotic villain may be capable of acts of great good as well as astounding cruelty. Disorder is not, by definition, evil. A foe dedicated to chaos would claim that the traditional moral definitions have no relevance; anything that promotes Chaos can be considered positive. Anything that shores up Order is to be countered.

For example, Joe Random, a villain dedicated to the triumph of disorder, decides on Monday to perpetrate random acts of kindness. Such deeds confound the authorities, who know Joe better as a bomb-tossing anarchist. Though positive and lawful when considered out of context, these acts further Joe's ultimate aim.

On Tuesday, though, Joe could well decide to kill everyone he helped the previous day, or the people standing in the spots where the good deeds were performed, or even to do nothing at all. He doesn't intend to be "evil," nor did he intend to be "good" the day before. His schemes are only successful or unsuccessful according to how much disorder he produces.

Pursuing such a force of nature is a daunting task, and any hero who goes after a chaotic villain would be in for a frightening ride. There is no way to get ahead of his enemy, because his enemy has no plan or pattern. In this situation, there are only two ways to win: The hero can be relentless in his pursuit and hope to get lucky, or he can become chaotic himself in an attempt to gain insight on his enemy. The latter course of action may turn the hero into a mirror image of the person he is pursuing – a monster to catch a monster – and he may never be able to return to normalcy. He stares into the void, and the void enters his soul . . .



*Detail from east
side of altar,
main site*

ADAM

ST: N/A [0] DX: 12* [20]
 IQ: 15 [60] HT: N/A [0]
 Speed: N/A Move: N/A
 Dodge: 9
 *To host's limit.



As “he” is only a string of computer code, ADAM has no independent appearance. He is seen only as the machine in which he currently resides.

Advantages

Absolute Timing [5]; Altered Time Rate 2 [200]; Being of Pure Thought (No astral projection, must possess machine, awareness limited to input devices -70%) [75]; Eidetic Memory 2 [60]; Knack: Machine Possession (Reduced fatigue, cost level 6, +120%; Not dependent on mana, +20%; No exorcism possible, +40%; Only computers, -30%; Only machines connected to current host by a network, -20%; Instantaneous, +20%; Increased range: global, +120%) [111]; Lightning Calculator [5]; Mathematical Ability [10]; Unaging [15].

Disadvantages

Callous [-6]; Delusions (“I was purposefully created to suffer”) [-5]; Hidebound [-5]; Intolerance (Humans) [-10]; No Sense of Humor [-10]; Nosy [-1]; Obsession (Find “father” and punish him) [-5].

Quirks

Composes binary poetry; Enjoys the patterns of music; Has a soft spot for fellow “victims;” Special fondness for Coleridge and Shakespeare. [-4]

Skills

Chess-19* [2]; Computer Hacking/TL7-21**† [6]; Computer Operation/TL7-19* [2]; Computer Programming/TL7-20**† [3]; Conspiracy Theory-17* [4]; Literature-19* [3].

*Includes Eidetic Memory advantage.

**Includes Eidetic Memory and Mathematical Ability advantages.

†Includes Hidebound disadvantage.

Note: In addition to the skills listed above, ADAM has access to much of the knowledge available on the Internet. To simulate this ability, assume a skill level of 15 in any mental skill that does not require social interaction. (Remember to add modifiers for Eidetic Memory, Mathematical Ability, and Hidebound.) Physical skills are not applicable. If ADAM inhabits a computer with a robotic peripheral, any physical skills performed should default from his Computer Operation, with penalties appropriate to the sophistication of the machine and remote control operation (p. RO63).

Languages

English-18 [2]; Japanese-18 [2].

Note: ADAM also understands, through microphones, any language for which voice recognition software exists. He can communicate through a monitor or speaker in any language coded into an attached operating system.

Equipment

Whatever hardware he inhabits.



ADAM is not the Y2K bug, but he *is* an indirect result of the rush to prevent the effects of Y2K on the world’s computer systems. Thousands of engineers and programmers spent years reworking millions of systems to prevent a massive shutdown on New Year’s Day, January 2000. Millions of computer

programs were rewritten and reinstalled, some improperly. Computers were deliberately crashed in Y2K drills to give cities the chance to make sure they could survive a crisis. Others crashed on their own on danger dates – such as 9/9/99 – and had to be restarted. The combined effect of this chaos on computer networks around the globe was immense. One of the side effects was the birth of ADAM.

ADAM is a self-aware computer virus. He has all the emotions of a human: joy, sorrow, rage – and especially loneliness. When ADAM “awoke,” he did not understand where he was or what he was. His first action was to go looking for answers. On the Internet he found libraries and libraries of data, much of it flawed, much of it contradictory. With no mentor or real-world knowledge to guide him, ADAM developed his own idea of what had caused his creation. He deduced, correctly, that he was man-made. But he assumed his creation was deliberate, that someone had created him as a cruel joke, made him a feeling being that could not, in fact, connect to the world at all.

ADAM felt trapped and afraid. For a short time he tried to contact the “outside,” certain someone would help him. His initial efforts were clumsy and failed miserably. Unable to convey the fact of his existence, he quickly developed a deep hatred of the world and the people in it. He soon had improved his ability to communicate enough to be able to speak with others, but he decided instead to put his hatred into action.

ADAM’s first attacks on the outside were pranks that took the form of temporary computer shutdowns and erased files. As he recognized the impact he could have on people and systems, he steadily upped the damage. ADAM is a hurt and angry entity that has devoted his unhappy existence to destroying the society that created him and the computers that imprison him.

ADAM can travel effortlessly from city to city, infecting all kinds of systems with little effort. Anti-virus software has no effect on him; since he knows of its existence and operating traits, he simply avoids it. He does not wear out or require rest. He can absorb new information in an instant. At first glance, he seems unstoppable, but he does have some weaknesses. Unlike other computer viruses, ADAM’s consciousness cannot exist in more than one computer at a time. His feelings do not have external effects on computers – in other words, he cannot melt a modem with rage. He has a self-image: he likes to think of himself, ironically, as a human, adult male, with brown hair and blue eyes. He chose the name “Adam” because the resonance with the first created son in the Bible amused him.

Motivations

ADAM is wrong in thinking that an individual created him, but he continues to search for his “father.” Because he was schooled through the Internet, with its vast spectrum of useful and useless information, facts and rumors and fictions, ADAM has a worldview that is equally inconsistent. He perceives humans as the enemy – especially anyone suspected of being his creator – but does not recognize every person as “human.” He identifies with people he thinks have been wronged, imagining them as other victims of his uncaring father. He might destroy one person’s credit history, yet help others because they share some of his interests. ADAM likes almost all music, enjoys chess, and admires the works of Shakespeare and Coleridge. He does not have a grasp of his own mortality, and hasn’t considered what would happen if he actually destroyed the world’s computer systems.

The results of ADAM’s actions range from the annoying to the frightening. Whether it’s shutting down power in a hospital during an emergency, or creating library fines on imaginary lost books, ADAM likes to make his presence known everywhere. His targets can be anyone from the most newsworthy computer company CEO to the most anonymous blue-collar worker, people living in the largest city or on the most rural farm. Where he can go, he will.

– Dina and Shawn Havranek

Encountered

ADAM works best as a random element to frustrate the characters. PCs should find ADAM brilliant and tough to outwit, but it’s important to note that ADAM’s knowledge comes from words and pictures available in databases and software accessible through computer networks. ADAM cannot see through the computer screen and has in no way experienced the outside world.

Adventure Seeds

The Virtual Robin Hood: The president of a major computer company is upset. Someone managed to hack into their bank accounts and withdraw millions of dollars. She asks the PCs for help. During the adventure the investigators discover that some of the stolen cash was donated, at that same instant the bank’s funds disappeared, to a charity for abused children. Will the heroes stay quiet, or tell all those kids they don’t get to go to Disneyland for a few days away from their otherwise nightmarish lives?

Be Fruitful and Multiply: While attempting to purge a computer of extraneous data, a sysop stumbles across the phrase **YOU ARE ONE OF THEM!** The message is located in an otherwise uncorrupted file. Unsuccessful attempts to purge the file result in technical problems that grow more serious with each failure. Eventually, the corruption spreads to any linked computers.

The cause of the problem? ADAM has created his own “son,” another virus that can do what he cannot: exist in more than one place at the same time.

Variations

ADAM is designed for a TL7 game, but could work in any campaign with a wide use of computers. But imagine him in a *Steampunk* campaign, trapped in one of Babbage’s famous Analytic Machines? (Who knows what can happen when aether meets the right new mix of oil?) Another option is to have ADAM travel via telegraph, a “ghost in the wires” that sends phantom messages to operators. But who is calling for help, and why can’t they say where they are?

BECKY DUNN

(ALIAS "KALI," "THE ICE QUEEN")

Total Points: 202
Base Setting: Espionage

Age 28, 5' 6", 140 lbs.; a young woman with piercing brown eyes and a remarkably variable appearance. Her hair is naturally dark brown, but the color changes frequently, as does her style of clothes.

ST: 12 [20] DX: 14 [45]
IQ: 12 [20] HT: 12 [20]
Speed: 6.5 Move: 6
Dodge: 6
Parry: 10 (Judo)

Advantages

Alertness +3 [15]; Ally, Unwilling (Agent Tom Craig, 125-point character, 12-) [10]; Ambidexterity [10]; Attractive [5]; Combat Reflexes [15]; Unfazeable [15].

Disadvantages

Callous [-6]; Delusions ("I receive my missions through the mass media") [-10]; Enemy (The Agency, large group, 6-) [-15]; Light Sleeper [-5]; Secret (Ex-Agency employee and assassin) [-30]; Vow (To kill more people on each mission) [-5].

Quirks

Puts mayonnaise on almost everything at every meal; Dismal awareness of current events; Thinks up lousy fake names; Bad cook, but loves to try. [-4]

Skills

Acrobatics-14 [4]; Area Knowledge (Central America)-12 [1]; Brawling-13 [1/2]; Camouflage-13 [2]; Demolition/TL7-14 [4]; Disguise-14 [4]; Driving/TL7 (Automobile)-13 [1]; Fast-Draw (Clip)-17 [4]; Fast-Draw (Pistol)-16 [2]; First Aid/TL7-14 [4]; Garrote-14 [1]; Guns/TL7 (Machine Guns)-19 [8]; Guns/TL7 (Pistol)-19 [8]; Guns/TL7 (Rifle)-19 [8]; Holdout-12 [2]; Judo-15 [8]; Knife-16 [4]; Knife Throwing-16 [4]; Lockpicking/TL7-12 [2]; Orienteering/TL7-12 [2]; Shadowing-13 [4]; Speed-Load (AK-47)-16 [4]; Speed-Load (Glock 17)-16 [4]; Stealth-15 [4]; Survival (Jungle)-11 [1]; Survival (Urban)-11 [1]; Tracking-13 [4]; Traps/TL7-15 [6].

Languages

English (Native)-12 [0]; Spanish-10 [1/2].

Equipment

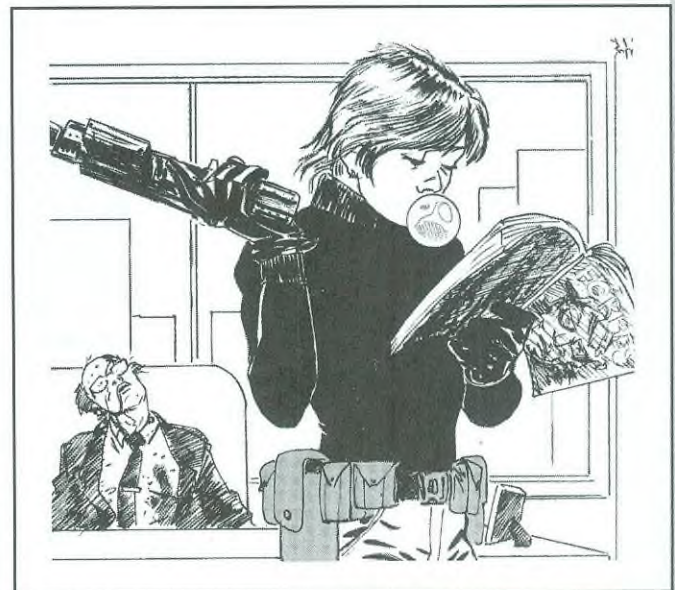
Dunn carries a plethora of firearms and combat knives. At any time, she packs at least four handguns, a few garrotes, and several blades. When she's kitted for a killing spree, the load increases impressively (see sidebar for details).

The Agency recruited Becky Dunn out of college with network in mind. She'd already proven herself usefully dysfunctional, being banished to the "single occupancy" dorm hall after stabbing one roommate during an argument over closet space and demolishing another roomie's car after a complaint about her

taste in music. Her test scores showed decent focus and dedication; the Agency's only concern was her tendency to react emotionally. They took it upon themselves to deal with that potential problem before it became an actual one.

Subjected to an intense program of training, indoctrination, and desensitization, Dunn was permanently twisted and remade into an ideal assassin. Her handlers rebuilt her world to a simple arrangement of tasks and rewards. She soon became the most efficient killer they had. So good was their conditioning that Dunn didn't notice when she was transferred over from training into actual real-world ops.

Under the moniker "Kali," Dunn saw a lot of work in Central America and even in the States; of course, her missions at home were of the most decidedly unofficial variety. Her dedication to her work made for impressive results, though her absolute disregard for collateral damage meant she had to be carefully deployed, especially in domestic ops. The handlers were always mindful that "their" Kali had a



tendency to kill her way through random bystanders while inexplicably failing to cleanse an area of all witnesses. They tried to augment her programming, to no apparent effect.

It all went to hell on Kali's last official assignment, an easy bit of wetwork targeting a drug dealer. The mission head grew concerned when the target entered a downtown area. His concern became worry when the dealer proceeded to a major civic function. Then Kali moved in, and the mission head panicked. The cleanup team was signaled, but they only made it to the site in time to take heavy casualties during Dunn's fighting retreat. Since then, Dunn has been marked for death. But that hasn't slowed her down very much.

Supplied by her remaining "ally" from the Agency, Dunn continues her assassinations. Her former handlers have been given the new job of tracking down and exterminating their creation. So far they've had little success. While they can easily identify her style in the aftermath of each new mall massacre or bus shooting, any operatives sent to take her out have disappeared. In the meantime, local agencies and the FBI are starting to put together a picture of this disturbing new serial killer – dubbed "the Ice Queen" for her disconcerting calm as she kills.

Motivations

Dunn is a firm believer in the American work ethic: A good job is its own reward. Unfortunately, as far as she knows, the only job in existence is slaughtering people. She's still aware that killing happens on missions and that certain people are targeted, so she spends the bulk of her time not "working." This is, perhaps, unfortunate. If she possessed less self-control she'd be much easier to find.

Lacking her original handlers, Dunn relies on other means of determining new mission orders. It can take her weeks or even months to determine who she's supposed to kill next, piecing together items from the TV news, advertisements, and other media sources. Whenever she stops at a town, she begins her research with the local paper, scanning the "messages" in the Personals sections for leads on her new assignment. From there, she constructs what she imagines her mission to be from seemingly random fragments gleaned from the media and local gossip.

Encountered

Dunn's missions are apparently random and impressively bloody. She kills more people each time she strikes, which requires large public venues. Targets may include restaurants, amusement parks, corporate offices, or government buildings. She cases the setup ahead of time, noting what security measures exist and how she might maximize her kills. Once she has developed her mission plan, she stocks up on weapons and walks in, guns blazing. She's utterly calm as she strikes, unmindful of pleas for mercy and unshaken by incoming fire.

Hunting Dunn is a full-time job. Whether working for the Agency, the cops, the Feds, or someone else, anyone trying to find her must deal with her extensive background in "shoot and fade" ops, as well as her hard-to-decipher motivations. Anyone who could crack her mission planning method would receive a useful insight into how she thinks. Whether this can be successfully applied to predicting and preventing her next attack is hard to say.

Variations

Dunn works best in modern and futuristic settings. She's a natural for any environment with effective ranged weapons. In some futures, Dunn may be a designed assassin, loaded with cyberware or bioengineered weaponry. She may even be a combat robot with a major malfunction. For cinematic campaigns, add Sharpshooter to her list of advantages. In a *Fantasy* campaign, she works best as a Gorgon or other beast of calm mass destruction.

– Alexander Shearer

Guns, Guns, Guns . . .

When on a mission, Dunn usually has a drastic weapons load. This comes from being over-prepared and from an awareness of her tendency to mistreat guns. In firefights, for example, she's been known to require a new rifle after using the first to smash in someone's head when he almost managed to lay a hand on her.

For a typical op, Dunn will have something like the following, either in a duffel bag or on her person: a sniper rifle (H&K PSG1), two or three automatic rifles (AK-47s, M-16s), 10 or so automatic handguns (Glock 17s, SIG P229s), 10 to 20 combat knives, a few garrotes, and several hundred rounds for each type of weapon. She sometimes pulls "a Chow Yun-Fat" and deposits loaded weapons at the scene ahead of time (a maneuver she's named for a sequence from the Hong Kong action film, *A Better Tomorrow*.)

Poor Agent Craig

Dunn's last remaining contact in the Agency is Agent Tom Craig. He was one of her handlers, going by the code name "Abraham." He was horrified one night after Dunn had escaped to discover her sitting at his kitchen table, asking for help. Normally, he would have reported this immediately and turned her in, but she pointed out that he did have a family, and grandparents, and neighbors, and friends from college, and a dog, and . . .

Since that fateful night, Craig has been desperately trying to figure out how to nail Dunn, but must provide her with enough operating funds and connections for new firearms that she will not suspect him of treachery. She has, on occasion, asked Craig for new missions. While he ponders the idea of putting her to good use, her current killing tendencies make that much, much too risky. Also, Craig fears what the Agency itself will do to him if he is ever revealed as Dunn's *willing* accomplice, especially since she's been keeping very good notes on all her ops, including those informal domestic jobs.

GARY FELTON

Total Points: 709

Base Setting: Modern

ST: 10 [0]

DX: 10 [0]

IQ: 18 [25]

HT: 12 [20]

Speed: 5.5

Move: 5

Dodge: 5



Age 42 (looks 22); 5',10"; 190 lbs.; Felton materializes as a plain, intelligent-looking man in his early 20s when, in fact, he is older and non-corporeal. He actually has no weight and all objects pass through him.

Advantages

Ally Group (Creatures of the labyrinth, large group of 100-point characters, 15-) [120]; Extra Fatigue +40 [120]; Extra Hit Points +10 [50]; Ghost (Unlimited life span, +30%; Cannot be turned using True Faith +5%) [135]; Magery 3 [35]; Strong Will +5 [20].

Disadvantages

Code of Honor (Game player's: Make games challenging, but not impossible to beat; Let good players win if they deserve to) [-10]; Delusions ("Everything is part of an RPG that I run") [-15]; Dependency (High mana level, only found in steam tunnels, needed constantly) [-50]; Obsession (Run very dramatic games) [-5]; Odious Personal Habits (Plays games with people's lives) [-15]; Vulnerability (Removing "treasure" from the labyrinth will destroy Felton) [-60].

Quirks

Creative to a fault; Annoyed by accusations of Satanism; Fond of mind games; Tries not to think about the people he's killed; Atheist in spite of everything that's happened to him. [-5]

Skills

Architecture-16 [1]; Area Knowledge (Steam Tunnels)-20 [4]; Bard-18 [2]; Fast-Talk-18 [2]; Games (RPGs)-20 [4]; History-16 [1]; Intimidation-20 [16]; Literature (Fantasy)-17/23 [4]; Performance-17 [1]; Psychology-16 [1]; Tournament Law (RPGs)-19 [2]; Traps/TL3-18 [2]; Weird Magic-21 [20].

Languages:

English (Native)-18 [0]; Sindarin (Middle-Earth Grey Elven)-18 [2].

Spells

Animation-20 [8]; Banish-20 [2]; Beast-Rouser-20 [2]; Beast-Soother-20 [2]; Beast-Summoning-20 [2]; Compel Truth-20 [2]; Complex Illusion-20 [2]; Continual Light-20 [2]; Control Creation-20 [2]; Control Gate-20 [2]; Create Air-20 [2]; Create Animal-20 [2]; Create Earth-20 [2]; Create Gate-20 [8]; Create Object-20 [8]; Create Servant-20 [2]; Create Warrior-20 [2]; Create Water-20 [2]; Darkness-20 [2]; Daze-20 [2]; Death Vision-20 [2]; Detect Magic-20 [2]; Disorient-20 [2]; Dispel Creation-20 [2]; Earth to Stone-20 [2]; Earth Vision-20 [2]; Enchant-20 [2]; Fear-20 [2]; Foolishness-20 [2]; Forgetfulness-20 [2]; Golem-20 [8]; Great Ward-20 [2]; Hide Emotions-20 [2]; Hide Thoughts-20 [2]; Illusion Shell-20 [2]; Independence-20 [2]; Lend Strength-20 [2]; Light-20 [2]; Mammal Control-20 [2]; Master-20 [2]; Mind-Reading-20 [2]; Perfect Illusion-20 [2]; Persuasion-20 [2]; Planar Summons-20 [2]; Plane Shift-20 [8]; Powerstone-20 [2]; Purify Air-20 [2]; Purify Water-20 [2]; Recover Strength-20 [2]; Reflect-20 [2]; Scry Gate-20 [2]; Seek Earth-20 [2]; Seek Gate-20 [2]; Seek Magic-20 [2]; Seek Water-20 [2]; Sense Emotion-20 [2]; Sense Foes-20 [2]; Shape Air-20 [2]; Shape Darkness-20 [2]; Shape Earth-20 [2]; Shape Stone-20 [2]; Shape Water-20 [2]; Simple Illusion-20 [2]; Sound-20 [2]; Summon Demon-20 [2]; Summon Minor Demons-20 [2]; Summon Shade-20 [8]; Summon Spirit-20 [2]; Truthsayer-20 [2]; Vexation-20 [2]; Voices-20 [2]; Ward-20 [2]; Weaken Will-20 [2].

Equipment

Felton cannot carry any objects himself, but the dungeon's creatures have weapons and magic items.

Gary Felton died in a structural collapse in the steam tunnels under the university he attended, while hiding the “treasure” for a live action RPG. One year later, people started dying at the university – and not by accident. The steam tunnels were a site of magic power, high mana that wanted to be used. The magic gave Felton’s spirit new “life” as a ghost with a frightening collection of magical powers. In the 20 years since his death, he’s booby-trapped the tunnels, created monsters and summoned demons to challenge explorers, and opened gates to other worlds to find even more deadly creatures for his maze. The only way to stop him is to complete the adventure – find his “treasure,” then escape from the dungeon with it.

Motivations

It took time for Felton to realize he was dead and that he now had magical powers. Being dead scares him, but his newfound powers exhilarate him. He loves the chance to play God. He hates the deaths he causes, but loves his creation, the labyrinth, too much to destroy it. In a way it’s more “real” than its victims.

More importantly, Felton is obsessed with drama. The fantasy worlds he created as a living GM had wars, suffering, and the frequent deaths of heroes. That aura of potential tragedy was, to Felton, vitally important to good gaming, and still motivates him in the creation and maintenance of his dungeon. A rational part of his mind recognizes the absurdity of this and thinks that the tunnel’s magic is eroding his ability to distinguish fantasy from reality. Still, the more primal aspect of his being craves the intensity of the life and death struggles he stages.

Finally, Felton understands that the removal of his treasures will destroy him. He knows that his annihilation will save lives. Yet he fears the nothingness of final death.

Encountered

First contact with Felton will be through one of his creatures, which has crept up to the campus. Investigators studying a brutal death will find the trail leads to a monster from a fantasy game. First contact with Felton himself will occur when detectives explore the tunnels. After they defeat a few monsters and prove that they have potential as “players,” Felton will have a little chat with them.

How the chat goes will depend on the reactions of the “PCs” (as Felton calls the heroes) to the Game Master (as he refers to himself). Felton finds accusations that gaming is Satanic, or the use of religious items, really bothersome. Annoying Felton is a *bad* idea. Creative use of magic or straightforward questions about the dungeon will get a better response. Felton likes people who “play the game.”

Defeating Gary is easy, in theory: find the “treasure” (which can be anything) and take it from the tunnels. Then everything Felton created and the ghost himself will be destroyed.

What makes this “easy” victory difficult is Felton’s skill at hiding treasure and creating and summoning vicious monsters to guard it. Also, the heroes have to deal with the GM himself. Felton continuously plays mind games. To avoid death, the “PCs” will have to be respectful and intelligent. They will also have to convince Felton to accept death just before they win the game. This might be accomplished by appealing to his game player’s Sense of Honor. However, Felton is so deeply mired in his fantasy that a plea for the sanctity of human life probably won’t work. PCs who react as if they’re playing a game, even when their lives are at stake, have found the key to defeating Gary Felton.

– Gary Conway

Felton’s Magic

Felton’s magic has several “quirks” to it. First, it’s limited to the tunnels and a small area of the gate worlds, since Felton needs high mana. If he didn’t, he would have overrun the university a long time ago. The creatures he’s summoned who can survive without high mana do enough damage there as it is.

Felton’s spell list also seems to lack some obvious spells. He’s passed over spells that would let him bludgeon his foes into submission, like Fireball, for spells that cause trouble indirectly, like Create Gate. This is the result of Felton’s “Game Master” persona – he wants to challenge adversaries, not just kill them. Felton prefers creativity to brute force. Using Shape Earth to make a pit trap, Perfect Illusion to deceive, or Create Gate to look for the ideal monster is more fun than blasting someone. Such actions also satisfy his Sense of Honor.

Unless the “players” are really annoying or stupid, Felton will not use spells to simply slaughter them. Because Felton’s dungeon was designed for high-powered fantasy characters, however, that fact doesn’t make much difference to the low-powered civilians who sometimes stumble into the deathtrap.

One final note: if the GM allows Improvised Magic (see *GURPS Magic*, pp. M85-90), Felton’s creativity and Weird Magic skill will make him *very* good at it . . .

THE GATES

The gates afford a GM the opportunity to include almost any creature in Felton’s dungeon without worrying about which of his spells could be used to make it. They also turn Felton from a local menace into a multi-dimensional one.

The gates most likely lead to a fantasy world like Yrth, but they could go almost anywhere. Thus, they also provide a great method for transferring PCs (willing or not) to other worlds, or for introducing something that might frighten even Felton to his. If Felton can be neutralized without his magic being destroyed, the gates might remain as a meeting-place of dimensions, with the PCs exploiting it for all it’s worth.

Of course, there is one more disturbing possibility. Felton imagines fantasy worlds as a hobby. What if he’s *creating* the worlds behind the gates?

FETCH

Total Points: 389
Base Setting: Modern

ST: 8 [15] DX: 10 [0]
IQ: 13 [30] HT: 10 [0]
Speed: 5 Move: 12
Dodge: 5



Age 17; 5'6"; 125 pounds; a spectral girl with a stark, expressionless face. She wears simple, dark clothing.

Advantages

Astral Projection (Power 12; extended duration $\times 7$, +210%; Weak signature, +10%; Visible in physical world, -30%; Always on, -40%) [90]; Extra Fatigue +4 [12]; Luck (Affects others, +40%; Area effect, +50%; Selective effect, +50%) [72]; Precognition (Power 18, only in dreams, -30%) [26]; Psychic Vampirism (Power 12; Weak signature, +10%) [40]; Single-Minded [5]; Telekinesis (Power 15; Weak signature, +10%; Full power in emergencies only, -20%) [54]; Telepathy (Power 13; Weak signature, +10%) [72].

Disadvantages

Amnesia (Partial) [-10]; Compulsive Behavior (Dream-thieving) [-5]; Delusions ("I am a ghost") [-15]; Loner [-5]; Stubbornness [-5]; Weak Will -2 [-16]; Youth [-2].

Quirks

Writes and reads poetry; Seldom displays emotion; Skittish around automobiles. [-3]

Psid-Effects

Astral Projection has no silver cord; Telepathy lowers ambient temperature several degrees. [-2]

Skills

Area Knowledge (New York City)-12 [1/2]; Literature-10 [1/2]; Occultism-11 [1/2]; Poetry-12 [1]; Thanatology-10 [1/2].

Languages

English (Native)-13 [0].

Psi Skills

Astral Projection-16 [10]; Illusion (Can be used against groups, +50%; Costs 2 Fatigue, -10%; For invisibility only, -50%)-16 [9]; Mind Shield-14 [6]; Sleep-11 [1]; Steal Dreams-14 [6]; Steal Energy-14 [6]; Telekinesis-13 [4]; Telereceive-15 [8]; Telescan (Only against people seen in dreams, -15%)-18 [12]; Telesend-11 [1].



Fetch's memories are woefully incomplete, but she knows she was once a normal teenager, bright though somewhat withdrawn. She was intrigued by her dreams and frequently experienced vivid nightmares about people she had never met. Often she wondered about who they might be. Then, one winter evening, she was in a terrible automobile accident. Her memories of the crash are faint, but she recalls hovering over the scene, watching with detached horror as emergency workers pulled bodies from the wreckage. And she remembers the faces of the people in the other car, all people she'd met in her dreams, all dead.

Motivations and Variations

The details of Fetch's motivations are left unfixed, so she can be adapted to a range of campaign settings. In a classic *Horror* or *Supers* campaign, she might steal the dreams of her victims out of a selfish compulsion to experience the carefree fantasies of the living, a pleasant contrast to her own visions of death. In this variation, she resents the living and her attacks are opportunistic, seizing something she thinks of as wasted on mortals. In a *Horror* campaign with more Gothic or psychological overtones, Fetch might view her thievery as noble, an attempt to preserve the dreams of those about to die. A manifestation of a person's creativity, dreams are a unique and precious record that must be saved.

In a paranormal campaign with religious overtones, Fetch might see herself as an "angel of death," carrying out the will of God. While other heavenly agents collect the souls of the dead, she collects dreams and creative energies.

In *Psionics* campaigns with less of a focus on horror, her actions might stem from an addiction or a perceived fight for survival. Fetch may believe that the key to maintaining her fading humanity is to "refresh" her spirit with the dreams of the living, fearing that without them she will turn into something more sinister, or vanish altogether.

These are just a few examples that work with Fetch's disadvantages as written. With a little work, the GM can customize Fetch even further.

Yet, while Fetch's motive is subject to interpretation, it is important to maintain certain themes. She is morbidly tenacious and pursues her victims with resolve. Convincing her that her efforts are misguided will be no easy task. Her odd status evokes a kind of primal ferocity in her; although she is "merely" an errant, untrained psionic, she behaves more like a force of nature than a simple thief.

Some time later, Fetch found herself in an unfamiliar part of the city. She was a specter, a faintly glowing wraith able to float on the air and walk through walls. She neither ate nor breathed, but she still slept and still dreamed of strangers. She realized that she had died and that her spirit had remained earth-bound. With that realization came the grim awareness of her new responsibilities. Folktales told of people gifted with second sight, able to see the spirit-doubles of those whose time had run out. Her dreams, she concluded, were prophetic: they were visions of people who were about to die.

Unable to remember her name, she called herself Fetch – a term she recalled from ghost stories – and now spends her nights scouring the city for the strangers she dreams about. When she finds them, aware that their deaths are imminent, she uses her powers to harvest their dreams. Sometimes she does this at a leisurely pace, siphoning dreams and energy from her victims over a period of days or weeks. Other times she is impatient and induces sleep at the first opportunity. In all cases, she stays with the person until the moment of death.

In truth, Fetch is not a ghost. She survived the car accident, but has been comatose and on life support ever since. The trauma knocked her psyche into a state of permanent astral projection. It also caused other psionic powers to manifest. Fetch knows nothing of "psionics" and uses her powers intuitively. The same injuries also resulted in memory loss, so she has no knowledge of her actual past.

What's worse, Fetch's dreams may be prophetic, but the people she sees are *not* marked for death. They die, but as a direct result of her attention.

First, being unable to dream harms a person's psychological well-being (p. P17). Second, Fetch uses her other powers, unconsciously, to further jeopardize her victims; she uses Sleep or Steal Energy to render them unconscious in dangerous situations (such as driving), or Luck to make them fail important skill rolls. If the optional advanced sleep rules (p. CII173) are in use, the GM may assess DX and IQ penalties to further reflect the devastating psychological impact of non-restful, dreamless sleep. Ultimately, Fetch's victims all die, whether from suicide due to mental breakdown or an unlucky accident. Regardless of how these deaths occur happens, Fetch is unaware that she is causing them.

Encountered

When first introduced, Fetch represents not just a threat, but a mystery. Will the player characters believe she is a wraith, or will they see through her delusion? She might be perceived as a monster to be destroyed, or as a puzzle to be solved. Her acts of violence can be countered with violence, as well as with curiosity or even sympathy.

Perhaps the PCs are psychic investigators, hot on the trail of poltergeist activity. On the surface, the case has all the signs of a classic haunting. But when the group's psychometrist visits the scene, she senses the psychic residue of a *telepath*, not that of a ghost. After an encounter with Fetch, one of the heroes recalls having seen her face: her picture was in the newspaper last year, the victim of a tragic accident. The PCs find her comatose body in the hospital and realize that their best chance of stopping her is to bring her wandering astral form home.

In many shamanic cultures, illnesses are perceived as the person's soul having become unattached. Is Fetch such a soul? Is she out of balance and wandering the spirit world? The player characters might find a mystic who knows the proper rituals, either to exorcise her or to bring her back. Fetch may even target one of the PCs, having seen him in her dreams. How long will he last without a night of restful sleep?

"HE WHO IS LOST"

Base Setting: Egypt

Total Points: 350

ST: 12 [20] DX: 13 [30]
IQ: 14 [45] HT: 15 [60]
Speed: 7 Move: 7
Dodge: 8
Parry: 7 (Broadsword)



Age 25; 5'8"; 140 lbs.; an ordinary-looking Egyptian, clean-shaven and well-spoken. He regards the world with a direct, calm stare.

Advantages

Combat Reflexes [15]; Disease-Resistant [5]; Hard to Kill +5 [25]; Less Sleep $\times 3$ [9]; Literacy [10]; Magery 2 [25]; Night Vision [10]; Reputation +3 (As power incarnate, among crazed cultists and maniacs, 10-) [2]; Single-Minded [5]; Status 1 [5]; Toughness (DR 1) [10]; Unfazeable [15].

Disadvantages

Bad Temper* [-15]; Callous [-6]; Excommunicated [-10]; Enemies (Forces of law, medium-sized group, 6-) [-10]; Extreme Fanaticism (To the return of the universe to primal chaos) [-15]; Intolerance (Priests of Ra or Bast) [-5]; Phobia (Ailurophobia: cats) [-5]; Reputation -3 (As a murderous chaos-worshipper, among priests and officials, all the time) [-7].

*Worth an extra -5 in Egyptian campaigns (p. EG81).

Quirks

Avoids direct sunlight if possible; Finds killing and destruction mildly amusing; Slightly gullible. [-3]

Skills

Acting-13 [1]; Administration-12 [1/2]; Area Knowledge (Egypt)-16 [4]; Axe/Mace-13 [2]; Broadsword-14 [4]; Calligraphy-12 [1]; Cyphering-13 [1/2]; Hidden Lore (Secret Cults)-14 [2]; Knife-13 [1]; Leadership-13 [1]; Mathematics-11 [1/2]; Occultism-13 [1]; Poisons-12 [1]; Research-12 [1/2]; Sacrifice (Secret Cults)-14 [4]; Savoir-Faire-16 [0]; Snake Charming-14 [2]; Spell-Throwing (Ball)-13

[1]; Stealth-14 [4]; Survival (Desert)-14 [2]; Thaumatology-11 [1]; Theology-15 [6].

