# GURPS®

# WARRIORS

*By* JOHN GOFF

# STEVE JACKSON GAMES

"A soldier,
 Full of strange oaths and bearded like the pard,
 Jealous in honour, sudden and quick to quarrel,
 Seeking the bubble reputation
 Even in the cannon's mouth."

– *Shakespeare, "As You Like It"*

They lead the way and take the lumps. When it all falls apart, they cover the retreat. Some live for a cause; some die for it. They are warriors.

The warrior is the backbone of every adventure group. *GURPS Warriors* gives you 29 fighter templates, letting you quickly create the warrior that's right for you. No two need be the same.

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- ⚔ Warriors from the pages of history and literature, including the barbarian, berserker, gunslinger, holy warrior, martial artist, and swordsman . . .

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- ⚔ High-tech fighters like the artillerist, aviator, mecha pilot, and naval crewman.

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

*A thousand victories await you . . .*

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*GURPS Basic Set* and *Compendium I: Character Creation* are required to interpret the templates and character statistics in this book. Certain templates are more useful when used in conjunction with *Magic, Martial Arts,* and *Supers.* The essays on the roles of warriors in legend and fiction are useful no matter what game you play.

# GURPS
# WARRIORS

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. . . and our thanks to the dozens of great folk
who helped out on the *Pyramid* playtest.

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# INTRODUCTION

*GURPS Warriors* is the second *GURPS* book devoted to character templates. It follows the design of the first, *GURPS Wizards*, and incorporates the same template system detailed in that work. Character templating will one day replace the *Random Characters* rules on pp. B84-85 as the *GURPS* "quick-start" system.

As with *Wizards, Warriors* is designed with the new player in mind. Most warrior characters are more straightforward than their magic-wielding counterparts, but there are still more than enough appropriate advantages, disadvantages, and skills to daunt a new player. With that in mind, *Warriors* presents a number of different warrior character types, spanning – in true *GURPS* fashion – a variety of genres and times.

## USING THIS BOOK

*Warriors* contains 29 templates. Each template contains a description of a type of warrior, a list of advantages, disadvantages, and skills to choose from when making such a hero (along with a discussion of how and why each was chosen), customization suggestions, and some brief words on using the template in a campaign. In addition, four sample characters are provided with each template.

A few notes on the book:

- Whenever possible, we've designed the templates for standard 100-point campaigns.
- Since the practice of the warrior's art is often greatly influenced by technology, we've traced the effects of those advances in a template, when applicable. In each case, the basic template is followed by a series of lenses to customize the character appropriately for the tech level of the campaign.
- As in *Wizards,* the sample characters are merely derived from the templates, not constrained by them – nor should players be constrained in constructing their own characters. The templates are meant to depict the "average" warrior of a particular type. Literature and cinema are filled with examples of heroic characters who deviate from the standard mold!
- Finally, to save space, we've omitted Literacy and Illiteracy from templates and sample character write-ups if they would cost 0 points. Sample characters and templates from TL5+ are assumed to be literate, as are high-Status characters from some TL4- settings (e.g., *Imperial Rome*). When in doubt, see the appropriate worldbook for details.

## ABOUT THE AUTHOR

John Goff is currently testing his wife's patience by working full-time as a writer. He has a B.A. in History and spent two very enlightening tours of duty in the U.S. Army. He recently completed the revisions to *GURPS Special Ops, Second Edition*. At present, he lives in Richmond, VA – at least until he wins the lottery or is abducted by aliens.

## Creative Freedom

You never have to choose a template; you can always create a character from whole cloth, and many experienced players will wish to do exactly that. Note that characters created with and without templates can always be mixed in the same campaign. Since templates are *not* specially priced package deals (see *Discounts*, p. 6), characters made from templates are 100% compatible with characters made using the detailed character creation rules.

## Templates and the Rules

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

## Are Templates "Character Classes"?

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

## Racial Templates

The race creation rules are rules for creating templates, with a few important differences. Racial attribute modifiers alter attribute levels rather than specifying them, racial advantages are often unavailable to most other characters, racial disadvantages don't count against campaign disadvantage limits, and racial skills sometimes use special rules. Your race *does* matter in play, too – racial descriptions often include "taboo traits" which circumscribe your abilities. Nonetheless, the GM may choose to treat races in a manner similar to ethnic templates.

# TEMPLATES

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

A template is a blueprint for a character who can successfully fill a specific role in a particular game world. By specifying many character traits in advance, it reduces the amount of work needed to create the character and guarantees its competence. Templates can also be helpful for experienced players who are pressed for time. Finally, templates can be used to help the GM determine the rough abilities of NPCs.

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

# TYPES OF TEMPLATES

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

## Vocational Templates

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

## Ethnic Templates

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

## Institutional Templates

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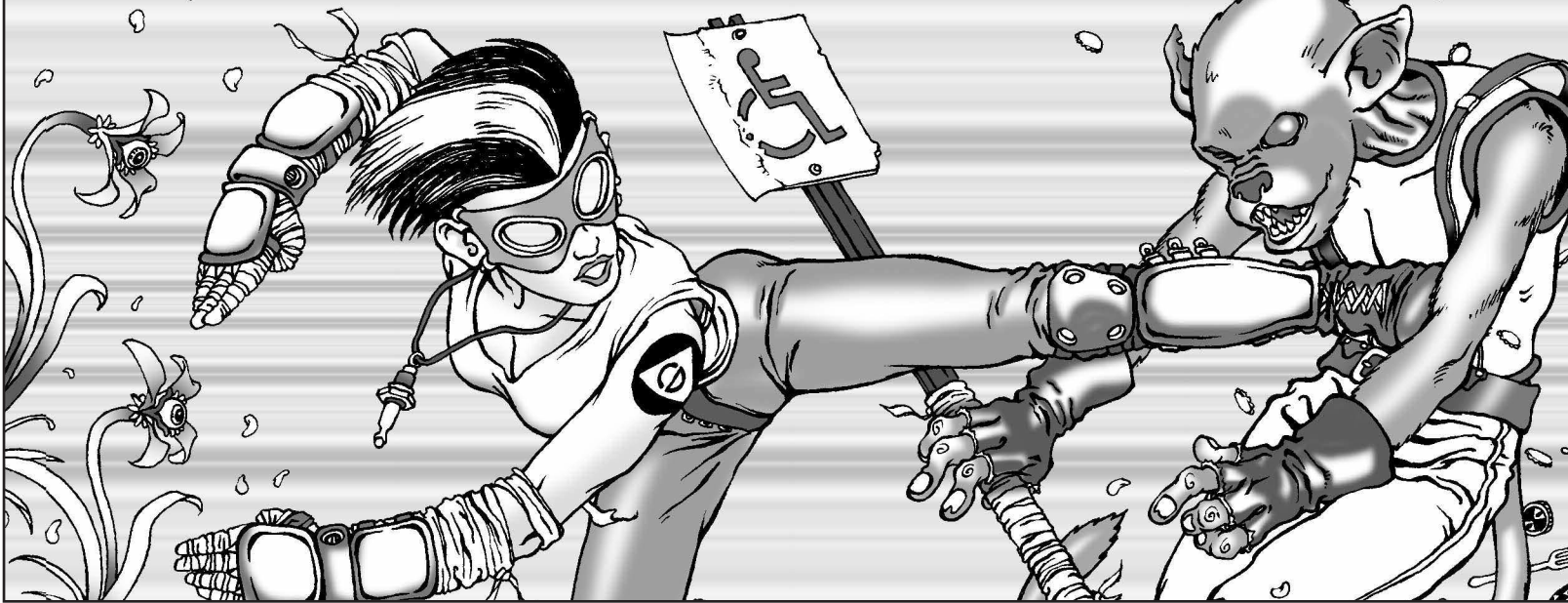
## Archetypes

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

# TEMPLATE DESIGN

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

## 1. Concept

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

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

## 2. Degree of Detail

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

### Templates and Your Players

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

## Listing Skills

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

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

Example: "Bow (P/H) DX+1 [8]-14." This makes things more transparent when the time comes to customize the character.

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

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

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

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

## Optimization

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

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

## Discounts

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

Related to this is the issue of template cost. The more you put into a template, the more points you're spending for the player. Keep in mind what the campaign point total is, and come in under budget. Leave enough unspent points and enough free "disadvantage slots" (we suggest at least half the campaign allotment; e.g., -20 points out of -40) that the player can customize his character. If a template absolutely *must* tie up a lot of points, then either keep it somewhat bland so that it is easily flavored by a few quirks, or make it *interactive* (see p. 7).

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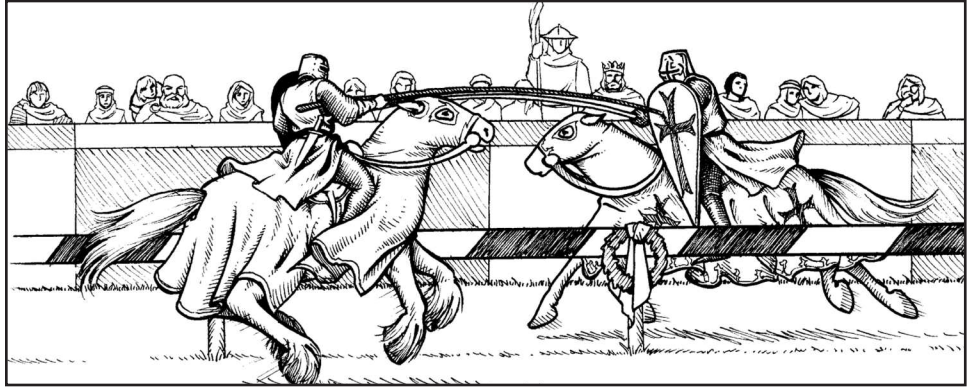


# 3. Attributes

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

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

# 4. Advantages

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

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

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

# 5. Disadvantages

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

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

# 6. Skills

Pick the set of skills and skill levels you feel are needed for the character to be competent in his role. Avoid excessive numbers of skills, but don't skimp. Include any skills absolutely required by the template, a few that would be helpful and one or two that would likely be picked up by someone with that background. Use the following guidelines when choosing skill levels:

Skill 12   *Beginner:*   Good enough to get most regular jobs (e.g., accountant, librarian or scribe).
Skill 14   *Competent:*   The minimum "safe" level for risky jobs (e.g., assassin, politician or surgeon).
Skill 16+   *Expert:*   A reasonable level for someone who is meant to stand out in his field.

Overall, generalists typically have many skills at low levels, while specialists have fewer, but with one or two at expert levels. Realistic characters usually have a small number of related skills, while cinematic ones will often have dozens of unrelated skills, since they are expected to be good at everything. See *Listing Skills* (p. 6) for further information.

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

# 7. Pricing the Template

Find the total cost of all the abilities selected, just as you would for a character. This is the template cost, the price that must be paid when the template is selected. If this is more than 90% of the starting point level of the campaign, then the template is probably too restrictive. Either go back, take a hard look at what's really necessary and remove some things that aren't, or try to *optimize* the template (see *Optimization,* p. 6). If you *still* can't get the cost down to this level, then perhaps the point level you've selected cannot accommodate the characters you envisage working well in the campaign; in this case, consider a new starting point level!

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

## Variations

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

### Pregenerated Characters

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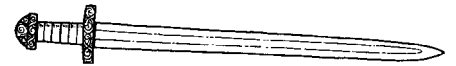


### Interactive Templates

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

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

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

## Variations

*(Continued)*

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

### Open Templates

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

## Uniqueness

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

## Combining Templates

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

### Endless Variations

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

# 8. Customization Notes

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

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

# 9. Completed Examples

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



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

The courtly knight is a canny political intriguer who aspires to higher rank. We give him a political faction as an Enemy (medium-sized group, appearing on 6 or less) [-10] to round out his disadvantages. With his remaining 20 points, we raise IQ to 12 [10] (raising all IQ-based skills by 1) and buy Semi-Literacy [5]. Finally, we give him some courtly skills: Chess-11 [½], Dancing-11 [½], Diplomacy-11 [2], Falconry-11 [1], and Politics-11 [1].

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

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

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

# CUSTOMIZATION

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

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

## Altering Templates

Remember, templates are not rules! When customizing a template (with the possible exception of a pregenerated character; see p. 7), the player is free to alter any or all of the items that came with it. After all, the PCs play the leading roles in their saga, and starring roles are rarely typical ones. Addition, subtraction, and substitution of abilities are all acceptable, but it should be noted that *subtracting* items from a template (especially a vocational one) may result in a character who will be regarded as incompetent by his peers.

# SAMPLE TEMPLATES

### Heroic Knight [90 points]

An honorable fantasy knight, strong in limb and character.

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

*Advantages:* Comfortable Wealth [10], Status 2 [2].

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

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

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

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

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

*Completed Examples:*

*Courtly Knight:* +1 IQ [10], Semi-Literacy [5], Enemy (Political faction) [-10], Chess (M/E) IQ-1 [½]-11, Dancing (P/A) DX-2 [½]-11, Diplomacy (M/H) IQ-1 [2]-11, Falconry (M/A) IQ-1 [1]-11, and Politics (M/A) IQ-1 [1]-11.

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

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

## Tactics and the Common Soldier

Prior to the last century or so, the average soldier didn't receive a great deal of training in individual tactics. Rather, he was drilled extensively in coordinating his actions with those of the other soldiers in his unit and responding in a rehearsed fashion to his superiors' commands.

Tactics (Drill) is an *optional* specialization (p. B43) that represents the series of practiced maneuvers which allow large groups of soldiers to conducted turns, advances, retreats, charges, and defensive postures by rote memorization. It's found among members of organized military units (e.g., heavy foot soldiers and cavalrymen) in a TL5 or lower setting.

By late TL5, most armies no longer used strict battlefield drills – advances in weapon and communication technologies have made it obsolete, although there are a few notable exceptions. Soldiers in these modernized armies receive training in small unit tactics and are encouraged to employ their own initiative. There are exceptions to this generalization, of course. Conscript armies tend to retain the concepts of drill in combat; soldiers from such militaries may still retain the Tactics (Drill) specialization.