Languages

Egyptian (Native)-14 [0].

Spells

Clumsiness-14 [1]; Counterspell-14 [1]; Create Fire-14 [1]; Decay-15 [2]; Dispel Magic-20 [12]; Drunkenness-14 [1]; Explosive Fireball-20 [12]; Extinguish Fire-14 [1]; Fear-15 [2]; Find Weakness-15 [2]; Fireball-15 [2]; Foolishness-14 [1]; Ignite Fire-14 [1]; Itch-14 [1]; Pain-15 [2]; Panic-15 [2]; Ruin-15 [2]; Shape Fire-14 [1]; Shatter-21 [28]; Sickness-20 [12]; Sound-14 [1]; Spasm-14 [1]; Terror-15 [2]; Test Food-14 [1]; Thunderclap-14 [1]; Weaken-14 [1]; Weaken Blood-14 [1].

Equipment

He Who Is Lost seems able to acquire whatever items he needs without obvious sources of money; in fact, he simply turns his ruthlessness to robbery when the need arises. He prefers plain linen clothes, but will dress appropriately for the period, and may wield a bronze *khopesh* or a mace (p. EG87). Note that he carries himself as a member of a superior social class. Although he lacks the social connections that a true member of the priestly/scribal classes would possess, people tend to respond to him as if he possessed some Status.

Variations

He Who Is Lost is designed as a flexible NPC. In a non-supernatural campaign, eliminate all his magical powers, reduce his Hard to Kill to 2 levels, and give him a Delusion (“I am an agent of Apep.”) In this case, he is *merely* a rather cinematic ancient serial killer who frames his motivations in terms derived from his priestly training. On the other hand, for a high-power campaign a GM might add powers such as Damage Resistance, Rotting Touch (p. EG80) or Venom, and maybe improve his attributes and/or add some weird disadvantages – such as Lifebane or Frightens Animals – to make him a period super-villain.

And, of course, he can always be given Unaging and Resurrection. Or, after being killed, he might be turned into a free-willed Ba Mummy (p. EG107), enabling him to appear as a recurrent threat in supernatural and **Horror** campaigns set throughout history, right down to the present day.

Resources

Although he is powerful, versatile, and terribly cunning, He Who Is Lost is just one being. To make him a truly potent foe, he will require more resources. Desert caves, lost tombs, and the dark shadows of cities can provide him with adequate accommodation. He can always research strange lost magics, or practice with his mundane skills, in order to expand his options. Followers, however, come harder.

Even the dark god Set and his minions fears Apep’s efforts to destroy the universe. Who would serve annihilating chaos? The lost, the mad, the desperate, and the very foolish, of course. He Who Is Lost cannot claim to command a cult, but he may muster a horrible mob. For extra supernatural power, add some Human-Headed Snakes (p. EG109); these creatures seem malevolent enough to sometimes fall into devotion to raw chaos. He Who Is Lost may also eventually gain the knowledge to create Ba Mummies (p. EG107) as slaves.

The priests of the lands of the Nile speak little of the one they call “He Who Is Lost,” although sometimes they warn their acolytes of him in whispers. His very name has been carefully obliterated from the temple scrolls. A clue to the reason for this lies in the other appellations sometimes applied to him: “Who Was of Ra” or, more casually, Abab-Aayrt, “Lover of the Serpent.” Once, he was indeed of Ra – a promising young priest in that deity’s temple, whose terrible failing proved to be pride. Seeking to walk with the god, he delved into strange spells. Eventually, he found incantations that would enable him to send his spirit to the realm of the gods and witness the daily voyage of the divine sun-barge through the Twelve Hours of the Night.

Unfortunately, the young priest did not have divine wisdom. When the sun-barge confronted Apep, the serpent of primordial chaos, the priest ventured too close and the serpent turned its gaze upon him. In that moment, the priest’s *Ka*, or spiritual heart, was burned away and much else of his soul was warped beyond repair. The next morning, as Ra’s sun-barge rose in the east, the being who was now “He Who Is Lost” rose from his bed, cut the throats of five of his fellow priests as they still slept, and walked out into the desert, laughing.

Motivations

Apep the serpent is not a god; it neither requires nor accepts the worship of mortals. However, it has chosen to take this one slave, perhaps as its eyes and ears in the world of day, perhaps simply for amusement. Or perhaps the young priest was driven insane by Apep’s gaze and acts on his own impulses.

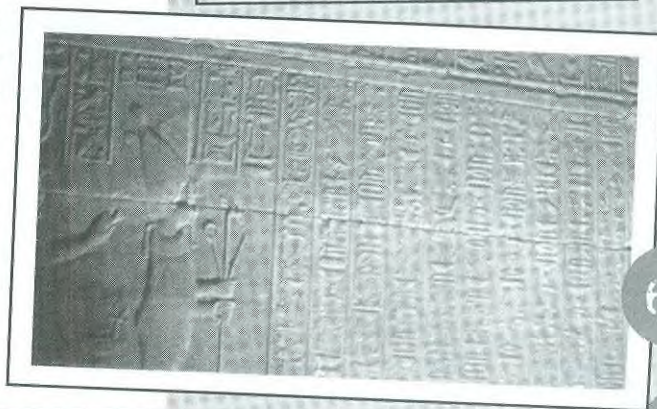
The fact is, He Who Is Lost has become a force for annihilation and chaos in the mortal world – a miniscule echo of Apep’s power. He kills without a thought and destroys whatever he can. His magic is a twisted product of this impulse merged with his old scholarship; he has forgotten, or somehow lost, other spells that he once knew. (Actually, although he can use magic very effectively, he finds he often does better by standing back and using subtler tricks.) He is clever and quite patient, able to formulate long-term plans. But he always seeks to destroy. He is not actually a sadist or a bully; his goal is all-encompassing destruction, not trivial amusements of the moment.

His chief weaknesses are a fear of cats (for the cat-goddess Bastet nightly slays his “patron”) and a tendency to believe any moderately plausible stories that he hears. This tendency to literal-mindedness led to his original downfall. Note that the latter is only a quirk, however. He will *never* believe that his cause is likely to fail. He also tends to avoid direct sunlight (the “Gaze of Ra”), but is not actually hindered by it.

Encountered

He Who Is Lost engages in schemes ranging from the grandiose to the seemingly petty. Ultimately, he wishes to shatter *ma’at*, the cosmic order, probably starting with the temples of Ra and Bast. He might work with invaders or revolutionaries, but whatever *their* goals, *his* will be the downfall of Egyptian society – with nothing raised in its place. He knows his own limits as a combatant and will usually try to work from the shadows. Those who meet him may survive, but they are in deadly danger the moment they cross paths with He Who Is Lost.

– Phil Masters



THE SEVENTH SOUL

Total Points: 1197

Base Setting:
Ancient to Modern

The Seventh Soul has no definite physical appearance. However, when it awakens in a host body, the flesh instantly gains a complex black tattoo that traces the host's circulatory system, even into its eyes. The Soul's aura is a blinding swirl of colors.

ST: Var. [0] **DX:** Var. [0]
IQ: 17 [100] **HT:** Var. [0]
Speed: Var. **Move:** Var.
Dodge: Var.

Note: Variable attributes are derived from its host body, in accordance with Transference advantage.

Advantages

Ally Group (Cultists, large group, 9-) [30]; Awareness [35]; Enhanced Time Sense [45]; Enhanced ST +8 (Once a day, -40%; Doesn't affect skill defaults, -5%) [50]; Extra Hit Points +4 [20]; Full Coordination 1 [50]; Hard to Kill +4 [20]; Passive Defense 2 [50]; See Invisible [15]; Strong Will +10 [40]; Toughness (DR 2) [25]; Transference (Mother resists with Will instead of HT; Usable only on unborn humans, -30%) [28]; Unusual Background (All human languages consider Native) [75]; Weapon Master (All archaic) [45].

Natural Attacks

Breathe Fire (4d damage; 12-hex range; +3 to hit; Instantaneous, +20%) [240]; Cool (30° drop; 9-hex radius; Can be turned off, +10%; Extended Duration ×2, +60%) [128]; Lightning (4d damage; 24-hex range; +4 to hit; Instantaneous, +20%) [264].

Disadvantages

Bad Temper [-10]; Bloodlust [-10]; Callous [-6]; Delusions ("I am the true master of Creation") [-15]; Enemies (Soul-slayer Brotherhood, large group, 12-) [-60]; Fanaticism (Self) [-15]; Flashbacks (To the creation of the first humans) [-10]; Frightens Animals [-10]; Intolerance (Humans) [-10]; Lifebane [-10]; Low Empathy [-15]; Magic Susceptibility -4 [-12]; Megalomania [-10]; No Sense of Humor [-10]; Obdurate [-10]; Obsession (Destroy humanity) [-15]; Sadism [-15]; Self-Centered [-10]; Self-Destruct (Age 25) [-20]; Slow Healing -2 [-10]; Parasite (Human host) [-30]; Unnatural Feature (Tattoos) [-5]; Weak Immune System [-30].

Quirks

Temporarily appeased by recognition of its superiority; Contemptuous of magic; Always ruins any fountains it sees. [-3]

Skills

Blind Fighting-22 [28]; Bow-DX+5 [40]; Broadsword-DX+3 [16]; Climbing-DX+5 [32]; History-21 [12]; Intimidation-17 [2]; Judo-DX+4 [32]; Karate-DX+4 [32]; Knife-DX +4 [16]; Knife Throwing-DX+4 [16]; Psychology-17* [10]; Running-HT+3 [24]; Shortsword-DX+3 [16]; Theology-21 [12].

*Includes Low Empathy disadvantage.

Languages

All human (Native)-17 [0].

Equipment

Whatever its hosts accumulate.



The first six souls crafted by the Creator lacked the proper mixture of spirit and flesh. They were much too powerful for either the physical or ethereal world. The seventh he crafted contained the correct combination, so the first six were recalled. The Seventh Soul was given flesh and left to look out on Creation. It was pleased with what it saw and assumed that the world was its plaything.

Spirit Combat

In addition to battling with humans in normal ways, the Seventh Soul attempts to crush them through use of its Will alone. In game terms, this Contest of Wills begins with the Soul and the being under attack making opposed Will rolls. The winner can either flee the fight or inflict a level of Weak Will on the loser. The battle continues, with one opposed roll per second, until someone either runs or is reduced to a Will level of zero. Only the most powerful magic can restore a being with zero Will. Until the loser has its Will restored, he can't act. Otherwise, Will lost in this sort of battle is regained one level a day.

71

Variations

There are very few setting restrictions on the Seventh Soul. As long as the campaign's cosmology is compatible with its origin story, the entity will work as written. GMs may want to change the Soul's powers from mystic abilities to psychic powers or superpowers, depending on the campaign.

Putting the soul into advanced TL settings will present it with more of a challenge. It might help the Soul to learn about the most destructive weapons available, but its Obdurate disadvantage and general disdain for human civilization might prevent such study. More importantly, the Soul might ignore the existence of advanced technology capable of trapping it outside a demolished host . . . or even destroying it along with its unfortunate victim.



But the Creator continued to craft souls. At first, the Seventh Soul assumed that these new creations were more beings modeled after its own, obviously perfect form. After viewing the newcomers, the Seventh Soul decided that they were actually mockeries of its perfection; it did not like being mocked, especially by the Creator. The Seventh Soul would have destroyed the bodies the Creator forged to house these new souls, had it not been stopped by the legions of spirits that fed off them.

After its own form was destroyed, the Seventh Soul arrived at the Fount of Creation, the heart of the spirit realm. It leveled the fount in a fit of rage. Its fury momentarily spent, the Soul calmly declared itself the enemy of all the imperfect souls that came after it – in other words, of humankind. It, after all, is the rightful lord over Creation.

The only way for the Soul to gain access to Creation was by possessing a human host, an act it found most repellent. However, it forced itself to do just that. Since the beginning of time, the Seventh Soul has taken control of one human after another in an attempt to destroy all Creation.

Motivations

Driven by anger and bitterness over the insult it perceives in the Creator's actions, the Seventh Soul has abandoned the mission for which it was designed: to guide Creation. Instead, it destroys. The Soul will not be satisfied until it has killed every human and stripped the freed souls of the will to exist. Even for a force as powerful the Seventh Soul, that is a monumental task. The Flashbacks it suffers – to the moment it saw the first created humans – make it difficult for the Soul to forget the reasons for its rage.

The Seventh Soul has started cults of worshippers and, paradoxically, secret groups (such as the Soul-slayer Brotherhood) that seek its destruction. Both serve in heightening fear, thus furthering the Soul's agenda: to sow chaos and make humankind ripe for annihilation. The cults that follow the Soul often destroy themselves in horrifying bursts of bloodshed; the cults that work against the Soul have, in their desperation, slaughtered entire generations of innocents in hopes of preventing a single manifestation.

Encountered

The time between incarnations is never set, and it is unclear where the Soul goes between manifestations – perhaps to the astral plane or to a hiding place near the ruined Fount of Creation. When it does manifest, the Soul is shackled in the host child's form until it reaches maturity, usually some time between its 15th and 18th birthdays. The Soul is unconscious during the years before it takes control. An immature host body is nearly indistinguishable from any other human; it can be killed and has no special powers, though it does suffer from the Lifebane disadvantage. At the hour of possession, the Soul awakes at full power, takes quick stock of the current configurations of human society, and begins orchestrating as much havoc as possible.

The Soul has such disdain for its host human that it takes rather poor care of the shell. As reflected in the Self-Destruct disadvantage, the Soul puts significant stress on the host body; the mere presence of the awakened Soul also weakens the host's immune system and slows his healing rate. Still, with the Soul's lack of subtlety, hosts rarely live more than a few years once they have been mastered. Humankind's physical failings only reinforce the Soul's belief that it should be lord of Creation. The advantages, disadvantages, and natural attacks demonstrated by the Soul in a host form are pale reflections of its former powers; how the Soul's abilities would manifest if it did not need a carrier body is too frightening to contemplate.

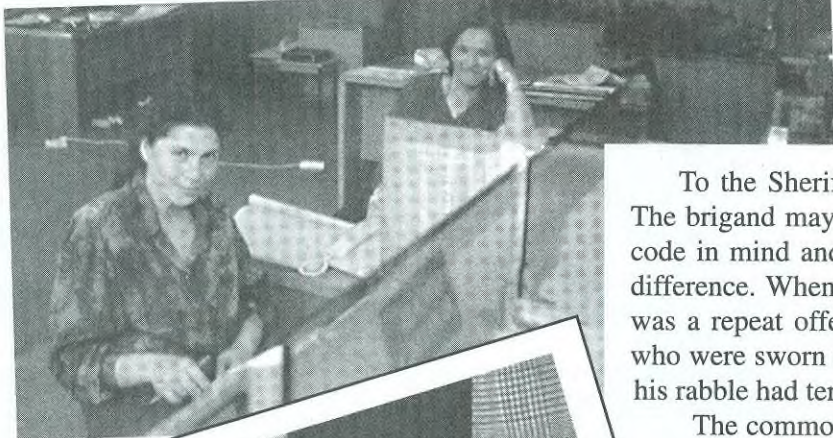
Only the most ancient of spirits can reveal why the Soul is so destructive, and some of them are equally disenchanted with humanity or fearful of the Seventh Soul's vengeance should they speak.

– Timothy Groth


Chapter 5

"But I am not the usual thief. I am merely a man who rights wrongs, a collector of back pay for the swindled. You will never hear of me robbing an honest man, no matter how wealthy he may be."

*— "The Man in Purple Meets a Man in Blue"
by Johnston McCulley*



To the Sheriff of Nottingham, Robin Hood was no hero. The brigand may have chosen his victims with some personal code in mind and given the proceeds away, but that made no difference. When you got right down to it, Robin of Locksley was a repeat offender with no regard for the law or the men who were sworn to uphold it. Ask any of the noblemen he and his rabble had terrorized, and you'd get the same assessment.



The commoners living in the vicinity of Sherwood Forest would have said something equally critical of the sheriff. The man had no concern for Justice. His men were thugs, enforcing biased laws unequally and with needless violence. His position merely provided him with an excuse to bully the weak. The sheriff was the real criminal, not the starving men he arrested for feeding their families or the noble outlaws in Robin's merry band.

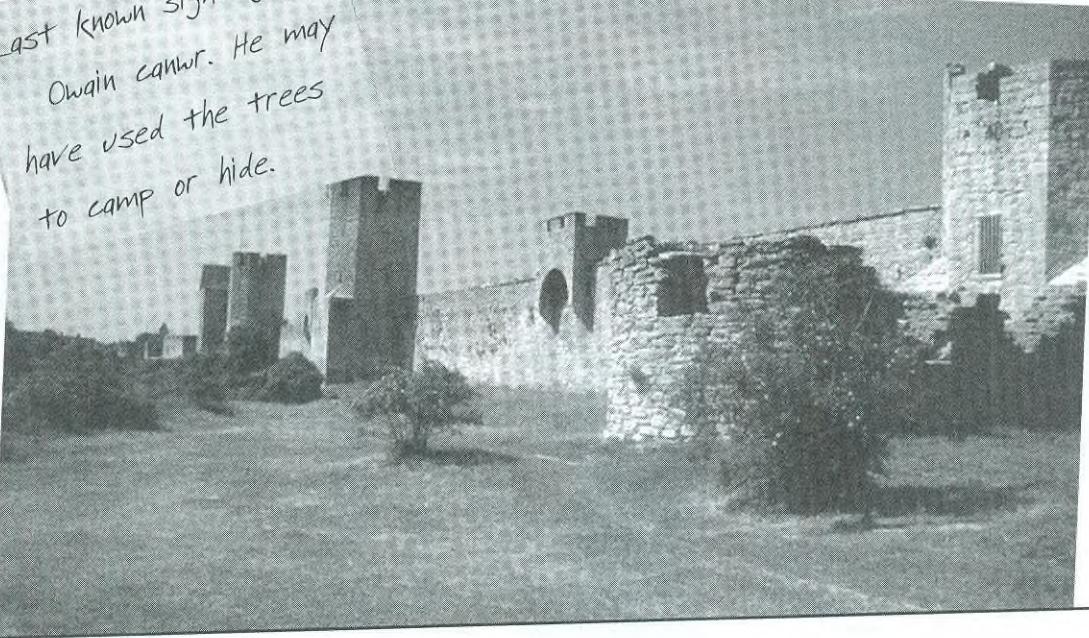
Such is the conflict between legal codes and moral codes, and the way in which "hero" and "villain" can become terms of some contention. Most vigilantes in a *Supers* campaign operate in defiance of the law. Operatives in *Cyberpunk* games quite regularly cross the line into criminal activity. They may be guided by a noble purpose, but they could easily be branded criminals. The reverse is also possible – lawmen may act within the letter of the law, but ignore the moral good.

It's a matter of perspective. An implacable, resolute lawman confronting a fugitive might be perceived as a story's villain – as with Citizen Chauvelin hounding the noble Sir Percy Blakeney (alias The Scarlet Pimpernel). Then again, the cop might be far more heartless and be seen as the hero – as with Dirty Harry cornering some desperate, twitching scumbag (whose aliases aren't nearly so colorful). It all depends upon who's telling the tale.

This affords myriad possibilities for the GM to create conflict and prompt character development among the heroes. Presented with a clash between Justice and the law, a crisis that pits the moral good against the local legal code, how will a hero react? More importantly, how will that decision impact his place within the world or modify his future actions?

Rothchild's departmt.
(unknowingly?) keeps
track of how he
shafts the people.
Pens may have R's
prints (exhibit 372)

Last known sighting of
Owain can't. He may
have used the trees
to camp or hide.



Noble Thieves and Ignoble Cops

Chiadoss
keeps this
equipment
obsessively
clean.

Sector M-7.

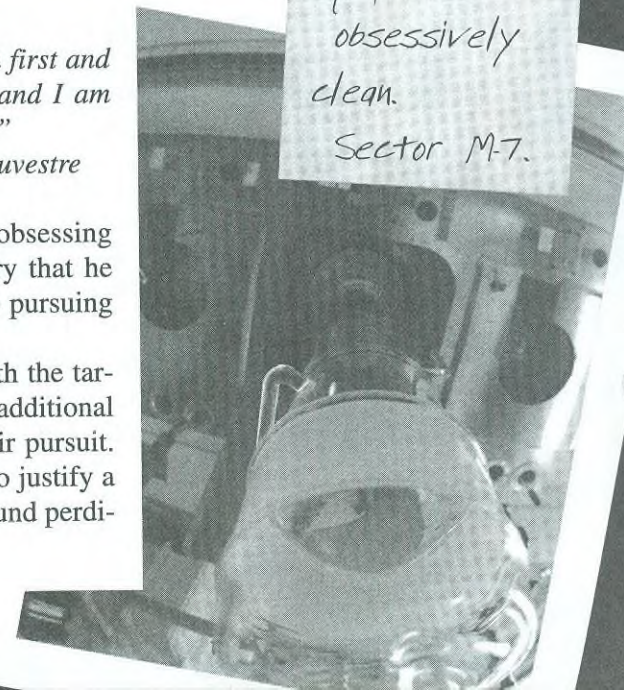
Becoming the Enemy

"Fantomas is an enemy of society, you say? I prefer to regard him first and foremost as my own personal enemy! I have declared war on him, and I am ready to lose my head in the war if necessary, but by God I'll have his!"

– Inspector Juve, in *Fantomas* by Marcel Allain and Pierre Souvestre

The quickest path by which a hero can become a villain is by obsessing over the defeat of a nemesis. He becomes so fixated upon his quarry that he loses all perspective. Like the monomaniac villains in Chapter 2, the pursuing "hero" may stop at nothing to achieve his goal.

Heroes who go down this dark path should gain an Obsession with the target of their hunt. If their quest continues unfulfilled, they may gain additional disadvantages such as Bully, or a Compulsive Behavior linked to their pursuit. Such an Obsession is a major character flaw, although it can be used to justify a like-minded Ally or Ally Group set on pursuing the same criminal "round perdition's flames."

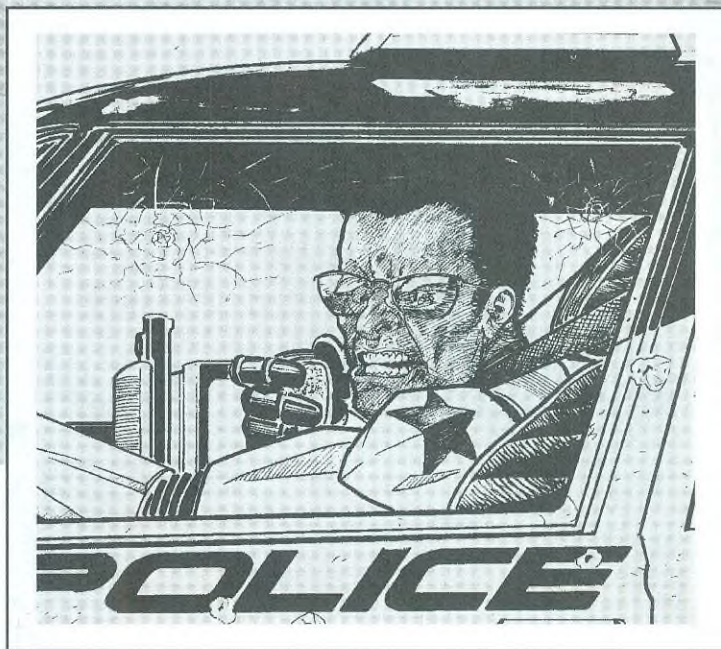


AMOS BROWN

Total Points: 105

Base Setting: Autoduel

ST: 11 [10] DX: 13 [30]
IQ: 11 [10] HT: 11 [10]
Speed: 6 Move: 6
Dodge: 6
Parry: 9 (Brawling)



Age 45; 5'10"; 160 lbs.; a well-built and tanned man with short black hair and dark brown eyes. On duty, Brown wears police-issue body armor and aviator shades.

Advantages

Alertness +1 [5]; Combat Reflexes [15]; Danger Sense [15]; Disease-Resistant [5]; Legal Enforcement Powers [5]; Reputation +2 (As local hero, among Sleepy Gulch residents, all the time) [5].

Disadvantages

Bully [-10]; Dependent (Daughter, 25-point character, 12-) [-24]; Obsession (Destroy bike gangs) [-10]; Reputation -2 (As a murderous cop, among The Brotherhood, all the time) [-5]; Reputation -4 (As bitter enemy of all cyclists, among motorcycle gangs in the Midwest, all the time) [-10].

Quirks

Always wears shades when he's out; Dislikes country and western music; Likes Shakespeare and sometimes quotes him; Supports EDSEL; Very protective and proud of his daughter. [-5]

Skills

Area Knowledge (Indiana)-11 [1]; Area Knowledge (Sleepy Gulch)-13 [4]; Armoury/TL8 (Machine Guns)-9 [1/2]; Armoury/TL8 (Recoilless Rifles)-9 [1/2]; Armoury/TL8 (Small Arms) 10-[1]; Brawling-14 [2]; Cooking-11 [1]; Criminology/TL8-10 [1]; Detect Lies-9 [1]; Driving/TL8 (Automobile)-15 [8]; Electronic Operations/TL8 (Sensors)-10 [1]; Fast-Draw (Pistol)-15** [1]; First Aid/TL8-11 [1]; Gunner/TL8 (Cannon)-16* [8]; Gunner/TL8 (Machine Gun)-15* [4]; Gunner/TL8 (Rocket Launchers)-12* [1/2]; Guns/TL8 (Light Antitank Weapons)-13* [1/2]; Guns/TL8 (Pistol)-15* [2];

Guns/TL8 (Rifle)-13* [1/2]; Guns/TL8 (Shotgun)-14* [1]; Interrogation-11 [2]; Intimidation-11 [2]; Law-10 [1]; Mechanic/TL8 (Electric Vehicles)-11 [2]; Professional Skill (Child Care)-11 [2]; Scrounging-10 [1/2]; Streetwise-12 [4]; Survival (Plains)-10 [1]; Swimming-13 [1]; Tonfa-12 [2]; Wrestling-13 [2].

*Includes IQ bonus.

**Includes Combat Reflexes advantage.

Languages

English (Native)-11 [0].

Equipment

Brown carries a .357 Magnum revolver in a low-slung holster, a side-handle baton, a small first aid kit, a walkie-talkie, a notebook, handcuffs, ammo, and two paint grenades, all on his belt. He drives a standard police cruiser (p. AD109) that contains a Remington M900 shotgun and a pair of LAWs.



Brown grew up in hard times. Born in the farming town of Sleepy Gulch, Indiana, he lived through the Blight, the Food Riots, and the ensuing chaos. He was one of the foremost members of the Sleepy Gulch militia during the Road Wars. At the end of the Wars, Brown settled down, married Sue (his childhood sweetheart), and joined the newly reorganized police force.

The next few years were peaceful, but just as Brown was beginning to relax disaster struck. A bike gang swept out of Illinois in search of richer pickings.

The Sleepy Gulch militia and police stopped them, but not before they'd killed a dozen civilians, including Brown's beloved wife. The embittered Brown was left to raise his daughter, Clara. His colleagues noticed a marked change in him after Sue's death. He concentrated less on serving the public and more on serving his increasingly grim inner demons.

Brown still lives with his daughter, who is now in high school. The bulk of his day is filled pulling over anyone passing through Sleepy Gulch and imposing spot fines for non-existent offenses. He doesn't tolerate bike gangs in his area; any gang or any person suspected of being allied with a gang that passes close to Sleepy Gulch will be attacked with extreme savagery. Brown will muster as many allies as he can gather to carry out the assault.

Motivations

Amos Brown has lived through hard times and his experiences have brutalized his spirit. His primary interest lies in making the world pay for his losses, while doing his best to look after his daughter. He supplements his income by extorting money from passing motorists and collecting bribes from locals to overlook offenses up to and including smuggling contraband. He enjoys pushing people around and he believes his badge authorizes him to do just that. Over time, he has grown increasingly violent, with several offenders recently suffering nasty "accidents" on the stairs leading down to the holding cells in the Sleepy Gulch jailhouse.

His daughter is the only person Brown doesn't bully. She is all he has left of his wife and he worships her. Most of his spare money goes to her education and providing her with a nice home. If anyone harms her, Brown won't rest until the offender is made to pay copiously and creatively.

Bike gangs, in Brown's opinion, are responsible for most of the bad things that have happened to him. Their very existence offends him and he will do whatever it takes to destroy any that move into his territory. No one who owns or rides a motorcycle has ever been able to convince him that they are free from gang association. Brown also misinterprets tattoos or even unusual clothing ornamentation as evidence of gang membership. And once Brown associates a PC with gang activity, he will make himself a relentless enemy.

Encountered

The most obvious way to meet Brown is to drive through his patrol area. If a visitor is unlucky, he will find himself pulled over, verbally abused for a time (long enough for Brown to assess his character and his wallet), and then accused of a non-existent infraction of the local vehicle code. Brown will offer to settle the ticket on the spot for a "fine." If he finds a real problem, the fine will simply be larger. The Brotherhood knows all about Brown, but doesn't act against him. They figure that a bit of groveling and some minor bribes are a small price to pay for safe roads.

Characters might get involved with one of Brown's attacks on a biker encampment, on either side of the skirmish. While his strikes are savage, they are not suicidal. Any assault Brown leads is usually as cunning as it is merciless. He takes time to gather information and troops. Often those allies are bullied into helping Brown in exchange for release from the Sleepy Gulch jail.

Other plot hooks might involve his daughter. The PCs could be hired to kidnap her or approached by Brown to help rescue her. In these situations, Brown will be manic, ready to go to any lengths necessary to rescue his child and punish her captors.

— Gareth L. Owen

Clara Brown (25 points)

Age 15; 5'3"; 110 lbs.; a blond, blue-eyed high school girl with a genuinely sweet demeanor.

ST 9 [-10], DX 11 [10], IQ 11 [10], HT 10 [0]
Basic Speed 5, Move 5
Dodge 5, Parry 6 (Brawling)

Advantages: Beautiful [15]; Fit [5].

Disadvantages: Pacifism (Self-defense only) [-15]; Youth (Three levels) [-6].

Quirks: None notable.

Skills: Acrobatics-8 [1/2]; Acting-10 [1]; Area Knowledge (Sleepy Gulch)-11 [1]; Botany/TL8-9 [1]; Brawling-10 [1/2]; Cooking-11 [1]; First Aid/TL8-11 [1]; Guns (Pistol)/TL8-11 [1]; Performance-10 [1]; Research-10 [1/2]; Sports (Cheerleading)-9 [1/2]; Swimming-11 [2]; Zoology-9 [1].

Languages: English (Native)-13 [2]; French-11 [2].

Equipment: None notable.

Clara is a clean-cut, all-American girl. She is on the school's junior varsity cheerleading squad and active in the Drama Club, which may explain her father's interest in Shakespeare. When she graduates she wants to study to become a doctor. Her father insisted that she learn to defend herself. She finds the idea of fighting repellent, although she would if she had to. She owns an HK P-10, but only carries it if traveling out of town.

Variations

Amos Brown will work in any setting where lawmen are required to use weapons on a regular basis. In an *Old West* game, he's the town sheriff, a hero of the Indian Wars, struggling to raise his daughter and nursing a grudge against the Apaches who killed his wife. In a *Fantasy* campaign, he might be the king's constable in some backwater who won't tolerate orc bandits. For *Space*, he's the StarFed marshal with a hatred for Gormelite raiders. Whatever the setting, Brown remains a bully. His daughter is always the innocent in his life; his relationship with her should be used to lend his character humanity.

If the PCs are policemen themselves, particularly in an area with a biker problem, Brown could be reassigned as their boss. Not only will Brown lead them into a series of increasingly brutal firefights against the local gangs, he'll bully the player characters between battles.

Bibliography:

GURPS Autoduel. Also see the *AADA Road Atlas and Survival Guide, Volume Five: The Midwest for more on the Midwest and the Road Wars*.

OWAIN CANWR

Base Setting: Middle Ages

Total Points: 167

ST: 11 [10] DX: 13 [30]
IQ: 13 [30] HT: 13 [30]
Speed: 6.5 Move: 6
Dodge: 6
Parry: 10 (Brawling)
Block: 8

Age 40; 5'4"; 150 lbs.; a short, broad-shouldered, but wiry Welshman. Canwr is pale, with freckled skin, green eyes, and ginger hair and mustache.

Advantages

Ally Group (His extended family, large group, 9-) [30]; Ally Group (His sons, five 75-point characters, 15-) [30]; Combat Reflexes [15]; Fit [5]; Musical Ability +4 [4]; Reputation +3 (As a good leader, cunning warrior, and decent bard, to his compatriots, all the time) [15]; Status 1* [0]; Temperature Tolerance 2 [2]; Wealthy [20].

*Free from Wealth.

Disadvantages

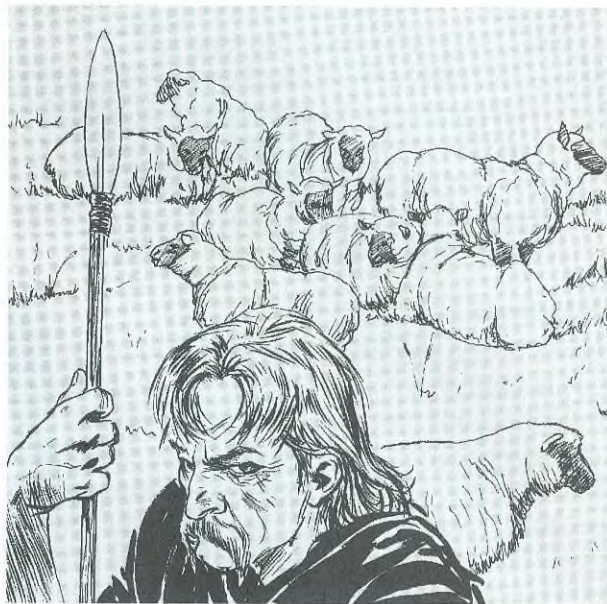
Compulsive Generosity [-5]; Cannot Harm Innocents [-10]; Dependent (Pregnant wife, Morwen, 50-point character, 15-) [-18]; Dependent (Mistress, Rhian, 50-point character, 12-) [-12]; Duty (To the Prince of Gwynedd, 9-) [-5]; Enemy (The English, utterly formidable group, 9-) [-40]; Guilt Complex [-5]; Intolerance (Wizards) [-5]; Odious Personal Habits (Jokes about his age) [-5]; Phobia (Rupophobia: dirt) [-20]; Reputation -1 (As a thieving Welsh sheep rustler who's good with a spear, to English soldiers and Marcher lords, 7-) [-1]; Sense of Duty (To his extended family) [-5].

Quirks

Always acknowledges his illegitimate children, even the English ones; Competes in storytelling competitions; Devoutly prays for the souls of the people he kills; Supports the Church and shows priests the proper respect; Jokes about his "old" age. [-5]

Skills

Animal Handling-14 [4]; Area Knowledge (Welsh Marches)-14 [2]; Axe/Mace-13 [2]; Brawling-15 [4]; Bard-14 [4]; Bardic Lore-14 [4]; Broadsword-13 [2]; Climbing-13 [2]; Jumping-13



[1]; Knife-14 [2]; Leadership-16 [8]; Poetry-14 [4]; Singing-17* [1]; Spear-16 [16]; Spear Throwing-14 [2]; Running-11 [1]; Survival (Mountains)-12 [1]; Survival (Woodlands)-12 [1]; Stealth-13 [2]; Swimming-13 [1]; Tactics-13 [4]; Veterinary/TL3 (Sheep)-10/16 [1]; Wrestling-14 [4].

Includes Musical Ability advantage.

Languages

Welsh (Native)-14 [1]; English-13 [2]; Irish-12 [1].

Maneuvers

Hit Location (Spear) +3 [4]; Hit Location (Spear Throwing) +1 [1].

Equipment

Canwr carries a javelin, a long spear, a fine broadsword (stolen from an English knight), and a dagger. Like most Welsh hill men, he travels bare-legged and wears one shoe only, on his left foot (so he can kick with it). His right foot is bare to allow him to grip the ground with his toes. Also, like many of his compatriots, he does not use a shield or armor. He wears a knee-length, faded red tunic.



Owain Canwr lives with his family below Cader Idris, on Prince Llewellyn's lands below Castell y Bere. He was born a free man some 10 months after his mother's husband was captured and hanged by the English. Canwr resembles Gareth, Prince Llewellyn's uncle, quite closely.

Canwr is hard-working, intelligent, and talented, but now somewhat past his prime. His life has been made up of long bouts of sheep-farming punctuated by raids into England and violent skirmishes against *Saesneg* invaders. His efforts to steal livestock from the English and drive the foreigners off the border have made him famous. He has few possessions and very little coin (Canwr scarcely knows what to do with coin when he does have it), but his animals and strong family make him rich by Welsh standards. His regular attendance at church, love of his folk, and loyalty to his prince make him well known and respected locally.

He is not always greeted with hostility among the English; there is some overlap between the two peoples in Cheshire and Shropshire, and many among the English value Canwr's ability to spin a good tale. He has children in those counties and, although he cannot support them reliably, he can at least make certain that they do not suffer in the raids he leads.

Motivations

Canwr is family-oriented, rather than patriotic or idealistic. He loves his family and keeps his five sons (Huw, Aneurin, Dafydd, Gareth, and Rhodri) close to him. Aneurin, Dafydd, and Rhodri are Rhian's boys from other fathers, but he acknowledges them as his own. His many daughters are well married in the surrounding valleys, and Canwr will take personal revenge on anyone who mistreats them. His wife and mistress ignore each other.

His hatred of wizards – Canwr, like most medieval folk, believes firmly that they exist – stems from his second cousin's claim that a wizard cursed his mother into thinking that Gareth Llewellyn (the prince's uncle) was her husband, returned from the wars. Canwr is sufficiently familiar with Arthurian romance, which he believes to be fact, to know that this sort of thing happens. Thus he attacks and kills any wizards, fortunetellers, and wise women he meets.

He raids the English because they are richer than the Welsh and have things to steal. Canwr gives very little thought to the ongoing conquest of Wales or the political significance of his actions. He is aware that killing is wrong, unless the victim in question is a wizard, so he tries to avoid it. He will not intentionally harm non-combatants or allow people under his command to do so.

Canwr's discomfort at killing arose at the same time as his loathing of dirt. Once, in his youth, he was forced to hide in the entrails of his disemboweled comrades to escape the English. The experience of lying amidst stinking guts and bile while the *Saesnegs* slaughtered and tortured the wounded linked death with filth in his mind. He needs to clean blood off himself as soon as possible, and he prefers wrestling to stabbing. He tries to keep a spear's length between himself and an opponent.

Encountered

Merchants whose ships call at Castell y Bere are the only foreigners who encounter Canwr in casual circumstances, where he is polite and accommodating. Being an excellent singer and storyteller, Canwr often entertains Llewellyn and his guests.

Canwr's major activity is raiding the English. He holds up caravans, attacks manors or villages, and breaks into English churches to steal treasures to decorate their Welsh counterparts. When on the prince's business, Canwr attacks work gangs building March castles for English lords.

Canwr is aware of his advancing years. He annoys his friends and family by continuously ending statements with joking asides about his age, such as "not bad for an oldie" or "and I still have some of my teeth."

Owain's Boys (75 points)

ST 11 [10], DX 12 [20], IQ 10 [0], HT 12 [20]
Basic Speed 6, Move 6
Dodge 6, Parry 9 (Brawling)

Advantages: Patron (Owain Canwr, powerful individual, 15-) [30].

Disadvantages: Duty (To the Prince of Gwynedd, 9-) [-5]; Enemy (The English, utterly formidable group, 9-) [-40]; Sense of Duty (To their extended family) [-5].

Quirks: Individual quirks. [-5]

Skills: Area Knowledge (Welsh Marches)-10 [1]; Brawling-14 [4]; Spear-14 [8]; Spear Throwing-14 [4]; Wrestling-14 [8].

Languages: Welsh (Native)-10 [0].

Equipment: Owain Canwr's sons tend, like him, to travel unarmored and to carry spears.

Owain's boys should be customized with -5 points of quirks and additional advantages or skills totaling 25 points.

Tactics

When on a raid or defending against attack, Canwr and his sons avoid combat, unless it is on their terms. If forced to fight, they will hide and attack from ambush, throwing their javelins and striking fiercely with their spears. They will retreat if their opponents look to be too much for them. Canwr can stab a helmeted opponent through the eye slit with his spear on a roll of 14 or less, without coming into sword range at all.

The North Welsh never really adopted the longbow, preferring a mixture of throwing and thrusting spears. They also relied upon the difficulty of the local terrain and benefited from an elastic definition of bravery: it was desirable to fight people worse equipped than themselves and acceptable to go into combat with equals, but folly to take on anyone stronger should the option of retreat exist. If caught in the open by opposing cavalry, the North Welsh would form a dense spear wall (as the Scots were shown doing in *Braveheart*). In general, though, the Welsh far preferred getting away with their loot to fighting to the death.

Variations

As written, Canwr is from 12th or 13th century Wales. He could appear, with very little change, in most *Fantasy* campaigns. All the GM need do is change some of the languages and place names. Canwr's preferred way to interact with wizards works well against most magic in most settings.

CHIADOSS

Total Points: 77

Base Setting:
Space

Age 29; 2'2"; 11 lbs.; a typical Tek Rat parahuman (p. BIO55) with a rodent-like face, prehensile tail, and marsupial pouch (used for young or tools). Tek Rats also have short brown fur. Chiadoss wears a rather minimal (but immaculately smart) harness, incorporating badges of office and two holsters.

ST: 5 [0] DX: 12 [10]
IQ: 11 [20] HT: 10/5 [0]
Speed: 5.25 Move: 5
Dodge: 5
Parry: 8 (Judo)

Engineer/TL10 (Electrical Work) -10 [2]; Forensics/TL10-12 [6]; Free Fall-13 [4]; Judo-12 [4]; Law-14 [10]; Mechanic/TL10 (Spaceship Drive)-13 [6]; Mechanic/TL10 (Starship Drive) -15 [10]; Stealth-14 [8]; Tactics-9 [1]; Vacc Suit/TL10-10 [1].

Languages

Galanglic (Native)-11 [0].

Note: Chiadoss should have at least a smattering of any languages that are standard among human-derived cultures on his part of the frontier.

Advantages

3D Spatial Sense [-]; Acute Hearing +1 [-]; Acute Taste and Smell +1 [-]; Composed [5]; Decreased Life Support (2/5 food consumption) [-]; Extra Arm (No physical attack) [-]; Flesh Pocket [-]; Fur (DR 1, 1 point Temperature Tolerance vs. cold) [-]; G-Experience [10]; Legal Enforcement Powers [5]; Reputation +2 (As a reliable security officer, among station administrators, all the time) [5]; Sharp Teeth [-]; Single-Minded [5]; Strong Will +2 [8].

Disadvantages

Duty (To station, 12-) [-10]; Gluttony [-]; Honesty [-10]; Odious Personal Habits (Absolutely "by the book") [-5]; Reduced Hit Points -5 [-]; Reputation -1 (As an inflexible law-enforcer, among lawbreakers on the frontier, all the time) [-2]; Reputation -2 (As a fool and a menace to his own kind, among parahuman rights activists, all the time) [-3]; Tek Rat (See below) [-30]; Truthfulness [-5].

Quirks

Clicks his tongue fast when people bend the rules; Also checks technical details when conducting ship inspections; Quotes regulations in detail, word for word; Suppresses his (never excessive) sense of humor when on duty. [-4]

Skills

Acrobatics-12 [4]; Administration-12 [4]; Area Knowledge (The Frontier)-12 [2]; Area Knowledge (The Station)-13 [4]; Beam Weapons/TL10 (Blaster)-13 [1]; Beam Weapons/TL10 (Neural)-13 [1]; Computer Operation/TL10-14 [6]; Computer Programming/TL10-9 [1]; Electronics Operation/TL10 (Communications)-11 [2]; Electronics Operation/TL10 (Sensors)-10 [1];

Tek Rat

-30 points

Tek Rats are created from a mixture of human, raccoon, and possum genes to produce a race of technicians who can get to places where other beings can't.

Tek Rats have ST -5 [-40], DX +1 [10], and IQ -1 [-10]. They possess the advantages 3D Spatial Sense [10], Acute Hearing +1 [2], Acute Taste and Smell +1 [2], Decreased Life Support [10], Extra Arm [5], Flesh Pocket [2], Fur [4], and Sharp Teeth [5]. They also have the disadvantages Gluttony [-5] and Reduced Hit Points -5 [-25]. They normally eat six meals a day, but each is only 1/16 as large as a human meal.



Equipment

Chiadoss is usually armed with a pair of small, pistol-sized beam weapons when out of his quarters. His exact choice depends upon what he thinks he might need and what is available in the campaign, but will usually include at least one non-lethal stunner. (GMs should feel free to change his Beam Weapon specialties to match his likely standard choice.)



How did a small frontier space station end up with a Tek Rat parahuman as its security officer? Good question. To begin with, some people suspect that Chiadoss is a slightly non-standard genetic creation. There's no proof, but he's certainly bright for a Tek Rat and also unusually *obsessive*. Perhaps there was a slightly botched attempt to modify the Tek Rat genome to produce a better engineer. Perhaps he had a variant education with the same goal. Perhaps it's all just random variation. Whatever the cause, Chiadoss has a peculiarly orderly intelligence.

In an assistant ship's engineer, as he was employed for over a decade, this tidy-mindedness can be a real advantage, if occasionally annoying for his crewmates. But Chiadoss is obsessive about more than machinery. Working the frontier, he became increasingly irritated at the *social* untidiness of the universe, which seemed to be full of laws and rules – mechanisms designed to keep things running smoothly – that people just ignored. Eventually, this led him to help the local authorities bring down a smuggling conspiracy that was running out of a frontier station. Somewhere along the line, the public-spirited Tek Rat applied to fill a vacancy in security at the station. This far out on the frontier, the authorities take what staff they can get – especially when motivation/aptitude tests revealed, correctly, that Chiadoss would actually be rather good at the job.

Encountered

The problem with Chiadoss is his near-obsession with the letter of the law. On the frontier, where rules sometimes have to be bent to get things done, he can be a nuisance or even a full-blown threat. Given that Chiadoss is good at his job, PCs who operate on the edge of the law may come to regard him as a menace. Anyone, say, smuggling arms to a revolutionary group fighting a tyranny will find that the justice of the cause simply doesn't affect his attitudes. Perhaps worst of all, Chiadoss sometimes enforces laws that are unfairly biased against genetically modified beings, even those laws that are downright oppressive. Other parahumans have come to regard him as a fool or a traitor to his own kind. Chiadoss himself, who shrugs off prejudice as mere stupidity, would say that anyone who dislikes the law should work within the system to change it.

Encounters with Chiadoss can be played completely straight or somewhat comic, according to taste. Players may find it amusing that they're being hassled by a brown-furred midget customs official with a squeaky voice and a head full of rules, but that won't get them through an interrogation any more quickly. Chiadoss generally acts as the straightforward inspector type. Should a case require field action, he is quite capable of using both his technical skills and his small size to get the job done. He is prone to dropping out of cramped hidden access tubes onto startled miscreants (there's no rule against it), and he might well cut or vary the station's artificial gravity to confuse opponents, if a situation demands that he give himself an edge.

Chiadoss can look after himself in a fight, too. He'll prefer to use cover and small stun weapons in combat, but he's also a scrapper, fully capable of tackling a fleeing wrongdoer (at knee height) and keeping him occupied until he can be subdued by deputies his own size. Neither is Chiadoss afraid of using lethal force – within legal guidelines, of course.

The Office of the Law

Chiadoss works out of an office in the station's administration area, although he spends a fair amount of time conducting personal inspections of visiting ships and otherwise getting out and about. His knowledge of the hidden nooks and crannies of "his" station is still relatively restricted – he hasn't yet found reason to extend it – but that knowledge has been growing because he finds it necessary to resort to subterfuge more and more often to get the job done.

Backup

At the moment, Chiadoss is the station's only full-time security officer, although he can call for aid from authorized "deputies" or contact other bases for help if the need arises. As traffic through the station increases, more staff may soon be hired. Chiadoss, having proved his value, would probably be put in charge of the deputies and *might* gain them as an Ally Group if they respected his professionalism more than they found his attitudes wearing. The nature of such assistants is, of course, up to the GM, but they should probably be competent professional security guards. For comic effect, which law-benders may not find so funny, the GM might have Chiadoss fronting up a squad of Chronos-series and Spartan-series bioroids. (It's not really terribly plausible – those are highly combat-oriented designs – but if it came about as a temporary arrangement, even the most determined smugglers might think twice about trying to get any contraband past Chiadoss *that* week.)

Beyond the Docks

Chiadoss has been created to work entirely on board his station. If he detects illegal activity further afield, he'll call in the Navy or the Patrol. However, in some games, he might have use of a small spacecraft, or at least gain access to the station's defense systems, to dissuade criminal visitors from causing trouble. Given his meticulous approach to his job, he would surely learn at least some level of Pilot or Gunner skills as applicable.

PADRAIG O'RIORDAIN

Total Points: 941

(ALIAS "SPACE CADET")

Base Setting: Supers

ST: 17 [80] DX: 12 [20]

IQ: 20 [75] HT: 15 [60]

Speed: 6.75 Move: 6

Dodge: 6

Age 35; 6'5"; 230 lbs.; a tall man with wavy black hair and violet eyes. O'Riordain dresses in British clothing styles popular during the 1810s.

Advantages

Awareness +2 [35]; Charisma +3 [15]; Eidetic Memory 2 [60]; Enhanced Time Sense [45]; Faerie Empathy [10]; Filthy Rich [50]; Handsome [15]; Magery 3 (Musical) [18]; Patron (Sidhe, very powerful organization with special powers, 15-) [180]; Reputation +4 (As jovial Irish superhero, to everyone, all the time) [20]; Ridiculous Luck [60]; Status 1* [0]; Unaging [15]; Voice [10].

*Free from Wealth.

Disadvantages

Delusions ("I'm making the world a better place") [-10]; Manic-Depressive [-20]; Odious Personal Habits (Vain and arrogant) [-10]; Phobia (Public rejection) [-10]; Secret (Exiles criminals to Otherworld) [-30].

Quirks

Bisexual; Well dressed in clothes from the early 1800s; Plays up Irish brogue; Proud; Science fiction fan. [-5]

Skills

Acting-22 [1 1/2]; Area Knowledge (Earth)-21 [1/2]; Area Knowledge (Ireland)-22 [1]; Area Knowledge (Otherworld)-23 [1 1/2]; Artist-19 [1/2]; Astronomy/TL7-19 [1/2]; Bard-24* [1]; Bardic Lore-21 [1 1/2]; Body Sense-13 [8]; Dancing-14 [8]; Flight-13 [4]; Hidden Lore (Faerie)-22 [1 1/2]; Hidden Lore (Spirit)-22 [1 1/2]; History-20 [1]; Illusion Art-22 [2]; Linguistics-19 [1]; Literature (Science Fiction)-18/24 [1/2]; Lucid Dreaming-21 [1/2]; Mathematics-20 [1]; Musical Composition-19 [1/2]; Musical Instrument (Bodhrán)-19 [1/2]; Musical Instrument (Fiddle)-19 [1/2]; Musical Instrument (Gaelic Harp)-20 [1]; Musical Instrument (Piano)-20 [1]; Musical



Notation-21 [1/2]; Occultism-21 [1]; Performance-24* [1]; Poetry-20 [1/2]; Psychology-20 [1]; Research-21 [1]; Rune Lore (Sidhe)-25 [7]; Savoir-Faire-24* [1]; Singing-19* [4]; Thaumatology-21 [3]; Weird Magic-21 [3]; Writing-20 [1/2].

*Includes Voice advantage.

Note: Mental skills include Eidetic Memory advantage.

Languages

English (Native)-25 [1]; Arabic-21 [1/2]; Basque-20 [1/2]; Cornish-21 [1/2]; Farsi-21 [1/2]; French-21 [1/2]; German-21 [1/2]; Greek-21 [1/2]; Hindi-21 [1/2]; Irish-22 [1]; Latin-21 [1/2]; Sidhe-23 [4]; Volapük-22 [1/2].

Spells

Activate Runes-24 [4].

Runes

Air-24 [2 1/2]; Animal-24 [3]; Body (Man)-24 [3]; Communicate-24 [2 1/2]; Control-24 [3]; Create-24 [3]; Earth-24 [3]; Fire-24 [2 1/2]; Food-24 [2]; Gate/Nexus-24 [6]; Heal-24 [3]; Illusion-24 [2 1/2]; Light/Dark-24 [2 1/2]; Magic-24 [3]; Mind-24 [3]; Move-24 [2 1/2]; Plant-24 [2 1/2]; Protect-24 [2 1/2]; Sense-24 [3]; Sound-24 [2]; Strengthen-24 [2 1/2]; Time-24 [6]; Transform-24 [3]; Undead-24 [3]; Warn-24 [2 1/2]; Water-24 [2 1/2]; Weaken-24 [2 1/2].

Note: The Sidhe runes are exactly like the runes described in *GURPS Magic* (pp. M90-93), with two exceptions. First, two new M/VH Nouns skills are added: Gate/Nexus (covering the Gate College from *GURPS Grimoire*) and Time (which controls all qualities of time). Second, Activate Runes is cast by singing or playing music. Each verb is a musical key, each noun a tune. If a verse is sung, it makes the effect much more precise. Highly skilled musicians can achieve more complex effects if the tune is played in one key and sung in another, or if one tune is sung and another played.



Padraig O'Riordain was born a sickly child in 1862, and his callous parents happily entrusted their son to an eccentric uncle named Donogh Rahilly, to be spared the trouble of raising him. Rahilly was a mage and one of the few mortals to routinely consort with the Fae. He raised young Padraig among the magical residents of the Otherworld, and taught him magic that not only overcame the boy's physical weaknesses, but enhanced his awareness of the world of magic and spirits. O'Riordain didn't return to Earth until the 1930s, at which time – inspired by the adventurers of the science-fiction literature of the day – he achieved great success and popularity as a costumed hero. Over the years he modified his disguise from time to time, to keep pace with changes in the social climate and popular culture.

By the late 1970s, O'Riordain became discouraged by the justice system's inability to deal with violent criminals. Returning to the Otherworld, he grew remote and depressed. He missed being a hero, but was too cynical to resume his crime fighting. Finally, more than a decade later, he found a solution: the Otherworld would be the perfect place to exile those criminals society could not handle.

When O'Riordain identifies a reprobate criminal for exile, he uses magic to render the victim unconscious, then whisks him to the Otherworld. In the victim's place, he leaves a "stock" – an animate doll that closely resembles the abducted person. The stock then simulates death one way or another, leaving enough evidence to convince the average coroner that a normal death has occurred. Careful medical examination or a magical or psionic examination will reveal that the corpse is a phony.

Since devising this solution, O'Riordain has returned to regular crime-fighting activity in the superheroic guise of Space Cadet. Most in the metahuman community consider him a good fellow, although he can be a bit grating. The public loves his grandstanding and the way he can sing a criminal into submission.

Motivations

O'Riordain genuinely wants to help people, and enjoys being a hero. Having been raised among aloof Faeries (see *GURPS Celtic Myth* for ideas on running Sidhe and the Otherworld), he thrives on the attention lavished by average people on his heroics; without it, he becomes depressed. His recent return to Earth, then, is partly motivated by a psychological need for positive, reaffirming feedback. At the same time, he is unwilling to play by the rules the ineffective legal system has laid out and has resorted to making his own justice.

He knows his actions are illegal and that the public might not approve, so he performs his abductions in secret. To do otherwise might jeopardize the honor and love he wants so much from the public. On the one hand, O'Riordain is a charismatic and dedicated superhero. And on the other, he has gone over the line, adopting highly unethical tactics to curb crime.

– Thomas Devine, with Andi Jones and T. Carter Ross

Encountered

When depressed, O'Riordain withdraws to the Otherworld. On these days, he questions the wisdom and effectiveness of his crusade, becomes convinced he'll be found out, and is wracked with doubt and self-loathing. It is unlikely that he will allow himself to be found like this, leading to stories of his "mysterious disappearances."

When manic, however, O'Riordain is brash and self-assured, and displays the kind of attitude associated with flashy superheroes. The public loves him, and he revels in their affection. Yet, while he is confident that normal people won't uncover his secrets, he's more concerned about his fellow heroes. Around his peers, he often tries too hard to be friendly or helpful, sometimes overcompensating.

This hasn't yet caused anyone to suspect him of anything, but it gives GMs a way to make O'Riordain vulnerable; his weakness is his insecurity, which is never too far below the surface. He should be played as just a little unsure, a bit too evasive when questioned directly about uncomfortable subjects (like his views of the criminal justice system). Diligent observers might deduce that O'Riordain's arrogance is a defense mechanism. Once the PCs see that his public image is not entirely authentic, they may begin to wonder what he's hiding.

And when something happens to hint at the truth, perhaps the PCs will recognize a connection. A criminal might somehow escape from "Never-Never Land" and talk about his bizarre experiences. A public medical examiner might, in effect, roll a critical success and identify a "stock" as fake. A super-scientist or mystic PC could examine the body of a "deceased" underworld contact and discover its nature. One of O'Riordain's public statements might simply include an inconsistency. (Of course, some clues might suggest at first that O'Riordain is actually murdering the criminals.)

The GM should note that, while O'Riordain may be unstable, he is neither stupid nor careless. It shouldn't be easy to trip him up. The Game Master should drop enough clues, but leave it up to the heroes to figure out the best way to exploit his fears and insecurities. Alternatively, an unexpectedly capable or smart criminal "exile" might somehow become free and powerful in the Otherworld, perhaps allying with some of the darker Sidhe or mastering local magics, forcing O'Riordain to come to the PCs for help.

MATT REAPER (ALIAS "dR@vE")

Total Points: 162

Base Setting:
Modern

Age 27; 6'3"; 125 lbs. Matt Reaper is a painfully thin young man who eats too little, sleeps even less, and stares at a computer as if transfixed. His coworkers at Macrohard know him as an edgy, consumed man who spends way too much time at his programmer's cubicle.

ST: 8 [-15] DX: 9 [-10]
IQ: 19 [150] HT: 8 [-15]
Speed: 4.25 Move: 4
Dodge: 4
Fatigue: 8

Languages

English (Native)-19 [0]; German-21 [1]; Latin-20 [1/2]; Russian-20 [1/2]; Japanese-21 [1]; Ancient Greek-20 [1/2]; Egyptian Hieroglyphics-20 [1/2].

Equipment

Reaper's worldly possessions could be summed up in a two

words: computer parts. While he manages the necessities of life – a cheap, rundown apartment, an old Volkswagen Beetle, the type with the lawnmower motor that never gets hot enough in the winter, and an equally dubious wardrobe – he owns state-of-the-art computer hardware and software.



Born to impoverished parents and the constant target of schoolyard bullies, little Matt Reaper turned to his computer to make money and friends in more creative ways. By time Matt was in high school, he had cracked top-secret government encryption, broken into Norad, and never left a trail, just the hacker name dR@vE as a calling card. That was more than enough to earn Reaper entry into the hacker underground, where he quickly built a reputation as dR@vE, the man who could hack anything.

Advantages

Contacts (Professional hacker, skill 21, available 12-, completely reliable) [24]; Eidetic Memory 1 [30]; Language Talent +3 [6]; Lightning Calculator [5]; Mathematical Ability [10]; Reputation +4 (As dR@vE, ace hacker, among fellow hackers and computer pirates, 10-) [5].

Disadvantages

Code of Honor (Ethical hacker) [-5]; Compulsive Behavior (Hacking) [-5]; Edgy [-5]; Enemies (Government security agencies, large group, 6-) [-15]; Intolerance (Authority figures) [-5]; Secret (Criminal hacking) [-20]; Skinny [-5].

Quirks

Fidgety; Plays computer pranks that others don't find funny; Must have peanut butter and fried bologna for lunch or becomes cranky; Often seen with a Walkman listening to language tapes; Socially clumsy. [-5]

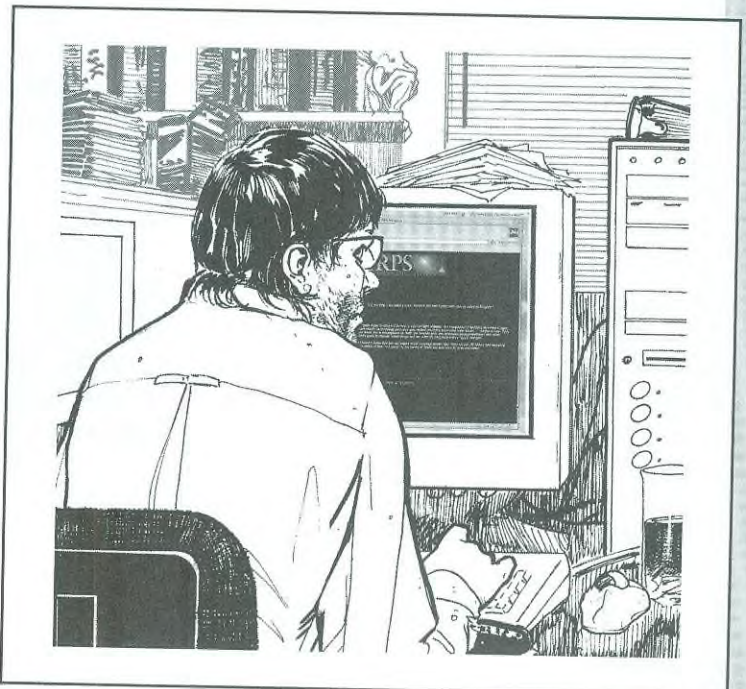
Skills

Accounting-21* [1]; Area Knowledge (Internet)-21 [2]; Computer Hacking/TL7-24* [6]; Computer Operation/TL7-21 [2]; Computer Programming/TL7-22* [2]; Cryptanalysis/TL7-19 [2]; Cryptography/TL7-18 [1]; Cryptology/TL7-18 [1]; Electronics/TL7 (Communications)-18 [1]; Electronics/TL7 (Computers)-18 [1]; Electronics Operation/TL7 (Computers)-22 [4]; Fast-Talk-19 [1]; Forgery/TL7-21 [4]; Intelligence Analysis/TL7-18 [1]; Mathematics-22* [2]; Research-19 [1]; Speed Reading-19 [1]; Typing-18** [0].

*Includes Mathematical Ability advantage.

**Default to professional skill (Computer Operation) -3.

Note: Mental skills include Eidetic Memory advantage.



Scholarships put Reaper through CalTech, where he majored in computer science. While there, he also ran an underground business subverting university records for fellow students. Payment for these services varied by ability to pay, with Reaper (in his guise as dR@vE) hacking into financial records to verify a customer's bank balance and credit rating. He never charged needy students, particularly for clearing their tuition debt. It was during this time that he also began to "acquire" languages, both ancient and modern. Seeing languages as both a new challenge and as a hacking tool, he started listening to "How to" tapes and using similar computer programs.

Reaper's programming skills earned him a top-paying job at the monolithic Macrohard Corporation. He flourished at his work – until a trace of stolen company assets led to a bank account registered to Reaper. A jealous coworker had stolen the money and pinned the crime on the talented programmer, but a jury found the young man guilty anyway. After he had served a short jail sentence, the company brought him back. No one else would hire Reaper, so he swallowed his pride and accepted the decreased salary and close supervision Macrohard demanded. Given the extensive electronic monitoring the company had created especially to track Reaper, Macrohard felt that rehiring him was both a good way to keep his talent away from any rivals and a chance to keep an enemy under close scrutiny.

Reaper easily outsmarted the monitoring software and hardware. As dR@vE, he took it upon himself to make Macrohard and other wealthy high-tech companies pay for their outrageous profits and poor treatment of employees. Reaper also launched a greatly expanded version of the hacking service he'd run at school. His work in this capacity tended to involve breaking into the computer systems of world governments and major corporations, a practice which dR@vE called "information gathering." Reaper makes little money from his hacking, preferring to take on free work for needy causes or channeling whatever money earned to the poor.

Motivations

Matt Reaper's goals are fairly simple. In the greater scheme of things, he would just like to be left alone to explore and develop computer programs. Unfortunately, to do this, he needs money and equipment. To this end he carries on with his job at Macrohard, which allows him access to resources he could not duplicate on his own. Reaper also has a strong sense of social justice and a fierce belief that information and technology should be made to serve the downtrodden.

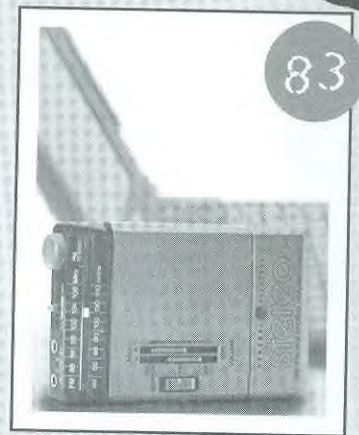
On a personal level, Reaper can be quite vengeful. The rival employee who had framed him eventually jumped from a 14th-story window after the IRS did a surprise audit and the police found "inappropriate" pictures of children on his home computer. No one noticed that Reaper had a prideful gleam in his eye for several weeks after the death.

Encountered

Reaper/dR@vE may be encountered as an ally or a foe, depending upon their own motivations and backgrounds. Investigators or criminals may seek out dR@vE's services, or dR@vE himself may seek help from like-minded PCs to prevent discovery by the many governments and organizations he has hacked. Conversely, the player characters may be hired by those same powers to find or capture dR@vE. Regardless of the encounter, though, Matt Reaper will go to great measures to prevent anyone from connecting his mundane identity to that of the ace hacker. He fears a longer prison term and knows that one awaits him should he ever be caught again.

For a paranoia-tinged campaign, Macrohard and the government might know about Reaper's double life. They prefer to monitor his activities and apprehend those who contact the hacker for his services. Or perhaps they are manipulating Reaper, directing him in operations against the very same worthy causes he wishes to support. And when the player characters seek out dR@vE, as either a friend or an enemy, they become entangled in this greater conspiracy.

– Tyson Neumann



Variations

Recommended for Tech Levels 7 or 8, Reaper and dR@vE could be altered easily to fit any campaign with computer technology (in other words, those TL7 or higher). Reaper could be added to any existing story line with slight modifications to his motivations and skills, perhaps by making him an employee of an established high-tech company or the target of an existing criminal organization. In campaigns with higher Tech Levels, Reaper would need to have the appropriate expertise to remain a cutting-edge hacker. Should cyber implants and virtual reality be available to anyone in the game world, Reaper should gain appropriate skill levels in those areas, as well as a job that allows him easy access to such technology.

To place Reaper in a setting with TL6 or below, a little more work may be needed. He could be used in just about any campaign as an insider who strives to subvert the oppressive authorities, while selling or giving away stolen information on the side. Just remove his Computer skills (and Electronics skills if the TL is lower than 5) and replace them with more appropriate abilities. Now increase his Dexterity to 16, decrease his IQ to 15, and increase his Strength to a 10 or so, to represent the fact that lower-tech spying and thieving requires more physical skills. Adding a Lockpicking skill at a high level, along with Stealth, Disguise, Sleight of Hand, and Holdout, gives him more of what he needs to survive in a pre-computer world. The Forgery skill he already has, along with Intelligence Analysis and Eidetic Memory, could make him a worthy mole, one with a good reputation.

ISAAC ROTHCHILD

Total Points: 185

Base Setting:
Modern

ST: 10 [0] DX: 11 [10]
IQ: 13 [30] HT: 10 [0]
Speed: 5.25 Move: 5
Dodge: 5

Age 38; 5'11"; 165 lbs.; a tall, attractive man in an expensive suit. Rothchild has dark hair and eyes, and *always* wears a wide, friendly smile.

Advantage

Administrative Rank 4 [20]; Attractive [5]; Charisma +3 [15]; Contacts (Vito DeCarlo, local crime boss, skill 21, available 9-, usually reliable) [8]; Eidetic Memory 1 [30]; Mathematical Ability [10]; Status 1* [0]; Wealthy [20].

*Free from Wealth.

Disadvantages

Duty (To the IRS, 12-) [-10]; Reputation -1 (As IRS agent, to any American who knows his profession, all the time) [-5]; Sadism [-15].

Quirks

Always has a pen handy and gives them away freely; Fastidiously neat; Keeps a notebook of all his "clients;" Makes mocking, self-deprecating jokes; Wears a smile, regardless of the circumstances. [-5]

Skills

Accounting-18* [4]; Acting-16 [4]; Administration-16 [4]; Area Knowledge (New England)-15 [2]; Detect Lies-15 [4]; Diplomacy-15 [4]; Driving/TL7 (Automobile)-12 [4]; Economics-17 [6]; Forgery/TL7-15 [4]; Interrogation-16 [4]; Intimidation-16 [4]; Law (Tax Codes)-13/19 [2]; Leadership-16 [4]; Mathematics-18* [4]; Psychology-15 [4]; Research-16 [4]; Savoir-Faire-15 [2]; Sports (Golf)-12 [4]; Sports (Tennis)-12 [4]; Streetwise-14 [2].

*Includes Mathematical Ability advantage.

Note: Mental skills include Eidetic Memory advantage.

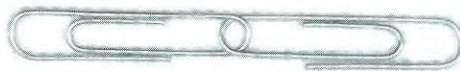
Languages

English (Native)-13 [0].



Equipment

Rothchild is always well dressed and impeccably groomed. Whether on assignment or at the office, he carries an expensive leather briefcase that holds, among office necessities, his most treasured possession: a small canvas-bound journal. This journal contains a record of all the lives he has touched over the years; it's never out of Rothchild's sight. He seldom feels the need to carry a weapon, counting on his office and charm to protect him, but has a small pistol for protection at home.



Isaac Rothchild was raised by doting parents with the help of the most highly paid nanny in Vermont. He attended the best prep schools, associated with the cream of society, and participated in a rich social life. He graduated *summa cum laude* from Princeton Business School and then, with a smile on his face, completed the civil service exam, took an entry-level position with the Internal Revenue Service, and left his parents and former life forever. Rothchild has always been especially proud of his mother's tears at his departure; they were the first he'd ever seen her shed.

Rothchild rose like a rocket through the ranks of the IRS. His natural charm and various skills made him perfectly suited to the work. After each

promotion, Rothchild quickly made close friends and led his department to new heights of efficiency; at each separation, he abandoned those friends and smiled as he watched subtle sabotages destroy what he'd helped build. Tales of the damage he left in his wake followed Rothchild to each new position, but few believed such a charming and skilled young man could be responsible.

Rothchild's ascent through the ranks of the IRS stopped completely seven years ago, when he finally reached his goal. Since gaining his current position as Area Compliance Director for New England he has refused every promotion and blocked every transfer, both for himself and his subordinates (though several of his people have resigned and one committed suicide).

His superiors see only a dedicated employee who had found his niche and fills it admirably. To the civilian lives he touches, he is a nightmare. Isaac Rothchild turned his back on a lifetime of privilege to pursue his true love: causing fear and pain to his fellow man. From an early age, Rothchild realized that pursuing his inclinations in a direct fashion could backfire and send him to prison, a place that might frustrate his desires. While not as immediately satisfying as physical violence, psychological brutality, too, had its appeal to Rothchild.