## General Military Lenses

These lenses are appropriate to any soldier or military-based template. The non-commissioned officer lens is appropriate for the leader of any small, organized unit (less than 30 individuals). The officer lens applies to leaders of groups larger than 30 or the primary leader of any band of soldiers or mercenaries. For ex-soldiers, simply substitute Courtesy Rank for Military Rank.

*The Noncommissioned Officer (NCO) [+8-13 points]:* Military Rank 1-2 [5 points/level], 1 point in Savoir-Faire (military) (M/E) and 2 points in any of the following: Administration, Intimidation, Leadership, or Politics (all M/A); or Tactics (M/H).

*The Officer [+20 or more]:* Military Rank 3+ [5 points/level], 1 point in Savoir-Faire (military) (M/E), 2 points in Strategy *or* Tactics, (both M/H), and 2 points in one of: Administration, Intimidation, Leadership, or Politics (all M/A). (Note: it's recommended on p. B22 that officers in good, professional armies holding Military Rank 5 or 6 have Leadership 12 and Military Rank 7+ have at least Leadership 13. However, we've included other options to allow representation of officers in *less* professional military organizations as well.)

# SOLDIERS, MERCENARIES, AND WARRIORS

Many of the templates in this book have skills normally taught only in a military environment (e.g., Artillerist, Cavalryman, Rifleman, etc.). Just because a character is built with one of these templates doesn't mean he *has* to be a professional soldier. The template is a starting point for a character. A hero could be a veteran who has served his term of enlistment and moved on to other pursuits. In fact, the templates presented in this book assume the characters built with them are no longer in active military service. If you want to design a character still serving active duty, see the section below.

## SOLDIERS AND MERCENARIES

These two vocations share many of the same skills, advantages, and disadvantages. Mercenaries are nothing more than contract soldiers; they fight for an employer willing to pay them (although some may be choosy about whom they work for).

### Desirable Advantages

In addition to the advantages listed for each template, soldiers may select a few specific to the armed services; these options are added to those provided by the template. Military Rank and Ally Group (unit) are common. Reputation (medals for individuals or renown for units) is appropriate. For veterans, Courtesy Rank and Contacts depict continuing ties to the character's old unit or service.

### Acceptable Disadvantages

Full-time soldiers have some form of Duty or even Extremely Hazardous Duty – these disadvantages should be added to those provided in the template description. Ex-soldiers, if still fit for service, may be subject to a Duty (Reactivation), but the frequency is seldom greater than 9 or less.

### Prohibited Disadvantages

Because the military life is very structured and demanding, certain disadvantages are inappropriate for soldiers. Prohibited mental disadvantages include: Amnesia, Combat Paralysis, Confused, Delusions (Severe), Indecisive, Prefrontal Lobotomy, Reclusive, and Split Personality. Prohibited physical disadvantages are: Bad Back, Blindness, Deafness, Delicate Metabolism, Dependency, Epilepsy, Hemophilia, Lame, Quadriplegic, Terminally Ill, Tourette's Syndrome, Unfit, Very Unfit, and Weak Immune System.

While not prohibited, Cowardice and Pacifism are certain to complicate the character's life. A few less-debilitating physical disadvantages are possible, if unlikely. These include: Bad Sight (at -25 points), Mute, Night Blindness, No Depth Perception, One Arm, One Eye, and One Hand.

Any of these disadvantages, mental or physical, are appropriate to an ex-soldier. They may even be the reason the character is no longer a soldier.

# The
# TEMPLATES

## John Webb      (100 pts)

Age 39; 5'10", 170; brown hair, brown eyes; middle-aged soldier with a scraggly beard; wears old clothing; carries a yew longbow.

**ST** 13 [30], **DX** 13 [30], **IQ** 10 [0], **HT** 11 [10]

Basic Speed 6.00, Move 6.
Dodge 7, Parry 8.

*Advantages:* Acute Vision +3 [6]; Combat Reflexes [15].

*Disadvantages:* Callous [-6]; Clueless [-10]; Duty (To liege; 12 or less) [-10]; Poverty (Struggling) [-10]; Sense of Duty (Comrades in arms) [-5].

*Quirks:* Seldom shaves; Mumbles to self frequently; Spends spare time whittling pegs; Likes his food bland; Believes he's an expert on poultry [-5].

*Skills:* Agronomy/TL3-12 [6]; Animal Handling-11 [6]; Armoury/TL3 (specializing in bows and arrows)-15/(general)-9 [2]; Axe/Mace-14 [4]; Bow-15 [16]; Brawling-13 [1]; Camouflage-10 [1]; Fast-Draw Arrow-15* [2]; First Aid-10 [1]; Hiking-12 [2]; Knife-14 [2]; Savoir-Faire (Military)-10 [1]; Scrounging-11 [2]; Survival (Woodlands)-11 [4]; Weather Sense/TL3-11 [4].

*Includes +1 for Combat Reflexes.

*Languages:* English (native)-11 [0].

*Equipment:* Longbow (1d+2 imp); Axe (1d+3 cut); Quiver with 10 arrows; Spare bowstring; small carving knife; Pot-helm (PD 3, DR 4); Cloth armor (PD 1, DR 1); Dirty and threadbare tunic and pants; Well-worn boots.

John is a simple English farmer serving in his feudal lord's levies. From an early age, John practiced incessantly with his longbow. He soon became one of the best shots in his village. His ability caught the eye of his lord, Sir James Bowen. When Sir James was instructed by King Edward III to raise a levy to take to France, John was one of his first choices.

Unfortunately, John's skill with a bow is offset by his utter lack of interest in all things military. His primary concern while on campaign in France is to get back to his farm in southern England. He's not a coward – he just has little interest in anything except tending his crops and animals. He has formed a few strong friendships among the other men in the army.

# ARCHER

Archers spend years refining their skills and mastering their weapon. This template is designed to represent a character who has spent years of practice and training. For warriors who use the bow in a secondary role, use the Light Foot Soldier template on pp. 80-83. In spite of its name, the Archer template can also be used to build warriors who are expert in the use of crossbows and slings.

While vulnerable in melee combat, the archer is a deadly opponent at a distance. Many historians credit the downfall of the foremost combatant of the feudal era – the mounted knight – to the advent of the longbowman. On the battlefield, units of archers were capable of shattering the initial charge of heavily armored knights with a rain of arrows.

Not all archers are soldiers. In fact, most learn their archery skill outside the military and only serve when called to duty by their country. The practice time necessary to develop mastery of the bow (or sling) makes such warriors a rarity. Historically, England fielded a large number of archers by requiring generation after generation of able-bodied males to practice with a bow. King Edward III commented, "If you want to train a longbowman, start with his grandfather."

Certainly, these troops were feared by their opponents; during the height of their tactical influence, captors often cut off the fingers of captured archers before freeing them. Some feudal nations so feared the threat posed by commoners armed with the deadly missile weapons that they disbanded units of archers in their own armies rather than risk an uprising.

## Design Notes

*Attributes:* Because the archer's missile weapon is powered primarily by his own muscles, we've given the character ST 11. This is also the minimum necessary to use a longbow – the primary weapon of many archers! We decided on DX 13, not only because of the high manual dexterity possessed by most archers, but also because it's the most efficient breakpoint for the template's skill purchases. Finally, we've assigned the template HT 11 to reflect the above-average fitness level commonly possessed by this type of character.

*Advantages:* Besides the advantages common to most warrior templates (e.g., Combat Reflexes, Fit/Very Fit, High Pain Threshold, and Toughness), we added Alertness and Acute Vision to depict the archer's excellent senses. Also, we have given the choice of a bonus to either ST or HT, since many warriors of this type are in excellent physical condition.

*Disadvantages:* Many of the disadvantages we've listed for the archer template are similar to those of other warriors (e.g., Bloodlust, Callous, and Overconfidence). Since many archers also serve at least some time in military units, we've added a few appropriate to the soldier (e.g., Chummy/Gregarious, Code of Honor, and Sense of Duty). Finally, archers tend to come from the more common ranks of society – although the archers' weapon of choice is highly effective, it's often shunned by the upper classes. We have added Wealth (Struggling) to the template's options to reflect this.

## Koji Inabe (250 pts)

Age 43; 5'7", 150; black eyes; a middle-aged Japanese man in modest, but well-kept clothing, carrying a dai-kyu.

**ST** 11 [10], **DX** 15 [60], **IQ** 14 [45], **HT** 11 [10]

Basic Speed 6.50, Move 6.
Dodge 7, Parry 11.

*Advantages:* Combat Reflexes [15]; Weapon Master (Bow) [20].

*Disadvantages:* Honesty [-10]; Pacifism (Cannot harm innocents) [-10]; Sense of Duty (Temple) [-5]; Stubbornness [-5]; Vow (Poverty) [-10].

*Quirks:* Soft-spoken; Prefers to use arrows he's made himself; Tries to make at least one origami sculpture a day; Enjoys philosophical debates; Vegetarian [-5].

*Skills:* Armory/TL3 (specializing in bow and arrows)-19/(general)-13 [2]; Bow-20 [40]; Breath Control-18 [24]; Calligraphy-14 [1]; Fast-Draw Arrow-18* [4]; First Aid-13 [½]; Gardening-13 [½]; Judo-16 [8]; Meditation-15 [12]; Origami-13 [½]; Philosophy (Zen Buddhism)-15 [6]; Stealth-13 [½]; Teaching-14 [2].

*Includes +1 for Combat Reflexes.

*Languages:* Japanese (native)-13 [0].

*Cinematic Skills: (Kyujustu* Mental Strength-15 [6]; Power Blow (Bow only)-15 [6]; Pressure Points (Bow only)-15 [6]; Zen Archery-16 [16].

*Equipment:* Dai-kyu (1d+6 imp; includes +4 bonus from Weapon Master); Quiver with 10 willow leaf arrows (thrust +3 imp damage); Gray tunic and pants.

Koji has spent the last two decades of his life in a Buddhist temple studying religion and learning the art of archery. He originally came to the temple to hide from authorities. As a young man, Koji fell in with a group of mountain bandits that preyed on travelers throughout the region. The local lord lost patience with the raiders and dispatched troops to eradicate them. Koji escaped and fled into the surrounding wilderness. Nearly starving, the young man stumbled days later into the temple where one of the monks took pity on him and nursed him back to health. The monk also began Koji's instruction in the ways of Buddhism and archery. Koji soon became immersed in his studies and determined to learn all that he could before departing the temple.

After mastering the dai-kyu, Koji found the outside world held little interest for him and he has chosen to remain in the temple teaching other supplicants archery. He is a strict, but fair, instructor – his students don't always understand his methods, though. When not teaching, he passes time working in the temple gardens or making origami sculptures.
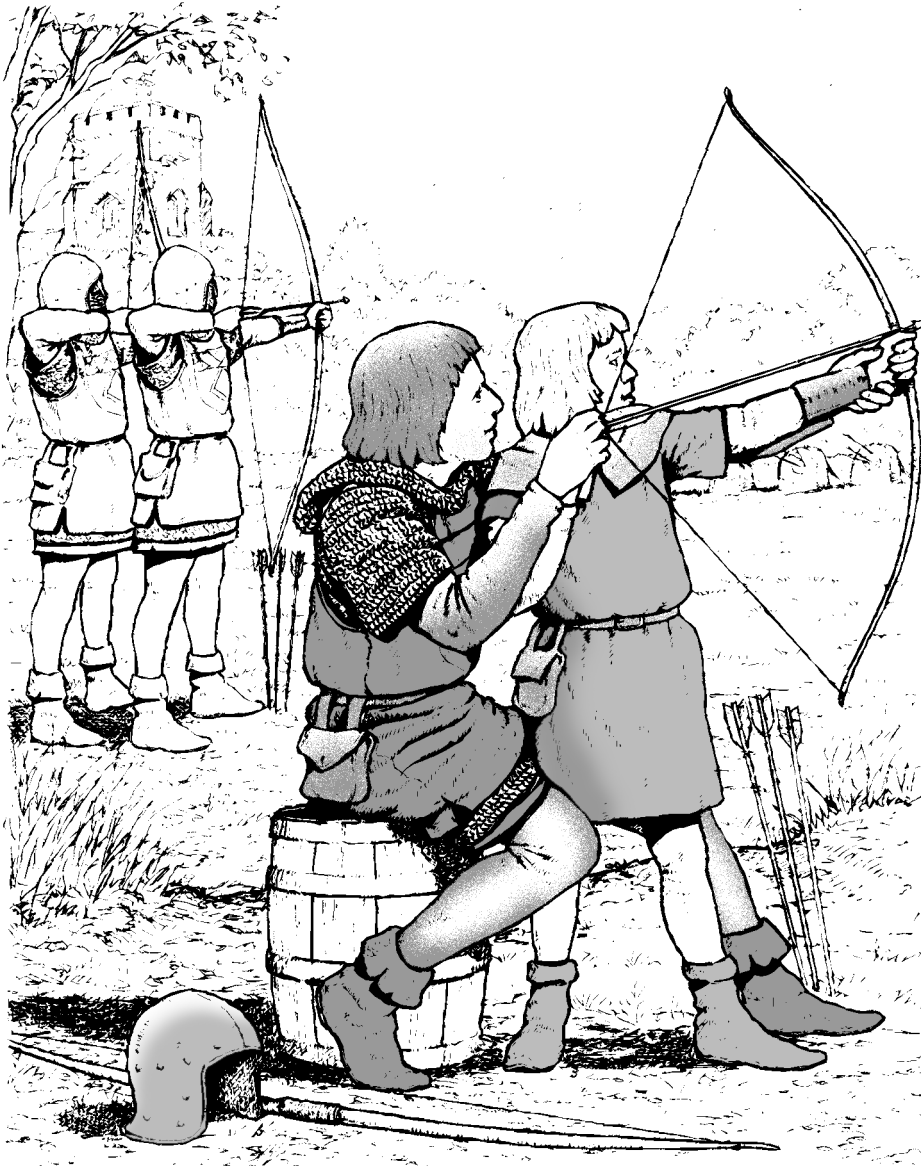
*Primary Skills:* Mastery of a missile weapon is a must for this character, as is the ability to maintain a high rate of fire. We've provided a primary (P/H) missile skill and the ability to quickly reload. Note that even though the template is for an archer, we've included the option to choose a sling instead of a bow. We've also given the character the option of a relatively simple hand weapon skill learned at a lower level. This may seem contrary to the guidelines for "life-or-death" primary skills, but archers are not as highly trained in the use of melee weapons as most other warrior types.

*Secondary Skills:* We've provided the character with those skills necessary to maintain his weapon (Armoury), travel overland quickly as part of an army or alone (Hiking), and keep himself fed and sheltered on a military campaign or in the wilderness (Survival).

*Background Skills:* Unless the archer is a full-time mercenary or soldier, he's likely to have another means of support, so we've given him access to Agronomy and all of the Craft skills. Many archers learned the basics of their weapon by hunting or warding game (Camouflage, Running, Stealth, and Tracking). Because he may have served some time in a standing army, we've added a few skills normally learned from military service (Cooking, First Aid, Leadership, Savoir-Faire, Scrounging, and Tactics).

## Andrew Leadflinger    (99 pts)

Age 27; 4'1", 142 lbs.; curly black hair, green eyes; a young, stout halfling in leather armor who carries himself like a soldier.

**ST** 9 [20], **DX** 14 [30], **IQ** 11 [10], **HT** 12 [10]

Basic Speed 6.50, Move 4.
Dodge 4, Parry 7.

*Advantages: Racial (Halfling):* Reputation +1 (Good neighbors; all the time) [5]; Silence ×1 [5]; +1 DX [10]; +1 HT [10]; Racial Skill: Stealth DX +1 [4]; Racial Bonus: +2 Bow skill [4]; Racial Bonus: +2 Sling skill [4]; Racial Bonus: +2 Throwing skill [4]. *Personal:* Legal Enforcement Powers [5]; Status 1 [5]; Toughness (DR 1) [10].

*Disadvantages: Racial (Halfling):* Code of Honor (Hospitality) [-5]; Gluttony [-5]; Reduced Move -1 [-5]; Addiction (Tobacco) [-5]; -3 ST [-20]. *Personal:* Code of Honor (Enlisted man's) [-10]; Duty (Militia; 9 or less) [-5]; Guilt Complex [-5]; Odious Personal Habit (By the book) [-5]; Sense of Duty (Village) [-5]; Workaholic [-5].

*Quirks: Racial (Halfling):* Dislikes traveling by water. *Personal:* Approaches everything in a "military" manner; Very formal; Likes long excursions in the surrounding wilderness; Always wears a lucky red feather [-5].

*Skills:* Armoury/TL3-12 [4]; Fast-Draw Sword-15 [2]; Hiking-12 [4]; Leadership-12 [4]; Savoir-Faire (Military)-12 [2]; Shortsword-14 [2]; Sling-17* [8]; Spear-14 [2]; Stealth-15** [0]; Survival (Woodlands)-11 [2]; Tactics-11 [4]; Teaching-12 [2]; Throwing-15* [2]; Tracking-12 [4]; Woodworking-13 [1].

*Includes Racial Bonus.
**Purchased from Racial default.

*Languages:* Anglish (native)-11 [0].

*Equipment:* Sling (1d-1 cr), Shortsword (1d-2 imp, 1d-1 cut); Pouch with 10 bullets; pipe and tobacco; Leather armor on chest, arms and legs (PD 2, DR 2), and leather helm (PD 2, DR 2); In wet or cold weather, he also wears a heavy green woolen cloak.

Andrew is fascinated by the military, a rarity among halflings. As a child, he would sneak down to watch soldiers practice in the fields near Durham in Caithness. Over the years, he picked up a good deal of tactical knowledge – as well as a number of annoying "military" habits. His skill with the sling has made him a celebrity, even among halflings. That skill, combined with his knowledge of tactics and general air of confidence, secured him a position as the Sheriff of his village last year. He is the youngest halfling to ever hold that position in his village, but everyone agrees he is very conscientious.
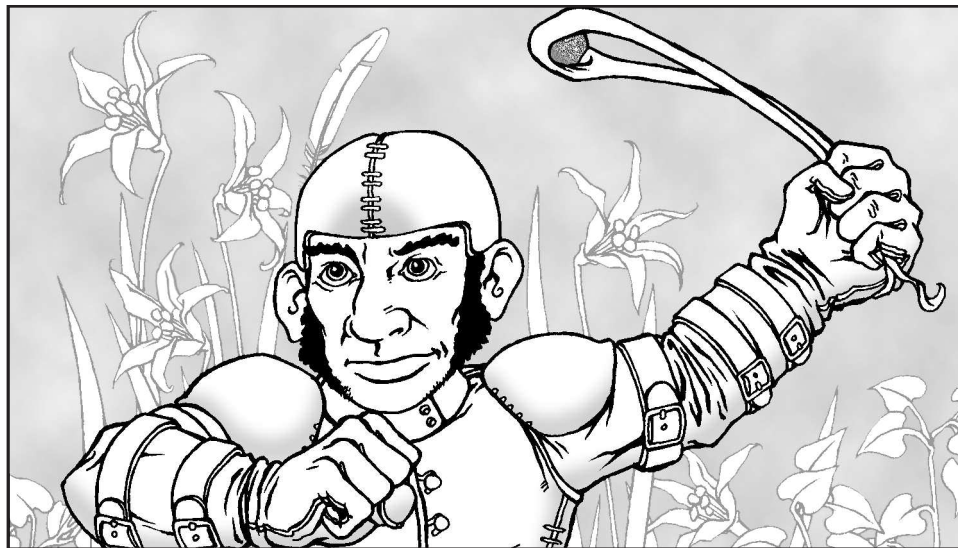


# Archer                                    [75 points]

**Attributes:** ST 11 [10], DX 13 [30], IQ 10 [0], HT 11 [10].

**Advantages:** A total of 20 points chosen from among Acute Vision [2/level], Alertness [5/level], Combat Reflexes [15], Fit or Very Fit [5 or 15], High Pain Threshold [10], Toughness (DR 1) [10], and +1 ST or HT.

**Disadvantages:** A total of -20 points chosen from Bloodlust [-10], Callous [-6], Chummy or Gregarious [-5 or -10], Code of Honor [-5 to -15], Overconfidence [-10], Sense of Duty (Comrades in arms) [-5], and Wealth (Struggling) [-10].

**Primary Skills:** One of Axe/Mace, Broadsword or Shortsword (all P/A) DX-1 [1]-12, and *one* Bow (P/H) DX+1 [8]-14 or Crossbow (P/E) DX+3 [8]-16, and Fast-Draw Arrow (P/E) DX+1 [2]-14 *or* Sling (P/H) DX+1 [8]-14,* and 2 more points in Combat/Weapon Skills.

**Secondary Skills:** Armory/TL (any) (M/A) IQ+1 [4]-11, Hiking (P/A) HT [2]-11, and Survival (any) (M/A) IQ+1 [4]-11.

**Background Skills:** A total of 4 points in any of: First Aid, Camouflage, Cooking, Savoir-Faire (Military), and Scrounging (M/E); Leadership and Tracking (both M/A); Tactics (M/H); Brawling and Knife (both P/E); Stealth (P/A), and Running (P/H); plus Agronomy (M/A) and all Craft Skills.

## Customization Notes

- In a 100-point campaign, this template leaves a lot of room to customize the character to suit your concept and setting. The skill choices listed for Background Skills provide a good starting place to flesh out the template.
- The first purchase an archer should make is his bow (or sling, if that's his weapon of choice). Next, a good choice is a simple hand weapon and helmet (leather or pot), and finally, some light armor (cloth or leather). Few archers encumber themselves with heavy armor.
- Tudor-era longbows had an astonishing draw weight; a longbowman might reasonably have ST as high as 13-15!

## Using This Character

Like most templates in this book, the archer is a good starting point for a character in a 100-point campaign. It can also be used as an experienced NPC archer, whether as part of an Ally Group or an opposing army. The choice of background skills is important in this case; a member of an outlaw band is likely to have points in Camouflage and Stealth, while common recruits are going to have more mundane abilities such as Agronomy and Craft skills.

# NIGHTSHADE

Age 28; 6'1", 175 lbs.; close-cropped black hair, brown eyes, dark brown skin.

| | | |
|---|---|---|
| **ST:** 14 [45] | **IQ:** 13 [30] | **Speed:** 8.50 |
| **DX:** 17 [100] | **HT:** 13 [30] | **Move:** 7 |
| **Dodge:** 8 | **Parry:** 13 | |

## Advantages

Acute Vision +3 [6]; Combat Reflexes [15]; Daredevil [15]; Hard to Kill +4 [20]; Increased Speed +1 [25]; Fit [5]; Night Vision [10].

## Disadvantages

Dependent (His brother, Friend, 50 points, 9 or less) [-6]; Over-confidence [-10]; Obsession (fight gang violence) [-10]; Secret Identity [-10]; Sense of Duty (Anyone he perceives as a "victim") [-5].

## Super Advantages

*(Built into costume – not obvious or accessible to his opponents):* Damage Resistance +12 [36]; Radio Hearing [10].

## Quirks

Tapes Saturday morning cartoons; Hates graffiti artists; Drinks only root beer; Reads romance novels [-4].

## Skills

Armoury/TL7 (Bows and Arrows)-14 [4]; Bow-18 [8]; Brawling-18 [2]; Climbing-17 [2]; Driving (Car)-15 [½]; Fast-Draw Arrow-18 [2]; First Aid-13 [1]; Intimidation-13 [2]; Jumping-17 [1]; Motorcycle-16 [1]; Running-14 [8]; Stealth-18 [4]; Streetwise-14 [4]; Survival (Urban)-13 [2]; Swimming-16 [½]; Tactics-14 [6].

## Languages

English (native)-13 [0].

## Super-Powers

(All are based on arrows fired from his bow.)
Bind-18(8) (Accuracy +2 +10%, Instantaneous +20%, Limited Use: 2 per day -30%; 48 points)
Boxing Glove-18(5) (Generic attack power with Accuracy +2 +10%, Increased Knockback ×3 +60%, Instantaneous +20%, Limited Use: 1 per day -40%, Stun Damage Only -20%; 39 points)

Dampen-18(5) (Accuracy +2 +10%, Instantaneous +20%, Limited Use: 2 per day -30%; 15 points)
Explosive-18(5) (Generic attack power with Accuracy +2 +10%, Explosive +40%, Full Power Only -10%, Instantaneous +20%, Limited Use: 4 per day -20%; 42 points)
Flash-18(5) (Accuracy +2 +10%, Instantaneous +20%, Limited Use: 2 per day -30%; 20 points)
Piercing-18(5) (Generic attack power with Accuracy +2 +10%, Armor Piercing ×2 +100%, Impaling +40%, Instantaneous +20%, No Knockback -10%; 78 points)
Smoke-18(5) (Instantaneous +20%, Accuracy +2 +10%, Limited Use: 2 per day -30%; 15 points)
***Base Cost for Bow:*** 333 Points
Breakable (DR 5, HP 30): -15%
Can Be Hit (-2 to hit): -20%
Can Be Stolen (Opposed ST roll): -20%
***Final Cost for Bow:*** 150 Points

## Equipment

Composite bow (1d+4 imp) *(although he normally uses a special arrow listed under Super-Powers)*; Extra large quiver for 30 arrows; Motorcycle; Costume is a tight-fitting, black jumpsuit with a modified black bandanna which serves as a mask to cover the upper part of the face.

---

Dwayne Wilson's gym teacher got him interested in archery at an early age. He was a natural and was soon winning tournaments.

Dwayne's little brother, Wade, was frail and picked on. Dwayne did his best to protect him, but in so doing became the target in a drive-by shooting. As fate would have it, the bullets missed Dwayne and hit Wade – crippling him.

Life went on. Dwayne, wanting the best for his brother, worked night and day to put him through college. Wade eventually graduated at the top of his class with a degree in engineering.

Neither forgot the shooting, or the crime that plagues their inner-city community. Working together, the brothers created a high-tech bow and specialty arrows. Dwayne now tries to curb the tide of crime as Nightshade.

Nightshade is designed for a 500-point *GURPS Supers* campaign.

## Sergeant Thea Skoekl (100 pts)

Age 27; 5'7", 128 lbs.; short red hair, blue eyes; heavily tattooed; wears a motley assortment of military clothing.

**ST** 11 [10], **DX** 12 [20], **IQ** 12 [20], **HT** 11 [10]

Basic Speed 5.75, Move 3.
Dodge 4, Parry 9.

*Advantages:* Alertness +1 [5]; Combat Reflexes [15]; Fit [5]; G-Experience [10]; Military Rank 1 [5].

*Disadvantages:* Bloodlust [-10]; Code of Honor (Mercenary's) [-5]; Duty (Rifles, Inc.; 12 or less) [-10]; Sense of Duty (Comrades in arms) [-5]; Spacesickness [-10].

*Quirks:* Complains creatively; Gets a tattoo for every campaign she serves on; Hates spicy or "alien" food; Likes cigars; Calls pilots "lawn darts" [-5].

*Skills (TL9 where applicable):* Administration-12 [2]; Armoury (Artillery)-12 [2]; Armoury (Beam Handguns)-12 [2]; Beam Weapons (Laser)-15* [2]; Brawling-12 [1]; Camouflage-12 [1]; Engineer (Combat)-11 [2]; Driving (Tracked)-12 [2]; Electronics Operation (Comm)-14 [6]; Electronics Operation (Sensors)-12 [2]; First Aid-12 [1]; Forward Observer-13 [4]; Gunner (Mortar)-14* [2]; Guns (Light Automatic)-14* [1]; Hiking-12 [4]; Leadership-11 [2]; Mechanic (Grav Engine)-12 [2]; Orienteering-12 [2]; Savoir-Faire (Military)-13 [2]; Scrounging-12 [1]; Tactics-11 [2].