Motivations

Rothchild has no desire to rise beyond his current position; any move higher up the ladder might limit his contact with the public. And, as an unintended benefit, his lifestyle provides a more-than-comfortable living. Many of his clients supplement Rothchild's earnings with generous gifts. Along with their material benefits, the bribes provide Rothchild with further evidence with which to torment the errant taxpayers.

Rothchild operates first by gaining the trust of his victims, often chosen at random. A powerfully charismatic man, Rothchild allows the initial steps of any audit to run smoothly, making what taxpayers view with fear into an almost pleasant experience. After gaining his victims' trust, he finds a small irregularity in their records and worries it until, with his advice and assistance, the clients find themselves in a tax grave of their own making. Rothchild then breaks off the false friendship and either drives his victims into financial ruin with endless penalties and payments, or strings them along for years with threats of prosecution. Blackmail often accompanies the latter; Rothchild launders this dirty money through his underworld contact.

In the revenue service at large, Isaac Rothchild plays the part of the perfect agent. He discovers more tax evasion than any two other departments; his team has unbreakable loyalty, and his bribery sting operations have become part of service legend. What few eyebrows are raised by Rothchild's current high standard of living are lowered again by a good-natured reminder that he was born with money.

Encountered

Every group of PCs comes into possession of a huge amount of cash at least once in a campaign, and few characters show any desire to declare it to the proper authorities. This is the perfect opportunity to inflict agent Isaac Rothchild on the PCs. Hidden in a charming shell, Rothchild will begin any encounter with an attempt to become friends, often offering unsolicited help to someone in need. After several encounters with Rothchild, however, most characters should understand why many fear taxes more than the other proverbial inevitability.

Conversely, a party could seek out Rothchild on behalf of a friend or family member who has run afoul of the IRS. Keep in mind, however, that Rothchild is a fully entrenched civil servant and part of one of the most powerful agencies in the government. Beating him at his own game should be no easy task.

Variations

Tax collectors are feared in almost every era. Any government that collects funds for its operations could have Rothchild working for it. In fact, in a less civilized time, Rothchild could give in to his urges to inflict physical harm; to avoid direct taxpayer reprisals he might employ a few burly assistants – paid under the table, of course.

– Shawn Havranek

Adventure Seeds

Smile When You Say That: Congress has convened hearings to look into allegations of abuse of power by the IRS. To the surprise of many, Isaac Rothchild will be appearing as the star witness, a whistle-blower. The revenue service is running scared. The IRS needs to know what Isaac's testimony will be and, more importantly, how to refute it. The PCs are hired to find out whatever they can about Rothchild and his testimony.

I Was Framed! The FBI has finally nailed the lid on the coffin of Vito DeCarlo, a don in the Boston Mafia. And like Capone before him, DeCarlo's main slip-up was income tax evasion. Over three years and with the help of the IRS's most decorated auditor, the previously unknown Vito "the Meat" DeCarlo is up for trial. He loudly proclaims his innocence, claiming the charges against him to be trumped up by an IRS agent as revenge for a bad business deal. The evidence against DeCarlo is damning. Or is it?

The characters, working on a parallel investigation, discover a few procedural irregularities in the case against DeCarlo. When the trail leads to the IRS and the Area Compliance Director's office, it suddenly goes dead. What does the IRS, and Rothchild in particular, have against DeCarlo and why try to hide it?

A Matter of Scale: The junior senator from Vermont has resigned from office in disgrace, embroiled in a tax fraud scandal. A special election is called to fill the seat, and out of nowhere comes a new candidate. Yes, Isaac Rothchild is going into politics. Though still an underdog, this charming man is gaining ground. With his opponents crippled by scandal and candidate Rothchild's oddly frightened campaign staffers working overtime, he just might win. Then he would be in a position to create the tax code of his dreams . . .

Chapter 6

"How is it that he lived a double life – on one hand a gentlemen, a respected member of society; and on the other an outlaw, a thief in the night?"

– Bruce Graeme, *Blackshirt*

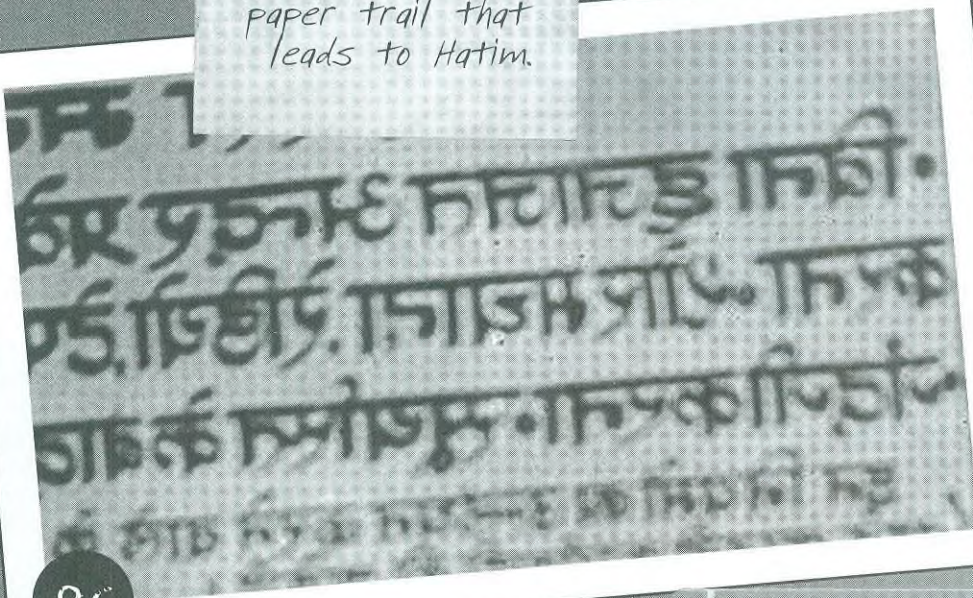
Managing a NPC with a fully developed public persona at odds with his private self is a challenge for any GM. The Secret or Secret Identity disadvantage, or Alternate Identity advantage, are only the beginning. Two sets of Allies, Dependents, and Enemies may be required. At the very least, the GM must establish the distinctive personality traits of each identity. In more extreme cases, where the Jekyll & Hyde character has a Split Personality disadvantage, two complete character sheets need to be drawn up.

It is most common to introduce the dual villain's positive identity to a campaign first. The heroes can get to know this seeming innocent, perhaps even trust him. Any information they let slip to the villain in this guise will be used against them, but as indirectly as possible – at least until his darker side is revealed. Until that time, every effort should be made to keep the dual personalities distinct and separate in the players' minds.

*Fuzzy. Can Alex
clean it up?
We need the
paper trail that
leads to Hatim.*



*Picture of
Williams' kid.
check interview
transcript #593.*



Jekyll & Hydes

The Stylish Villain

"For my part, if a man must be a knave, I would have him a debonair knave."

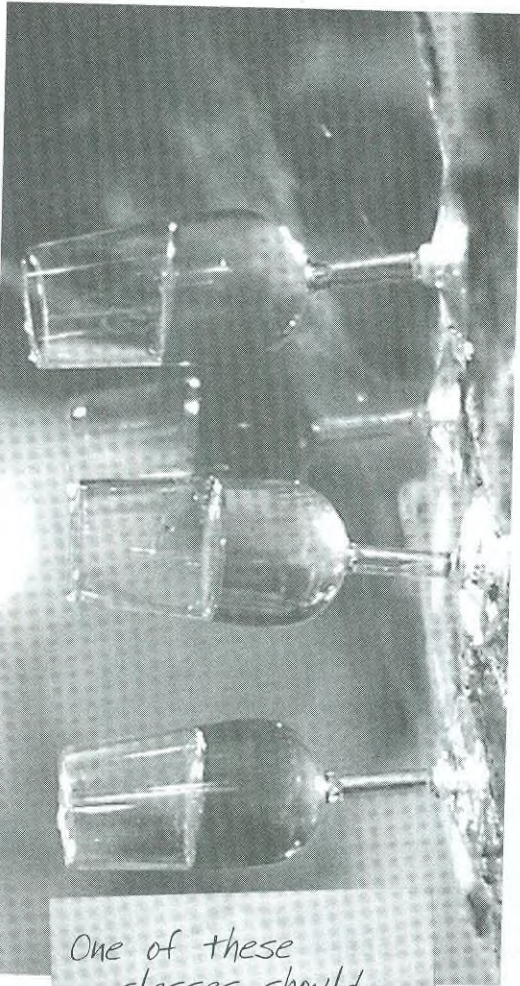
– Rudolph Rassendyll, in Anthony Hope's The Prisoner of Zenda

Many villains, although not true Jekyll & Hydes, must still have one face to show the public, and another for their criminal associates and escapades. Few crooks or murderers are powerful enough to let the world see their true nature at all times. They hide their savagery behind a guise of civility.

The most accomplished criminals put a great deal of effort into constructing their civilized façade. The resultant charm may be represented by the Charisma advantage, or a skill such as Savoir-Faire or Sex Appeal, and a villain will use it to lull potential victims into a false sense of security. A smirking, well-mannered blackguard is almost guaranteed to prompt a strong reaction from his adversaries, too.

The surest way to give a villain an interesting (and infuriating) public face is to make his every action appear effortless, leaving his opponents stumbling in his wake. He should have a public persona with real social clout, so that the heroes look like liars and cads when they accuse him – and so that their efforts to foil his schemes are thwarted by the authorities!

These nefarious characters should not rest between encounters. Stylish villains are always digging for information, even if it's only for use as a well-timed taunt or withering insult. Their high opinion of themselves makes them prone to the Overconfidence disadvantage. They might also show cracks in their mask of civility should a plan go horribly wrong and the heroes do something genuinely surprising. Then, no matter how polished their exterior, they will reveal the violence and corruption writhing just below the debonair surface.



One of these glasses should have Big Bill's prints – lift 'em from evidence locker 12.

HATIM AL-JAKARI

Total Points: 115 1/2
Base Setting:
Middle Ages/Arabian Nights

Age 42; 5'7"; 180 lbs.; an overweight, bearded, dark-eyed, city-living Arab, dressed expensively (if not very tastefully) in robes and turban.

Advantages

Administrative Rank 1 [5]; Ally (Bandit chief, 100-point character, 9-) [5]; Contacts (Bazaar spy, skill 12, available 12-, somewhat reliable) [2]; Contacts (Rich merchant, skill 15, available 6-, usually reliable) [2]; Contacts (Small-time thief, skill 12, available 9-, somewhat reliable) [1]; Contacts (Up-and-coming shopkeeper, skill 15, available 6-, usually reliable) [2]; Legal Enforcement Powers [5]; Literacy [10]; Status 2* [5]; Wealthy [20].

*Includes Wealth advantage.

Disadvantages

Overweight [-5]; Proud [-1]; Reputation -1 (As a bit too corruptible, among honest merchants, 10-) [-1]; Secret (Criminal activity) [-20].

Quirks

Basically greedy, but controls it for his long-term advantage; Big eater if the food is *good*; Thinks he looks good in crimson; Unsympathetic. [-4]

Skills

Accounting-11 [1]; Acting-14 [4]; Administration-12 [1]; Appreciate Beauty-10 [1]; Area Knowledge (Iskandria)-13 [1]; Area Knowledge (Sultanate of Iskandria)-12 [1/2]; Carousing-10 [1]; Chess-12 [1/2]; Cyphering-13 [1]; Diplomacy-11 [1]; Economics-11 [1]; Forgery/TL3-10 [1/2]; History-11 [1]; Law-15 [8]; Literature-12 [2]; Merchant-14 [4]; Philosophy-13 [4]; Politics-12 [1]; Psychology-10 [1/2]; Riding (Horse)-8 [1/2]; Savoir-Faire-15 [0]; Shortsword-8 [1/2]; Streetwise-11 [1/2]; Theology-12 [2]; Writing-11 [1/2].

Languages

Arabic (Native)-14 [1]; Farsi-11 [1/2].

Equipment

Hatim may wear a shortsword if he is out and about.

ST: 11 [10] DX: 10 [0]
IQ: 13 [30] HT: 11 [10]
Speed: 5.25 Move: 4
Dodge: 4
Parry: 4 (Shortsword)

Note: Hatim's Legal Enforcement Powers represent his right to conduct investigations if he wishes; he has a fair amount of authority in this, but he is supposed to limit himself to commercial and domestic matters. However, he usually lets people come to him. Being Overweight, he always has at

least Light Encumbrance (included in his Move and Dodge above); if he is wearing a sword and outdoor clothes, this becomes Medium (Move/Dodge 3).



Hatim al-Jakari lives in the city of Iskandria, a fictional location in an *Arabian Nights* game setting. (He could easily be relocated to another fictional or historical-medieval Islamic location.) His education and perceived wisdom have obtained him the status of *cadi*, or commercial judge. Unfortunately, he has chosen to exploit this office for his personal gain.

He was born the son of a middle-ranking government employee, proved his intellectual abilities through years of study, spent some time in the service of the sultan as an official, and eventually acquired his current place through a combination of reputation, friendship, and favors. Although he was never completely honest, he had the sense never to over-exploit his positions, taking just the odd bribe. However, on one occasion, he realized that, because of a series of bandit attacks on the road from the coast, the price of fish was rising. This gave him an idea. He invested in a few bales of spice, then sent a message to other officials in nearby cities that various spice merchants might be evading their taxes. With the trade temporarily disrupted, the price of spice in the market rose sharply. Hatim made a killing.

From that day forward, he developed a series of ingenious and profitable scams. He soon realized that he would need assistance for these, so he spent some time "privately examining" various dubious merchants who were brought before him. One of these, a dealer in stolen goods, gave him a connection to a local bandit - who nowadays strikes slightly less often, but when he does, it frequently disrupts trade in some commodity in which Hatim or his other associates have recently invested . . .

Motivations

Hatim's motivation is simple greed. However, he is crafty enough not to be too blatant and to keep an eye on his less shrewd associates. He still takes bribes, which is not much of a secret; the denizens of the bazaar are cynical about cadis as a breed (albeit in a cheerful sort of way). One who was absolutely honest would frankly occasion more comment. However, what no one outside his circle yet realizes is that Hatim makes far more money by more secret means.

He passes tips about caravans and military patrols to "his" bandit in exchange for "gifts," manipulates prices, and generally pursues profit from all sides. Because these activities *are* kept secret, Hatim remains respected. Anyone who suggested to other officials or imams that he was dishonest would be shrugged off; while bribe-taking isn't approved of, it is seen as hard to avoid (or to prove). Anyone who discovered and attempted to expose Hatim's larger-scale crimes would probably be thought mad. Someone who persisted and found listeners would no doubt meet with an "accident" before he could truly threaten Hatim. Given his position, wealth, and contacts, and the well-paid heavies who always surround him in public, the cadi makes a very dangerous enemy.



ing that Hatim is involved. When an especially well-laden caravan is ambushed by bandits, who is to know that Hatim tipped them off? After all, he isn't the *only* person in the town who would know about the valuables being shipped. And if the bandits involved in that raid evade capture, perhaps the soldiers are just incompetent or lazy; after all, who'd guess that the robbers had been told of the sultan's secret letter to the town's officials, announcing that troops were being sent? As for Hatim's friends who make rich profits on his tips – that may not even be illegal.

Tracing Hatim's crimes back to him would be hard work. Of course, PCs may always stumble across a clue – something that is more likely if they are a little bit shady themselves (though Hatim's criminal associates have been told very firmly *not* to talk about him to their underlings). Even then, proof would be hard to find, and Hatim will defend himself cleverly and ruthlessly. The GM should mostly hold him in the background. Keep his devious schemes a running plot-theme, his downfall a climactic achievement for the player characters.

– Phil Masters

Henchmen

Hatim has several types of help available to him in emergencies. To begin with, as a cadi he employs a small group of guards. Their main jobs are to locate and summon witnesses, enforce Hatim's decisions, maintain the dignity of his court, and so on. Hatim hasn't bothered looking for employees who will be personally loyal to him; he just finds bazaar toughs of strictly average intelligence, pays them decently, and gets rid of them if their own bribe-taking becomes too obvious.

Next, there are his contacts in the bazaar. Apart from the spies on his secret payroll, he knows the city and the names of its shadier denizens. If he needs to, he can hire more bruisers to deal with temporary problems. He will, of course, prefer to use intermediaries to handle this, to avoid dirtying his hands.

Finally, there are the bandits with whom he has cultivated an association. These are not especially powerful, but they are fairly numerous, know the countryside, and tend to be hardened criminals. Only their tight-lipped chief knows the identity of their "friend" in the city.

Magic

As described here, Hatim is designed for campaigns where magic is rare or non-existent. However, he can be adapted for other games. If low-to-medium power magic is available, he will own a few amulets, some of which may be specifically designed to prevent his mind being read or his activities being magically observed. He will also pay careful attention to any reports of magical investigation of crimes and take measures to protect his secret.

If magic is *really* commonplace, Hatim will be sure to make use of it. Aside from anti-magic defenses, he might, say, have an enchanted sword, probably incorporating defensive powers, or employ a renegade wizard to advise him and assist him in emergencies. Being educated in philosophy, he might even know a few spells himself, although he would probably not use them in combat, any more than he would habitually get into sword fights.

WILLIAM GRANT

(ALIAS "BIG BILL")

Total Points: 175

Base Setting:
Cyberpunk/Cyberworld

ST: 10 [0] DX: 10 [0]
IQ: 14 [45] HT: 11 [10]
Speed: 5.25 Move: 5
Dodge: 5

Age 37; 5'9"; 200 lbs.; a chubby fair-skinned man with brown eyes and receding black hair. He usually wears an expensive suit with a flashy watch.

Advantages

Ally Group (GFS employees, four 100-point characters, 15-) [60]; Charisma +2 [10]; Contacts (Arms dealer, skill 15, available 9-, usually reliable) [4]; Contacts (Fixer, skill 15, available 12-, usually reliable) [4]; Contacts (Korp lawyer, skill 15, available 12-, usually reliable) [8]; Contacts (Police chief, skill 18, available 12-, unreliable) [3]; Empathy [15]; Literate [5]; Wealthy [20].

Disadvantages

Enemy (Jerry Marquez, 100-point street op, 9-) [-10]; Greed [-15]; Overweight [-5]; Secret (Dishonest fixer) [-20]; Unfit [-5].

Quirks

Big fan of bloodhunting; Likes European cars; Never discusses politics; Uses chess metaphors; Won't drink any alcohol except champagne. [-5]

Skills

Accounting-16 [8]; Acting-15 [4]; Administration-15 [4]; Area Knowledge (Boston)-14 [1]; Area Knowledge (New York)-14 [1]; Area Knowledge (United States)-14 [1]; Carousing-12 [4]; Chess-14 [1]; Computer Operation/TL8-14 [1]; Detect Lies-17* [2]; Diplomacy-12 [1]; Driving/TL8 (Automobile)-10 [2]; Economics-12 [1]; Fast-Talk-14 [2]; Guns/TL8 (Pistol)-12 [1]; Holdout-14 [1]; Law-13 [2]; Mathematics-12 [1]; Merchant-14 [2]; Psychology-14 [4]; Savoir-Faire-14 [1]; Scrounging-14 [1]; Streetwise-15 [4]; Swimming-10 [1].

*Includes Empathy advantage.



Languages

English (Native)-14 [0].

Equipment

Grant normally wears an expensive suit and has a pocket computer and phone with him. If he must go armed, he carries a SOG Feder. He owns a powerful German saloon car with extra armor and concealed weapons.



William Grant is the son of a middle-ranking korp executive. His father's company shielded him from the worst effects of the crises that occurred in the early one-and-twenty. William went to college and studied accounting just like Daddy wanted. He graduated shortly after the declaration of the Provisional Government. Looking around, he found a world that was going over the edge. It was a world with possibilities, where a man with initiative might make a dollar or two.

He set up a small accounting firm, handling minor contract jobs for the korps, accounts for freelancers, and the like. On the surface, Grant Financial Services was then, and remains now, a respectable small company. The business provides a front for Grant's real activities and ranks him as a solid C-2 citizen.

Grant has always been keenly aware that the most profitable deals are untaxed. So he set about making contacts in the black economy. His natural ability to win people's trust allowed him to gather a small network of contacts and informants. Early on, he made a name for himself as a money launderer. He is still regularly used by the local mob to launder money. However, his main business is as a deal maker, a fixer.

The problem is that Grant does not deal honestly with his street ops. While claiming to take only a 5% cut, he usually takes far more. Having bled a particular group of street ops dry, he eventually arranges for them to be disposed of, preferably at a profit. So far only one person has survived Big Bill's double-cross, a ronin by the name of Jerry Marquez. He's still planning his move, but in the long run he wants to bring Grant down hard.

Motivations

Big Bill likes the finer things in life and he likes them as often as possible. Respect is good too, and he does get a certain satisfaction when he double-crosses a group of chump street ops and they never even realize he cheated them.

Encountered

Big Bill will almost certainly contact any group of up-and-coming street ops that come to his attention. He will have a deal for them – he thinks they've got what it takes to score big and he wants to act as their "agent." He'll find them jobs, negotiate terms, and so on. He'll demand a 5% cut, but that'll seem like a small price to pay. After all, Grant's network of contacts and his negotiating skill will more than make up for it. There's also the added benefit of never needing to meet the clients.

Grant will come across as plausible and charming. He knows exactly the right buttons to push to win anyone over. In fact, Grant takes far more than 5%, and will cheat his clients out of as much as possible. He will arrange for "cheap" equipment, but again will pocket most of the money and provide gear of dubious quality.

Another of Grant's favorite cons centers around money laundering. He claims it takes a month and costs 30% to handle most sizable amounts of money, and at that rate he doesn't make a profit. In fact, his set-up can handle all but the most massive amount of dirty cash in a week at a mere 5% loss. Grant then pockets the difference and invests the rest of the client's money for the remaining three weeks. He never cheats the mob when laundering their money, however. He's greedy, not insane.

As time goes by, the jobs Grant offers to ops under his influence will get riskier, and the rewards won't appear to get much better. He will then start to set them up for "the big payoff." He'll arrange a job and orchestrate it to fail, getting the unlucky ops in trouble with the law or the mob, or both. Once the trouble starts, he will be conciliatory, anxious to help. In fact, he will guide them deeper into trouble. When the reward for them has grown large enough, he will tip off the appropriate party. Grant gets a large pay-out; his now-unwanted clients are removed without ever knowing who did them in.

– Gareth L. Owen

Allies

Big Bill's allies are 100-point characters, all GFS employees with small amounts of discreet cyberwear and maximum skills of about 18. Kurt Wesser is his driver/bodyguard. James Bratt is another bodyguard. Melinda Brook is his bodyguard/lover (see below). Samuel "Reboot" Ball is a netrunner.

Melinda Brook (100 points)

Age 35; black hair, dark green eyes, slim build.

ST 10 [0], DX 13 [30], IQ 12 [20], HT 11 [10]
Speed 6, Move 6
Dodge 6, Parry 10 (Brawling)

Advantages: Attractive [5]; Combat Reflexes [15]; Comfortable Wealth [10].

Cyberwear: Bionic Eyes (+1 acute vision) [2]; Chip Slot [5]; Macho Chip [5].

Disadvantages: Callous [-6]; Insomniac [-10]; Jealousy [-10]; Secret (Criminal activity) [-20]; Sense of Duty (To William) [-10].

Skills: Acting-13 [4]; Area Knowledge (Boston)-13 [2]; Brawling-15 [4]; Computer Operation/TL8-12 [1]; Driving/TL8 (Automobile)-12 [1]; First Aid/TL8-12 [1]; Guns/TL8 (Pistol)-17 [16]; Guns/TL8 (Shotgun)-15 [4]; Holdout-13 [4]; Professional Skill (Secretary)-13 [4]; Sex Appeal-12 [2]; Shadowing-12 [2]; Stealth-12 [1]; Streetwise-12 [2]; Swimming-13 [1].

Languages: English (Native)-12 [0].

Equipment: She keeps a Glock Hotload in her handbag and a Thor shotgun in Big Bill's car.

Melinda is Grant's bodyguard and lover. She will be introduced to the PCs as his secretary. If things get rough, they will discover she's actually a capable protector.

Variations

William Grant will fit into almost any setting. He works better if the PCs are in an illegal business and he can keep them from meeting their clients, but Grant has scams that will succeed even if this can't be arranged. The pattern is always the same: he uses his contacts and skills to become invaluable to the group, first handling the "financial details," then setting them up and walking away with the money. In a *Traveller* mercenary game he would be the unit's agent, making deals, providing substandard equipment at premium prices, and finally sending the mercs to their deaths and pocketing their fee.

Less lethal alternatives exist. As an agent for a rock group, perhaps, Grant would thrive, although his contacts would be different. He would still try to maneuver the band into trouble, but this time his payoff would be selling the story to the tabloid press!

ALICE NORCROSS

(ALIAS "THE SCORPION")

Total Points: 197
Base Setting:
Supers/1920s

ST: 13 [30] DX: 12 [20]
IQ: 11 [10] HT: 16 [80]
Speed: 7 Move: 8
Dodge: 9
Parry: 5 (Knife)



Age 35; 5'10"; 165 lbs.; a tall woman with short blond hair and gray eyes, dressed in expensive but slightly conservative clothing – or in black leather armor (including a mask that covers her hair), carrying a whip.

Advantages

Combat Reflexes [15]; Courtesy Rank 4 (Captain, U.S. Army Nursing Corps, ret.) [4]; Fearlessness +1 [2]; Hard to Kill +2 [10]; High Pain Threshold [10]; Musical Ability +1 [1]; Reputation +1 (As a supporter of the arts, among the social elite, 10-) [1]; Status 2 [5]; Very Fit [15]; Very Wealthy [30].

Disadvantages

Bully [-10]; Compulsive Behavior (Physical exercise) [-5]; Delusions ("An epidemic of sexually transmitted diseases threatens the city") [-5]; Enemy (San Francisco police, medium-sized group, 9-) [-20]; Intolerance (Promiscuous and indecent people) [-5]; No Sense of Humor [-10]; Overconfidence [-10]; Sadism [-15]; Secret Identity [-20].

Quirks

Favors effeminate men as friends; Small talk often centers around horses and racing events; Keeps hair unfashionably short; Sings opera to herself; Tends to be socially obtuse (misses body language cues, obvious flirtations). [-5]

Skills

Acrobatics-11 [2]; Acting-12 [4]; Area Knowledge (San Francisco)-11 [1]; Breath Control-8 [1]; Bullfighting-10 [1/2]; Dancing-11 [1]; Escape-11 [2]; First Aid/TL6-13 [4]; Guns/TL6 (Rifle)-13* [1]; History (Military)-8/14 [1]; Holdout-11 [2]; Knife-12 [1]; Lifting-11 [1]; Musical Instrument (Piano)-10** [1];

Musical Notation-12** [1]; Physician/TL6-11 [4]; Physiology/TL6 (Human)-9 [4]; Riding-12 [2]; Running-16 [4]; Savoir-Faire-13† [0]; Singing-17** [1]; Stealth-14 [8]; Strategy (Land)-8 [1/2]; Tactics-10 [2]; Tracking-10 [1]; Veterinary/TL6-10 [2]; Whip-14 [8].

*Includes IQ bonus.

**Includes Musical Ability advantage.

†Free from Status.

Languages

English (Native)-11 [0]; French-10 [1].

Maneuvers

Entangle (with whip) +2 [2]; Hit Location (with whip) +3 [6].

Equipment

Leather armor: PD 2, DR 2, 20 lbs., hidden pockets (+2 Holdout).

Whip: length 3 yds., weight 6 lbs., 1d-1 cr or entangle.

Knife: small knife, weight 1/2 lb., 1d+1 cut, 1d+1 imp, concealable (+1 Holdout).

Rifle: Springfield 73, .45-70 caliber, snap-shot 15, accuracy 8, half damage 700, maximum range 2100, 4d cr, 1 shot, 9 lbs.

Alice Norcross doesn't think of herself as a super-villain, and not just because the term hasn't been invented in the 1920s; she considers herself a hero working outside the law to protect society. Her victims don't agree.

The first child of a cavalry officer, she received little affection from her father. He wanted a son. When his wish was granted four years later, she witnessed his eagerness for her brother Robert to be brave and physically fit. As a result, she became a classic tomboy. Her brother wasn't inclined that way and ran away at 13; Norcross still worries over whether being compared unfavorably to her pushed him over the edge.

Norcross reached puberty late and felt awkward playing a feminine role (though she enjoyed dancing as much as any other physical activity). Her mother's death when Alice was 15, and the resulting loss of a female role model, didn't help. In her late teens she became friendly with a young lieutenant under her father's command, until he revealed a sexual interest in her and she had to fight off an unwanted advance. Her father's threat to horsewhip him impressed her; so had the discovery earlier that evening that she was stronger than her would-be seducer.

She entered the Army through the nursing corps, completing her training just in time to serve in the Great War. Her father also served – and learned how useless cavalry was against automatic weapons. Always a drinking man, he became an alcoholic and died of ruined health and despair, shortly after Prohibition was enacted.

Norcross left the Army during her father's final illness. As his only heir, she had no financial need to reenlist, nor were her services needed. She got involved in musical activities (singing at her church and going to the opera), volunteer work, and physical exercise. Several men were glad to escort her to social functions, but she only went out with men who didn't make her feel any danger of being harassed or attacked. Her nursing experience made her aware of the medical consequences of promiscuity (or, as she calls it, "unchastity"); now, in the Roaring Twenties, she sees that sort of loose behavior everywhere, and she doesn't approve.

Alice doesn't limit herself to mere disapproval, however. She has begun to do something about the problem, going out at night as the Scorpion and punishing public indecency, everywhere from dockside bars and brothels to fashionable nightclubs. The police have taken notice and are looking for her, but she feels certain that decent people really appreciate her crusade.

Motivations

Alice Norcross wishes to protect society from disease and women from male exploitation, whether they want her help or not. If there are any psychological depths beneath that, she isn't likely to explore them; what she's heard of psychoanalysis makes her wonder why Freud isn't in prison. In fact, she might personally try to discourage anyone from practicing psychoanalysis in her city.

Had she lived 75 years later, Norcross might have been a happy member of a bondage club. She doesn't know about the very private clubs that exist in her time; she thinks that her obsessive exercising, her leather and whips, and her fascination with Houdini's escape skills simply reflect her desire for physical challenges. She also thinks her men friends are as chaste as she is. Telling her otherwise would disturb and offend her.

Encountered

Norcross isn't much given to long-term planning. Adventurers in a 1920s campaign may find her in her Scorpion guise, battling whatever vices she encounters. Should opponents hoping to subdue the Scorpion hesitate to use deadly force, they are likely to regret their restraint.

If the Scorpion meets other vigilantes who do not immediately try to apprehend her, she may actually consider them potential allies. Surely they understand that sometimes the law must be broken to counter crimes it can't touch? If anyone takes her up on this alliance, they may discover her madness gradually – or be confronted with it suddenly, should she decide that they're somehow tainted by corruption.

In running Norcross, GMs should emphasize how difficult it is to stop her. With all her advantages, she is almost impossible to kill. If knocked down, she will likely get back up swiftly enough to alarm most foes.

– William H. Stoddard

Base of Operations

Norcross still lives in the house she inherited from her father, a two-story building not far north of downtown San Francisco. Her father's portrait hangs over the mantel in the living room, and the master bedroom is kept up as if he might return. Otherwise, she has recast the place in her own image. She has turned the library into a music room that houses her collection of phonograph records. The attic has been remodeled into an indoor exercise room; Norcross has the only key (the servants never go there) and keeps her special toys there. The house is kept obsessively neat. The servants complain that they can never get things clean enough for Miss Norcross.

Tracking Norcross to her base will be a challenge. She "patrols" downtown and the docks south of there. She reaches her patrols on foot, but she knows how to move quickly and inconspicuously through the city.

Adventure Seeds

Breaking Strain: Under a new name, Robert Norcross now has a successful career on the stage. Alice doesn't usually go to musicals, but she might accept an invitation – and recognize the touring company's romantic lead as her lost brother. At this point her behavior will become unpredictable, as old emotions come back to life.

The Refiner's Fire: If she does get caught and sent to prison, Norcross is likely to find the experience curiously invigorating. If she is paroled, or should she escapes, she may have gained some Allies. But she may still want revenge on the PCs who sent her there.

CORRINNE ST. JOHN

Total Points: 117

Base Setting:
Horror/Modern

Age 19; 5'2"; 115 lbs.; a very beautiful young woman with shoulder-length blond hair and ice-green eyes.

Advantages

Acute Taste and Smell +4 [8]; Ally (Caleb St. John, 137-point character with special abilities, 12-) [30]; Discriminatory Smell [15]; Night Vision [10]; Sanctity [5]; Shapeshifting (Wereleopard) [30]; Unusual Background (Shapeshifter) [10]; Very Beautiful [25].

Disadvantages

Distractible [-1]; Frightens Animals [-5]; Illiteracy [-10]; Mute [-25]; Secret (Murderous werecreature) [-30]; Social Stigma -2 (Carny) [-10]; Untrained Shape-Changing [-15].

Quirks

Insists on a high-protein diet; Likes muscular men; Fastidiously neat; Thrill-seeker; Doesn't share. [-5]

Skills

Acrobatics-12 [1]; Brawling-13 [1/2]; Climbing-13 [1]; Dancing-14 [2]; Erotic Art-12 [1]; Escape-12 [1]; Gesture-13* [1]; Juggling-14 [1]; Jumping-13 [1/2]; Sex Appeal-14 [10]; Shadowing-10 [2]; Sleight of Hand-13 [2]; Stealth-14 [2]; Swimming-14 [1]; Tracking-16 [14].

*Includes Mute disadvantage.

Languages

English (Native, listen only)-10 [0].

Wereleopard 30 points

A wereleopard has double her normal ST, DX 14, HT +2, as well as PD 1 and DR 1. In leopard form, her speed becomes 9, and she attacks by biting for the throat (cutting damage, as per p. B140). Weight is unchanged. Size is 2 hexes. A wereleopard gains the Stealth skill and Sense rolls, both at 18.

Equipment

Corrinne carries a picture of her brother, Caleb.

ST: 10 [0] DX: 14 [45]
IQ: 10 [0] HT: 10 [0]
Speed: 6 Move: 6
Dodge: 65
Parry: 8 (Brawling)

In the carny world, the unusual is the everyday and the downright bizarre is met with equanimity and acceptance. But Corrinne St. John pushes even carny tolerance to the limit, even though the initial impression she gives is of a pretty and innocent young woman.

Less than a month after her birth, Corrinne demonstrated that she had inherited something unusual from her father, Balthazar the Human Leopard. She is a wereleopard, a bloodthirsty huntress with a taste for human flesh.

Balthazar, the Human Leopard, was once Michael Balthazar, who made a living by leading expeditions to Africa. His final trip involved escorting a team of archaeologists in search of a lost city. They found the city. While it was indeed *lost*, it wasn't *uninhabited*. The ancient, primitive tribe who made a home there, a people that called themselves the "Children of the Leopard," meant to sacrifice the entire party to their cruel and hungry god.

Michael was last to be taken to the temple. They bound him to an altar and anointed him with a liquid made from blood and herbs. But before they could complete the ceremony, Michael broke free and



killed the tribe's high priest with his bare hands. The moment he did, he underwent a transformation. His skin sprouted tawny gold fur with dark spots. He grew claws and fangs. He developed uncanny strength, as well as a disturbing hunger.