*Includes +2 for IQ 12.

*Languages:* Galanglic (native)-12 [0].

*Equipment:* 5.5mm assault rifle, Flak jacket (PD 2, DR 16); Light Infantry Helmet (PD 4, DR 15); Four 30-round magazines; Mortar tube; Surplus camouflage uniform.
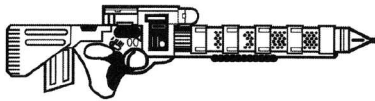


After her hitch with the Imperial Army, Thea decided to barter her skills on the private – or mercenary – market. She signed up with Dyle Tarshkavik's Rifles, Inc., a light infantry battalion. Rifles, Inc. had a reputation at the time for being "squared away" or, in civilian terms, capable. Success spoiled a good thing, and the unit has grown too quickly. Now, Rifles, Inc. is a mid-sized mercenary battalion that can't afford to equip its troops with up-to-date equipment.

Thea is beginning to doubt the wisdom of her choice and is looking for another unit to join. The only problem is she still has a full year left on her contract with Tarshkavik, and she's not comfortable with the thought of deserting her unit before fulfilling her contract.

# ARTILLERIST

The artillerist is skilled in the use of the some of the most powerful weapons on the battlefield. He may be, for example, a Roman ballista operator, a German soldier manning Big Bertha during World War I, or a Swedish artillerist during the Thirty Years' War.

In early tech levels (TL1-3), the duties and skills of the artillerist overlap with those of the engineer. However, while the engineer is trained in all manner of siegecraft, the artillerist is concerned primarily with delivering a large missile to a distant target. Artillery during these periods is used primarily in sieges – it's seldom accurate or mobile enough for effective battlefield use. Lighter versions of siege weaponry were occasionally used against massed troop formations, but with limited effect.

The primary artillery pieces used during this period were driven by one of three methods: large counterweights (e.g., trebuchets and mangonels), tension similar to a bow (e.g., ballista), or torsion from twisted ropes (e.g., catapults). Primitive gunpowder weapons called *bombards* may be available in late-TL3 settings; see *GURPS High-Tech*, pp. 46-47.

With the advent of gunpowder at TL4, artillery became a potent force on the battlefield. Further advances eventually made artillery the most effective weapon available to ground forces. In World War II, artillery accounted for nearly 60% of all combatant casualties! As a result of increasing range and destructive capacity, artillerists became farther and farther removed from the battle, firing on unseen targets from miles behind the lines. Lighter pieces, like infantry mortars and howitzers, were employed alongside frontline troops to provide immediate fire support.

Gunpowder artillery pieces can be mortars, cannons, machine guns, or guided missile launchers. Mortars and cannons are available as early as TL4 and man-powered mechanical machine guns are invented at TL5. At TL6-7, mortars are used primarily for direct infantry support and machine guns are in common use. See *GURPS High-Tech* for descriptions of each of these weapons and its effects.

Artillerists in higher TLs perform the same functions as those at TL4-7. They may use kinetic energy weapons (TL8), electromagnetic mortars (TL9), gatling lasers (TL9), and tripod-mounted pulsar blasters (TL13) in addition to the older gunpowder pieces and guided missile launchers of earlier periods. See *GURPS Ultra-Tech* and *Ultra-Tech 2* for details on these weapons.

## Design Notes

*Attributes:* Moving cannon shot and artillery pieces around is hard work, so we've given the artillerist ST 11. We've also chosen a DX of 11 because some coordination is needed to perform his daily duties. Finally, we decided on an IQ of 11 since there's a lot more to firing a cannon (or catapult) than merely dropping a shot into the weapon and lighting the fuse.

*Advantages:* Many of the advantages available to the artillerist are those open to nearly any "warrior" template (e.g., Combat Reflexes, Fit/Very Fit, High Pain Threshold, and Toughness). We've also added Acute Vision to assist him in pinpointing distant targets and +1 Strength to help move the heavy equipment around more effectively. Mathematical Ability is an aid to low-tech artillerists who have to compute their firing solutions manually.

*Disadvantages:* Bloodlust, Callous, and Overconfident are common to most of the warrior templates. Chummy/Gregarious, Code of Honor, and Sense of Duty are found in the templates with military overtones, reflecting the camaraderie often found among soldiers. The explosions of gunpowder artillery pieces can damage eardrums, so we've added Hard of Hearing to the list of disadvantages for characters in TL4 or higher settings.

## Nestor Agripianus (100 pts)

Age 31; 5'10", 162 lbs.; curly black hair, brown eyes; a muscular, bronzed man naked from the waist up and wearing a shortword.

ST 12 [20], DX 12 [20], IQ 11 [10], HT 12 [20]

Basic Speed 6.00, Move 6.

Dodge 7, Parry 8.

*Advantages:* Combat Reflexes [15]; No Hangover [5]; Toughness (DR 1) [10].

*Disadvantages:* Code of Honor (Roman) [-10]; Compulsive Carousing [-5]; Gregarious [-10]; Overconfidence [-10]; Sense of Duty (Comrades in arms) [-5].

*Quirks:* Prefers to work bare-chested; Professes loyalty to Bacchus; Chatty drunk; Shaves his head, except for his eyebrows; Takes baths as often as possible [-5].

*Skills:* Armoury/TL2 (specializing in siege engines)-16/(general)-10 [2]; Boxing-12 [2]; Carpentry-11 [1]; Carousing-14 [8]; Engineer (Combat)-10 [2]; First Aid/TL2-11 [1]; Forward Observer/TL2-12 [4]; Gunner/TL2 (Catapult)-14* [4]; Hiking-12 [2]; Mechanic/TL2 (Wagon)-11 [2]; Savoir-Faire (Military)-11 [1]; Scrounging-11 [1]; Shortsword-14 [8]; Survival (Mountains)-11 [2]; Survival (Woods)-11 [2]; Tactics-10 [2].

*Includes +2 for IQ 12.

*Languages:* Latin (native)-11 [0]; Carthaginian-10 [1].

*Equipment:* *Gladius* (shortsword) (1d-1 imp, 1d+2 cut); Bronze greaves on the legs (PD 3, DR 3); Full wineskin; Cloth skirt and sandals.

Nestor is a Roman soldier with Scipio's legions in Spain during the Punic Wars. He's seen heavy action during the campaign, not only as an artilleryman, but several times taking part in hand-to-hand fighting during pitched battles. He holds no real rank in the legion, but Nestor's experience and skill makes him an unofficial leader among the troops.

A former slave freed by his master years ago, he joined the legions soon after being granted freedom and found his way into the artillery. There he's served ever since, becoming a favorite among his comrades due to his pleasant nature and drinking prowess.

Although he's a very friendly person by nature and even more so when drunk, Nestor does from time to time become involved in fist-fights – particularly with the locals. His boisterous tone often lands him in brawls with numerous opponents.

*Primary Skills:* The Gunner skill is the artillerist's forte, and Forward Observer helps him direct other crew members with indirect fire. Personal combat skills are not usually practiced to the level possessed by an infantry soldier. They are usually used only for self-defense should the enemy overrun the firing position. The appropriate personal weapon skills are based on the TL of the campaign and listed at the end of the template.

*Secondary Skills:* Most of the TL-specific skills listed at the end of the template fall under the category of Secondary Skills. Here, we've placed the skills necessary to keep the weapon functioning (Mechanic and Armoury) and to move it to position (Teamster or Driving). First Aid and Savoir-Faire (Military) are common to most soldiers. Other skills, like Carpentry or Electronics Operation, are necessary to perform the artillerist's duties depending on the TL of the campaign.

*Background Skills:* We've given the artillerist a range of skills common to all warriors (Brawling and Knife) and soldiers (Administration, Cooking, Leadership, Orienteering, Scrounging, Survival, and Tactics), as well as some battlefield deception ability (Camouflage) and skill in other artillery pieces (Gunner). We've also provided additional background skills as dictated by the TL of the campaign (Riding, Beam Weapons, Black Powder Weapons, Driving, Electronic Operations, Guns, Spear, and Pilot).

## Staff Sgt. Calvin Bonner (100 pts)

Age 24; 5'9", 159 lbs.; short black hair, brown eyes; an African-American soldier in neatly pressed BDUs and mirror-bright boots.

**ST** 12 [20], **DX** 12 [20], **IQ** 12 [20], **HT** 11 [10]

Basic Speed 5.75, Move 4.
Dodge 4, Parry 5.

*Advantages:* Fit [5]; High Pain Threshold [10]; Military Rank 1 [5].

*Disadvantages:* Duty (Military; 15 or less) [-15]; Hard of Hearing [-10]; Overconfidence [-10]; Sense of Duty (comrades in arms) [-5].

*Quirks:* Frequently says "hoo-ah!"; Tries to hide his hearing impairment; Enjoys schmaltzy old sci-fi; Polishes his boots more often than is strictly necessary; Very proud of being an airborne soldier [-5].

*Skills:* Administration-12 [2]; Armoury/TL7 (Artillery)-13 [4]; Armoury/TL7 (Rifles and Handguns)-12 [2]; Camouflage-12 [1]; Computer Operation/TL7-13 [2]; Driving (Automobile)-11 [1]; Electronics/TL7 (Computers)-11 [2]; Electronics Operation/TL7 (Comm)-12 [2]; Engineer/TL7 (Combat)-12 [4]; First Aid/TL7-12 [1]; Forward Observer/TL7-13 [4]; Gunner/TL7 (Cannon)-16* [8]; Guns (Rifle)-15* [2]; Leadership-12 [2]; Mathematics-12 [4]; Mechanic/TL7 (Diesel Engine)-12 [2]; Orienteering/TL7-14 [6]; Parachuting-12 [1]; Savoir-Faire (Military)-13 [2]; Spear-11 [1]; Survival (Woodlands)-11 [1]; Tactics-11 [2].

*Includes +2 bonus for IQ 12.

*Languages:* English (native)-12 [0].

*Equipment:* M16 assault rifle; Bayonet (1d-1 imp, 1d+1 cut), on rifle (imp 1d+2); Gentex PASGT helmet (PD 4, DR 5); Kevlar vest (PD 2, DR 16); Seven 30-round magazines; Four U.S. Mk67 Defensive grenades; Two full canteens; Entrenching tool; Standard woodlands camouflage battle-dress uniform (BDUs) and load-bearing vest.

Calvin is in charge of a 105mm howitzer crew in the 82nd Airborne Division. He is a little disappointed he hasn't had the opportunity to use his skills in a combat environment. He volunteers for any deployment. His enthusiasm has caused him to forget his earplugs on several exercises, and he's suffered serious hearing damage from the noise of the cannon.

Calvin entered the military after high school and has advanced steadily through the ranks. He's continued his education, taking college courses in electronics in his spare time. Calvin is afraid he may be forced to leave the military soon due to his hearing loss.

# Artilleryman/Gunner [55 points]

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

**Advantages:** A total of 15 points chosen from Acute Vision [2/level], Combat Reflexes [15], Cool [1], Fit or Very Fit [5 or 15], High Pain Threshold [10], Mathematical Ability [10], Toughness (DR 1) [10] or +1 Strength [10].

**Disadvantages:** A total of -20 points chosen from Bloodlust [-10], Callous [-6], Chummy or Gregarious [-5 or -10], Code of Honor [-5 to -15], Hard of Hearing (TL4 or later) [-10], Overconfidence [-10], Sense of Duty (comrades in arms) [-5].

**Primary Skills:** Gunner/TL (any) (P/A) DX+2 [4]-14* and Forward Observer/TL (M/A) IQ+1 [4]-12.

**Secondary Skills:** Mechanic/TL (any) (M/A) IQ [2]-11, First Aid (M/E) IQ [1]-11, and Savoir-Faire (military) (M/E) IQ [1]-11.

**Background Skills:** Engineer/TL (Combat) (M/H) IQ-1 [2]-10, and a total of 6 points in any of: Camouflage, Cooking, and Scrounging (all M/E); Administration, Armoury/TL (any), Leadership, Orienteering, and Survival (any) (all M/A); Tactics (M/H); Brawling and Knife (both P/E); and Gunner/TL (any other) and Hiking (both P/A).

**Tech Level Specific Skills:**

*TL/1-3.* Armory/TL (M/A) IQ [2] (specializing in siege engines)-16/(general)-10, Carpentry (M/A) IQ [2]-11, *either* Hiking (P/A) HT [2]-10 *or* Riding (P/A) DX [2]-11, and *one* of Axe/Mace, Broadsword, or Shortsword (all P/A) DX+1 [4]-12. Add Animal Handling (M/H) and Teamster (M/H) to Background Skills.

*TL/4-5.* Armory/TL (Artillery) (M/A) IQ [2]-11, Mathematics (M/A) IQ-1 [2]-10, *either* Black Powder Weapons (any) (P/E) DX+2 [2]-13* *or* Guns/TL (P/E) DX+3 [2]-13*, and one of Broadsword or Spear (all P/A) DX+1 [4]-12. Add Animal Handling (M/H), Black Powder Weapons (any) (P/E), Hiking (P/A), Riding (P/A), and Teamster (M/H) to Background Skills.

*TL/6-7.* Armory/TL (Artillery) (M/A) IQ [2]-11, Driving/TL (any) (P/A) DX [2]-11, Electronics Operation/TL (Comm) (M/A) IQ [2]-11, Guns/TL (rifle) (P/E) DX+2 [2]-13*, and Orienteering/TL (M/A) IQ [2]-11. Add Computer Operation/TL (M/E), Driving/TL (any) (P/A), Electronics Operation/TL (Sensors) (M/A), Guns/TL (any) (P/E), and Spear (P/A) to Background Skills.