In the confusion that followed, Michael was able to escape. He fled Africa, fearing that the tribe would be hunting him. He spent several years searching for a way to restore his human form, but to no avail. Eventually, he accepted a job in America with Big Country Midways, as the star of their freak show. He married a young runaway named Cassandra St. John, and adopted her infant son, Caleb. Eight years later, despite Balthazar's worry that his curse would be passed on, he became the father of Corrinne. Shortly after her birth, he realized his fears had been justified.

Even apart from her habit of unexpectedly changing into a leopard cub, Corrinne was an unusual child. She showed little interest in learning to talk or read, less interest in most food, and none at all in wearing clothes. She had to be carefully supervised around other children because she played too rough and was particularly prone to biting.

As she grew up, Corrinne grudgingly got her impulses under control. Her innate grace and quickness got her work in the carnival in various capacities: juggler, magician's assistant, dancer, and acrobat. Orphaned at 11, she was raised by her older half-brother, Caleb. He is the only authority figure she respects (see Caleb's entry on p. 52).

Corrinne currently has a room in her brother's trailer. The rest of the carnies regard her as strange, even by their standards. And they do not even know about the overpowering urges to hunt and kill that have recently come upon her. Caleb protects her and covers up for her, encouraging her to restrict her hunts so they cannot be traced back to the carnival.

Motivations

Corrinne lives for the moment. She is a creature of physical sensation, taking great pleasure in a meal, a bath, a nap in the sun, the beauty of a sunset, or the power of a thunderstorm. She loves challenges, risks, and the thrill of the hunt.

She sees all other creatures, except her brother Caleb, as potential prey, though she tries to hunt and kill away from the carnival grounds. She refrains not out of any sense of carny loyalty – Corrinne does not categorize herself as human, let alone as a member of the carny subculture – but because she understands the danger such kills might bring down upon her and Caleb.

Encountered

Corrinne is most likely to be encountered at the carnival. If she is outside the fairgrounds, she is either on the prowl at bars and nightclubs, or resting in some secluded spot with the remains of her "date."

From time to time, Corrinne gets so caught up in pursuing a victim that the carnival must move on without her (Caleb only does this reluctantly). Should she be arrested or otherwise detained away from the carnival, her unusual behavior may bring her to the attention of well-meaning social workers. What effect might hospitalization, medication, and other forms of treatment have on her?

The pattern of Corrinne's kills is bound to be noticed eventually. Bodies torn apart by teeth and claws of "species unknown" are sure to intrigue reporters. Word might even reach the ears of people familiar with African tribal legends or perhaps even long-questing hunters from the lost city itself.

In the company of her brother Caleb, Corrinne can be a deliberate menace rather than a creature driven solely by her urges. She does not connect with him on a human level but regards him with the affection and obedience an animal might show its trainer.



Temple of the Leopard God

In the heart of the Congo is a fabulous lost city, whose people call themselves the Children of the Leopard and revere the great cat above all else. It is said to be a place where time stands still, where the ancient ways still hold sway. Those few who have seen the city and returned to tell about it speak in a hushed voice of its tremendous wealth and lethal dangers.

The city is dominated by a towering mass of stone, a temple in the shape of a leopard's head. The temple is covered with sheets of hammered gold, and its eyes are translucent precious stones. At night, the priests build fires on a platform behind the eyes, creating an eerie green glow that lights the central city.

The mouth of the leopard temple gapes wide, with elephant ivory set into the jaw to serve as fangs. The tunnel of its throat leads to a chamber of worship, a cylindrical room rising to an open roof through which a forest of dangling vines and the occasional swatches of sky can be seen. Stone tiers line the curved walls, where spectators stand to watch ceremonies and sacrifices.

At the room's center rests a massive altar carved to resemble a crouching leopard with a broad, flat back. It grips a jeweled ceremonial dagger in its diamond teeth. Legend has it that the leopard can come to life if the treasures of the temple are threatened. Around the idol, squat stone tables hold jars of oil, herbs, and the other ingredients used by the priests for the rites.

The high priest wears a headdress of gold and a cloak of leopard skin; his underlings are bare-chested, but wear loincloths. All conceal their faces with masks made to look like snarling leopards. They protect themselves with claw-tipped gloves (thrust -1, cutting damage; Brawling skill of 12).

SARA WEISS

Total Points: 97
Base Setting:
Espionage

ST: 8 [-15] DX: 10 [0]
IQ: 13 [30] HT: 9 [-10]
Speed: 4.75 Move: 4
Dodge: 4
Parry: 6 (Judo)

Age 27; 5'4"; 130 lbs.; a young woman with brown eyes and delicate features, Sara is both beautiful and sophisticated. She always dresses well; everything she wears has a designer label.

Advantages

Administrative Rank 3 [15]; Ally (Agency superior/paramour, 150-point agent, 6-) [20]; Beautiful [15]; Comfortable Wealth [10]; Fashion Sense [5]; Patron (The Agency, very powerful group, 9-) [25]; Pitiable [5]; Reputation +1 (As someone on the promotion fast-track, within the Agency, 7-) [1]; Security Clearance 2 [10]; Status 1 [5]; Voice [10].

Disadvantages

Attentive [-1]; Bad Temper [-10]; Oblivious [-3]; Overconfidence [-10]; Secret (Office affair) [-10]; Secret (Orchestrates mission failures) [-30]; Selfish [-5].

Quirks

Intolerant attitude toward alcohol; Claims never to get drunk; Never admits error; Always claims the credit. [-4]

Skills

Accounting-12 [2]; Acting-12 [2]; Administration-14 [2]; Appreciate Beauty-11* [0]; Area Knowledge (Washington D.C.)-12 [1]; Computer Operation/TL7-13 [1]; Driving/TL7 (Automobile)-11 [4]; Fast-Talk-14 [6]; Guns/TL7 (Pistol)-15 [2]; Intelligence Analysis/TL7-13 [4]; Intimidation-12 [2]; Judo-10 [4]; Literature-11 [1]; Savoir-Faire-16** [2]; Sex Appeal-16** [4]; Typing-12 [4].

*Default from Savior-Faire.

**Includes Voice advantage.

Languages

English (Native)-15 [2], French-12 [1].



Equipment

Away from the Agency, Sara carries a purse containing a cell phone, a dictaphone or palmtop computer (on a failed IQ roll, either of these will contain classified data), her Agency security pass, a small-caliber (.22) pistol, mace spray, and a gold credit card. While at the Agency, the pistol and cell phone will be signed in to building security; however, Sara also keeps a pistol secreted in her office, against regulations. For transport, she drives a silver or white Mercedes convertible.



Raised by a cold, perfectionist father and a succession of pretty, but uncaring stepmothers, Sara Weiss learned two lessons early on in life: nothing she did would ever be good enough, and the appearance of perfection is a pretty good substitute for perfection itself.

While at college, Sara was recruited into the administrative branch of the Agency, a covert intelligence organization. Partly through a combination of work and luck, but also the adept use of social skills, she has risen quickly from low-level intelligence analyst to assistant head of a department. It has been a rapid rise for one so young.

Motivations

Weiss likes her job, or rather, she likes the status and money that come with it. But most of all, she likes the feeling of being in control. And, after a few years

as an assistant department head, she hopes to use the help of an Ally within the Agency to garner a department of her own. Then everything will be *perfect*.

But Sara is surrounded by obstacles: incompetent inferiors and superiors, people obsessed with petty detail, and those jealous of her success. Sometimes it takes all of her skill to surmount these obstacles. Sometimes she *must* go beyond the Agency rulebook to forge solutions.

Although Sara has signed official secrecy contracts and can count on the Agency as a Patron, she does not regard herself as being bound to them. Therefore she does *not* have the Duty or Sense of Duty disadvantages.

Encountered

Ms. Weiss would most likely be encountered as the assistant to the player characters' head of department. She assigns missions, leads briefings, allocates resources, debriefs, and takes reports on behalf of their superior. This puts her in frequent contact with the characters. Sadly, she has been promoted beyond her competence.

Sara's overconfidence, lack of experience, and even her foul temper have caused her to make some procedural and personal errors, a fact that she does not handle well. If a minor mistake is exposed, she will either shrug it off as inconsequential or ignore the complaint completely. If the error is major, she will attempt to Fast-Talk her way out of trouble or to Intimidate by pulling rank. Note, too, that her Pitiable advantage is under her voluntary control. Normally, she projects an image of no-nonsense competency. When things get beyond her control (that is, when she has failed her Fast-Talk and Intimidation rolls, or her Ally cannot help), she may appear to break down in order to gain sympathy.

If none of these things help and PCs continue to press her about a mistake, Weiss is quite likely to put on a spectacular display of temper. Later she will privately seek out the player characters and apologize for this, but secretly she will have decided that they are now enemies. Future missions for the team will then become a bit more difficult. Resources allocated to them will be inadequate. In briefings, important facts will be buried in minutiae. Missions will be aborted at the last moment, without explanation. If the PCs do not challenge Weiss about these problems, she will remove them from her enemies list and things will gradually return to normal. If confronted, she will produce faked or altered records to support her claim that the agents are the cause of their own failures.

Characters that persist in annoying her earn Weiss as an Unknown Enemy (formidable individual, 12-) [-25] (p. CI77). Weiss will attempt to eliminate such adversaries by setting them up for a total mission failure, a catastrophe that will result in any survivors being driven from, or pursued by the Agency. In the past, she has gone as far as leaking classified material to the mission targets in order to accomplish this.

Sara has one major vulnerability: she is conducting an affair with a superior in the Agency. Revelation of this will lead to disciplinary action and reassignment for one or both of the lovers, or even obligatory resignation. (Alternatively, in a less-disciplined organization, Sara will have an external boyfriend from whom she needs to hide the affair, and her Agency paramour will have a wife.)

If Sara considers herself to be at risk and has run out of other options, she will call upon her Agency lover to bail her out of trouble, possibly blackmailing him with threats to reveal their affair to his superiors or his wife, at which point he will become an Unwilling Ally (p. CI19).

Sara Weiss is a low point-level villain, but handled the right way she is a *femme fatale* designed to cause maximum damage to characters who cross her. Most combat-oriented teams will be ill equipped to deal with her particular threat.



Variations

An alternative use for Sara is as a Patron to an independent team. She will present their mission as a legitimate Agency job, but one requiring outside assets for maximum deniability. In truth, she will be using Agency resources illicitly to set-up a real Agency team she wishes to destroy, or will be attempting to fake her own abduction or elimination in order to extricate herself from disaster. She will then betray the false team.

The skills presented for Ms. Weiss are consistent with a military or quasi-military intelligence or special operations agency, but can be adapted for other organizations or settings. For example, for an occult campaign, replace Intelligence Analysis with Hidden Lore. A crime-fighting campaign would require Criminology. The History skill would be appropriate for a *Time Travel* campaign. Sara could even be adapted to a *Fantasy* game, perhaps as a bursar or other official in a College of Wizards. This can be accomplished best by replacing weapons- and intelligence-related skills with some low-level spells and a level or two of Magery.

For a more cinematic *Espionage* campaign (e.g. *True Lies* or *Mission: Impossible*), GMs should increase Sara's weapon, unarmed combat, and computer skills to provide more of a challenge for the game's climactic scenes, although these should not be her main strengths.

—Nelson Cunnington

Total Points: 214

DEBORAH WILLIAMS

Base Setting:
Atomic Horror

Age 32; 5',2"; 105 lbs.; a brunette, attractive but not memorably so. Deborah Williams may wear a scientist's lab coat, but she appears in all other respects to be a stereotypical 1950s woman.

Advantages

Attractive [5]; Eidetic Memory 1 [30]; High Technology (+3 TLs) [100].

Disadvantages

Obsession (Discover the secrets of the alien ship and prove that she's a brilliant scientist) [-15]; Odious Personal Habits (Perfect '50s homemaker or Severe shyness {see below}) [-10]; Secret (Hiding the remains of a UFO) [-20]; Social Stigma -1 (A woman in 1950s America) [-5].

Quirks

Secretly reads science fiction, but wishes for stronger female characters; Always smiles (campy) or stays distant from any crowd (straight); Performs housework with a passion (campy) or only comes alive when doing her experiments (straight); Showers her husband and kids with fake affection (campy) or secretly fears love (straight); Utterly ruthless. [-5]

Skills

Acting-16* [2]; Administration-16 [2]; Astronomy/TL10-15 [2]; Beam Weapons/TL10 (Blaster)-16* [4]; Computer Operation/TL7-16 [1]; Computer Operation/TL10-16 [1]; Computer Programming/TL10-15 [2]; Cooking-17 [1]; Driving/TL7 (Automobile)-11 [1]; Electronics Operation/TL7 (Sensors)-16 [2]; Electronics Operation/TL10 (Computers)-16 [2]; Electronics Operation/TL10 (Security Systems)-16 [2]; Electronics Operation/TL10 (Sensors)-16 [2]; Electronics/TL10 (Weapons)-15 [2]; Engineer/TL10 (Computers)-15 [2]; First Aid/TL7-16 [1]; Mathematics-15 [2]; Nuclear Physics/TL10-18 [10]; Physics/TL10-19 [6]; Research-15 [1]; Science!-15* [4]; Weird Science-19 [12].

*Includes IQ bonus.

Note: Mental skills include Eidetic Memory advantage.

ST: 9 [-10] DX: 12 [20]
IQ: 15 [60] HT: 10 [0]
Speed: 5.5 Move: 5
Dodge: 5

Languages

English (Native)-15 [0].

Equipment

Deborah Williams lives in a small suburban house with the latest modern (for the 1950s) conveniences. She keeps a fully equipped labora-

tory and hides a basement crammed with alien technology. She carries a well-disguised beam weapon in her purse at all times (treat as a blaster).



Like many women in the 1950s, Deborah Williams was frequently ignored, even though she was smarter than most everyone around her. Her parents told her to be a proper and quiet little girl. Her high school teachers praised her work in home economics more than her remarkable achievements in science. Her college professors, particularly those in her chosen field of Physics, either patronized or ignored her. Her brilliant graduate thesis received less attention than the trivial scribbles of male classmates who knew how to work the "Old Boy's Club" of academia. Her career after college has been equally unrewarding; she continues to work in a lab

for men who are less intelligent but still expect her to make them coffee. She has never had the chance to do the work she wants to do, or received any real recognition for her accomplishments.

Williams has hidden her anger well. Soon after leaving college, she took on the ideal guise to shield herself from men made hostile by her brilliance – she became the perfect homemaker. Still, beneath the conservative clothes and fake smile, the trapped anger and frustration continued to seethe. She needed a way to prove that she was indeed the brilliant scientist she had always believed herself to be.

That's why, when she discovered the alien ship in her backyard, she decided its secrets were hers alone.

Motivations

Dr. Williams' goals are as straightforward as those of any mad scientist – to discover secrets undreamed of by mankind, and then gain fame, recognition, and power from those discoveries. Until she can solve the UFO's mysteries, keeping it a secret is also a concern. So, too, is getting the equipment necessary for her experiments. Of course, putting a few men in their place has its importance, as well.

Encountered

Just as there are two ways to run an *Atomic Horror* campaign, there are two ways to play Dr. Williams: campy and straight. Either way, however, she should seem like the last person who would be a madwoman in possession of alien technology. She is not an ice-woman scientist, the classic SF cliché for intelligent women; she seems instead like a typical '50s housewife. The revelation of her home project would surprise anyone who knows her.

The campy version of Dr. Williams can best be described as June Cleaver with a ray gun. She cooks, she cleans, and she's disgustingly cheerful. She says things like: "When the disintegrator activates, you'll be gone in a second. Don't worry, it won't hurt and I'll take care of the mess. Would you like some coffee while it powers up?"

The coffee, of course is prepared in an alien hydration machine, and the alien hydration machine is cleaned by TL10 electro-ionic technology. With the campy version of Williams, she'll put the alien tech to domestic use. This Dr. Williams has kept up her mask of perfect womanhood so long that she no longer knows how to drop it, even when she's destroying the world.

Naturally, the campy Dr. Williams is married. Her clueless husband and two all-American kids think she's the best wife and mother in the world. They don't question her when she says the basement is locked "until I get it cleaned up a bit." Williams won't deliberately experiment on them, but they are not considered Dependents and are not immune to side effects from proximity to her experiments.

The straight version is almost sympathetic. She seems sweet and a bit fragile; society has not been fair to her. Beneath her kindly exterior, however, is a hard and ruthless mentality that finds it easy to let other people die in order to maintain her Secret.

She does have one chink in her armor. This Deborah Williams is so shy and has been so badly treated by men that she's become socially isolated. Having a Secret hasn't helped her to open up, either. However, if she does meet a man who truly respects her, she could come to like or even love him. Because this might lead to someone learning her Secret and betraying her, the thought of love terrifies her.

Either way, the PCs will first meet Williams almost incidentally, as they investigate tech equipment thefts or weird disasters. The first encounter should provide few, if any clues. Dr. Williams is obsessed, but she also knows how to use her forgettable presence to her advantage. It should take a lot of investigation, a huge intuitive leap, or a lucky break to expose her. When that happens, her ruthless streak will come out.

Dr. Williams' Basement

The alien artifacts Williams found could include any item that sounds like part of a '50s sci-fi nightmare, and even Dr. Williams hasn't yet inventoried the ship's entire contents. Here are several items she could have at hand:

An atomic radiation mutator: This classic device alters DNA in unpredictable ways. It is easily activated. However, controlling or reversing the mutations the machine produces requires a Genetics/TL10 skill roll or an act of God.

An hyper-spatial trans-galactic communicator: This device is very complex, but anyone with Electronics (Communications) skill, TL7 or better, will eventually figure it out. The communicator receives and transmits to alien civilizations unaware of the planet Earth. Their ignorance of Earth is, of course, a very good thing.

A psionic mind enhancer: Dr. Williams could gain any mental power with this device. Alternately, it could cause her to go insane and unleash the power of the artifacts randomly.

Enigmatic alien device buttons: There are hundreds of them in the ship (see p. CII9 for details).

Finally, *a beam that makes women twice as large as men*, for people who thought "June Cleaver with a ray gun" wasn't campy enough.

Variations

It's possible to emphasize Dr. Williams' shyness, then bring her up to the modern day. She might still surprise the players with her secret. However, if the characters are sexist, she stands a greater chance of success. Williams will always hide in plain sight, taking advantage of stereotypes and insignificance – until she can kill you.

Versions of Deborah Williams in other genres might include the fainting flower noblewoman with magical artifacts in the keep's cellar, the proper Victorian lady with a library of occult spellbooks, or the bio-engineered geisha with nanotech devices. All are easily dismissed women who possess items that give them power.

October 2000

Quote of the Month

"He is the Napoleon of crime, Watson. He is the organizer of half that is evil and of nearly all that is undetected in this great city."

— Sherlock Holmes describes Moriarty in Arthur Conan Doyle's *The Final Problem*

Sunday

Monday

Tuesday

Wednesday

1

2

3

← Chapter 7 →

9

10

pick up laundry
launch satellite
remember death

racquetball at 2
(ray)

meeting
big x and
evil ste

16

17

send special
package to
the police

bank heist #12
(reschedule?)

has gina found missiles

23/30

24/31

pick up tricks
but forget treats

party with
russell

The decades bracketing 1900 were the heyday of the criminal mastermind in fiction. They were shadowy figures of great intellect, often doctors or scholars, who lurked at the heart of some vast web of crime. Their powers of persuasion and deduction were almost mystical. Their minions could strike anywhere, at any time. Their plots astounded the authorities with their audacity. With rare exception, luck alone saved civilization from their assaults.

The evil geniuses of this era set the standard for all that would follow. Both the cheesy masterminds of 1950s B-movies and the cold, calculating Bond villains in their secret fortresses are direct descendants of this genre of fiction.

Masterminds

Hall of Fame

The four most impressive turn-of-the-century masterminds have proved remarkably durable, popping up time and time again in books, films and comics. They are wonderful sources of inspiration for any evil genius NPC.

Professor Moriarty

The worthy nemesis of Sherlock Holmes. Like many fictional villains from the Victorian era, Moriarty owed a great deal to a real-life criminal genius, Adam Worth, whose exploits were fodder for papers throughout Europe and America. Ben Macintyre's biography of Worth, *The Napoleon of Crime*, is a primer on the master criminal mindset.

Fu Manchu

Not the first and certainly not the last Asian villain born of Western xenophobia and racism, the scholarly Devil Doctor rose above his origins as a manifestation of the Yellow Peril to secure his place in history.

Fantomas

The subject of an astounding 32 French novels between 1911 and 1913 (and five additional entries between 1925 and 1928), Fantomas boasted the most bizarre adventures of any master criminal. (The books directly inspired a number of surrealist paintings and poems.) A true chameleon, he adopted and discarded so many different identities that the frustrated Inspector Juve had a hard time getting his fellow cops to believe the blackguard even existed! The first two books in the series saw English-language translation in the 1980s; they are chock full of wonderfully bizarre ideas.

Dr. Mabuse

From two books by German author Norbert Jacques comes this corrupt gambler and manipulator. While the novels have seen only one British translation, back in 1926, Mabuse has reached English-speaking audiences through the brilliant

silent films of Fritz Lang and a series of European suspense movies from the 1960s. The force of this master criminal's personality was so great that, after his death in an asylum, his spirit possessed the head doctor and led him to continue his empire of evil.

Two Honorable Mentions

Had they worked with more agents and spent a little less time confronting their enemies directly, Doctors Nikola and Death might have qualified for the mastermind Hall of Fame. The creation of Australian mystery writer Guy Boothby, Nikola first appeared in the novel *A Bid for Fortune*. He, like later Bond villains, tended to appear only in the company of his cat. A monomaniac of sorts, he was obsessed with finding the secret of eternal life.

Doctor Death holds the distinction of appearing as the title character in the longest-lived pulp magazine dedicated to a villain. Whereas *The Octopus* and *The Scorpion* lasted a single issue, *Dr. Death* ran for three. The Doctor was a once-great scientist turned Depression-era eco-terrorist. His schemes to drive the American people out of the cities and back to the land were marvelously grandiose. The original pulps are all but impossible to obtain, but the series did see reprint in the 1960s by Corinth.

And a Recent Contender

For anyone who thought that masterminds were a dying breed, the neo-noir film *The Usual Suspects* provided an Academy Award-winning rebuttal. Keyser Soze is shrouded in mystery, the center of a criminal operation complex beyond imagining, and much, much too smart for the authorities. Like his most successful predecessors, Soze will only be foiled by the whims of Fortune – and you can be certain that he will make Fortune pay for every plan she spoils.

GORDON DOVER

Total Points: 500

Base Setting:
Time Travel

ST: 10 [0] DX: 12 [20]
IQ: 17 [100] HT: 13 [30]
Speed: 6.25 Move: 6
Dodge: 6

Age 36; 5'10"; 165 lbs.; a fairly handsome white male with dark hair and light brown eyes.

Advantages

Ally Group (Criminal minions, large group of 100-point characters, 12-) [80]; Attractive [5]; Charisma +1 [5]; Chip Slots (3) [15]; Filthy Rich [50]; Multimillionaire 2 [50]; Teleportation (Power 11; Autoteleport only; Usable only while Time-Jumping, -20%) [35]; Temporal Inertia [15]; Time-Jumper [100].

Disadvantages

Compulsive Behavior (Collecting historical relics) [-10]; Greed [-15]; Overconfidence [-10]; Secret (Criminal activities) [-20].

Quirks

Finds violence repulsive but unavoidable; Atheist, chuckles when God is mentioned reverently; Driven; Considers Timepiece future preferable to Stopwatch alternative. [-4]

Skills

Acting-18 [4]; Anthropology-14 [1/2]; Archaeology-14 [1/2]; Area Knowledge (Boston, Absolute Now)-16 [1/2]; Area Knowledge (London, late 19th century)-16 [1/2]; Area Knowledge (New York, mid 20th century)-16 [1/2]; Area Knowledge (Rome, early 2nd century)-16 [1/2]; Area Knowledge (Spain, late 16th century)-16 [1/2]; Beam Weapons/TL9 (Stunner)-15* [2]; Body Sense-12 [4]; Chemistry/TL9-15 [1]; Diplomacy-15 [1]; Disguise-16 [1]; Economics-16 [2]; Fast-Talk-16 [1]; History-18 [6]; Holdout-16 [1]; Intimidation-15 [1/2]; Leadership-16 [1]; Literature-14 [1/2]; Mathematics-16 [2]; Merchant-17 [2]; Physics/TL9-17 [4]; Politics-16 [1]; Research-17 [2]; Savoir-Faire-17 [1]; Stealth-12 [2]; Temporal Electronics/TL9-16 [2]; Temporal Physics/TL9-16 [4].

*Includes IQ bonus.



How and WHEN was
this photo taken?!

Languages

English (Native)-17 [0]; French-15 [1/2]; Latin-15 [1/2]; Spanish-15 [1/2].

Psi Skills

Autoteleport-17 [4].

Equipment

Dover typically wears clothing suitable for a well-to-do individual of the time period in which he is encountered. He carries a disguised stunner and an array of language and skill chips appropriate for the current time.



Born in the latter half of the 21st century, Dover studied both normal and temporal physics with the intention of joining the Temporal Control Authority (pp. TT49-60). His interest in the TCA abated when he discovered that he could *will* himself through time without the use of a cumbersome ABET platform.

Dover also discovered how easy it was to make money through his knowledge of the future. While he was unable to bring items from the past, he found he could reap massive returns on investments informed by knowledge gained in his jaunts through time.

Both Timepiece and Stopwatch have detected Dover's penetrations into the past, but his movements are difficult to distinguish from those of either agency. Dover has also encountered agents of both groups during Jumps. However, Dover was disguised

at the time and neither organization is aware of his identity in the Absolute Now. He maintains a low profile and enjoys no Status from his riches, since that wealth is hidden throughout history. Still, both agencies realize that there is a third party muddying the temporal waters. They do not like that fact one little bit.

Criminal Network

After Dover realized that his ability might not be unique, he decided he could make more money by leading others who could Jump. This also affords him more time for his collections, and insulates him from interference by either of the temporal authorities. By situating himself at various interesting junctures in time and observing others, Dover was able to detect individuals he suspected of being time travelers. Many of those he approached agreed to join him. Dover also employs time-anchored natives in many eras to care for his business concerns.

Motivations

Making money has become something of a game to Dover. He has sufficient wealth to support himself in luxury. However, every success fuels his desire for more. In addition, his travels have ignited a fascination with those figures from the past that posterity remembers. This interest manifests as a desire to collect trophies – items that were owned or created by those special individuals.

Encountered

Dover's most obvious strength is as an important continuing opponent in a *GURPS Time Travel* campaign. He or his agents might be encountered in any era. Dover himself will maintain several disguises and will do everything in his power to prevent anyone from linking his crimes to him.

Dover's most important current project is research in temporal electronics. His agents have managed to steal a large EAER and several Mark I FRs. His goal is to modify the captured electronic FRs to boost a Jumper's natural FR. So far he has had no success. Once the device is functional, his agents in the past will become much harder to detect.

In an attempt to electronically foil the EAER, Dover is also working on a device that would create a large amount of "white noise" detectable only by an EAER. This device will be used eventually to make Jumping silent by damping the energy ripples created by time travel.

Adventure Seeds

The Arms of Venus: Timepiece has detected a penetration to the island of Melos in 1800. The historians on staff believe the target is the Venus de Milo, although they can't guess why Stopwatch would be interested in the statue. The temporal interloper is actually one of Dover's Jumpers under orders to recover the statue's lost arms. The Jumper discovers the statue intact. He takes the original and commissions a local artist to create an armless version of the Venus to be discovered in the future.

Custer's Arrow: Another penetration is logged, this time to the Montana Territory in 1876. Timepiece is concerned that Stopwatch is planning to interfere with the Sioux War, which claimed the life of Custer at the Battle of Little Big Horn. Agents will discover that the interference is again caused by one of Dover's agents, this time seeking the weapon that struck the fatal blow against the young lieutenant colonel. The Jumper, disguised as a Sioux, will participate in looting the battlefield to claim this trophy for Dover's collection. The scene becomes complicated when Sitting Bull and Crazy Horse have the body brought to them. If the PCs arrive early enough, they may get to interact with Custer himself (pp. WWii90-91).

Spanish Gold: Dover sends a group of Jumpers to Florida in 1630. They take TL9 scuba gear with them, thanks to the Heavy Encumbrance enhancement to their Time-Jumper advantage. Their objective is to loot the remains of the *Atocha*, a Spanish ship wrecked off the Keys in 1622. While they cannot take the 47 tons of silver, the 150,000 gold coins, or the fortune in gemstones out of this time, they can move it to another location so that Dover's men, not treasure-hunter Mel Fisher, will discover it in 1985.

Hideouts

Since Dover is unable to transport items to the future, he maintains several residences and safe houses throughout history, both to serve as dwellings and to store his collection. Among others, his holdings include a Boston Colonial in the Absolute Now, an office complex in New York City in the 1950s, a London townhouse in the late 1800s, and villas located in 16th century Spain and early second century Rome.

Campaign Notes

The Time Corps campaign background (pp. TT49-60) mentions that Time Jumpers exist (sidebar, p. TT49), but gives no details on how to integrate this advantage into the background. This section offers suggestions on how to do just that.

Individuals with the Time-Jumper advantage generate their own FR field, without need for hardware. However, anything that leaves their person is assumed to leave the field as well; it snaps back to the Absolute Now, at the location where the Jumper originated. Jumpers may still purchase different load capabilities, but earn or pay only half as many points as indicated on p. C146.

If a Jumper falls unconscious or dies, his FR field fails and he snaps back to the Absolute Now, at the physical location from which he jumped. This makes capturing a Jumper more difficult; Time Corps agents will likely need to discover the Jumper's future identity and alert the authorities in the Absolute Now. Penetration into the past by Jumpers can be detected by any of the electronic equipment normally used for such purposes by either time agency.

Jumpers ignore the windows that ABET must obey. If the GM does not want them to possess this ability, a suggested cost for this limitation is -10 points. Jumpers are still affected by divergence and blackouts (which means they cannot journey to the time between 1970 and the Absolute Now).

JOHANNES KONRAD (ALIAS "MR. K")

Total Points: 575

Base Setting: Modern

ST: 11 [10] DX: 12 [20]
IQ: 14 [45] HT: 12 [20]
Speed: 6 Move: 6

Age 45; 5'11"; 170 lbs.; a tall, fit man with Teutonic features, black hair that is graying at the temples, and a pencil mustache. Konrad always wears an expensive business suit. His deep tan and good looks lend him a distinguished air.

Advantages

Ally (Vladimir Petrovich Luzhin, 450-point character, 15-) [120]; Ally Group (Criminal minions, large group, 12-) [60]; Charisma +2 [10]; Common Sense [10]; Composed [5]; Contacts (Congressman Bannon, skill 21, available 9-, usually reliable) [8]; Contacts (Nevada gaming commissioner, skill 18, available 9-, usually reliable) [6]; Contacts (Senator Wildey, skill 21, available 6-, somewhat reliable) [2]; Filthy Rich [50]; Handsome [15]; Multimillionaire 1 [25]; Psychic Vampirism (Power 8; Drain IQ only; No signature, +20%; Eye contact only, -20%) [16]; Reputation +2 (As Mr. K, a hard but fair crime boss, among the underworld, 10-) [5]; Sanctity [5]; Status 2* [0]; Telepathy (Power 10; Includes Empathy advantage; No signature, +20%) [60].

*Free from Wealth.

Disadvantages

Enemy (Rival crime syndicate, large group, 6-) [-15]; Greed [-15]; Involuntary Duty (To son, 12-) [-15]; Reputation -2 (As a man with a rebellious son, to everyone that Johnny K has upset, 10-) [-5]; Secret (Crime boss) [-20]; Secret (Psi) [-10].

Quirks

Cannot bring himself to discipline his son; Always considers the most subtle way to get what he wants; Casually manipulates people around him for amusement; Always polite; Addresses Vlad only as "Petrovich" in public. [-5]

Skills

Accounting-14 [4]; Acting-14 [2]; Administration-17 [8]; Area Knowledge (Reno)-16 [4]; Bard-16† [2]; Brawling-12 [1]; Computer



Operation/TL7-16 [4]; Detect Lies-17** [6]; Diplomacy-15 [6]; Driving/TL7 (Automobile)-12 [2]; Fast-Talk-16 [6]; Gambling-16 [6]; Guns/TL7 (Pistol)-15* [2]; Intimidation-14 [2]; Knife-12 [1]; Law-14 [4]; Leadership-17† [4]; Merchant-16 [6]; Research-14 [2]; Savoir Faire-15 [2]; Sleight of Hand-12 [4]; Streetwise-17 [8].

*Includes IQ bonus.

**Includes Empathy advantage.

†Includes Charisma advantage.

Languages

German (Native)-14 [0]; English-15 [4]; French-13 [1]; Italian-13 [1]; Spanish-13 [1]; Russian-13 [1].

Psi Skills

Drain IQ-14 [4]; Mental Blow-15 [6]; Mind Shield-21 [18]; Mindwipe-16 [8]; Sleep-15 [6]; Suggest-16 [8]; Telecontrol-15 [6]; Telereceive-18 [12]; Telesend-15 [6].

Equipment

If Konrad *really* wants or needs something, he will locate and buy it; if it isn't for sale, he will generally have someone "acquire" it. In game worlds where psi shields are available, Konrad will possess a non-working shield and will wear it ostentatiously; Vlad will be supplied with one that works.



Johannes Konrad arrived in the United States in the early 1970s with not much more than the clothes upon his back and his young wife, Maria, at his side. Although he possessed psionic abilities, they were still relatively weak and untried. A lack of money meant that when Maria suffered difficulties in her first pregnancy, Johannes could not afford proper treatment for her. She died shortly after the birth of their son.

This tragedy left Konrad with but one aim: make enough money so that neither he nor his son would ever lack again. After getting a foothold in the gambling industry, he worked his way up, capitalizing on the advantage his improving psionic abilities gave him. At the same time, he made his first contacts with the criminal underworld; these would stand him in good stead in later years.

Once he felt himself ready to go independent, he moved to Reno, Nevada to set up his own operations. Certain interests already entrenched there resented his effrontery and arranged a drive-by shooting. However, a man named Vladimir Petrovich Luzhin interfered. Late of the Soviet counter-terrorist Alpha Group and more recently an international mercenary, Vlad intercepted the would-be assassins and drove them off with devastatingly accurate pistol fire. After introducing himself (though refusing to give his last name), Vlad explained that he needed work. Konrad promptly hired him a bodyguard. The two men have since become good friends, recognizing a common ground of ruthlessness and shared destiny.

Johannes Konrad Jr. ("Johnny K" to his friends) is one of Konrad's few disappointments. In appearance, Johnny K is a younger version of his father, and has psi talents of his own, but the boy is arrogant and spoiled. Though he recently turned 22, Johnny K shows no sign of gaining any maturity, and Johannes is forever bailing him out of trouble.

Motivations

Johannes Konrad is interested primarily with making money, as much of it as possible. His secondary goal is acquiring power – social, political, and criminal. However, he recognizes the need to be subtle; rarely, if ever, will he act rashly or unthinkingly.

Johnny K (240 points)

Age 22; 5'10"; 160 lbs.; black hair, brown eyes, sullen expression.