*TL/8+.* Armory/TL (Artillery) (M/A) IQ [2]-11, Driving/TL (any) (P/A) DX [2]-11, Electronics Operation/TL (Comm) (M/A) IQ [2]-11, Electronics Operation/TL (Sensors) (M/A) IQ-1 [1], Orienteering/TL (M/A) IQ [2]-11, and *either* Guns/TL (any) *or* Beam Weapons/TL (any), (both M/E) DX+1 [1]-12*. Add Beam Weapons/TL (any) (P/E), Driving/TL (any) (P/A), Guns/TL (any) (P/E), and Pilot/TL (Contragrav) (P/A) to Background Skills.

*Includes +1 for IQ 11.

## Customization Notes

- See the standard officer and NCO lenses on p. 10 to design a military leader.
- Except in strictly military campaigns, it is unlikely an artillerist character is going to have access to a working catapult, cannon, or the like. Consider spending points in individual combat skills if you plan to be adventuring much.
- In a standard 100-point campaign, this template leaves the player almost exactly half the available points to customize his character. The artillerist is a good starting point for a veteran soldier – even in a nonmilitary campaign.

## Using This Character

The artillerist template is designed to be used in a 100-point campaign. The TL of the campaign is *very* important to this template and the role it plays. With its relatively low point cost, the template also works well as a standard member of a military unit without further modification.

# BRON (450 POINTS)

Age 35; 27'7", 9,600 lbs.; a giant with brown hair kept in a tight braid, brown eyes, clean-shaven chin, and slightly protruding brow.

| | | |
|---|---|---|
| **ST:** 55/16 [0] | **IQ:** 12 [20] | **Speed:** 6.50 |
| **DX:** 13 [45] | **HT:** 14 [0] | **Move:** 5 |
| **Dodge:** 5 | **Parry:** 7 | |

## Advantages

*Racial Advantages (Colossal Giant):* Enhanced ST 55/16 [141]; HT +4 [45]; Extra Hit Points +12 [60]; Acute Smell/Taste +3 [6]; DR 6 [18]; Enhanced Move (Running) ×3 [30]; Extra Reach: +3 hexes, both arms [60]; High Pain Threshold [10]; PD 3 [75].

## Disadvantages

*Racial Disadvantages (Colossal Giant):* DX -1 [-10]; Bad Temper [-10]; Inconvenient Size [-10]; Reputation -2 [-10]; Stubbornness [-5]. *Personal Disadvantages;* Bloodlust [-10]; Code of Honor (Mercenary's) [-5]; Overconfidence [-10]; Greed [-15].

## Quirks

Tries to fit in with the human soldiers; Likes bawdy songs; Very careful about his size around the barracks; Mildly afraid of cats; Collects fancy shoes – even when he can't wear them [-5].

## Skills

Brawling-15 [4]; Engineer (Combat)-12 [4]; Hiking-13 [1]; Savoir-Faire (Military)-12 [1]; Throwing-15 [16]; Two-Handed Axe/Mace-14 [4].

## Languages

Anglish (native)-11 [0].

## Equipment

Enormous maul (8d+5 cr); leather bag holding five 25-lb. boulders (range 66 yards; 6d cr); thick leather vest (PD 2, DR 4); crudely sewn pair of canvas pants and a gargantuan linen shirt; Heavy boots reaching past his ankles.

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Bron is a giant who acts as a mobile artillery piece in the Duke of Criane's private legion. He can throw boulders faster than a catapult can, and move quickly to take advantage of changing tactical situations. Foot soldiers and cavalry steer clear of his massive maul – reckless exceptions seldom live to brag about it. Bron's great size makes him a favorite target for enemy missiles, but his commander takes care to protect him from unnecessary exposure.
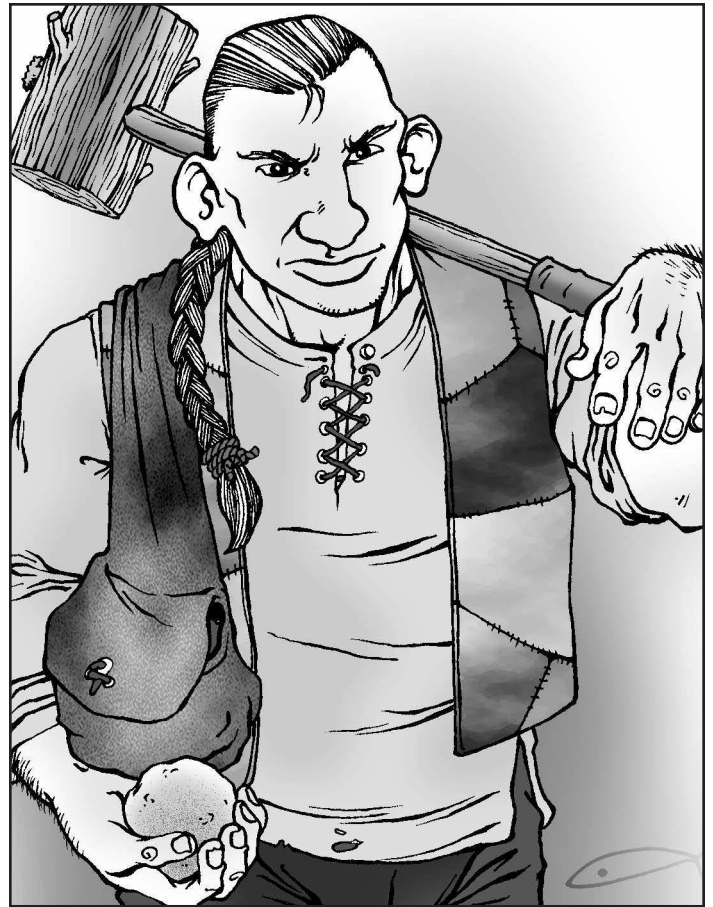


The giant is a boon to his unit when not fighting, too. He is capable of digging trenches and building fortifications so quickly few others need pitch in. (He has not mastered the finer points of engineering, but there's always an experienced trooper willing to supervise his work.) This alone endeared him to the troops – but his affable nature (he bought off his Intolerance disadvantage) deepened the camaraderie.

Bron once led a meager but peaceful existence among the Bronze Mountains, but exposure to mankind soon gave him a desire for material wealth. His great strength opened two doors to riches – physical labor and the military. He is able to command much greater wages as a mercenary, so he sells his unique abilities to the highest bidder.

Fortunately for his employers, Bron has lived among humans long enough to be conscious of his massive size and the danger he poses to his smaller comrades. One particularly messy incident early in his career has made him careful about where he steps – and where he sits!

He has become quite fascinated with shoes of late. This began as a desire for protection (since most hand-to-hand attacks strike him in the feet and shins), but it has since grown into a near-obsession with all sorts of footwear. He's also something of a fop for a giant, frequently commissioning new clothing from the local sail makers.

Bron is a relatively high-powered NPC. His sheer destructive capacity makes him deadly as a foe for a standard campaign, but he could serve as a background character in a plot centering around his unit or the war for the crown of Caithness.

## Staff Sgt. Tim Scott    (100 pts)

Age 31; 5'10", 153 lbs.; blond hair, blue eyes; wears camouflage uniform with helmet and pistol.

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

Basic Speed 6.00, Move 5.
Dodge 5, Parry 9.

*Advantages:* Absolute Timing [5]; Fearlessness +3 [6]; Fit [5]; Military Rank 1 [5]; Strong Will +1 [4].

*Disadvantages:* Curious [-10]; Duty (Military; 15 or less) [-15]; Overconfidence [-10]; Sense of Duty (comrades in arms) [-5].

*Quirks:* Collects Jack Kirby comic books; Plays collectible card games; Goes to bed early; Keeps his quarters very neat; Speaks his mind even in the presence of "brass" [-5].

*Skills:* Aviation-12 [2]; Brawling-15 [4]; Computer Operation-13 [2]; Electronics Operation (Communications)-12 [2]; First Aid-13 [2]; Gunner (Machine Gun)-15 [2]*; Gunner (Guided Missile)-15 [2]*; Guns (Light Automatic)-16 [2]*; Guns (Pistol)-16 [2]*; Hobby Skill (Comic Collecting)-13 [2]; Leadership-12 [2]; NBC Warfare-12 [2]; No-Landing Extraction-12 [2]; Orienteering-12 [2]; Piloting (Carpet)-15 [8]; Piloting (Helicopter)-14 [4]; Savoir-Faire (Military)-13 [2]; Survival (Mountains)-12 [2]; Survival (Woodlands)-12 [2]; Tactics-11 [2].

*Includes +2 for IQ 12.

*Languages:* English (native)-12 [0].

*Equipment:* M9 pistol (Beretta 92); Survival Knife (1d-2 imp, 1d-2 cut); Pilot's helmet (PD 4, DR 5/2); Kevlar vest (PD 2, DR 16); Two spare 15-round magazines; Compass; Signal beacon; Survival kit; Standard Army-issue battle dress uniform and boots.

Tim is an LUC-1W pilot and senior NCO in the U.S. Army's 101st Spellborne Division. He and his wingman are responsible for transporting one half of a squad by flying carpet. Once they've delivered the infantrymen to their location, the pilots remain with the unit on the ground to provide immediate air mobility.

Although he's proud of his job, the flying carpet's vulnerability to enemy fire has Tim working on a transfer to the more conventional helicopter units. To do so, he has to get accepted to the Warrant Officer Candidate program – unlike other fliers in the U.S. Army, flying carpet pilots are enlisted men. If he becomes a chopper pilot, he won't have to remain on the front lines after deploying his passengers. Better yet, he won't have to lug a heavy carpet through forests and swamps!

# AVIATOR

The aviator is skilled at flying, and fighting, in small aircraft (or spacecraft, depending on the TL). He's the dashing fighter pilot of countless films, the steely eyed war ace with a steady hand and iron nerve, or the unsung attack helicopter pilot. Don't confuse this character with the crew of larger craft – aviators handle small one- or two-man craft and are cut from a different cloth than their brethren in the larger vessels. This character, like the battlesuit trooper (p. 28), lives and dies by his machine and by his skill with it.

In the very beginning of military aviation, aircraft were used almost exclusively as flying observation posts. However, it didn't take long for enemy pilots to begin lobbing projectiles and firing pistols at their opponents' aircraft. Soon, the art of aerial combat was refined by technological improvements in weaponry and aircraft, and pilots began to engage enemy aircraft in vicious airborne dogfights.

Military units usually train their pilots in the most advanced vehicles available, so it's unlikely a pilot in TL7 will have much experience in biplane dogfights. Aviators in TL6 may specialize in either light aircraft or high performance airplanes (*very* rare!). In TL7, the available choices are high performance airplane, light airplane, helicopter, and vertical takeoff or landing aircraft. At TL8 and above, the aviator has access to all the TL7 options, plus aerospace and high performance spacecraft. Other specializations (e.g., autogyro, contragravity, glider, heavy airplane, and lighter-than-air) are possible, but the Vehicle Crew template is a better choice to represent pilots of these aircraft.

## Design Notes

*Attributes:* Good hand-eye coordination is a must for a pilot, so we've given the template DX 12. Likewise, a sharp wit and good cognitive ability are also necessary; we've decided IQ 12 is appropriate. Finally, a combat pilot must withstand a variety of acceleration, centrifugal, and temperature stress; we reflect this with HT 11.

*Advantages:* Acute Vision, Combat Reflexes, and Danger Sense help the pilot detect enemies early and stay alive in a dogfight. Absolute Direction and 3D Spatial sense assist him in locating his position – the first is appropriate for lower TL aviators, while the latter suits high TL spacecraft pilots. Acceleration Tolerance works to offset the stress faced in high-speed maneuvers. Finally, we chose Charisma and Reputation because many pilots (both fictional and historical) have been depicted as larger-than-life by the media.

*Disadvantages:* We've chosen disadvantages to reflect the aviator's military roots (Code of Honor and Sense of Duty), his dedication – both to his country and job (Fanaticism and Workaholic), and the killer instinct many pilots develop (Callous and Bloodlust). We've also selected a few disadvantages to reflect the less glamorous side of fighter pilots as depicted in literature and cinema: feelings of superiority to the regular ground or naval military forces (Intolerance); egotism (e.g., Jealousy and Overconfidence/Glory Hound); impatience (Impulsiveness); and a lone-wolf mentality (Loner). Hard of Hearing is appropriate to pilots who don't wear adequate hearing protection around loud aircraft engines.

*Primary Skills:* Piloting and Gunner are obvious primary skills. Failure at either could result in death for the aviator, so we've given the template 14 in both. Aviation skill covers the rest of the knowledge necessary to function as a pilot – basic map reading, meteorological experience, and so on.

*Secondary Skills:* Electronics Operations skill is necessary to use a radio. Although many World War I fighter planes did not carry a radio, pilots were familiar with the equipment. Navigation is needed to follow a flight plan – note Astrogation may be substituted for spacecraft pilots. Savior-Faire (Military) is a must for any member of a military unit. The TL of the setting determines other secondary skills.

## Pilot Officer Beso Pazova (100 pts)

Age 39; 5'4", 130 lbs.; black hair, hazel eyes; middle-aged; going gray around the temples.

**ST** 10 [0], **DX** 12 [20], **IQ** 12 [20], **HT** 11 [10]
Basic Speed 5.75, Move 5.
Dodge 5.

*Advantages:* Acceleration Tolerance [10]; Fit [5]; Military Rank 4 [20]; 3-D Spatial Sense [10].

*Disadvantages:* Code of Honor (Officer's) [-10]; Duty (Military; 15 or less) [-15]; Odious Personal Habit "By the Book' [-5]; Selfish [-5]; Workaholic [-5].

*Quirks:* Enjoys old operas; Snobbish about wines; Ignores the comfort zones of subordinates; Pays close attention to uniforms during inspections; Hates to be directly contradicted [-5].

*Skills:* Administration-12 [2]; Astrogation-12 [4]; Aviation-12 [2]; Beam Weapons (Pistol)-14 [1]*; Computer Operation-13 [2]; Electronics Operation/TL12 (Communications)-12 [2]; Electronics Operation/TL12 (Sensors)-12 [2]; First Aid-11 [½]; Free Fall/TL10-13 [4]; Gunner (Guided Missile)-13 [1]*; Gunner (Laser Cannon)-14 [2]*; Leadership-12 [2]; Mechanic/TL 10 (Starship Drive)-11 [1]; Navigation-12 [4]; Piloting (Contragravity Craft)-12 [2]; Piloting (Fighter Spacecraft)-14 [8]; Piloting (Space Shuttle)-13 [2]; Savoir-Faire (Military)-11 [½]; Survival (Desert)-12 [2]; Tactics-12 [4]; Vacc Suit-12 [2].

*Includes +2 for IQ 12.

*Languages:* Galanglic (native)-12 [0].

*Equipment:* Government issue laser pistol (TL10) (2d(2) imp); combat environment suit (PD 2, DR 24) (when in fighter); visored helmet (PD 4, DR 35) (when in fighter); notepad and pencil; standard Imperial Navy uniform (when not in fighter).

Pilot Officer Pazova is an Imperial pilot stationed at Emape. He is responsible for a squadron of short-range interceptors. His unit is equipped with ancient *Iramda* fighters; and they are none too happy about the situation. Pazova himself is rather displeased with his current assignment, as he feels he's been shunted into an out-of-the-way police action.

Pazova is one of the least liked members of his squadron – and for good reason. He is a stickler for petty details and often harasses the starport ground crews about insignificant issues. He believes his dedication will eventually be noticed and gain him a better posting.

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These include personal weapon skills (Guns or Beam Weapons) and knowledge of the required on-board equipment (Armoury, Mechanic, Parachuting, Computer Operation, and Electronics Operation).

*Background Skills:* Here are skills the pilot may have learned in support of other military operations (Forward Observer, Tactics, and Photography), in special training (No-Landing Extraction and Survival), or in on-the-job training (Armoury, Free-Fall, Gunner, Mechanic, Piloting, and Vacc Suit). Throwing is common to early TL6 military pilots, as they hurled bricks or even grenades at enemy planes and troops prior to the development of effective airborne weaponry. Carousing is a skill most cinematic pilots are famous for, although it's not officially taught in any school!

## Flight Sgt. Nigel Davies (100 pts)

Age 31; 6', 169 lbs; short wavy light-brown hair, brown eyes; dashing British pilot in a khaki flight suit with leather pilot's cap.

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

Basic Speed 6.00, Move 6.
Dodge 7.

*Advantages:* Acute Vision +2 [4]; Combat Reflexes [15]; Military Rank 2 [10]; Reputation +3 (Fighter pilots) [5].

*Disadvantages:* Duty (Military; 15 or less) [-15]; Enemy (German ace; 6 or less) [-5]; Impulsiveness [-10]; Overconfidence [-10].

*Quirks:* Favorite expression is "Smashing!"; Skips breakfast to exercise; Fanatic about his ritual pre-flight checks; Coughs around cigarette smoke; Always has a "lucky" shot of Scotch before taking off on a mission [-5].

*Skills:* Armoury/TL6 (Vehicle Weaponry)-12 [2]; Aviation-13 [4]; Driving (Automobile)-12 [1]; Electronics Operation (Communications)-12 [2]; Gunner (Machine Gun)-16 [4]*; Guns (Pistol)-15 [1]*; Mechanic/TL6 (Propeller Plane Engine)-11 [1]; Navigation-12 [4]; Parachuting-13 [1]; Piloting (Single-Engine Propeller)-15 [8]; Savoir-Faire (Military)-12 [1]; Survival (Island/Beach)-12 [2]; Survival (Jungle)-11 [1]; Swimming-13 [1]; Tactics-14 [8].

  *Includes +2 for IQ 12.

*Languages:* English (native)-12 [0].

*Equipment:* Webley Mk VI .455 revolver; small flask of Scotch; pilot's flight suit and cap.

Flight Sergeant Davies is a Royal Air Force pilot during the Battle of Britain. He was lucky enough to be assigned a Spitfire fighter instead of a more common, but slightly inferior, Hurricane. Perhaps his plane's superiority plays a factor, but Nigel is one of the best pilots in his squadron. He's already accounted for six German aircraft – more than enough to qualify him as an ace.

He's been flying since the beginning of the conflict and is one of the few pilots still around from then. Because of this, Nigel is careful to always perform exactly the same pre-flight procedures before taking to the air. He won't admit this to anyone.

Each time he goes up he keeps an eye out for a German Me-109 fighter flown by a pilot called the "Black Angel." The Black Angel is responsible for shooting down two of Nigel's squadron mates. Nigel plans to extract revenge.

# Aviator [75 points]

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

**Advantages:** A total of 20 points chosen from among the following: Absolute Direction or 3D Spatial Sense [5 or 10], Acceleration Tolerance [10], Acute Vision [2/level], Combat Reflexes [15], Charisma [5 level], Danger Sense [15], and Reputation [varies].

**Disadvantages:** A total of -20 points chosen from Bloodlust [-10], Callous [-6], Code of Honor [-5 to -15], Fanaticism (Nation) -15, Hard of Hearing [-10], Intolerance (ground troops) [-5], Impulsiveness [-10], Jealousy [-10], Loner [-5], Overconfidence or Glory Hound [-10 or -15], Sense of Duty (comrades in arms) [-5], and Workaholic [-5].

**Primary Skills:** Piloting (any) (P/A) DX+2 [8]-14, Gunner/TL (any) (P/A) DX+2 [2]-14*, Aviation (M/A) IQ [2]-12.

**Secondary Skills:** Electronics Operation (Comm) (M/A) IQ-1 [1]-11, Navigation (M/H) IQ [4]-12, and Savoir-Faire (Military) (M/E) IQ-1 [½]-11.

**Background Skills:** A total of 5 points in any of: Armoury/TL (vehicle weaponry), Forward Observer, Mechanic/TL (any), Photography, and Survival (any), (all M/A); Tactics (M/H); Guns (any) (P/E); Gunner/TL (any) and Piloting (any other), (both P/A), and Carousing (P/A; HT).

**Tech Level Specific Lenses:** Choose one, based on the campaign's TL.

  *TL/6.* Armoury/TL6 (Vehicle Weaponry) (M/A) IQ-2 [½]-10, Guns (Pistol) (P/E) DX+1 [½]-13*, Mechanic/TL6 (Propeller Plane Engine) (M/A) IQ-2 [½]-10, and Parachuting (P/E) DX [1]-12. Add Throwing (P/H) to the **Background Skills** list.

  *TL/7.* Electronics Operation/TL (Sensors) (M/A) IQ-1 [1]-11, Guns (Pistol) (P/E) DX+1 [½]-13*, and Parachuting (P/E) DX [1]-12. Add Computer Operation/TL (M/E) and No-Landing Extraction (M/A) to **Background Skills**.

  *TL/8+.* Computer Operation/TL (M/E) IQ-1 [1]-12, Electronics Operation/TL (Sensors) (M/A) IQ-1 [1]-11, and *either* Guns (Pistol) *or* Beam Weapons (any), (both P/E) DX+1 [½]-13*. Add Astrogation (M/H), Beam Weapons (any), No-Landing Extraction (M/A), Vacc Suit (M/A), and Free Fall/TL (P/A) to **Background Skills** list. Astrogation (M/A) can be substituted for Navigation (M/H) in **Secondary Skills**.

  *Includes +2 for IQ 12.

## Customization Notes

- Although most military pilots hold a rank of at least Lieutenant or Warrant Officer (Military Rank 3 [15]), some militaries have NCO pilots as well (e.g., Flight Sergeants with Military Rank 2 [10]). Few higher than Lieutenant Colonel (Military Rank 5 [25]) get into a cockpit. Even if your character isn't on active duty, you should probably consider getting a few levels of Courtesy Rank to represent his prior status.
- An aviator without a plane (or spacecraft) is severely handicapped – or at least not as fun to play! Consider taking a few levels of Wealth to be able to afford to buy and maintain an aircraft if the campaign background doesn't provide one. Other options include *Trading Points for Wealth* on pp. CI17-18 or having a Patron supply it (although such a plane is likely to have strings attached).

## Using This Character

This template is suitable for use as either a player character in a standard 100-point campaign, or as an NPC pilot employed or encountered by the players. Note that this template is designed to represent the pilots of smaller aircraft or spacecraft. For characters skilled in operating larger space vehicles, see the *Space Crew* template, pp. 112-115.

# JAKE McMASTERS (100 PTS)

Age 29; 5'10", 153 lbs.; Poorly shaven with tousled brown hair and brown eyes; weathered leather jacket and work clothes.

| **ST:** 10 [0] | **IQ:** 13 [30] | **Speed:** 6.00 |
|---|---|---|
| **DX:** 13 [13] | **HT:** 11 [10] | **Move:** 6 |
| **Dodge:** 6 | **Parry:** 9 | |

## Advantages
Charisma +2 [10]; Luck [15].

## Disadvantages
Code of Honor (Pirate's) [-5]; Compulsive Carousing [-5]; Compulsive Gambling [-5]; Impulsiveness [-10]; Overconfidence [-10]; Sense of Duty (Clients) [-5].

## Quirks
Pessimist; Always wears a worn-out leather jacket; Sleeps late; Snide (except with clients); Hates monkeys [-5].

## Skills
Area Knowledge (South Pacific)-14 [2]; Armoury/TL6 (Vehicle Weaponry)-11 [½]; Aviation-14 [4]; Brawling-14 [2]; Carousing-12 [4]; Electronics Operation/TL6 (Communications)-12 [1]; First Aid-12 [½]; Gunner (Machine Gun)-14* [1]; Guns (Pistol)-14* [½]; Mechanic (Propeller Engine)-11 [½]; Navigation-13 [4]; Parachuting-12 [½]; Piloting (Single-Engine Propeller)-14 [4]; Piloting (Twin-Engine Propeller)-13 [2]; Streetwise-13 [1]; Survival (Island/Beach)-12 [1].

*Includes +2 for IQ 13.

## Languages
English (native)-13 [0]; French-11 [½]; Dutch-11 [½]; Tagalog-11 [½].

## Equipment
Colt Government Model .45 automatic pistol; Swiss Army knife; Lucky dice; Leather jacket (PD 1, DR 1); Faded light blue shirt and grease-stained khaki pants.

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Jake learned to fly during World War I and saw a little action on the Western Front in the last months of the conflict. After the war, he stayed in Europe for a while and traveled around France, Spain, and Italy with other expatriates. Eventually, he ran out of money and had to take a job flying to the Middle East and India.

After several years of courier work, Jake somehow held onto enough money to purchase his own plane in 1931 – a used Fokker F.VIIA/3m single-engine transport. He loaded the plane with fuel in Calcutta and headed for the South Pacific. In Port Moresby, New Guinea, Jake had floats put on the plane for water landings.

Now he earns his living delivering cargo and passengers to islands all across the South Pacific. He flies as far south as New Zealand, north to the Philippines, west to Sumatra and east to Tahiti. On longer flights, he has to carry extra fuel in his cargo compartment, which makes for a noxious and nauseating ride for his passengers.

In the course of his travels, Jake has run afoul of Malaysian pirates, Golden Triangle crime lords, and even a cannibal tribe on an uncharted island. His gambling habit has caused him to run up large debts in some ports, and he avoids these stops unless he has a paying customer. So far, by virtue of his skill (and no small amount of luck), Jake has managed to stay one step ahead of his problems and creditors. He still knows that one day his luck is going to run out, and he hopes to make a "big score" before then.

Recently, he's heard rumors of a lost temple near Fiji containing a fortune in gold and gems. Jake is currently following up on any leads in the hopes he'll be able to make enough money off the find to pay off his gambling debts. He might even consider taking on partners, if they have resources to contribute to the search.

Jake McMasters is designed as a character in a 100-point *GURPS Cliffhangers* campaign. He traded 20 points for equipment; that's why he's only worth 80 points. He is also suitable for a *GURPS Horror* campaign set in the 1920s or 1930s. Perhaps one of his flights brought him into contact with something far more sinister than a band of pirates. He can also serve as a contact or pilot-for-hire for players in either of these genres.

## John Smith (150 pts)

Age 28; 6'1", 178 lbs; long brown hair, blue eyes; tall, and muscular with bronze skin and a wild look in his eyes (his clothing depends on where he's encountered).

**ST** 13 [30], **DX** 14 [45], **IQ** 12 [20], **HT** 12 [20]

Basic Speed 6.50, Move 7.
Dodge 7, Parry 9.

*Advantages:* Alertness +2 [10]; Animal Empathy [5]; Combat Reflexes [15].

*Disadvantages:* Code of Honor (Gentleman's) [-10]; Honesty [-10]; Primitive/TL2 [-20]; Semi-Literate [-5].

*Quirks:* Finds normal clothes restricting; Likes his steaks extremely rare; Seldom gets jokes; Hates zoos; Tries to talk to animals [-5].

*Skills:* Brawling-15 [2]; Camouflage-13 [2]; Climbing-15 [4]; Cooking-13 [2]; Fishing-12 [1]; Jumping-16 [4]; Knife-15 [2]; Mimicry (Animal)-12 [4]; Running-11 [2]; Spear-16 [8]; Stealth-14 [2]; Survival (Jungle)-14 [6]; Swimming-14 [1]; Throwing-14 [4]; Tracking-13 [4]; Weather Sense-12 [2]; Wrestling-15 [4].

*Languages:* English-11 [1].

*Equipment:* Spear (1d+3 imp), Knife (1d imp, 2d-3 cut); Loincloth (in jungle); Tweed suit in "civilized" areas.

In the early 1900s, John Smith and his family were traveling by rail through central Africa. Everyone on board except John was killed when the train derailed, and the young boy was left on his own in the wilderness. Fortunately, a nearby tribe of chimpanzees adopted the boy and taught him to fend for himself. As he grew older, John encountered native tribesmen and learned how to make crude weapons by observing them.