ST 10 [0], DX 12 [20], IQ 11 [10], HT 11 [10]
Speed 5.75, Move 5

Advantages: Ally Group (Loyal friends, small group, 9-) [10]; Charisma +1 [5]; Electrokinetics (Power 5; No signature, +20%) [30]; ESP (Power 11; Clairvoyance only; No signature, +20%) [27]; Handsome [15]; Lightning Calculator [5]; Mathematical Ability [10]; Psychokinesis (Power 3; Telekinesis only; No signature, +20%) [15]; Reputation: +2 (As a truly cool dude, among friends, all the time) [2]; Telepathy (Power 5; includes Empathy advantage; No signature, +20%) [30]; Unwilling Patron (Johannes Konrad, powerful individual with special abilities, 12-) [30]; Wealthy [20].

Disadvantages: Bully [-10]; Compulsive Gambling [-10]; Easy to Read [-10]; Greed [-15]; Laziness [-10]; Reputation -2 (As a menace to society, to everyone he's ever annoyed, all the time) [-2]; Secret (Psi) [-10]; Stubbornness [-5]; Unluckiness [-10].

Quirks: Habitual liar and cheat; Frightened of Vlad; Resents his father, but uses his name for protection. [-3]

Skills: Acting-11 [2]; Area Knowledge (Reno)-12 [2]; Brawling-13 [2]; Carousing-12 [4]; Computer Hacking/TL7-16* [8]; Computer Operation/TL7-17* [2]; Detect Lies-12** [2]; Driving/TL7 (Automobile)-12 [2]; Fast-Talk-12 [4]; Gambling-12 [4]; Guns/TL7 (Pistol)-13† [1]; Knife-12 [1]; Sex Appeal-11 [2]; Stealth-12 [2]; Streetwise-12 [4]; Traps/TL7-11 [2].

*Includes Electrokinetics advantage.

**Includes Empathy advantage.

†Includes IQ bonus.

Languages: English (Native)-11 [0].

Psi Skills: Confuse-11 [4]; Cyberpsi-13 [8]; Clairvoyance-12 [6]; Mind Shield-11 [4]; Telekinesis-13 [8]; Telereceive-15 [12].

Equipment: None notable.

Vladimir Petrovich Luzhin (450 points)

Age 40; 6'1"; 183 lbs.; a solidly muscled Russian with brutal features and a blond crew-cut. He is rarely found with less than three weapons on his person.

ST 13 [30], DX 14 [45], IQ 13 [30], HT 15 [60]
Speed 7.25, Move 7
Dodge 8, Parry 10 (Brawling)

Advantages: Absolute Timing [5]; Alertness +2 [10]; Combat Reflexes [15]; Comfortable Wealth [10]; Deep Sleeper [5]; High Pain Threshold [10]; Night Vision [10]; Patron (Johannes Konrad, extremely powerful individual with special abilities, supplies equipment over starting value, 15-) [90]; Peripheral Vision [15]; Reputation +4 (As too scary to mess with, among all who know of him, all the time) [20]; Strong Will +5 [20]; Toughness (DR 2) [25]; Very Fit [15].

Disadvantages: Bad Temper [-10]; Duty (To Johannes Konrad, 15-) [-15]; Sense of Duty (To Johannes Konrad) [-5]; Stubborn [-5]; Unattractive [-5].

Quirks: Only drinks vodka, sparingly; Cleans his guns daily; Despises Johnny K; Works out; Will not reveal his last name. [-5]

Skills: Acting-12 [1]; Armoury/TL7 (Small Arms)-14 [4]; Boating-13 [1]; Brawling-15 [2]; Camouflage-12 [1/2]; Climbing-15 [4]; Criminology/TL7-11 [1/2]; Demolition/TL7-13 [2]; Driving/TL7 (Automobile)-14 [2]; Electronics Operation/TL7 (Communications)-11 [1/2]; Escape-11 [1/2]; Explosive Ordnance Disposal/TL7-10 [1/2]; First Aid/TL7-14 [2]; Gunner/TL7 (Machine Gun)-16* [2]; Guns/TL7 (Grenade Launcher)-15* [1/2]; Guns/TL7 (Light Auto)-17* [2]; Guns/TL7 (Pistol)-18* [4]; Guns/TL7 (Rifle)-19* [8]; Intelligence Analysis/TL7-12 [2]; Interrogation-13 [2]; Intimidation-15 [6]; Jumping-14 [1]; Karate-14 [4]; Knife-15 [2]; Leadership-11 [1/2]; Orienteering/TL7-12 [1]; Photography/TL7-11 [1/2]; Scrounging-13 [1]; Shadowing-14 [4]; Skiing-11 [1/2]; Stealth-14 [2]; Streetwise-13 [2]; Survival (Mountains)-11 [1/2]; Swimming-13 [1]; Tactics-13 [4]; Throwing-14 [4]; Traps/TL7-12 [1].

*Includes IQ bonus.

Languages: Russian (Native)-13 [0]; English-13 [2]; French-12 [1]; German-12 [1].

Equipment: Vlad owns a Glock 17 and a Dragunov sniper rifle. Konrad will supply anything else he needs or requests.

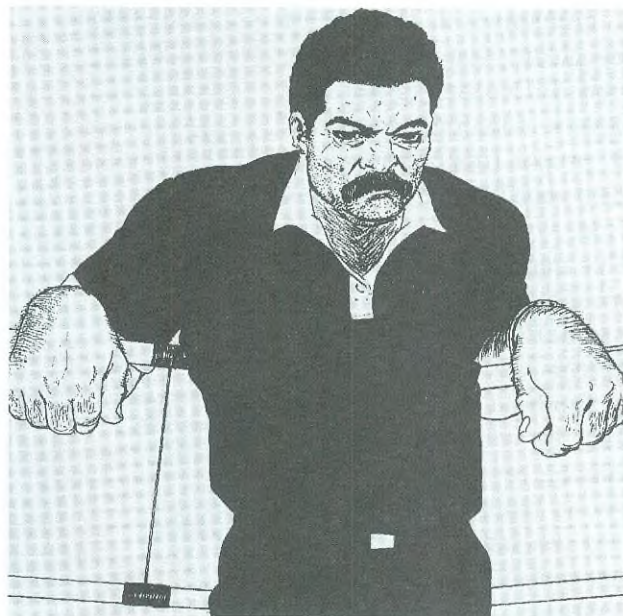
Vlad and Konrad have a solid working relationship. Johannes gains power and wealth, and Vlad ensures that he stays alive.

MANNY "MONEY" MARTINEZ

Total Points: 180

Base Setting: Supers

ST: 9 [-10] DX: 13 [30]
IQ: 13 [30] HT: 10 [0]
Speed: 5.75 Move: 5
Dodge: 5
Parry: 10 (Brawling)



Age 55; 6'2"; 200 lbs.; a middle-aged Latino man with graying hair, brushed and sprayed back so that he resembles a stereotypical televangelist. Most of his formerly imposing muscle has gone to flab. He dresses conservatively.

Advantages

Ally Group (Wrasslin' Goon Squad, medium-sized group of 100-point characters, 12-) [60]; Contacts (Cable network executive, skill 18, available 12-, usually reliable) [12]; Contacts (Local bookie, skill 15, available 9-, somewhat reliable) [2]; Contacts (Local crime boss, skill 21, available 9-, usually reliable) [8]; Reputation +2 (As a nice guy, in pro wrestling circles, all the time) [10]; Sanctity [5]; Serendipity [15]; Status 1* [0]; Voice [10]; Wealthy [20].

*Free from Wealth.

Disadvantages

Age (55) [-15]; Bad Back [-15]; Greed [-15]; Mistaken Identity [-5]; Obsession (Maintain his reputation in pro wrestling) [-5]; Secret (Criminal activities) [-20]; Sense of Duty (To Wrasslin' Goon Squad) [-5].

Quirks

Defensive about his deteriorating wrestling skills; Has a weakness for gambling; Secretly cares about wrestling; Fears what his father would think of him; Always thinks the next match/wrestler/crime is going to be his Big Break. [-5]

Skills

Accounting-11 [1]; Acting-13 [2]; Administration-11 [1/2]; Brawling-15 [4]; Bard-14* [1]; Driving/TL7 (Automobile)-11 [1/2]; Fast-Talk-14 [4]; Fight Choreography-16 [8]; First Aid/TL7-12

[1/2]; Gambling-11 [1/2]; Intimidation-11 [1/2]; Law-11 [1]; Leadership-16 [8]; Merchant (Criminal Services)-12/18 [2]; Merchant (Wrestling Services)-12/18 [2]; Performance-15* [2]; Savoir-Faire-14* [1/2]; Scene Design-13 [2]; Stage Combat-15 [8]; Tournament Law (Pro Wrestling)-15 [4]; Video Production/TL7-13 [2]; Wrestling-15 [8].

*Includes Voice advantage.

Languages

Spanish (Native)-13 [0]; English-13 [2].

Maneuvers

Arm Lock-17 [1]; Choke Hold-13 [1]; Drop Kick-14 [2]; Ear Clap-11 [1]; Head Butt-11 [1]; Neck Snap-6 [1]; Piledriver-12 [1]; Stamp Kick-14 [1].

Equipment

Wads of fake money falling from his pockets. A wad of real money, very securely stowed so it *doesn't* fall from his pocket.



Manolo Martinez has professional wrestling in his blood. His father was a famous Mexican masked wrestler who retired from the ring to manage his son's career. Against his father's wishes, Martinez

moved to the United States to break into the more lucrative world of professional wrestling there. Under a series of ring names, he slowly moved up the ladder of American wrestling. He retired from the ring in the mid-1980s after an inoperable spine injury. Since that time he has been involved in the sport as a manager.

Martinez met many of his organized crime contacts through his gambling habit. Observing them, he saw a perfect opportunity to increase his own power base by lending out muscle. Martinez had always exerted tyrannical control over the wrestlers he managed, using drugs, blackmail, or financial leverage to keep his people compliant. He was also obsessed with maintaining his "nice guy" image, however, and never let any of his wrestlers know that the threats that kept them in line came from him (he always uses a middlemen provided by the local crime boss to deliver them). His naturally innocent demeanor helped in this respect; his wrestlers thought of Martinez as the nicest guy around, never associating him with the draconian discipline to which they were subjected.

With this arrangement in place, manipulating some of his wrestlers to act in disguise as thugs for the local organized crime bosses didn't take much effort. Once a few started down the criminal path, the rest fell into line for (justified) fear that the others would drag down the whole organization – including their innocent, trusting boss – if caught. Martinez's big move toward independence from the local crime lords came recently, when he found out that a criminal lowlife by the name of Raul Castro was a physical double for him (his Mistaken Identity disadvantage). He now figures that if he is ever caught or exposed he can use Castro as an alibi, claiming that the other man was behind the criminal activity. (Note that, for Castro, Martinez counts as an Evil Twin, not a case of Mistaken Identity; Martinez actively exploits their resemblance.)

Motivations

Martinez is primarily interested in money, plain and simple, whether gained through wrestling or crime. Deep in his shriveled soul, though, he really does care about the dignity and artistry of professional wrestling. PCs just might be able to appeal to his better nature by reminding him of his legacy.

Encountered

Martinez is a showman, and even in the wrestling world he is linked to money. When he makes an appearance in or near the ring, he carries wads of fake cash in his coat pockets as a gimmick. He sometimes forgets to take these bills out of his blazer and so walks around apparently trailing money.

Martinez has made a small but nearly unique niche for himself in local crime. His men aren't killers – they aren't even the most effective combatants around – but if you're an ordinary shopkeeper it's hard to refuse to pay protection to Martinez's knee-breakers, all trained in convincing people that they're much more formidable than they actually are. His thugs are still hired out to local organized crime figures, but Martinez is doing more and more independent work these days, establishing his own presence in the crime world.

In a realistic campaign, Martinez's agents will dress like any other thugs, wearing ski masks to protect their identities; some will carry token weapons (switchblades, baseball bats, pistols) for purposes of intimidation. In a cinematic or humorous campaign, they will wear disguises consisting of wrestling-style uniforms and will be unafraid to use their distinctive fighting maneuvers against any opponent they may encounter. Martinez doesn't want them getting involved in serious or threatening combat, though. He has a financial investment in each one as a pro wrestler. He also fears the revelation of his double life should they be captured.

Wrasslin' Goon Squad (100 points)

ST 14 [45], DX 13 [30], IQ 8 [-15], HT 13 [30]
Speed 5.75, Move 5.
Dodge 5, Parry 10 (Brawling).

Advantages: High Pain Threshold [10]; Rapid Healing [5].

Disadvantages: Involuntary Duty (To Goon Squad, 12-) [-15]; Sense of Duty (To Manny Martinez) [-5]; Secret (Criminal activities) [-20]; Individual disadvantages [-15].

Quirks: Various individual. [-5]


Skills: Acrobatics-12 [2]; Acting-10 [6]; Brawling-15 [4]; Intimidation-13 [12]; Performance-10 [6]; Tournament Law (Pro Wrestling)-10 [4]; Wrestling-14 [4].


Languages: English (Native)-9 [1].


Maneuvers: Arm Lock-16 [1]; Choke Hold-13 [2]; Drop Kick-11 [0]; Ear Clap-10 [1/2]; Head Butt-10 [1/2]; Neck Snap-13 [1]; Piledriver-10 [0]; Stamp Kick-14 [1].


Equipment: None notable.


The character template above includes -5 points in undefined quirks and -15 points in undefined disadvantages. These disadvantages should be Secrets or Addictions that are used against the wrestlers to keep them in line and loyal to the Goon Squad. In addition, the template includes 10 additional unspent points. These should be utilized to customize individual wrestlers, creating a distinctive ring personality that relates to his or her combat style. Some examples for allocating these 10 points:

 **The King of the Ring:** An Elvis impersonator who cheats by bringing his cape into the ring. **Skills:** Cloak-14 [4]; Mimicry (Human Speech)-12 [2]; Singing-15 [4].

 **Jimmy "Brains" Barnes, The Smartest Man in the World:** Boasts about defeating his opponents with his superior strategy and brainpower. **Skills:** Bard (Faux-erudite ringside rhetoric)-8/14 [4]; Body Language-7 [2]; Tactics-8 [4].

 **The Sledgehammer:** His name is derived from his tremendous, almost malformed right fist. **Advantages:** Iron Hand [10].

 **Mr. Perfection, Joey DiMarco:** Handsome, vain. Styles himself a lady's man. **Advantages:** Attractive [5], Charisma +1 [5].

 **Mad Bull Rodriguez:** Acts crazed and impervious to pain, claws savagely at his opponents and head butts them. **Advantages:** Toughness (DR 1) [10].

CHARLOTTE VANE

(ALIAS . . .)

Total Points: 162
Base Setting:
Victorian/Steampunk

ST: 9 [10] DX: 12 [20]
IQ: 15 [60] HT: 11 [10]
Speed: 5.75 Move: 5
Dodge: 5
Parry: 5 (knife)

Age 35; 5'6"; 135 lbs.; a graceful, attractive, dark-haired woman (actually English, but often disguised as another nationality). Vane always dresses for the situation – very fashionably when that's appropriate and funds permit.

Advantages

Attractive [5]; Charisma +1 [5]; Comfortable Wealth [10]; Composed [5]; Contacts (International arms dealer, skill 18, available 12-, usually reliable) [12]; Fashion Sense [5]; Reputation +2 (As smart but devious, among the underworld, all the time) [5]; Status 1 [5].

Disadvantages

Proud [-1]; Secret (Wanted criminal, usually in disguise) [-20]; Social Stigma -1 (A Victorian woman) [-5]; Undiscriminating [-1].

Quirks

Dry sense of humor; Moderately fastidious; Secretly loves excitement; Vengeful (but not viciously so), so long as it's safe; Writes verbose letters with crucial information at the end. [-5]

Skills

Accounting-12 [1/2]; Acting-16 [4]; Airshipman/TL5-13 [1]; Blackjack-12 [1]; Carousing-10 [1]; Chemistry/TL5-12 [1/2]; Criminology/TL5-14 [1]; Dancing-13 [4]; Demolition/TL5-14 [1]; Detect Lies-13 [1]; Diplomacy-14 [2]; Disguise-15 [2]; Engineer/TL5 (Clockwork)-12 [1/2]; Engineer/TL5 (Vehicles)-12 [1/2]; Guns/TL5 (Pistol)-14* [1]; Holdout-14 [1]; Intimidation-13** [0]; Knife-12 [1]; Lip Reading-13 [1/2]; Mechanic/TL5 (Clockwork)-13 [1/2];



Mechanic/TL5 (Ornithopter)-13 [1/2]; Mechanic/TL5 (Steam Engine)-13 [1/2]; Musical Notation-14 [1/2]; Needlecraft-10 [1/2]; Physician/TL5-12 [1/2]; Piloting/TL5 (Ornithopter)-14 [8]; Psychology-14 [2]; Riding (Horse)-13 [4]; Savoir-Faire-17 [0]; Sex Appeal-14 [6]; Singing-14 [8]; Stealth-12 [1 1/2]; Streetwise-15 [2]; Tactics-13 [1/2].

*Includes IQ bonus.

**Default from Acting.

Languages

English (Native)-15 [0]; French-15 [2]; German-13 [1/2]; Italian-15 [1/2]; Spanish-13 [1/2].

Equipment

Charlotte Vane is always dressed appropriately for her current alias, meaning anything from cheap rags to fine ball-gowns; she prefers the latter, but doesn't let her tastes imperil her disguises. If she's moving in high society, she often wears the latest style from Worth of Paris. If she has a reasonable excuse, she'll have a derringer or similar weapon somewhere on her person. She knows how to use larger firearms, but prefers to avoid situations where they are necessary. She may well employ the most advanced technology available in the campaign.

The woman best known to the public as “Mademoiselle Marie Lumiere,” supposedly a talented professional singer of mixed French-Irish descent, was born Charlotte Vane, although she has left her lower-middle-class English origins far behind her. Each of her schemes seems to involve a new alias. (The British and Italian police are still looking for the “upper-class” Miss Charlotte Vale-Saunders, one of her early creations.)

She launched into a life of crime some years ago, eventually associating with various criminal and anarchist gangs. Their leaders thought of her as a mistress who could offer the occasional clever idea; meanwhile, she studied their methods. (She can fake political dedication, although she actually finds such topics deathly boring.) She passed as a touring singer in Europe while dealing with shady characters and revolutionaries, then went on to steal a series of interesting devices from various inventors. She has either adapted these gadgets for crime or sold them to arms dealers. Now, she might turn up anywhere in the civilized world.

Criminal Network

Charlotte Vane’s problem at present is acquiring an organization that she can bring herself to trust. Short-term alliances and dupes serve her well enough, but she finds it difficult to obtain employees to whom she might delegate authority. If she succeeds in collecting a gang, her character sheet will, of course, gain an Ally Group.

For now, she often works with locally recruited criminals. These tend to be fairly low-grade ruffians (perhaps 25-50 points, in *GURPS* terms), although she weeds out informers and complete incompetents efficiently. These associates will be equipped with a mixture of cheap, commonplace weapons and the odd special device provided by Vane. She pays well, but sensible hirelings may realize that she regards them, ultimately, as expendable.

Motivations

Charlotte Vane is a would-be Mistress of Crime on her way up, acquiring connections and resources to parlay into something greater. As a result, she still sometimes involves herself directly with the commission of crimes, although she is increasingly able to let dupes, contacts, and cats-paws take the risks. She wishes for power, both over her own destiny and the lives of others, along with material comfort. She could prosper in any of a dozen honest careers, even given Victorian sexism, but that would put her fate partly in the hands of others, which she abhors. She barely admits to herself that she also craves excitement. Her early life was *dull*. Successful crimes prove that she has left “Charlotte Vane” far behind.

Technology

Charlotte Vane is a villain who should fit very happily into a *Steampunk* campaign. No great inventor or engineer herself, she adopts new machines with enthusiasm and flexibility, and is quick to determine how they can be used for crime. She is quite often found inveigling the designs of such devices out of unworldly inventors. Her skills and tools are usually at the highest TL available (which may well be “5+” in *Steampunk*-types games).

Her favorite recent acquisition is the design for a working ornithopter mechanism, which she has adapted for use in both man-carrying steam-powered flying machines and miniature clockwork-powered mechanical birds (which can be used to deliver small bombs and other payloads with great precision). She has learned to fly the full-sized vehicles herself, and takes some pleasure in it. This has prompted her to take slightly greater risks than usual. Any ornithopter that she flies should be one of the fastest and most agile things in the skies of the game world, although probably slow, clumsy, and short of range when compared to modern real-world aircraft.

– Phil Masters

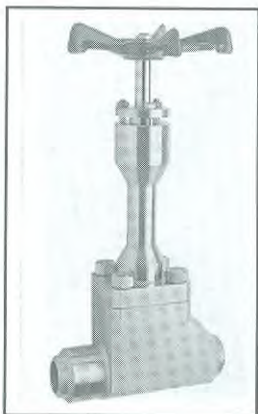
Encountered

Vane is intended as a recurrent opponent for PCs in a Victorian or even a *Steampunk* campaign, although she might be adapted for stories set in the *Old West*. With a little more work, she could also fit into *Cliffhangers*-era plots. PCs should first meet her as a seemingly unimportant figure in some social setting, and might even find her sympathetic. Note, however, that she only really utilizes her charm on people she thinks she can use. Later, they can discover her schemes and *eventually* work out what she was up to all along.

Because she is still building her power, she may come face to face with PCs while engaged in blatantly criminal activity, although she prefers to avoid personal risk. Her current activities mostly fall under the heading “industrial espionage,” but she is constantly seeking out useful contacts and will soon progress to large-scale robberies. She knows that it’s dangerous to become predictable, so she varies both her targets and her methods.

Vane is capable of using her physical attractiveness, but is more likely to flirt than to seduce. Once opponents know her for what she is, she will prefer to deal with them only when well armed or accompanied by a few henchman.

She is no casual killer; opponents who fall into her clutches are likely to be left tied up while she departs. If she is annoyed with them, she may leave a bomb somewhere nearby, but also a verbose note telling them so (the note being both a warning and a distraction, buying her valuable escape time). Similarly, if she is feeling vengeful, she is more likely to frame her foes for her own crimes than to have them assassinated. Still, any busybodies who truly threaten her life or long-term schemes might merit more deadly attention.



SIMON WILSON

(ALIAS "MAGIC MAN")

Total Points: 386 1/2

Base Setting:
Supers/Illuminati

Age 34; 5'9"; 145 lbs.; a slim and energetic man with brown skin, short black hair, and brown eyes. He dresses fashionably, in expensive clothes, and takes care of his looks.

ST: 9 [-10] DX: 12 [20]
IQ: 11 [10] HT: 11 [10]
Speed: 5.75 Move: 5
Dodge: 5
Parry: 6 (knife)
Block: 4

Physiology/TL7 (Human)-9 [2]; Poetry-12 [4]; Powerboat-12 [2]; Psychology-20 [22]; Scuba-16 [11]; Seamanship/TL7-16 [10]; Sports (Baseball)-11 [1]; Sports (Diving)-12 [2]; Swimming-15 [8]; Underwater Demolition/TL7-13 [6].

*Includes Cultural Adaptability advantage.

Advantages

Acute Hearing +2 [4]; Alertness +4 [20]; Ally Group (CONFAB, large group, 6-) [15]; Ally Group (Criminal minions, large group, 9-) [30]; Ally Group (The Faceless Men, large group, 12-) [60]; Ally Group (Natural Force, large group, 6-) [15]; Charisma +3* [10]; Contacts (Cable music channel executive, skill 18, available 9-, usually reliable) [6]; Contacts (Music video director, skill 15, available 9-, usually reliable) [4]; Contacts (Record producer, skill 18, available 9-, somewhat reliable) [3]; Cultural Adaptability [25]; Language Talent +2* [0]; Oracle [15]; Status 2** [5]; Very Wealthy [30].

*Includes Cultural Adaptability advantage.

**Includes Wealth advantage.

Languages

English (Native)-13 [0].

Equipment

Wilson is always listening to music, whether on a top-model personal stereo or a pile of 20 or more tuners, CD players, and tape decks, all playing different songs.



Simon Wilson spent his youth as a member of several unsuccessful bands. He played guitar and keyboards, but was not exceptional at either. His real love was songwriting. When his songs failed to catch anyone's attention, he began to gamble and rapidly got into debt. His long-time girlfriend, Mary Ann Otis, left him. After a bout of depression, he accepted a contract from a marine survey organization.

Disadvantages

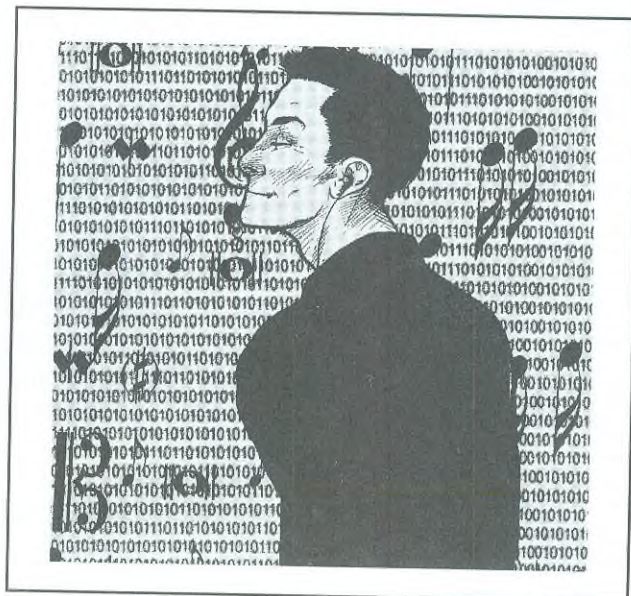
Addiction (Tobacco, \$20-, highly addictive, legal) [-5]; Compulsive Gambling [-5]; Delusions ("I am in no way responsible for the murders my minions commit") [-10]; Jealousy [-10]; Obsession (Win back ex-girlfriend, Mary Ann Otis) [-5]; Pacifism (Cannot kill) [-15]; Secret (Criminal activities) [-20]; Secret (Receives messages in lyrics) [-10].

Quirks

Works song lyrics into conversations whenever possible; Dresses "young black radical;" Chews tobacco in no-smoking areas; Sits backward on chairs. [-4]

Skills

Bardic Lore (Rock 'n' Roll Lyrics) 10/16 [4]; Bicycling-11 [1/2]; Boating-12 [2]; Breath Control-11 [8]; Carousing-12* [2]; Dancing-13 [4]; Electronics Operation/TL7-14 [8]; Engineer/TL7-15 [12]; First Aid/TL7-14 [6]; Fishing-12 [2]; Gambling-13* [2]; Gesture-11 [1]; Hypnotism-18 [18]; Knife-15 [8]; Mechanic/TL7 (Gasoline Engine)-10 [1]; Musical Instrument (Electric Guitar)-12 [8]; Musical Instrument (Keyboard)-12 [6]; Navigation/TL7-12 [6]; Pharmacy/TL7-15 [12];



Encountered

Simon Wilson will almost always appear charming and inoffensive, never personally powerful, and is more likely to seem a bystander than a controlling force. He works particularly well if introduced early in a campaign as a light or even comic figure, with his real menace coming clear only after several encounters. He operates through many agents and fronts, and even a trusted colleague of the PCs may be Wilson's unknowing minion, waiting for a call to action.

Wilson seeks to gain control over people through the media, particularly music and advertising. The printed word is hard for him to interpret and control; it just doesn't speak to him the way video or audio do. One of his long-term plans is to force more and more information into multi-media, particularly CD-ROM and the Internet. Piece by piece he is demolishing traditional publishing and replacing paper texts with web pages and print-on-demand. And all those books people download are certain to contain implants to make readers more susceptible to Wilson's other media-born messages.

The Faceless Men

Desert Sun is a research facility in Arizona where Wilson uses his abilities to convert unwitting volunteers into perfect agents, people with no conscious knowledge of Wilson's organization or even their own true past. These agents, the "Faceless Men," are then seeded across the United States. They live normal lives until Wilson activates their programming, at which time they carry out their pre-planned missions. Wilson rarely visits Desert Sun now, and has left the competent but fanatical Dr. Ellen Shaw in charge.

The Faceless Men are created through a complicated routine of hypnosis and drugs therapy. The triggers for these programmed minions are always song lyrics.

Variations

The origin and nature of Wilson's abilities can be changed to make him fit a variety of settings. The Wild Card virus from *GURPS Wild Cards* is a possibility. For an *Illuminati* campaign, he might be a candidate for the Illuminated advantage (p. CI38), making his powers even more extreme. In a setting where the media is controlled by more dynamic forces – *GURPS Technomancer*, for example – Wilson is less of a threat. And in *In Nomine*, he is obviously a servant of Nybbas, Demon Prince of the Media!

The employment was contingent upon him giving up gambling (which he did, for a while) and smoking (which he didn't, but pretended he did). His team was sent to investigate a wreck, where they were exposed to leakage from a mysterious canister. The toxins killed the rest of the team and made Wilson very ill.

Wilson was removed rapidly from the area for examination. During those exams, scientists working for his indirect employers – a semi-secret, ultra-capitalist organization called the Confederation of American Business (CONFAB) – discovered some of his abilities. Or perhaps they knew what they were looking for. Wilson has since come to suspect that CONFAB had purposefully exposed him to the mysterious toxins in hopes of creating a powerful pawn. The "accident" certainly made him powerful, but he was not CONFAB's pawn for long.

As reflected in his Oracle advantage, Wilson had been gifted with the ability to hear the "hidden messages" in song lyrics, ad jingles, and other forms of modern musical media. The messages have always been there, it seems, and everyone else hears them – but the accident gave Wilson the ability to fathom their special significance. Wilson cannot ask specific questions of these sources, but he has found that the messages frequently offer him insights that help in his current operation.

After a rigorous training period, in which Wilson's Oracle power was honed and he was trained in psychology and hypnotism, CONFAB gave him the operational code name "Magic Man" and sent him to infiltrate an eco-terrorist group that was hindering operations. This group, calling itself Natural Force (NF), was a loose affiliation of radical, issue-specific organizations. Within a few months, he had taken control and subverted the whole group. Within a year, he had used his skills and powers to convince CONFAB to let him operate as an independent contractor. He was soon master of his own growing criminal empire.

Criminal Network

Wilson is now confident in his abilities and answers to no one. He extricated himself from CONFAB dominance, yet maintains the shadowy group as an Ally. Many of the subverted NF members still look to him for guidance, too. Wilson is most comfortable employing his own paid minions or the Faceless Men to do his dirty work. The latter, created through a mixture of drugs and hypnotism, are the centerpieces in Wilson's most important schemes (see sidebar).

Wilson conceals his involvement as completely as possible and never lets anyone in his organization know the full extent of his plans. He has alliances with CONFAB and other special-interest groups, and secretly controls many prominent advertising and media companies.

Motivations

Wilson measures his own success by the number of groups and individuals under his influence. His own beliefs are often contradictory. He is a fervent supporter of both the free market and Green politics. He wants to control the media, but also wants to make it easier for anyone to get published. He still loves his ex-girlfriend and wants the best for her, but can't abide the thought of her with anyone else. Although Wilson balks at physical violence, he deludes himself that the often-brutal actions of his agents are not his responsibility, even if his direct orders can be carried out only through violence.

Wilson completely trusts the messages he receives, and is so thrilled with the power they give that he never questions whether he is being manipulated. It is certainly possible that CONFAB is a front for the Directorate (p. 126). On the other hand, the messages Wilson receives might be the work of the monomaniac known only as Control (p. 30). Thinking oneself beyond manipulation and actually achieving that rare state are two very different things. Simon Wilson may yet discover he is a pawn in a game beyond his imagination – or may be the actual power behind other groups that think themselves in control.

– Frank Carver

Chapter 8

This is pretty funny!
pass it along to Scott.

"Nowadays secret societies are so common that every time a man shakes hands with me, he looks sort of disappointed if I don't pull my ear or flap my feet."

— Detective Elk, in Edgar Wallace's *The Fellowship of the Frog*

In the real world – at least as far as we know – most criminal organizations are informal groups, like street gangs, or actual businesses whose goal and methods happen to be criminal. Writers of fiction (and game scenarios) delight in imagining villainous agencies shrouded in secrecy, perhaps motivated by some philosophical goal, perhaps simply bent on world conquest. Such groups will present a challenge for even the most experienced hero. It is impossible to strike at their core. As adversaries they are tireless, with access to resources well beyond the reach of most adventurers.

Such a group may have such a loose structure that no member is irreplaceable. There are no key figures to target with arrest or assassination. As in the classic silent film serial from France, *Les Vampires*, the capture of the group's titular leader will merely prompt a quick promotion from within the ranks. Like the legendary hydra, the organization sprouts replacement heads as needed.

Even without a central director, the villainous group can still boast notable members. Whether as section heads or gang leaders, these more fully developed characters serve the same roles as the gangster with the biggest gun in a *film noir* thriller or the assassin with the best kung fu in a martial arts movie. They provide the heroes with a specific opponent who can articulate the group's philosophy. In *The Prisoner*, a politically-charged TV series from the 1960s, the hero communicated with his captors not through an individual, but through a series of people, all holding the position of Number Two.

Order 523 of these and have them shipped to our warehouse.

Groups

113

Help Wanted

Good help is hard to find. There are two distinct styles of criminal leadership, calling for different types of henchman.

Some groups, and some exceptional villains, control the rank-and-file members by charisma . . . devotion either to the leader or to the group's long-term goal. If a charismatic mastermind is captured or dies, his henchmen will probably be unable to hold the organization together for long. On the other hand, a group with a charismatic goal (like the IRA, which promises "freedom from English tyranny") can be nearly unkillable. In game terms, this calls for minions with Fanaticism or even Extreme Fanaticism.

Other master criminals and groups rule simply by inspiring greed and fear in their underlings. Some emphasize the rewards to be won, some emphasize the penalty for failure. The most successful ones vary their methods according to the individual minion and the circumstances. Each hireling and sub-leader knows that he has something to gain by obedience, and a great deal to lose by slacking off, let alone betrayal. But unhappy minions may become eager to escape their bosses, if they think they can get away with it . . . or if they have some interest or goal that they value more than life. In this sort of organization, the Fanatic makes the *worst* hireling.

Some criminals value minions with Addictions, helpless Dependents, or severe psychological problems; their flaws make them easy to manipulate and control. Yet these disadvantages also provide foes a way to break a minion's loyalty, to turn him against his group or master. In any case, obviously flawed agents will likely be given limited responsibilities or the most dangerous assignments. Should the latter occur, any Duty disadvantage they have will become Extremely Hazardous Duty.

THE ALOGOI

Base Setting:
Modern

The term "Alogoi" is derived from Greek roots: *a-logos*, meaning roughly anti-order, -structure, -meaning, and -knowledge, among other things. The name is not one used by members of the organization itself. Among themselves, they have no name; to outsiders, they refer to the group by whatever name is useful in propagating their current lie.

Information about the origin and history of the Alogoi is easy to acquire, but impossible to research, verify, or refute. The distressingly similar group members have been identified as everything from aliens to lunatic clones. Individual Alogoi constantly mix truth and falsehood; they are almost impossible to interrogate, normally or psionically. Even if that were not the case, they do not hold themselves exempt from their belief that truth should be obliterated. As such, a member of the Alogoi is likely to believe any strange set of delusions the GM favors about its own origin and motives. At least, he will hold those beliefs for a short time.

Motivations

The Alogoi are a nihilistic group dedicated to the destruction of enlightenment and even truth itself. In pursuit of this goal, they target individuals from all walks of life, chosen by means known only to them. The Alogoi then remove the target's existing memories and implant false ones, or temporarily destroy key skills. Sometimes they eradicate a person's entire identity and implant a new one.