By the time he was a teenager, John was roaming over most of the central African jungle alone. It was on one of these journeys that he encountered a group of British soldiers. Recognizing the boy as an Englishman, the officer, Captain Thomas Smith, coaxed John along with them and unofficially adopted him. He taught the feral young man English and some of the basics of civilized behavior, but John still felt terribly out of place in towns and cities.

Upon Captain Smith's death a decade later, John returned to the jungles of his childhood. He's become something of a legend in the area among tribesmen and traders alike.

# BARBARIAN

Barbarian warriors are common in literature, both in fantasy and science fiction. These hardy wilderness warriors come from societies with a lower TL than the central culture of the setting, but the skills they possess to survive in a less civilized environment make them potent fighters and useful members of any adventuring group.

Barbarian cultures are as varied as the terrain on a given world, and the skills each society develops are often individual to its homeland. For example, an arctic hunter isn't likely to be a skilled horseman, and a jungle stalker will have little expe-

rience on the open seas. They all, however, have the skills necessary to thrive in harsh conditions. We've given the similarities and differences as a base template with a selection of regional lenses for tailoring the character to his specific background. Note that a single regional lens must be chosen for a barbarian template – the skills listed in each have been factored into the template's final cost.
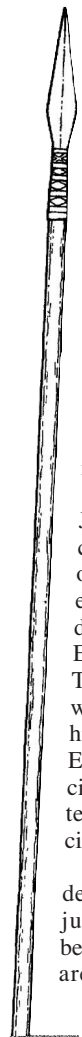
# Design Notes

*Attributes:* Barbarians typically lead a more strenuous life than their civilized counterparts, so we've given the template solid physical abilities. Remember this template depicts a barbarian warrior and not a standard member of a tribe or clan.

*Advantages:* In addition to the usual warrior advantages, we've added others to reflect the barbarian's finely honed senses (Alertness and Danger Sense), tribal bonds (Ally Group), and hardy constitution (Disease Resistant, Rapid Healing, Resistant to Poison and bonuses to abilities). Finally, we've added Animal Empathy, as many fictional barbarians are depicted as having an innate understanding of animals.

*Disadvantages:* Regardless of their background, barbarians are looked upon as primitives and outsiders by "civilized" nations, so we've made Social Stigma a requirement for this template. Some disadvantages are prevalent among warriors (Bloodlust, Callous, and Overconfidence) and barbarians are no exception. We've also provided disadvantages to reflect cultural differences (Bully, Odious Personal Habit, and Uneducated), technological differences (Primitive), and religious beliefs (Phobia).

*Primary Skills:* Common to all barbarians is the ability to survive in the harsh conditions of the wilderness, so, regardless of their home region, all have Survival and Stealth. Weapons are also a necessity, but these are chosen according to the character's homeland and found in the *Regional Lenses* below.

*Secondary Skills:* The Cooking skill provides the barbarian with the ability to prepare game acquired on a hunt, and Tracking helps him find the game in the first place. Other secondary skills – found in the *Regional Lenses* – cover movement (Climbing, Hiking, Riding, and Running) and additional stealth abilities (Camouflage).

*Background Skills:* Here we've provided a list of additional hunting/survival skills (Animal Guise, Fishing, Meteorology, Mimicry, and Swimming), a few more warrior-specific skills (Armoury, Brawling, First Aid, and Knife) and skills appropriate to everyday life in a barbarian culture (Animal Handling and a wide variety of homeland specific skills found in *Regional Lenses*).

# Barbarian [80 points]

**Attributes:** ST 12 [20], DX 12 [20], IQ 10 [0], HT 11 [10].
**Advantages:** A total of 15 points chosen from Alertness [5/level], Ally Group (tribe or clan) [varies], Animal Empathy, Combat Reflexes [15], Danger Sense [15], Disease Resistant [5], Fit or Very Fit [5 or 15], High Pain Threshold [10], Rapid Healing [5], Resistant to Poison [5], Toughness (DR 1) [10], and +1 ST, DX or HT.
**Disadvantages:** Primitive (-1TL) [-5] and another -20 points chosen from Bloodlust [-10], Bully [-10], Callous [-6], Odious Personal Habit [-5 to -15], Overconfidence [-10], Phobia (to reflect superstitions) [varies], Primitive (additional levels) [-5/TL], Social Stigma (barbarian) [-15], and Uneducated [-5].
**Primary Skills:** Stealth (P/A) DX [2]-12 and Survival (any) (M/A) IQ+2 [6]-12.
**Secondary Skills:** Cooking (M/E) IQ+1 [2]-11, Tracking (M/A) IQ+1 [4]-11.
**Background Skills:** A total of 5 points in any of First Aid or Fishing (both M/E); Animal Guise, Armoury/TL (hand weapons), or Meteorology/TL (all M/A); Animal Handling (M/H); Brawling, Knife, or Swimming (all P/E); Mimicry (any) and Throwing (both P/H).

## Olaf Thulinsen (100 pts)

Age 32; 6'1", 172 lbs.; light blond hair, pale blue eyes, and fair skin.

**ST** 14 [45], **DX** 12 [20], **IQ** 10 [0], **HT** 12 [20]
Basic Speed 6, Move 5.
Dodge 5, Parry 7, Block 7.

*Advantages:* Fit [5]; Toughness (DR 1) [10].

*Disadvantages:* Bad Temper [-10]; Impulsiveness [-10]; Overconfident [-10]; Phobia (Magic) [-10].

*Quirks:* Likes to eat raw fat; Won't drink milk of any sort; Finds elves "funny-looking"; Thinks most southern countries are soft and lazy; Believes thunder comes from Wotan's belly [-5].

*Skills:* Axe/Mace-14 [8]; Axe Throwing-12 [1]; Brawling-12 [1]; Boating-12 [2]; Carousing-12 [2]; Cooking-11 [2]; First Aid-10 [1]; Hiking-12 [2]; Intimidation-12 [6]; Shield-14 [4]; Stealth-12 [2]; Survival (Mountains)-11 [4]; Survival (Plains)-11* [3 ½]; Swimming-11 [½]; Tracking-11 [4].
*Purchased from Survival (Mountains) default.

*Languages:* Northland (native)-10 [0]; Anglish-9 [1].

*Equipment:* Axe (2d+2 cut). Pot-helm (PD 3, DR 4); Bronze breastplate (PD 4, DR 4); Small shield (PD 2; Hits 5/30); Belt pouch with one pound of beef jerky; Flint; Small knife; Heavy woolen cloak.

Olaf is a northern warrior who has moved south to Megalos to seek his fortune. He was never satisfied with hunting and fishing the cold waters of the north, and his tribe was reluctant to raid their southern or western neighbors. He felt his people were growing soft and decadent, so, rather than watch their decline, Olaf gathered up his meager belongings and headed for the more civilized nations of the temperate regions.

His impressive physical strength has found him many jobs as a mercenary and guard since leaving his homeland. More knowledgeable folk find his beliefs and strong distrust of magic amusing, but few people openly mock Olaf – all who have in the past have been rewarded with a sound thrashing!

Currently, he's employed by a Megalan merchant to help protect trade caravans into Al-Wazif and Caithness. Often, Olaf's imposing physical presence alone is enough to dissuade many would-be bandits from attacking. Of those that have gone ahead and tried to raid one of the caravans, more than a few have fallen to Olaf's heavy axe.

## Kicking Horse     (100 pts)

Age 27; 5'10", 160 lbs.; straight black hair, brown eyes; bronze-skinned Native American in buckskin pants, carrying a spear, bow, and shield.

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

Basic Speed 6.00, Move 6.
Dodge 6, Parry 7, Block 6.

*Advantages:* Absolute Direction [5]; High Pain Threshold [10].

*Disadvantages:* Callous [-6]; Illiterate [-10]; Primitive/TL3 [-10]; Social Stigma (Barbarian) [-15].

*Quirks:* Draws pictures with sand and twigs; Constantly checks his weapons for flaws; Has no respect for guns; Sleeps with feet toward fire [-5].

*Skills:* Area Knowledge (Texas/New Mexico)-11 [1]; Armoury/TL3-11 [2]; Bard-10 [1]; Bow-14 [8]; Camouflage-12 [2]; Cooking-12 [2]; First Aid-11 [1]; Hiking-12 [4]; Knife-13 [1]; Navigation-10 [2]; Riding-14 [4]; Running-11 [4]; Spear-14 [4]; Stealth-14 [4]; Survival (Desert)-13 [6]; Shield-12 [½]; Tactics-11 [4]; Throwing-12 [2]; Tracking-12 [4]; Weather Sense-11 [2].

*Languages:* Comanche (native)-11 [0]; English-9 [½]; Spanish-9 [½]; Kiowa-9 [½].

*Equipment:* Spear (1d+2 imp); Knife (1d-2 imp, 1d-2 cut); Bow (1d imp); Medium hide shield (PD 3, Hits 5/20); Quiver with 10 arrows; Medicine bag; Pouch with jerky; Soft leather pants and moccasins.

Kicking Horse is a Comanche warrior in central Texas during the late 1850s and early 1860s. He's a skilled horse thief, often stealing several animals in a single raid. So far, neither the Texas Rangers nor the U.S. Army have caught wind of his actions. Part of this is because Kicking Horse rarely approaches towns (except to raid) and few settlers have even heard his name.

He doesn't limit his raids to Texas, either. Mexicans south of the Rio Grande have been victims of Kicking Horse's raids, but unlike the Texans, the *federales* know Kicking Horse is responsible. He's also struck against the Mescalero Apaches to the west of his tribe's hunting grounds, but since they have little to offer in way of plunder, Kicking Horse tends to focus on the white settlements.

The settlers' firearms don't impress Kicking Horse. The primitive black-powder weapons appear slow and unreliable to him, so he has made no effort to learn their use.

**Regional Lenses:** Select a home territory and add the skills listed to the base template.

*Arctic.* Boating (P/A) DX [2]-12, Harpoon (P/H) DX [4]-12, Hiking (P/A) HT [2]-11, Navigation/TL (M/H) IQ [4]-10, *either* Bow and Palette (P/A) DX-1 [1]-11 *or* Flint Sparking (P/E) DX [1]-12; and *either* Spear or Axe/Mace (both P/A) DX+2 [8]-14. Add Bard (M/A) to **Background Skills**.

*Jungle.* Camouflage (M/E) IQ+1 [2]-11, Climbing (P/A) DX [2]-12, Running (P/H; HT) HT-1 [2]-10, a total of 12 points among Brawling, Knife and Spear Throwing (all P/E); Axe/Mace or Spear (both P/A); and Bow or Blowpipe (both P/H). A total of 3 points spent in any of Bard (M/A), Boating (P/A), Poisons (M/H), and Traps/TL (M/A).

*Northern.* Hiking (P/A) HT [2]-11; *one* of Broadsword, Spear, or Axe/Mace (all P/A) DX+2 [8]-14 and Shield (P/E) DX+2 [4]-14, *or* Spear (P/A) DX+2 [8]-14 and Spear Throwing (P/E) DX+2 [4]-14, *or* Two-Handed Axe/Mace (P/A) DX+2 [8]-14 and Brawling or Knife (both P/E) DX+2 [4]-14; and a total of 7 points in any of Carousing (P/A; HT), Intimidation (P/H; HT), Navigation/TL (M/H), Seamanship/TL (M/E) Ship Building/TL (M/H), Skaldic Lore/TL (M/H), or any Craft skill.

*Plains.* Camouflage (M/E) IQ+1 [2]-11, *either* Riding (horse) (P/A) DX+1 [4]-13 *or* Running (P/H; HT) HT [4]-11, and a total of 12 points among Brawling, Knife or Spear Throwing (all P/E); Axe/Mace or Spear (both P/A); and Bow (P/H). Add Bard (M/A), Equestrian Acrobatics (P/H), Horse Archery (Maneuver/Hard), and Navigation (M/H) to **Background Skills** and an additional 3 points to be spent in those skills.

## Customization Notes

- Choice of homeland is very important to a barbarian. As the *Regional Lenses* show, it determines not only weapon skills, but a wide variety of others, as well. However, check with the GM to make sure a given region exists within the campaign world before choosing it.
- The possible homelands listed for a barbarian warrior are by no means limited to the three listed. Other possible regions include islanders (Boating, Swimming, Fishing, and Spear) or desert (Riding, Navigation, Bow, and Broadsword).



- Most barbarians don't initially wear heavy metal armor – they aren't used to fighting while so encumbered. However, nothing says they can't adjust to the added weight and use it, especially after seeing its benefits!
- The Primitive, Social Stigma, and Odious Personal Habit disadvantages are only appropriate if playing a barbarian outside his home culture. Among his tribe or clansmen, he's just another member of society! If you're playing such a campaign, modify your choice of disadvantages accordingly.
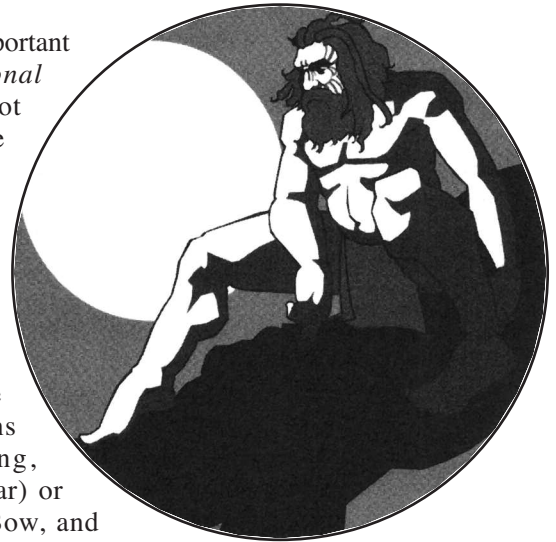
## Using This Character

This template represents a barbarian warrior outside his native territory. The character is *not* a standard member of his clan or tribe, but rather a formidable fighter or hunter. It's suitable for a character in a standard campaign, a member of a raiding party, or even an exotic bodyguard or strongman for a rich merchant.