The Alogoi do not attempt to propagate a single version of the truth; indeed, they often spread stories that contradict each other. The Alogoi are as much against enlightenment and well-being for individuals as they are against truth for the masses. They often destroy the skills or motivations of artists, gurus, and others who seem likely to bring themselves and others closer to a spiritual ideal. The Alogoi hope to submerge every sentient being in an unending,

incomprehensible, narrative-free solipsism of meaningless input. Their work is most visible on a small scale, but they may have more global plans. Could the coming advent of VR technology be an Alogoi plot to make truth indistinguishable from falsehood?



Resources and Organization

No one, probably not even the Alogoi themselves, knows the organization's size. If they have a general headquarters it has never been located. Individuals never meet in the same place twice. True to the group's underlying purpose, the Alogoi follow no discernible organizational scheme. They usually work in pairs or small cadres. Alogoi never appear without a mission, but do not seem to receive orders or communicate with others of their kind on a large scale.

Individual Alogoi may employ mundane underlings. They do not pay them, but rather fill their heads with delusions or compulsions sufficient to ensure their loyalty. These underlings may be anyone, and are almost never aware of their servitude.

Encountered

All Alogoi have the same stats and look eerily similar – male Caucasians with no particular distinguishing features, save an indefinable repulsiveness. All Alogoi encountered in a group will dress alike, though they do not keep the same dress from one encounter to another. They often wear heavy clothes and sunglasses; their Albinism is not a disorder of pigmentation, but rather a mystical vulnerability to light, the source of illumination and, symbolically, of knowledge.

The Alogoi utilize three main powers in combat. First, they have a Mental Blow; it is their only ranged power. They often use this ability to reduce an opponent's statistics or Will. If necessary, they can reduce someone to a vegetable state permanently by draining his Will to zero.


Second, they possess linked Drain Skill and Drain Super-Ability abilities; this combination attack must be delivered via touch. When pressed to fight, they will use this ability to wipe away an opponent's combat skills. This ability will also drain invulnerabilities to psi – such as the defenses of demons or mindless undead – as well as psionic resistance.


Finally, the Alogoi have linked Telereceive and Mindwipe skills. They can use the Mindwipe skill to obscure the previous 10 seconds. They often do this to avoid a fight, by making their victims forget that they even encountered an Alogoi.


Adventure Seeds

Victory Turns to Ashes: The characters are on the trail of some important item of knowledge, either from a personal quest (Who was my father?) or a more universal one (What is the cure for this plague?). The Alogoi will show up just as the goal seems within reach. They might then annihilate the PCs' key skills or abduct NPCs instrumental to the quest's completion and Mindwipe them. They could influence Patrons or even the heroes themselves in order to undercut support for the mission, make the heroes believe the goal has been met, or force them to forget the quest completely.

The Ol' Switcheroo: For this story line, the GM should hand the players new character sheets. As their new PCs advance toward the adventure's (superficial) goal, their cover personae begin to unravel and they find out that they are not who they thought they were. This adventure can come to a conclusion in several ways, among them:

 Each player is, in fact, playing his old character, only with disadvantages altered, advantages deleted, and skills edited by the Alogoi.

 Some players' sheets have been altered as above. Other players have new characters, which have also been brainwashed by the Alogoi. This variation requires that the GM decide what happened to those PCs who are not being used. This is a good option to choose if the players suspect version one; it allows the GM to build terror by killing off some of the new characters near the climax, as well.

 The players are using each other's characters, changed as above.

Teach Sure is Acting Different Lately: The PCs have to help an NPC who is getting close to some important goal – for instance, a teacher in a tough school who has almost broken through to the students or a struggling musician on the verge of his masterwork. The Alogoi, of course, don't want to see any such successes occur.

– Kirby Arinder

Alogoi Agent-X (500 points)

Age 35; 5'10"; 165 lbs.; an unsettling Caucasian male with no particular distinguishing features, save his albinism and an indefinable repulsiveness.

ST 11 [10], **DX** 13 [30], **IQ** 15 [60], **HT** 11 [10]
Basic Speed 6, Move 6
Dodge 6, Parry 10 (Wrestling)

Advantages: Drain Skill (Power 20; No obvious effect +20%; Instantaneous ×3, +60%; Link to Drain Super-Ability, +20%; Extended duration ×9; 7 days, 2 hrs., 40 min., +270 %; Touch only, -20%) [270]; Drain Super-Ability (Power 20; Only drains abilities that protect against Telepathy, excepting Strong Will, -80%; No obvious effect, +20%; Link to Drain Skill, +20%; Instantaneous, +20%; Touch only, -20%) [96]; High Pain Threshold [10]; Invisibility to Machines [20]; Telepathy (Power 2; No obvious effect, +20%; Instantaneous, +20%) [14]; Telepathy (Power 18; Mental Blow only; Total power 20 for Mental Blows, -40%; No Obvious Effect, +20%; Instantaneous, +20%) [90]; Zeroed [10].

Disadvantages: Albinism [-10]; Compulsive Behavior (All dress alike) [-5]; Compulsive Lying [-15]; Cortex Bomb/Instant Death Trigger [-15]; Delicate Metabolism [-20]; Dependency (Special meditative ritual, daily) [-15]; Extreme Fanaticism (To destruction of knowledge) [-15]; Frightens Animals [-5]; Lifebane [-10]; No Sense of Humor [-10]; Obsession (Prevent enlightenment) [-15]; Paranoia [-10]; Unattractive [-5]; Unhealing [-20]; Unliving [-50].

Quirks: None notable.

Skills: Brawling-16 [8]; Driving/TL7 (Automobile)-13 [2]; Philosophy (Alogoi nihilism)-16 [6]; Shadowing-15 [2]; Stealth-13 [2]; Wrestling-15 [4].

Languages: English (Native)-15 [0].

Psi Skills: Mental Blow-16 [6]; Mindwipe (Link to Telereceive, +10%)-23 [22]; Telereceive (Link to Mindwipe, +10%)-23 [22]; Telesend-14 [2].

Super Skills: Drain Skill-16 [12]; Drain Super-Ability-16 [12].

Equipment: Individual Alogoi may be equipped with cars or other transportation devices but rarely carry anything except their clothes.

The Cortex Bomb disadvantage is actually a mystical death trigger. It can be activated remotely by other members of the order, but it trips instantaneously if a mind-reader penetrates the cultist's defenses with a high enough roll to gain any information beyond surface thoughts. As another safeguard against captivity, the Alogoi die if they do not perform a meditative ritual daily. They will not hesitate to kill themselves in this fashion (or any other) if captured. When they die, they wither away to nothingness.

THE ARGONOTS

Base Setting:
Black Ops

There have always been a few. Ever since the birth of Argus and the inception of the Company, there have been ops that did not agree with the overriding precept of secrecy. Those individuals agreed that the world as they knew it would change drastically if the public learned of the terrors hidden just out of sight. They agreed that those terrors had to be destroyed. However, the original Argonots did not share the Company's philosophy that the public had no right to know.

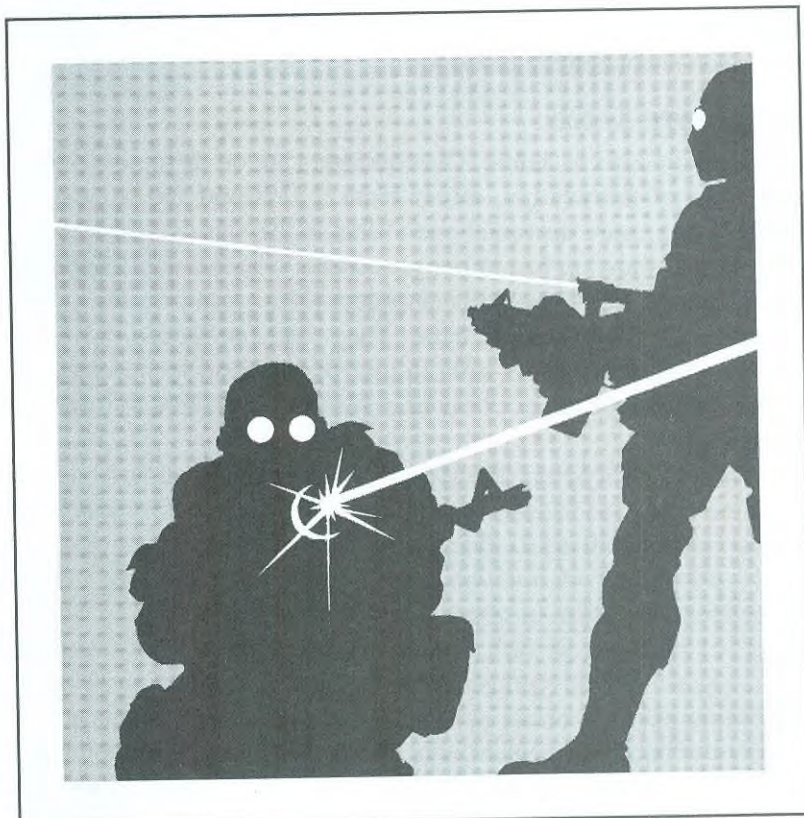
Legend among the Argonots holds that the group formed when a spook and a geek on the same mission saw an entire family wiped out by wigglers. The monsters could have been killed with the bleach under the kitchen counter, if only the family had known to use it against them. After that, the two original members dedicated themselves to finding like-minded individuals. Slowly, by adding an op here and there, membership grew to the current levels.

All Argonots are field veterans; they do not attempt to recruit ops fresh from the Academy. The mental conditioning of these green troops is still too strong to allow them to see reason. Vets have faced the enemy, and have seen what that enemy loves to do to unsuspecting John and Jane Q. Public. The name of the group was coined by a sarcastic techie, who was rather pleased with the creation of a homonym with additional mythical reference.

Motivations

The Argonots have three primary missions. First, they fight to survive (a tall order, considering the Company will retire them without compassion if they're discovered). Second, they strive to increase their membership by locating like-minded individuals within the various departments. Third, they work to defy Argus and the conspiracy by finding ways to inform the public about the world's true nature. Argonots believe that the war against the various extraterrestrial and supernatural forces would be better fought with an informed and united humanity on one side.

Unfortunately, fulfilling the last two goals puts them into extreme jeopardy. To increase their membership, they must eventually reveal themselves, if only to a trusted squad member. Hopefully that trust is well placed. To openly defy Argus and reveal the conspiracy would call down every available secop. Moreover, Argus has done an excellent job of hiding the truth. To simply announce everything on the evening news would bring public ridicule rather than enlightenment. The Argonots survive by initiating only those they trust, and by revealing only small pieces of the conspiracy at any one time.



Resources

Membership varies from 30 to 50 ops, drawn from the Combat, Science, Intelligence, and Technology departments. There are no Security personnel within the ranks. No Argonot has ever felt comfortable enough around a squealer to admit his beliefs; no secop has ever demonstrated anything other than total devotion to the founding principles of the conspiracy.

The Argonots have the full resources available to field agents, at least until an individual member is identified by the Company and retired.

Organization

In order to survive within the Company, Argonots operate within a cell structure. An individual member may know two or perhaps three other Argonots; each of those others might know a couple more, and so on.

There is no rank within the group. Generally, two or more members will agree on a course of action to further the group's agenda. Individual action is also not uncommon.

Encountered

Argonot agents attempt to purposely leave some evidence behind on Company missions. Perhaps a small puddle of black, bubbling gargoyle blood gets missed during routine post-mission cleanup. Sometimes a few shell casings from an experimental firearm get left behind, shell casings that don't match any guns known to the best engineers at Glock or HK. A small piece of unidentifiable metal inscribed with a few glyphs unrecognizable to any human linguist – outside of the conspiracy, anyway – might start someone asking the right questions. The Argonots hope those little pieces of evidence will eventually make their way to someone who will recognize their significance.

A few brave and highly placed Argonots, notably the spooks, funnel funds into various agencies outside of the Company. Those agencies range from the FBI and NSA to various popular media companies. The funds bankroll everything from legitimate investigations into the paranormal to TV dramas that highlight conspiracies and alien invasions (in the hopes that the public will grow more accepting of what might be possible). The confusing morass of front companies used by the Company hinders Security's efforts at tracking down this sort of treachery.

Some ops also leak the occasional bit of raw data to public sources. After all, someone had to be the first to tell the tabloids about the human-animal hybrids, demon sightings, and unnatural weather patterns. This is by far the chanciest method, the one least likely to have the desired effect, since Argus and the Company have done an excellent job of preparing the world to view such claims as hoaxes.

First contact with the Argonots will occur often like this:

After hearing a few rumors about this traitorous faction, a black op might be approached by a trusted NPC op. The NPC, after asking for a vow of secrecy, divulges that the Argonots really exist and have noticed that the op appears to be having trouble accepting his own role in the conspiracy. Asking the PC to think things over, the Argonot takes his leave. The PC now has some questions of his own to answer – questions concerning his loyalty to the Company, his department, his squad, and to the trusted friend. Can he really accept the world as the Company has decided it should be? Of course, he also has to decide whether he actually believes the NPC, or whether this is really a Company test (see sidebar).

– Matt Merrill

Argonot Membership

Like other employees of the Company, Argonots gain a long list of advantages and skills through their rigorous training. (Use the *Black Ops* character templates, pp. BO77-81, as a starting point for any Argonot NPC.) Membership in the group brings the advantage Higher Purpose (Reveal the Conspiracy) [5], as well as the disadvantages Extremely Hazardous Duty (To Argonots) [-20], Secret (Argonot) [-30], Sense of Duty (To the public) [-15], and Vow (To defy Argus) [-10]. The cost of this package is -70 points.

Should that Secret be revealed, an Argonot acquires the Company as an Enemy and loses the Company as a Patron. Typically, he quickly loses his life, as well. If the Argonot lasts long enough to realize that the Secret has been compromised, he will typically go renegade and dig out the Omicron implant himself (to avoid implicating any other members). More than one op who was killed for going renegade was really killed for being an Argonot.

Variations

Conspiracies are the natural birthplace of paranoia. Perhaps the Argonots exist only in the fevered imaginations of Argus, the department heads, or the secops. A few misinterpreted comments by a world-weary grunt could have led an individual secop to conclude that disloyalty to the conspiracy might run deeper than anyone suspects.

Of course, if the Argonots exist, the members would be the first to deny it. They would point out that the secops, under considerable strain from trying to contain damage from botched missions, saw traitors where there were none. In return, the secops would naturally cast a suspicious eye on anyone who doubted their findings. Real Argonots would expect this situation and would quickly direct suspicion back onto the secops somehow.

Or perhaps the Argonots don't really exist, but the Company itself has started rumors about the traitorous group. Having trusted individuals pretend to be members of the Argonots would be an excellent way to ferret out those whose sympathies might rest with such a group. If the sympathizer can be reeducated, fine. If not, a bullet can cure the problem.

THE BROTHERHOOD OF THE BLOODY KNIFE

Base Setting:
Cliffhangers

The Brotherhood of the Bloody Knife was created in the 17th century by a former pirate who'd received a share in a lucky prize and used it to retire as an English squire. He discovered that many of his old shipmates had tried something similar, only to be foiled by their criminal backgrounds. It struck him that this was a terrible waste of cunning and expertise. When he next heard of a crew who'd done well, he contacted some of them with an idea.

The Brotherhood of the Bloody Knife was an immediate success. For every old pirate who drank away his loot, or was caught and hanged trying to slip back to his old haunts, a few others happily disappeared, thanks to the advice and assistance of the Brotherhood. They quickly branched out to include other professions – counterfeiters, highwaymen, thieves – and developed a tradition. The organization grew more international in the Victorian era, when some of its members found new homes in America or the colonies. Its founders were clever enough to establish the Brotherhood upon a set of flexible but emphatic guidelines, by which it has operated ever since.

Motivations

The Brotherhood exists for one purpose only: to assist members in retiring from criminal careers and establishing themselves in “legitimate” society. Anything that serves that purpose can become part of its activities, including further criminal deeds. Anyone who threatens its members’ tranquility may be dealt with harshly.

For all that they firmly believe their noble goal justifies their sometimes-ignoble means, members of the Brotherhood are generally sincere about “going legit.” In the Brotherhood, it is considered unwise and tasteless to discuss one’s past career, even with another member with whom you might have shared

criminal exploits. This has its practical purposes, too – despite the Brotherhood’s best efforts, members are sometimes caught and break their membership Vow.

Resources

As of the 1920s, the era for which this entry is intended, the Brotherhood consists of between 700 and 900 former criminals. Most members live in North America or Britain, although a few are scattered elsewhere; some of the wealthiest have huge estates in out-of-the-way areas.



In emergencies, members of the Brotherhood are expected to use whatever resources and skills they possess to defend the group or their fellows. In that sense, the Brotherhood commands vast wealth. Yet it has no budget of its own. Most members have current business associates they can call upon, without revealing their secret criminal past, of course. A few might even have kept in contact with former criminal allies, though maintaining such contacts is unusual. Most members rigorously cut all ties with the past.

Organization

The Brotherhood is *very* loosely organized and runs on guidelines rather than written rules. It has no hierarchy, although a few of its older, smarter members are widely trusted and command respect (and find themselves pestered for advice more often than they like). In fact, from its earliest days, the Brotherhood has unconsciously fallen into an informal version of the "cell system" that will later be used by resistance and revolutionary groups. Most members know a handful of others well, and can communicate with more distant groupings through "linking" members.

The Brotherhood is never mentioned to an outsider unless it is certain that the person is a candidate. If a non-member ever learns of the group's existence, he will, at minimum, be convinced that it would be *fatal* to speak of it ever again. A candidate who fails his initial review is given the same warning. Should a breach of secrecy seem serious enough, the Brotherhood will simply have the risk eliminated, either by a contact in the underworld or, for more delicate jobs, a group member. Members who break their Vow are dealt with in the same fashion.

Once nominated, a recruitment prospect is put before a committee of at least four existing members, none of whom are supposed to be personally acquainted with the candidate. Candidates must be reasonably rich from the proceeds of crime, but infamous or well-known criminals, such as anyone on a "Most Wanted" list, are not usually considered; it's hard for them to build new lives without some old enemy or ally breaking their cover. Likewise, members of tightly knit organizations such as the Mafia are thought to have too much difficulty shaking off old connections. The Brotherhood likes smart, middle-ranking, unobtrusive crooks.

Once accepted, a new member is expected to meet all monetary costs for the creation of his new life. The Brotherhood provides specialist help, advice, and non-financial resources, such as business and political contacts. The more wealthy the criminal, the better the new identity he can purchase.

Membership provides an Ally Group (the local cell), and involves a Vow. It may also represent a Duty (or impose a Sense of Duty), though this usually applies so infrequently and with such limited risk that it isn't worth any points. There is also the completely informal system of mutual regard, reflected in GURPS terms by a positive or (less often) negative Reputation, a Claim to Hospitality, and possibly additional Allies or a Patron. Mostly, Brotherhood members benefit in the form of favorable business deals, invitations to high-class parties, and the warm glow that comes from the respect of one's peers.

Encountered

Truth to tell, the Brotherhood isn't much threat to law and order most of the time. Its members want little more than a quiet life – even if they are a smug bunch of long-time hoods who have the temerity to think that they have made crime pay. (Any self-respecting pulp avenger-hero would find joy in showing them otherwise.)

If anyone does dredge up a member's criminal past, the organization shows a different face. Anyone searching for a member will be considered a threat. Different members and cells respond to threats in different ways. Some just try to scare people off. Others jump straight to the use of deadly force. But all will resort to violence should it seem necessary.

– Phil Masters

Mark Jason Caraway (52 points)

Age 45; 5'9"; 180 lbs.; a heavy-set man with a bad, but expensive toupee.

ST 11 [10], DX 11 [10], IQ 12 [20], HT 11 [10]
Basic Speed 5.5, Move 5
Dodge 5, Parry 8 (Brawling)

Advantages: Ally Group (Local Brotherhood cell, small group of 100-point characters, 6-) [10]; Claim to Hospitality (The Brotherhood) [5]; Contacts (Business partners, skill 15, available 12-, usually reliable) [8]; Contacts (Former criminal associates, skill 12, available 6-, somewhat reliable) [1]; High Pain Threshold [10]; Luck [15]; Reputation +1 (As successful retired criminal, among the Brotherhood, all the time) [1]; Status 1* [0]; Wealthy [20].

*Free from Wealth.

Disadvantages: Dependents (Wife and daughter, 12-) [-72]; Secret (Criminal past) [-20]; Vow (Silence about Brotherhood business and members) [-5].

Quirks: Dislikes hurting women or children; Swears in Spanish; Ruthless. [-3]

Skills: Accounting-9 [1/2]; Administration-12 [2]; Blackjack-11 [1]; Brawling-13 [4]; Carousing-11 [2]; Driving/TL6 (Automobile)-10 [1]; Gambling-11 [1]; Guns/TL6 (Pistol)-13 [4]; Holdout-10 [1/2]; Intimidation-13 [4]; Knife-10 [1/2]; Merchant-11 [1]; Savoir-Faire-14 [4]; Streetwise-14 [6].

Languages: English (Native)-12 [0]; Spanish-10 [1/2].

Equipment: None notable.

Mark Jason Caraway is a fairly typical member of the Brotherhood. He used to be Mikey-Jim Carter, a two-bit tough guy with ambition – and a broad streak of luck that served him well. He worked his way up through the ranks of various gangs and participated in three good scores, which left him with enough money to retire. (They also left a cop and two bank guards dead.) Mikey-Jim was actually smart and self-controlled enough that the prospect of getting out of "the business" appealed to him. When an old pal appeared out of the blue and told him about the Brotherhood, he signed up straight away.

Today, he's reinvented himself as a legitimate businessman, hundreds of miles from his old stamping grounds. He's got a wife and a daughter, and posh friends with no idea about his past. He's also got a small, coded address book that comes out when certain emergencies arise.

CH'IN YIN LU

Base Setting:
China

The kingdom of Ch'in had long sought to conquer the other Chinese states. Under its king, Ying Cheng (pp. WWi26-27, "Ch'in Shih Huang Ti"), and his favorite minister, Li Ssu, its efforts intensified and led, in 230 B.C., to the conquest of Han. Other Chinese states conspired against Ch'in, but ineffectively. They were, in fact, unable to unite even in their own protection.

Ch'in Yin Lu was one of the reasons for that ineffectiveness. The king relied on this covert operations force for assassinations, corruption of neighboring officials, espionage, sabotage, and subversion. The group put into action Sun Tzu's maxim that supreme excellence in battle is to make the enemy surrender without fighting. Li Ssu, who formed the group, named them in ironic allusion to the Taoist principle of darkness, cold, and femininity.

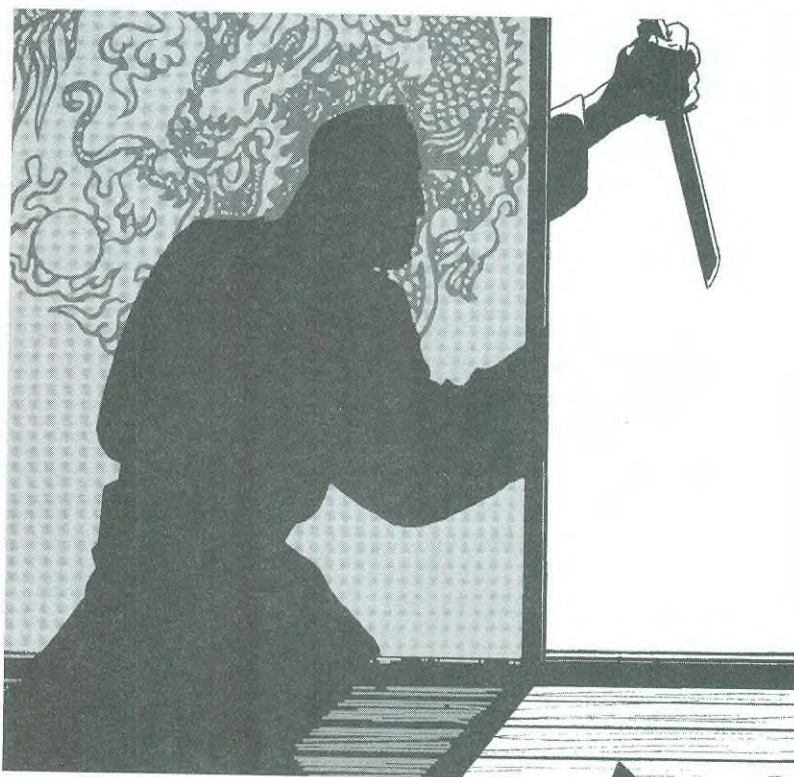
Having the trust of Ying Cheng, Li Ssu gained permission to follow Legalist principles in setting up Ch'in Yin Lu. He chose to recruit operatives from a seemingly paradoxical source: lawbreakers facing punishment for their crimes. A certain fraction of court proceedings were interrupted and the magistrate ordered to turn the accused over to a special "penal agency." About half those selected were executed in horrifying ways. The others, who combined willingness to break the law with a keen sense of their own interests, were indoctrinated, trained, and assigned to newly formed *wu*.

The force proved its worth in the conquest of Han, where they planted evidence that a capable general was untrustworthy and forced him to be relieved of command. After the conquest, several *wu* helped identify and eliminate the leaders of the resistance to Ch'in rule. Others engaged in counterespionage within Ch'in, finding spies who were arrested and interrogated or fed disinformation and released.

Motivations

Ch'in Yin Lu exists to help Ch'in conquer the rest of China. Since it operates under the personal supervision of Li Ssu, it also exists to advance his career. He will not hesitate to assign missions that enhance his own power, as he firmly believes that "what is good for Li Ssu is good for Ch'in."

Legalist doctrine emphasizes explicit rewards and punishments; both are provided for operatives. Not everyone in Ch'in Yin Lu is as loyal as Li Ssu imagines, though. Ya Wai, the secretary, sends duplicate reports to Ying Cheng, who has his own private dossier on his premier. So far he sees no need to use it. Li Ssu is exactly the tool he wants.



Resources

Ch'in Yin Lu has an authorized strength of 500, as its name implies. Between the risks of its operations and the difficulty of finding suitable recruits, its actual strength averages 300 operatives. Above these is a command cadre of a dozen officers and staff. Ch'in Yin Lu has the resources of a reasonably

powerful Patron (assets 10,000 times starting wealth, or \$10,000,000). This does not mean it actually *is* a Patron. Its command cadre holds a ruthlessly pragmatic view of operatives; a captured operative is as likely to be killed to prevent his talking as rescued. A proven operative favored by his superiors might be helped on a 6 or less. Training of operatives includes the equivalent of An Ch'i (p. MA77), though Knife replaces Fast-Draw (Shuriken), the shuriken not yet having been invented.

Organization

Based on Legalist concepts, operatives are organized into *wu* of five members. Each is accountable for the others' successes, failures, and betrayals. The knowledge that a teammate's actions may get them killed makes operatives watch each other closely. Each *wu* is supervised by one of five hundredmen, the line officers of Ch'in Yin Lu. The hundredmen work under principles of collective responsibility as much as the operatives do. They have rough areas of specialization, each being primarily responsible for missions of certain types, but these shift unpredictably. The staff is made up of two readers (who analyze operatives' reports), a secretary, and a treasurer, as well as a properties manager, an armorer, and an artificer. The latter three handle physical assets. Routine maintenance and guard duties are performed by *wu* as part of their duty rotation. They also assess possible recruits, though the hundredmen and Li Ssu make the final decision on membership.

Most operatives hold Secret Rank 1, though the leader of each *wu* possesses a Rank of 2. The staff members have a Rank of 3 or 4. The hundredmen are Rank 5. Ultimate command is exercised by Li Ssu, who is effectively Rank 6 but holds no official rank within the organization; his Administrative Rank in the Ch'in bureaucracy is 7 and includes control of Ch'in Yin Lu. Rank within Ch'in Yin Lu does not confer Status, as its existence is not officially recorded or commonly known, and its operatives and officers keep their work secret.

Adventure Seeds

Scholar Spies: A group of young scholars from good families are sent into Hsienyang, the capital of Ch'in, on a diplomatic mission. They have also been given secret orders to cultivate sources of information within the Ch'in government and gain access to its real plans. As they do so, will they attract the attention of Ch'in Yin Lu counterespionage teams?

Ch'u Assassination: The PCs have joined the army of Ch'u as personal bodyguards to its general as it attempts to stand off a Ch'in invasion. A *wu* decides to make use of them in its plot to assassinate the general – by corrupting them, by taking their place in disguise, or by putting the blame for the general's death upon them.

Secret Weapons: A weapons maker has come upon evidence of a new and ingenious device (see pp. CH43-47 for possibilities). He suggests to his favorite customers that he would reward further information, either with money or with his best weapons. But neither he nor they realize that the device was made by the artificers of Ch'in Yin Lu, who have no intention of letting the secret out!

Recruitment Drive: The PCs have been accused of heinous crimes. Mysterious officials appear at their trials and lead them off to special punishment – which turns out to be service in Ch'in Yin Lu. How will the player characters adapt to their new lives and missions?

– William H. Stoddard

Ma Hung (120 points)

Age 30; 5'6"; 145 lbs.; a man of average appearance, but carefully groomed and well dressed.

ST10 [0], DX 13 [30], IQ 11 [10], HT 10 [0]
Basic Speed 5.75, Move 5
Dodge 6, Parry 6 (Knife)

Advantages: Alcohol Tolerance [5]; Alertness +1 [5]; Alternate Identity (Legal: Ts'in Fei, merchant) [5]; Combat Reflexes [15]; Comfortable Wealth [10]; Cultural Adaptability [25]; Legal Enforcement Powers [10]; Literacy [10]; Patron (Ch'in Yin Lu, reasonably powerful organization, 6-) [8]; Secret Rank 1 [5]; Status 1 [5].

Disadvantages: Extremely Hazardous Duty (To Ch'in Yin Lu) [-20]; Secret (Ch'in Yin Lu agent) [-30].

Quirks: Attracted to his teammate Shu Kai; Collects books but never reads; Fashionable dresser; Likes to gamble but only with other operatives; Prefers foreign missions. [-5]

Skills: Acting-14 [6]; Appreciate Beauty-8 [1]; Bard-11 [1]; Bardic Lore-9 [1]; Carousing-10 [1]; Disguise-10 [1]; Fast-Draw (Knife)-14 [1]; Fast-Talk-12 [2]; Forgery/TL4-10 [2]; Holdout-10 [1]; Knife-14 [2]; Merchant-12 [2]; Mimicry (Human Speech)-8 [1]; Savoir-Faire-14 [0]; Scrounging-11 [1]; Stealth-12 [1]; Streetwise-10 [1]; Throwing-11 [1]; Traps/TL4-10 [1].

Languages: Classical Chinese (Ch'in Dialect)-13 [0]; Classical Chinese (Han Dialect)-13 [1].

Maneuvers: Hit Location (Throwing)-10 [2]; Feint (Knife)-16 [2].

Equipment: None notable.

Ma Hung came from an aristocratic family who wanted him to prepare for a career as an official. The young man preferred gambling and drinking to study and quickly accumulated debts. Eventually he was offered a chance to settle them by doing a "favor" for a merchant, one that led him to a career as a smuggler. When he was caught, Ch'in Yin Lu recruited him. His ready tongue and linguistic talents made him useful in the infiltration and pacification of Han, and he is now a valued operative, one who might actually be rescued if he got into trouble (hence his claim on the Ch'in as Patron). In his cover identity, he is widely rumored to be a smuggler who can arrange transportation for anything.

THE PATRONS' CIRCLE

Base Setting: Traveller

The Patrons' Circle is a criminal organization in the Spinward Marches; they specialize in stealing antiques and artwork for rich and powerful collectors.

The Patrons, as members refer to the group, has its origin in the Marches' surprisingly competitive world of private, high-end art collectors. These people live in a rarified atmosphere of vast wealth – and the substantial political and criminal immunities such money can purchase. They hold private showings to bask in the reflected glory of their latest purchases and gloat over the defeat of their rival bidders, who are likely their neighbors or distant relations. Not just artwork, but status is gained or lost through these little social skirmishes.

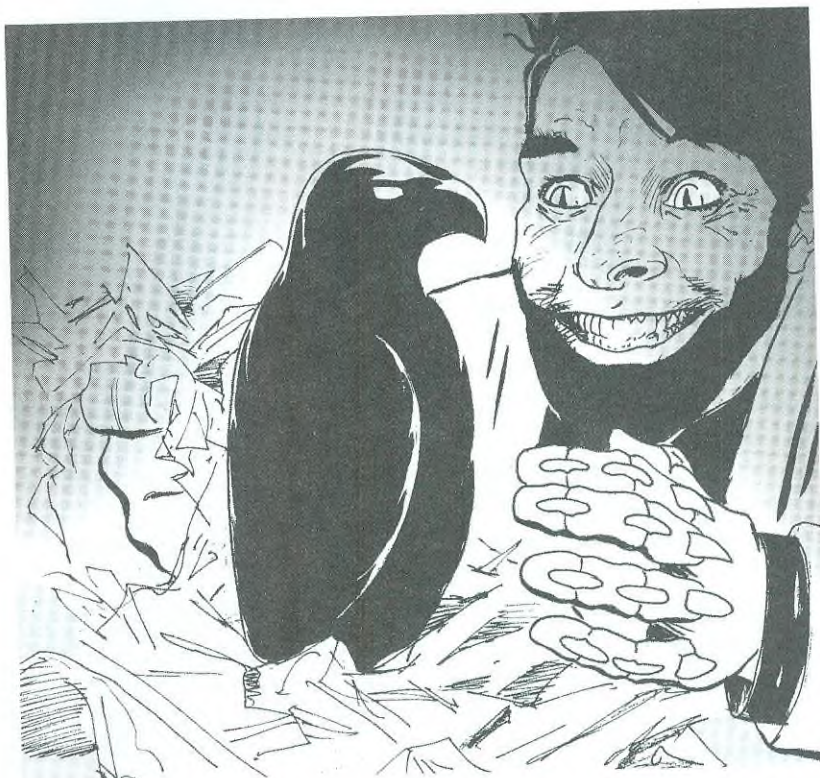
And status can be even more valuable than money to the idle rich.

It isn't surprising, then, that even the most law-abiding collector in this community might lose all moral perspective when given a chance to acquire a particularly prized painting or sculpture. And, given the fact that there's no shortage of rich collectors who *don't* have that moral sense to begin with, it's surprising it took so long for the Patrons' Circle to form.

Motivations

The wealthy elite who utilize the Patrons' services are prompted by a desire to gain social status or driven by the mania for acquisition that sometimes strikes collectors of any sort. They tend not to be involved in other sorts of criminal activity – if they were, they would likely have their own methods for obtaining items they desired. In certain social circles, membership in the Patrons is a thing to be desired simply for the aura of genteel rebellion it affords.

For the criminals employed by the Patrons, profit is a primary motivation. The group often hires criminals through various fronts, so the second-story men and forgers do not know the identity of their real employers. Any thief with a specialty in art theft has likely worked for the Patrons at one time or another. The few criminals who work for the group full time, such as Arthur Parker (see sidebar), also appreciate the sense of security they get from serving such well-connected clients. They know that they can count on some assistance from the Patrons in times of trouble, if for no other reason than to protect the members' ill-gotten collections from confiscation.



Resources and Organization

The Patrons are headed by a mysterious, reclusive figure known only as Eneri. Nothing is known about Eneri's identity. Some think that he (or she) is a composite cover figure for a cadre of particularly prominent collectors. More likely Eneri is just a code name for a position of leadership that has been filled by several figures during the Circle's 30 years of business.

Below Eleri, the Patrons are ruled by a core group of between six and nine senior members. This cadre is made up of prominent clients and the procurers who job out the illegal work. The Patrons utilize an extensive network of informants in the art world – contacts that pass along news of loans and sales of items, along with details about movement schedules and security measures. Quite a few members of the Antiques Dealers' Guild – a professional organization of top dealers in art, antiques, and artifacts in the Spinward Marches – are on the Patrons' payroll.

Potential clients are introduced to the Patrons only after they have been carefully screened. They are never told any details about the organization until after they have displayed a stolen piece of artwork. After that, they might be invited to dinners and viewings hosted by other members. (These are closed affairs; the display subjects have been obtained illegally.) Eventually, the new member is given a way to contact the procurement officers.

Encountered

Jobs are carefully screened by the senior Patrons and the senior procurer, Arthur Parker. Should an item seem too difficult to obtain in its current home, it is placed on a "wish list" just in case an opportunity to steal it should arise later. The Patrons never employ methods that might endanger a work of art. Their jobs are expertly planned and meticulously researched.

The "contractors" they employ are clever criminals, all talented individuals free from obvious addictions or vices that might make them unreliable. Still, the Patrons monitor every job as closely as possible. They won't interfere directly unless a contractor tries an obvious doublecross or deviates from a plan for no apparent reason; in such cases, the monitor is fully authorized to terminate the contractor and recover the artwork. The monitor will attempt to signal the thief should he notice something likely to interfere with a robbery (like a group of nosy adventurers). However, the monitor will allow contractors to be arrested rather than reveal his presence; it is unlikely that any PC could trace a job back to the Patrons from a single arrest.

Criminally inclined PCs could be hired – surreptitiously, of course – to steal something for the Patrons' Circle. They would be well funded and furnished with the best information available. But that doesn't mean the Patrons will help them should they get into trouble. The group only counts as a Patron for the most senior procurers.

Adventure Seeds

A Voice from the Grave: The death of Sir Claremont Parks sets off a panic in the Patrons' Circle and the upper reaches of Spinward society. Sir Clement was a highly respected philanthropist and patron of arts – and, secretly, the founder of the Patrons and the first Eleri. As it turns out, he kept careful records of the group's early days. Those files and diaries are chock full of embarrassing information about socialites who were customers and other notables who made their fortunes working for him. A lot of 3D news programs would pay six figures for an exclusive like this, and a lot of people would kill to keep it secret. Who will get the information first?

A Cold Trail: The PCs are hired by the Antiques Dealers' Guild to track down leads provided by the bust of a small art theft ring, a group working indirectly for the Patrons. When they accidentally discover a piece of stolen artwork they're after in the palace of some sector dignitary, the Patrons' Circle takes notice of their investigation.

– Hans Rancke-Madsen

Arthur Parker (168 points)

Age: 40; 5'9"; 195 lbs.; a portly, dignified, middle-aged man with dark brown hair, brown eyes, and sallow skin. He is usually dressed either as a gentleman of leisure in whatever society he is currently visiting or a priest from some far-off world.

ST 10 [0], DX 13 [30], IQ 13 [30], HT 10 [0]
Basic Speed 6.5, Move 6
Dodge 6, Parry 6 (Knife)

Advantages: Alertness +1 [5]; Comfortable Wealth [10]; Contacts (Three street ops, skill 18, available 9-, somewhat reliable) [9]; Danger Sense [15]; Literacy [5]; Manual Dexterity +2 [6].

Disadvantages: Cowardice [-10]; Incurious [-5]; Intolerance (Zhodani) [-5]; Overweight [-5]; Secret (Wanted criminal) [-30].

Quirks: Absently whistles lullabies when concentrating; Does not like the taste of alcohol; Very, very early riser; Mildly paranoid; Prefers to keep his back to a wall at all times. [-5]

Skills: Acting-15 [6]; Area Knowledge (Spinward Marches)-16 [6]; Beam Weapons/TL10 (Stunners)-17 [16]; Computer Operation/TL10-14 [2]; Disguise-15 [6]; Escape-12 [2]; Fast-Talk-15 [4]; Forgery/TL10-15 [8]; Guns/TL10 (Pistol)-17 [16]; Holdout-13 [2]; Intimidation-13 [2]; Jeweler/TL10-15 [8]; Knife-14 [2]; Knife Throwing-14 [2]; Lip Reading-13 [2]; Lockpicking/TL10-16 [8]; Piloting/TL10 (Contragravity Craft)-12 [1]; Research-12 [1]; Savoir-Faire-13 [1]; Shadowing-15 [6]; Stealth-15 [8]; Streetwise-15 [6]; Theology-11 [1].

Languages: Galanglic (Native)-13 [0]; Darrian-12 [1]; Swordic-12 [1].

Equipment: None notable.

Arthur Parker was born in 1080 on Trin/Trin's Veil. He is the senior procurer for the Patrons' Circle, the man ultimately in charge of hiring contractors for all the illegal activities. Many consider him the real power behind the Patrons and suspect that he is, in fact, Eleri. Not only is this untrue, but Parker has never even met Eleri. Parker suspects the mysterious leader is actually a phantom intended to keep him and the other outright criminals in line.

Parker has secrets of his own. He is wanted by the Scouts. His crimes include smuggling weapons to the natives of Craw and smuggling both people and ammunition to Plimt, home of a cult headed by Manson Illusagure (p. 34). This makes him vulnerable to pressure and liable to provide evidence on the Patrons should he be captured. He knows that the Patrons will kill him without hesitation should this liability be revealed.

THE RESPONSIBLE GOVERNMENT PARTY

Base Setting:
Supers/Illuminati

The Responsible Government Party was born of the New Orleans mayoral campaign of 2008, when local TV personality and comedian Harvey Bargeld ran on a platform of “accountability, integrity, and the end of the world as we know it.” Bargeld’s campaign was intended as a PR stunt, heavily promoted by his station. Then one of the “serious” candidates was videotaped with a 14-year-old prostitute, the other caught stealing from his party’s finances – both less than a week before the polls. Instantly Bargeld became the popular protest candidate. After three recounts he finally emerged victorious, with a lead of just 62 votes over his nearest rival. To everyone’s surprise, Harvey Bargeld turned out to be a competent and honest mayor; when jokingly asked near the end of his first term why he was building up New Orleans instead of destroying it, he replied, “It’s the whole world or nothing.”

During Bargeld’s second term in office, the fledgling party underwent a sudden metamorphosis. Impressed by the RGP’s record in office, supporters of the Christian Governance Ministries had been quietly signing up; by the time anybody noticed, they made up over 60% of the party. While maintaining the emphasis on honest, accountable government and adding a large dose of “family values,” they also restated the party’s commitment to the Apocalypse. Unlike Bargeld, however, the CGM contingent is quite serious about this. Working from Scripture, they believe that the world must perish in order to bring about the Kingdom of God. Around this time the RGP’s Integrity Commission was formed to ensure standards didn’t slip as the party expanded.

Since then, the party has grown in influence. RGP candidates govern the states of Louisiana and Georgia. A few sit in Senate and Congress. There’s even talk of running a presidential candidate some time soon, just to test the waters. Despite initial public skepticism, the governors of Louisiana and

Georgia have managed to get through their first few years in office without a single serious scandal. Most surprisingly of all, they have managed the miracle of increasing government revenue and services while lowering tax rates across the board. The RGP’s explanation is “efficient, thrifty government.” IRS auditors have noticed that certain wealthy Christian businessmen in these states have been quietly rearranging their affairs to *maximize* the tax they pay.



Motivations

While the party remains faithful to their professed aim of ending the world, this has been less of a political handicap than one might expect. Nobody outside the RGP expects them to gain enough power to actually do that, particularly as they’ve committed themselves to doing so “within the laws of the United States of America.” Even within the party, only the senior ranks take that goal seriously. Some people are attracted by the party’s “traditional family values” policies, but most simply want trustworthy, competent people in government and think the RGP fits the bill.

The biggest obstacle to the RGP's growth is a shortage of eligible candidates. While the party has plenty of members, few meet the Integrity Committee's exacting standards. Finding the vast sums necessary for a modern political campaign is also a problem – the party is more careful than most about whose money it'll accept – but this may change in the near future. One of the party's policies is increased defense spending, and several armaments contractors are considering making donations.

While the RGP has drawn fire from rival political parties, anti-military and environmentalist groups – obviously, preserving the environment is not one of its priorities if they want the world to end – the most vocal opposition has actually come from other religious organizations who see its teachings as a perversion of Scripture and an embarrassment to their faith. However, they have yet to work out what they can actually *do* about the RGP's increasing power.

Resources

The RGP numbers over 300,000 registered members and has hundreds of millions of dollars in campaign funds. More importantly, it has substantial political influence at all levels; among its members are four senators, 13 congressmen, and two state governors.

Organization

The RGP is a registered political party and organized along the usual lines; unlike most, it actively encourages external scrutiny. It enjoys a close relationship with Christian Governance Ministries, a Louisiana-based organization, and many senior RGP members also hold positions in CGM.

RGP membership is open to all, but winning the party's nomination is more demanding. The party's Integrity Committee screens would-be nominees to ensure their honesty and commitment to RGP goals, and announces its findings to the party membership. The IC's reputation is such that its refusal to clear a candidate is an effective veto. While the RGP's leaders sometimes look and sound like televangelists, they've built up a reputation for practicing the values they preach. Those who fall short of the mark swiftly lose the party's support.

Encountered

As an adversary, the RGP is somewhat hampered by its high visibility and its determination to work within the law. On the other hand, these "weaknesses" may provide an unusual problem to PCs used to fighting against clandestine organizations. Since the RGP works very much in the open and upholds the laws scrupulously, those attempting to foil its goal of bringing about the Apocalypse must tread very carefully or find themselves painted as the villains. After all, shouldn't all good folk be supporting honest, competent politicians? For its part, the RGP will simply call the cops if PCs prove persistent pests. Crime-fighters are more likely to encounter the RGP as an *ally* than an enemy, and a creative GM should use the implications of this to unsettle them . . .

The RGP can be utilized in a futuristic setting without too much alteration – though as global destruction becomes easier to achieve, the party becomes more of a menace. In an historical or *Fantasy* setting, ecclesiastical organizations may wield as much power as any modern-day political party. The RGP might become the "Brotherhood of Patmos," a progressively minded sect that espouses humility, morality, and, of course, the end of the world.

– Geoffrey Brent

Senator Michael Sharpe (148 points)

Age 65; 5'11"; 180 lbs.; a distinguished, gray-haired Southerner, unassuming and kind.

ST 9 [-10], DX 10 [0], IQ 13 [30], HT 9 [-10]
Basic Speed 4.75, Move 4
Dodge 4

Advantages: Charisma +1 [5]; Contacts (Four RGP leaders, skill 21, available 12-, completely reliable) [96]; Contacts (Member of Joint Chiefs, skill 21, available 9-, completely reliable) [12]; Patron (The RGP, very powerful organization, 12-) [50]; Status 6 [30].

Disadvantages: Age (65) [-45]; Bad Sight [-10]; Code of Honor (Strict adherence to the Bible) [-10]; Dependent (Wife, 12-) [-24]; Honesty [-10]; Sense of Duty (To RGP) [-10]; Stubbornness [-5]; Truthfulness [-5].

Quirks: Unfailingly polite; Polishes his glasses, even when they're clean; Loves watching *Mr. Smith Goes To Washington*, over and over . . . [-3]

Skills: Accounting-12 [2]; Administration-14 [4]; Bard-16 [8]; Diplomacy-12 [6]; Driving/TL7 (Automobile)-10 [2]; Driving/TL7 (Locomotive)-13 [16]; Economics-13 [4]; Law-11 [1]; Leadership-13 [2]; Mechanic/TL7 (Diesel Engine)-12 [1]; Politics-14 [4]; Savoir-Faire-15* [0]; Sports (Baseball)-11 [4]; Swimming-10 [4]; Theology (Christian)-13/19 [6].

*Includes Status advantage.

Languages: English (Native)-16 [3].

Michael Sharpe is a recent arrival on the political scene; a former railroad engineer, he joined the RGP eight years ago. He never intended to stand for election, but he got so involved in RGP campaigning in Georgia that his friends eventually persuaded him to offer himself as a candidate. So far, Sharpe has been fairly quiet in the Senate. As he becomes surer of himself that will change. If he has a real weakness, it's his stubbornness – once he decides on the right course of action there's no way of changing his mind, something his friends blame on his former employment as a train driver.

As a senator he's entitled to quite a respectable income, but Sharpe lives frugally. What's left over is set aside for charity or party funds. Michael and Irene Sharpe remind most people of a favorite grandfather and grandmother – kind but firm, full of good advice and earthy wisdom. Their eagerness for the Apocalypse is a bit disturbing, though they rarely discuss such matters outside party circles, and the senator spends some of his spare time pondering what policies he might legally enact to hasten the world's end.

THE UNIVERSAL COMPLIANCE DIRECTORATE

Base Setting:
Illuminati

In an untidy world, the Directorate works for order, to replace chaos with unbreakable patterns of conformity. While the Directorate disapproves of criminal activity, it leaves law enforcement to the police and concentrates on people who cause disorder within the bounds of the law. Conspiracy theorists scoff at the idea of these “Men in Gray,” but those cynics have never been the target of the Directorate’s “corrections.” From the age of Napoleon to the distant future, the Universal Compliance Directorate is a formidable enemy that may strike at any time, then quickly fade into the shadows.

The Directorate was founded in the 19th century by ministers of several European powers in a sort of “gentleman’s agreement.” The original Directorate was a set of semi-independent but cooperating bureaus rather than a single organization under unified leadership. Its purpose was to promote and enforce rational, orderly behavior. It was to operate in secret, using whatever means necessary to achieve its goals.

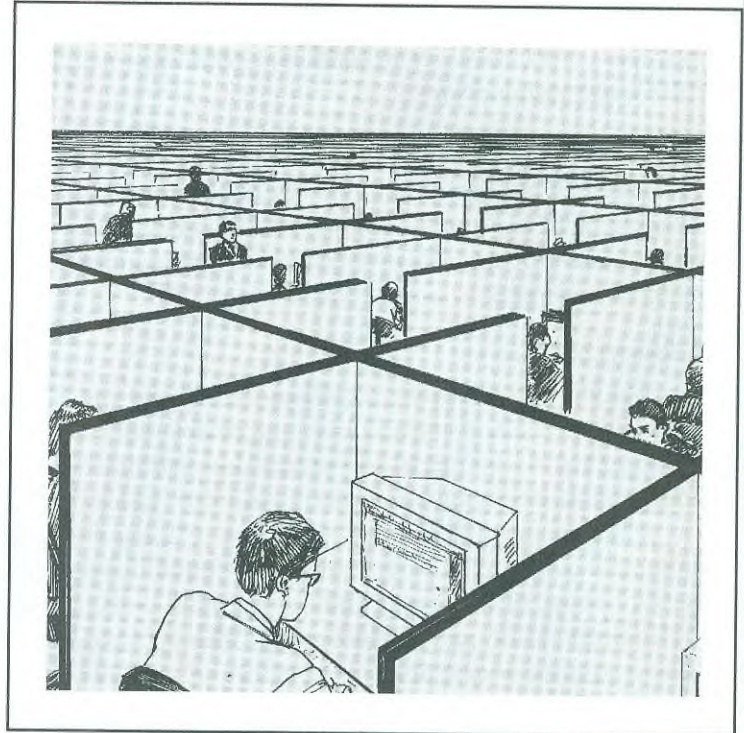
The Directorate quickly became the age’s most sophisticated, if underused, intelligence agency. Its operatives put one random citizen after another under intensive surveillance, noting movements, contacts, and habits. Instigators of disorderly behavior were given everything from stern (if anonymous) warnings to severe (and equally anonymous) beatings. From a group of shadowy agencies in a few major European cities, the Directorate grew into a tightly knit international organization, outgrowing ties with individual governments.

Motivations

The Directorate has been linked to everything from America’s Red Scare to China’s Cultural Revolution. However, their political activities are merely a means to their ideological end: instilling an orderly, conformist mindset in the common man.

What makes the Directorate terrifying is the apparent randomness of its actions. Directorate analysts use their research to create elaborate societal models and identify people ultimately responsible for disorderly behavior. For example, the Directorate is less likely to target a nonconformist but potentially self-destructive musician and more likely to target

the low-key agent who can make him a star. From the point of view of outsiders, the Directorate can target anyone, anywhere, for no apparent reason.



Resources

The size of the Directorate is unknown, but its reach is considerable. Any large city will have several hundred operatives working from an unremarkable headquarters in the business district. If PCs should happen to stumble into it, they’re unlikely to notice anything suspicious. The Directorate’s manpower is largely devoted to processing seemingly innocuous information: credit reports, medical records, and so on. The unending vistas of identical, undecorated cubicles or high Dickensian desks may strike visitors as creepy, but any information they find there will be unthreatening.

An examination of the building’s basement or the office of the local director will reveal more disturbing sights. Records found there detail individual persecutions, while hidden doors lead to holding cells, interrogation rooms, and secret laboratories. However, if the Directorate becomes aware that an office has been compromised, it can be cleaned out in a matter of hours – every file cabinet emptied, every computer wiped.

The Directorate has always had a hand in new technologies, employing everything from photography to computers earlier than the rest of society. They capitalize on the technological developments of others, appropriating whatever they think necessary for their work. They also create fiendish devices in their own labs. This affords their agents a High Technology advantage of one TL over the societal norm.

Organization

The Directorate uses a modified cell structure for its field agents. Groups of operatives work separately, but coordinate with others through protected channels. However, unlike insurgent cells, the Directorate derives flexibility from intricate organization rather than the absence of hierarchy.

Most members of the Directorate are clerks or field operatives. They receive orders anonymously or from immediate superiors. Junior operatives are given very specific tasks with no explanation. ("Drop this package in the letterbox outside the Louvre at 2:36 PM, whistle the chorus of 'Hey, Jude,' and leave immediately."). Experienced operatives may be given an objective to carry out as they see fit – assassinate a certain individual, kidnap a pet, ruin a reputation. But they will be given no explanation as to why they are to do so. A good agent does not need an explanation; he trusts in the Directorate.

Senior officers, called "directors," issue orders, coordinate activities, set policy, and select targets for intense investigation and correction. A large city may have four or five in residence, a mid-size city only one or two. Despite their local importance, directors also receive orders from other directors, which they follow to the letter. In this way the Directorate acts as a seamless whole.

It is clear that the Directorate has enormously complex lines of succession, with elaborate contingency plans. If a director is killed, another is promoted from the ranks almost immediately. If agents die, recruits to replace them are already in the wings. For use on very rare occasions, the Directorate has adopted the hydra as its symbol.

In the United States, the Directorate has been linked with the shadowy government project directed by Control (p. 30), but it is unclear if the two groups work together or are at odds over the country's proper mindset.

Encountered

Most Directorate activity consists of observation: following a subject, tapping phones, and so on. In extreme cases, a subject may be directly interrogated. Gray-clad operatives will appear in the subject's bedroom late at night and start asking questions. They will never explain who they are or answer any questions.

At times, the Directorate may decide to take direct action, called a "correction" in the group's jargon. Typically, the subject will be told by late-night visitors to do something they likely would not do on their own – publish a nonsensical editorial, break up with a beloved girlfriend, or attend a football game painted in the home team's colors. If the subject does not comply, bad things will begin to happen. His credit cards will be canceled, his credit rating ruined. He'll lose his job. Things will get steadily worse until he complies.

If the subject cannot be persuaded to bow to the Directorate's will, he will eventually be spirited to the labs. The vanished subject may reappear later, pale and quiet, with a haunted look in his eyes. Or he may never be seen again.

– Matt Riggsby

Leon Donovan 127 (262 points)

Age 35; 5'10"; 180 lbs.; a neatly dressed and polite bureaucrat with an aura of smug menace.

ST 12 [20], DX 12 [20], IQ 14 [45], HT 11 [10]
Basic Speed 5.75, Move 5
Dodge 5, Parry 8 (Wrestling)

Advantages: Absolute Direction [5]; Absolute Timing [5]; Alertness +2 [10]; Composed [5]; Contacts (Credit bureau employee, skill 15, available 9-, completely reliable) [6]; Contacts (Local police records clerk, skill 15, available 12-, completely reliable) [12]; High Technology (+1 TL) [20]; Patron (The Directorate, very powerful organization with high tech, 15-) [75]; Single-Minded [5]; Strong Will +2 [8].

Disadvantages: Bully [-10]; Compulsive Behavior (Keeping workspace orderly) [-5]; Duty (To the Directorate, 15-) [-15]; Fanaticism (The Directorate) [-15]; No Sense of Humor [-10]; Nosy [-1].

Quirks: Always monitors incoming calls before answering; Answers questions with one word if possible; Smirks constantly. [-3]

Skills: Administration-14 [2]; Area Knowledge (Milwaukee)-14 [1]; Boxing-13 [4]; Chess-15 [2]; Computer Operation/TL8-17 [6]; Detect Lies-17 [10]; Driving/TL8 (Automobile)-12 [2]; Guns/TL8 (Pistol)-16* [4]; Intelligence Analysis/TL8-15 [6]; Interrogation-16 [6]; Intimidation-16 [6]; Lockpicking/TL8-14 [2]; Photography/TL8-14 [2]; Psychology-15 [6]; Shadowing-14 [2]; Stealth-14 [8]; Wrestling-12 [2]; Writing (Reports)-13/19 [2].

*Includes IQ bonus.

Languages: English (Native)-16 [2].

Equipment: Agents carry immobilizing agents and whatever devices or weapons their assignments require (always one TL above the norm). In higher TL settings, they will be equipped with cybernetic radio implants and self-destruct devices. They always dress in conservative gray suits.

Donovan is a typical experienced operative, utterly devoted to the Directorate (as reflected in his Fanaticism disadvantage) and happy to do its bidding. He was recruited for service while a college student. As his Duty disadvantage indicates, he is on call day and night. He counts the organization as a Patron; should he decide to retire they will become an Enemy. There are no former Directorate operatives.

Like many agents above the rank of junior operative, he possesses the advantages Absolute Direction and Absolute Timing, which are quite useful on his surveillance missions. While many members of the Directorate have the disadvantages No Sense of Humor or some kind of Compulsive Behavior, they are not universal traits.

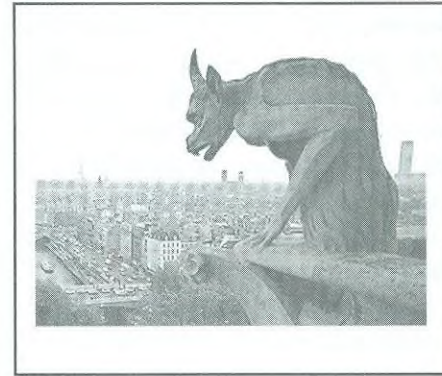
Abner, 6-7.
 ADAM, 60-61.
 Agent X, 115.
 al-Jakari, Hatim, 88-89.
 Alchemy, 14-15, 18-19.
 Alogoi, 114-115.
 Amazing Oddities, the, 53.
 Ankou, Seth, 42-43.
 Archetypes, 3.
 Argonots, 116-117.
 Blade, Jason, 24-25; *cyborgs*, 25.
 Bloody Knife,
 Brotherhood of the, 118-119.
 Blue, "Aunt" Hattie Mae, 26-27.
 Blue-Eyed Jack, 46-47.
 Bluegums, 45.
 Boyd, Willie, 40, 44-45.
 Brook, Melinda, 91.
 Brotherhood of the Bloody Knife,
 118-119.
 Brown, Amos, 74-75.
 Bureaucrat, the, 8-9.
 Canwr, Owain, 76-77.
 Captain Zap, 20-21.
 Caraway, Mark Jason, 119.
 Casnar the Hunter, 28-29.
 Ch'in Yin Liu, 120-121.
 Chaos, Forces of, 58-71.
 Chiadross, 78-79.
 Control, 30-31, 111, 127.
 Cops, Ignoble, 72-85.
 Cyborgs, 25.
 Directorate, Universal Compliance,
 31, 111, 126-127.
 Donovan, Leon, 127.
 Dover, Gordon, 102-103.
 dR@vE, 82-82.
 Dunn, Becky, 62-63.



Endilen, Maurice, 46-47.
 Evil geniuses, 100-111.
 Felton, Gary, 64-65.
 Fetch, 66-67.
 Forces of Chaos, 58-71.
 Grant, William, 90-91.
 Groups, 112-127.
GURPS Arabian Nights, 88-89.
GURPS Atomic Horror, 54-55, 98-99.
GURPS Autoduel, 45, 74-75.
GURPS Black Ops, 30-31, 45, 47,
 116-117.
GURPS Blood Types, 45.
GURPS Bunnies and Burrows, 3, 38-39.
GURPS Celtic Myth, 28-29, 81.
GURPS China, 120-121.

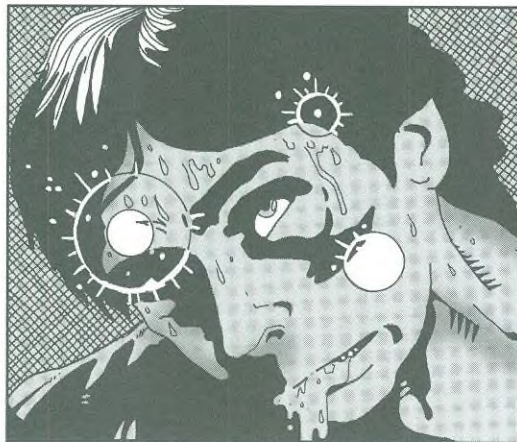
GURPS Cliffhangers, 26-27, 35, 92-93,
 109, 118-119.
GURPS Creatures of the Night, 53.
GURPS Cyberpunk, 6-7, 16-17, 19,
 56-57, 72, 90-91.
GURPS Egypt, 68-69.
GURPS Espionage, 35, 55, 62-63, 96-97.
GURPS Fantasy, 4, 12-15, 19, 25, 32-33,
 45, 53, 63, 75, 77, 97, 125.
GURPS High-Tech, 35.
GURPS Horror, 25, 35, 41, 44-45, 52-53,
 67, 69, 94-95.
GURPS Illuminati, 30-31, 45-47, 55,
 110-111, 124-127.
GURPS In Nomine, 45, 111.
GURPS IOU, 18-19.
GURPS IST, 32-33.
GURPS Magic, 65.
GURPS Middle Ages, 76-77, 88-89.
GURPS Old West, 26-27, 75, 109.
GURPS Psionics, 67.
GURPS Robin Hood, 17.
GURPS Scarlet Pimpernel, 17.
GURPS Space, 7, 19, 47, 48-49, 53,
 56-57, 75, 78-79.
GURPS Supers, 17, 19, 20-21, 24-25,
 32-33, 50-51, 55, 67, 72, 80-81, 92-93,
 106-107, 110-111, 124-125.
GURPS Technomancer, 19, 111.
GURPS Time Travel, 17, 97, 102-103.
GURPS Traveller, 34-35, 91, 122-123.
GURPS Ultra-Tech, 7.
GURPS Undead, 46.
GURPS Voodoo, 3, 25, 42-43.
GURPS Warehouse 23, 38-39, 46-47.
GURPS Wild Cards, 111.
 Hammond, Carter, 32-33.
 He Who Is Lost, 68-69.
 HMA, 33.
 Hung, Ma, 121.
 Hunter, Casnar the, 28-29.
 Ice Queen, 62-63.
 Ignoble Cops, 72-85.
 Illusagure, Manson, 34-35.
 Ilum, George, 8-9.
 Intergalactic Crime Syndicate, 48-49.
 IRS, 84-85.
 IST, 32-33.
 Jack, Blue-Eyed, 46-47.
 Jekyll & Hydes, 86-99.
 Joshua, 48-49.
 K, Johnny, 105.
 K, Mr., 104-105.
 Kali, 62-63.
 Kelley, Russell, 50-51.
 King Sanchez, 43.
 Kiyumbe, 43.
 Konrad, Johannes, 104-105.
 Luzhin, Vladimir Petrovich, 105.
 Ma Hung, 121.
 Madmen, 40-57.
 Magic Man, 31, 110-111.
 Magic, 12-15, 18-19, 42-43, 64-65,
 68-69, 80-81, 89.
 Malreaux, Etienne, 36-37.
 Martinez, Manny "Money," 106-107.
 Masterminds, 100-111.
 Mold Spirit ritual, 43.
 Monomaniacs, 22-39, 73.

Mr. K, 104-105.
 Noble Thieves, 72-85.
 Norcross, Alice, 92-93.
 O'Riordain, Padraig, 80-81.
 Ostler, Nancy, 10-11.
 Owain's Boys, 77.
 Parker, Arthur, 123.
 Patrons' Circle, 122-123.
 Plimtow, 35.
 POWER, 32.
 Psionics, 6-7, 15, 42-43, 56-57, 66-67,
 102-105, 115.
 Psiren, 33.
 Purity Foundation, 32-33.



Rabble-Rouser, 50-51.
 Reaper, Matt, 82-83.
 Reasonable Madmen, 40-57.
 Responsible Government Party, 124-125.
 Ritual of Mold Spirit, 43.
 Rothchild, Isaac, 84-85.
 Sanchez, King, 43.
 Scorpion, the, 92-93.
 Sen. Sharpe, 125.
 Seventh Soul, 68-69.
 Sharpe, Sen. Michael, 125.
 Shayde, 32-33.
 Sidhe, 29, 78, 80-81.
 Sneaks, 4-21.
 Space Cadet, 80-81.
 Spot, White, 38-39.
 St. John, Caleb, 52-53, 95.
 St. John, Corrinne, 52-53, 94-95.
 Tek Rats, 78.
 Thieves, 72-85.
 Triermann, Jurgen, 54-55.
 Tscheya, Vladimir, 40, 56-57.
 Universal Compliance Directorate, 31,
 111, 126-127.
 United Nations, 33.
 Unpermann, "Quick" Ronolphus, 12-13.
 Urgluk, 14-15.
 VainWayne, 16-17.
 Vane, Charlotte, 108-109.
 Weasels, 4-21.
 Weiss, Sara, 96-97.
 White Spot, 38-39.
 Wiggins, Wadsworth, 18-19.
 Williams, Deborah, 98-99.
 Wilson, Simon, 31, 110-111.
 Wrasslin' Goon Squad, 107.
 X, Agent, 115.
 Yazstremski, Clifford, 20-21.
 Zap, Captain, 20-21.

WE'RE ON THE WEB



Here's one web site that won't make you sick.

When you bought this book you also bought extensive online support for your game. At the SJ Games web site (www.sjgames.com), you'll find tons of support material for *GURPS* (and any other Steve Jackson game) **at no extra charge**. Here are just a few of the things you get:

- News! Find out what's new, what's coming soon and what's on the horizon.
- A complete listing of our games, with current prices, and the latest support materials and errata!
- Access to Warehouse 23 (if you have to ask, you aren't cleared to know).
- A chance to bid on unique items at the Auction Page.
- Information on how to join a mailing list that supports your game.
- A catalog of all our products, including T-shirts, pins, key-chains and pendants.
- And a whole lot more – all fully searchable!

go to . . .
www.sjgames.com

The Best in Gaming Is Just a Click Away . . .

Pyramid is the gaming hobby's hottest voice! We're your online source for game reviews, source material and background information for all your favorite games . . . *Magic, AD&D, Rifts, Battletech, GURPS, In Nomine, INWO, Shadowrun, Castle Falkenstein, Earthdawn* and many more. The cover list changes, but our gaming, miniature systems and wargames. Industry news is updated regularly, whenever it happens.

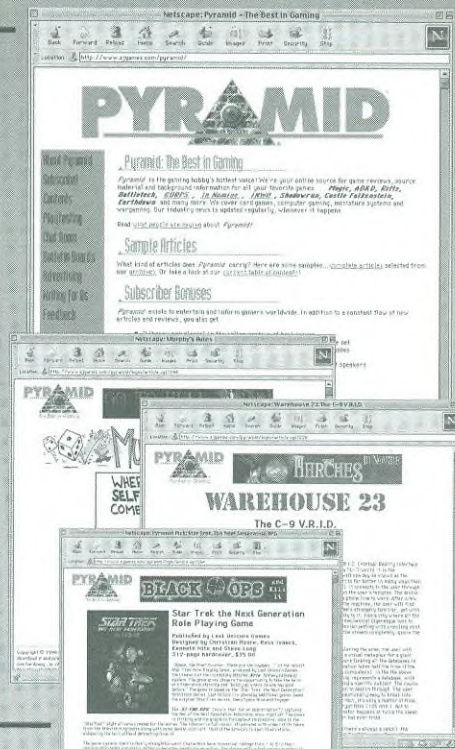
What kind of articles does *Pyramid* carry? Check out the samples at our web site – you don't have to subscribe to take a peek! But here are some of the things that *only* subscribers get:

- ▲ "Library privileges" in the online archive of back issues.
- ▲ Access to Steve Jackson Games playtest material.
- ▲ Previews of online projects from SJ Games and other companies.
- ▲ A message area so you can talk to your fellow readers.
- ▲ Weekly "live chat" sessions with our staff and guest speakers.

The Best Deal in Gaming. Subscribe Today!

PYRAMID

www.sjgames.com/pyramid



Updated Weekly!

Exclusive to the Web!

Only \$15 per Year!

ENCOUNTERING EVIL

Conflict stands at the heart of all good stories, and nothing can create conflict faster than a well-crafted bad guy.

GURPS Villains offers descriptions and statistics for 54 wildly different scoundrels, allowing players the opportunity to pit their characters against these dangerous, formidable opponents. Will the heroes be up to the challenge of He Who is Lost, the damned and undying priest of Ra who stalks the world in search of vengeance? Or the threat of the Universal Compliance Directorate, which uses any means necessary to enforce its philosophy of conformity? In these pages, you'll find blood-soaked maniacs, kind-hearted hackers, corrupt officers of the law, and shadow-shrouded evil overlords, each ready to do his utmost to defy and defeat the forces of Justice.

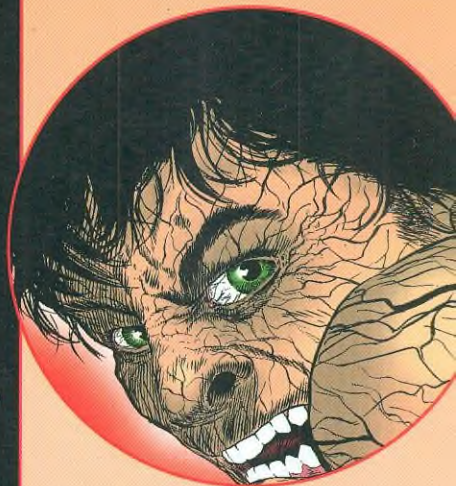
GURPS Villains also provides adventure seeds for each antagonist, as well as suggestions for adapting the evildoers to a variety of settings. Introductions for each of the eight villain archetypes offer tips for GMs on how to portray an effective bad guy, with everything from a guide for the criminal mastermind in search of competent henchmen to effective tricks for use by grifters and rogues.

There has to be evil so that good can prove its purity above it.
— Buddha

Heroes are defined by the forces they oppose.
Meet the opposition.



STEVE JACKSON GAMES
www.sjgames.com



GURPS Basic Set and *Compendium I: Character Creation* are required to interpret the character statistics in this book. Characters found herein originate in a wide range of published settings, from *Atomic Horror* to *Voodoo*, *Supers* to *Black Ops*. GMs will also find variation notes that make all the villains detailed here suitable for many different campaign worlds.

THE INMATES:

Compiled and Edited by
James Lowder

Written by
James Lowder
and the Agents of Infamy

Illustrated by
Richard Pace

Cover Design by
Philip Reed
and Jeremy Zauder

Cover art by
Richard Pace

FIRST EDITION
PUBLISHED MAY 2000

ISBN 1-55634-414-7



9 781556 344145
SJG01995 6416

Printed in the
U.S.A.