# GUENTER DISL  (100 PTS)

Age 25; 5'11", 161 lbs.; dusty, bearded; wearing Bedouin-like clothing and carrying a spear and crude black powder pistol tucked into his belt.

| | | |
|---|---|---|
| **ST:** 12 [20] | **IQ:** 11 [10] | **Speed:** 6.25 |
| **DX:** 12 [20] | **HT:** 13 [30] | **Move:** 6 |
| **Dodge:** 6 | **Parry:** 6 | |

## Advantages

Disease Resistant [5]; Rapid Healing [5]; Resistant to Poison [5]; Toughness (DR 1) [10].

## Disadvantages

Curious [-5]; Overconfidence [-10]; Primitive (TL5) [-20]; Uneducated [-5].

## Quirks

Uses his pistol only as a last resort; Haggles excessively (and ineffectively); Collects bottle caps from the ruins; Fascinated by spacecraft; Sharpens his knife and spear each night [-5].

## Skills

Armoury/TL5 (Black Powder Hand Weapons)-11 [2]; Black Powder Weapons (Cap-Lock Pistol)-14* [2]; Camouflage-12 [2]; Cooking-11 [1]; Hiking-12 [1]; Knife-14 [4]; Running-12 [2]; Spear-13 [4]; Scrounging-13 [4]; Stealth-13 [4]; Survival (Desert)-13 [6]; Throwing-12 [4]; Tracking-12 [4].

*Includes +1 for IQ 11.

## Languages

Galanglic (native)-11 [0].

## Equipment

Spear (1d+2 imp); Large knife (1d-1 imp, 1d cut); 9mm cap and ball revolver (Mal. 16, Dam. 2d-1, SS 9, Acc 2, ½D 120, Max 1,300, ROF 1, Shots 6); Pouch with 25 spare bullets, Powder charges and percussion caps; Backpack; Bedroll; Plastic water bottle; Heavy winter clothing (PD 0, DR 1); Crude metal breastplate (PD 4, DR 4); Thick sand-colored clothing; Heavy boots; Head wrap and face cover.

Guenter is a third-generation survivor of the nuclear war that turned the planet Asmodeus in the Querion subsector of the Spinward Marches into a wasteland (described on p. T:BC44). Most of its former cities are now radioactive craters and civilization there has taken several long steps backward. Like the other remnants of the population, Guenter has a hardy constitution. He leads a nomadic existence wandering from ruins to ruins scrounging for trade goods which he exchanges in one of the widely scattered villages. The influx of Zhodani restoration crews has put a crimp on his trading (after all, who wants a century-old antique when they can pick up a new one from the next off-world trader), but prices on new goods remain high enough to allow him to continue to support himself for the time being.

He learned the basics of gunsmithing from his father, who in turn learned from his grandfather. He carries a gun passed down from his father and carefully maintains it. Thanks to the Zhodani reconstruction effort, better weapons are available, but Guenter sticks with his cap-and-ball revolver. He can make ammunition for it more easily than for a more advanced weapon, and against the relatively primitive armor used by Asmodean bandits and raiders, the pistol is nearly as effective as a laser. Unless the situation is dire, Guenter prefers to use his spear or knife. Neither runs out of ammunition or jams.

Guenter occasionally takes employment with one of the reconstruction teams, guiding them through the worst of the irradiated areas to important sites. He has assisted three such teams and has come to be fairly well-known among the researchers. He hopes one day to be able to convince one of the teams to provide him with passage offworld – he's heard tales of some of the other worlds nearby and the stories have fired his imagination.

Guenter is designed for a 100-point *Traveller* campaign set in the Spinward Marches. He's far from unbalancing as a player character in such a setting – in fact, a player may find his skill set somewhat restrictive. As an NPC in his environment, however, he's very capable and may be of great assistance to exploration parties on Asmodeus. If he's negotiated a deal with a research or merchant vessel, he might be able to find a way offworld.

## Lt. Todd Holloway (150 pts)

Age 31; 5'8", 151 lbs.; dirty blond hair, brown eyes.

**ST** 11 [10], **DX** 13 [30], **IQ** 13 [30], **HT** 11 [10]

Basic Speed 6.00, Move 6.

Dodge 7, Parry 8.

*Advantages:* Combat Reflexes [15]; Fit [5]; Luck [15]; Military Rank 3 [15].

*Disadvantages:* Extremely Hazardous Duty [-20]; Bad Sight [-10]; Chummy [-5]; Sense of Duty (comrades in arms) [-5].

*Quirks:* Gives to environmental groups; Card-carrying NRA member; Plays music through externl speakers in battle; Rock climbs in his off-duty time; Believes the public should be told about the alien threat [-5].

*Skills:* Armoury/TL7 (Rifles and Handguns)-12 [1]; Armoury/TL7 (Vehicle Weaponry)-12 [1]; Broadsword-14 [4]; Camouflage-13 [1]; Climbing-12 [1]; Computer Operation/TL7-14 [2]; Driving (Automobile)-12 [1]; Driving/TL9 (Mecha)-15 [8]; Electronics Operation/TL9 (Communications)-13 [2]; Electronics Operation/TL9 (Sensors)-13 [2]; First Aid-13 [1]; Forward Observer-12 [1]; Guns/TL7 (Light Automatic)-16* [2]; Guns/TL7 (Pistol)-16* [2]; Gunner/TL9 (Missile Launcher)-15* [2]; Gunner/TL9* (Cannon)-15 [2]; Judo-15 [16]; Leadership-12 [1]; Mechanic (Robotics)-12 [1]; No-Landing Extraction-11 [½]; Orienteering-12 [1]; Parachuting-13 [1]; Piloting/TL9 (Mecha)-14 [4]; Savoir-Faire (Military)-12 [1]; Stealth-13 [2]; Tactics-12 [2]; Teaching-13 [2].

*Includes +2 for IQ 13

*Languages:* English (native)-13 [0]; Korean-11 [½].

*Equipment:* H&K MP5K submachine gun with laser sight; Ops bag, containing: Swiss Army knife, pair of handcuffs, flashlight, good lockpicks and first aid kit; Headset communicator; Unistar badge; Uniform designed to resemble racing leathers; *XM-13 Kuonoichi* mecha, p. ME72.

Lt. Holloway is a UNISTAR Section Six operative in the *Damocles* campaign setting for **GURPS Mecha**. He was a member of the 10th Special Forces Group, but when UNISTAR recruiters offered him the chance to play an important role in the defense of humanity, he leapt at it.

Currently, he's a member of Mobile Unit Omega and often leads smaller teams on secondary missions. He's rising rapidly through the ranks and will likely soon command his own Mobile Unit – provided UNISTAR is able to come up with the funding it needs to expand its ranks.

# BATTLESUIT TROOPER

The battlesuit trooper is a soldier equipped with an advanced suit of powered armor or a drivable mecha. Battlesuits are roughly man-sized powered armor often equipped with integral weapons. A mecha can be any armored vehicle with legs, but most often resembles an anthropomorphic tank. Robert A. Heinlein's *Starship Troopers* provides an excellent example of battlesuit-equipped infantry, while mecha can be found in a variety of Japanese anime (e.g., *Robotech* and *Bubblegum Crisis*). Technological battlesuits and mecha are usually not encountered until at least TL9, although an advanced TL8 campaign may incorporate early versions. Magical battlesuits or mecha are possible at lower tech levels, provided the setting includes magic.

Troopers share many skills with armored vehicle crewmen, but use infantry tactics in combat. Many battlesuits and most mecha provide at least limited jumpjet-assisted flight. Nonetheless, however similar their skill sets, battlesuit-equipped infantry and mecha pilots fill different roles on the battlefield.

Battlesuited troopers are usually deployed as normal infantry. They may be given *much* tougher assignments than unarmored troops. While their armor gives them more power offensively, they can be used effectively to defend, just like normal infantry. Battlesuit infantry troops are organized into squads, platoons, and companies, like nonpowered infantry troops.

Mecha units, on the other hand, perform missions more suited to armored units – often replacing tanks and similar vehicles on the battlefield. They are most often organized into squadrons of about ten vehicles each, like modern armored forces. Their size and innate firepower make them very potent in offensive action, but their fewer numbers limits their effectiveness in defensive operations. Many mecha are capable of sustained flight, and some can even function in space. These too are organized into squadrons, but along the lines of a traditional air force, with about 20 vehicles to a squadron.

Depending on the setting, battlesuit troopers may be trained by the military exclusively, or may find employment with law enforcement agencies, private security companies, or even in the entertainment industry as high-tech gladiators.

Examples of battlesuits and mecha can be found on **GURPS Mecha** pp. 71-75 and **GURPS Robots** p. 113.

## Design Notes

*Attributes:* Since the trooper's equipment augments his body, we've left the template at ST 10. Good reflexes and an active intellect are required to control his vehicle, so we've given him a 12 in both DX and IQ. His high IQ will also give him a +2 bonus to his Gunner skill as well. We've decided on a HT of 11, since he's been through some intensive training courses and is also required to withstand a fair amount of physical stress.

*Advantages:* We've provided the trooper with a few general combat advantages (Combat Reflexes, Fit, High Pain Threshold, and Toughness) as well as a few taken from cinematic and literary examples (Alertness, Ally/Ally Group, Luck, and Patron). For airborne or space-going mecha, we've listed some appropriate to pilots (Acceleration Tolerance and 3D Spatial Sense).

*Disadvantages:* The disadvantages we've made available to troopers and pilots include those found in most warriors (Bloodlust, Callous, and Overconfidence) and some found in fighter pilots (Code of Honor, Glory Hound, Impulsiveness, Intolerance, Jealousy, and Sense of Duty). Finally, we've added Post-Combat Shakes, since some cinematic and literary warriors of this mold suffer after the fact for their battlefield experiences.

*Primary Skills:* Battlesuit or Driving (Mecha) and Gunner are necessary to operate the high-tech armor, so we've given the trooper a 14 in each of these. (Keep in

### Sgt. Etienne Duvall     (150 pts)

Age 26; 5'9", 159 lbs; close-cropped brown hair, brown eyes; wearing light blue battlesuit emblazoned with the U.N. logo.

**ST** 10 [0], **DX** 12 [20], **IQ** 12 [20], **HT** 11 [10]

Basic Speed 5.75, Move 5.

Dodge 6, Parry 9.

*Advantages:* Combat Reflexes [15]; Fearlessness +2 [4]; Fit [5]; Military Rank 1 [5]; Patron (U.N.) [70].

*Disadvantages:* Chummy [-5]; Code of Honor (Enlisted) [-10]; Extremely Hazardous Duty [-20]; Sense of Duty (Squad) [-5].

*Quirks:* Hates nationalistic jokes; Tries to recruit likely candidates to U.N. service; Loves children; Eats huge meals but doesn't gain weight; Likes action movies [-5].

*Skills:* Administration-12 [2]; Armoury/TL9 (Small Arms)-11 [1]; Battlesuit/TL8-15 [16]; Brawling-13 [2]; Computer Operation-11 [½]; Distilling-12 [2]; Driving (Automobile)-11 [1]; Electronics Operation/TL8 (Communications)-12 [2]; Electronics Operation/TL8 (Sensors)-12 [2]; First Aid-12 [1]; Flight-13 [4]; Guns/TL7 (Light Automatic)-16* [4]; Guns/TL7 (Pistol)-15* [2]; Leadership-12 [2]; Mechanic/TL8 (Robotics)-11 [1]; Savoir-Faire (Military)-12 [1]; Tactics-11 [2].

*Includes +2 for IQ 12.

*Languages:* French (native)-12 [0]; English-10 [½].

*Equipment:* U.N. IST battlesuit, p. SU98; *When not in battlesuit:* H&K MP5 submachine gun; Glock 17 pistol; Khaki U.N. Peacekeeper uniform with sky blue beret.

Sergeant Duvall is a battlesuit-equipped soldier on the U.N.'s IST support team (described in *GURPS International Super Teams*) for France. He leads a squad of similarly armored troopers. As a child, Etienne romanticized the notion of superheroes, largely because of the role they played in the French Resistance during World War II. As he grew older, he came to realize not all super-powered individuals were heroic – many were guilty of using their gifts to bully and victimize the less fortunate.

He volunteered for the French military after completing his mandatory education and then volunteered again to serve with the U.N. IST unit. He saw U.N. service as a chance to help defend normal people against the excesses of those superhumans who were irresponsible with their powers.

mind a mecha pilot's weapon skill is limited by his piloting or driving skill.) We've provided a choice of additional skills to reflect the wide variety of mecha and battlesuits available (e.g., Brawling, Gunner, Judo, Karate, or Pilot).

*Secondary Skills:* Electronics Operation is required to use the wide range of sensors and communications devices on board advanced military equipment. Mechanic and Armoury allow the trooper to keep his equipment functioning; First Aid skills are a part of standard military training. Tactics and Forward Observer let him function more effectively individually and as part of his unit.

*Background Skills:* Driving a ground vehicle is a common activity in any society advanced enough to produce mecha or battlesuits and Savoir-Faire (Military) is needed to maintain a career in the military for any period. Additional background skills include those learned in basic training (Beam Weapons, Brawling, Camouflage, Guns, Orienteering, and Survival), in mission-oriented courses (Astronavigation, Navigation, Parachuting, and Vacc Suit), advancing through the ranks (Leadership and Strategy) or during time off (Carousing).

## Harvey Dawson (100 pts)

Age 21; 5'11", 115 lbs.; brown hair, green eyes; tall, skinny young "hick" in coal-dusted work clothes.

**ST** 12 [20], **DX** 12 [20], **IQ** 12 [20], **HT** 11 [10]

Basic Speed 5.75, Move.
Dodge 5, Parry 8.

*Advantages:* Double-Jointed [5]; Fit [5]; Patron (Charles Gruenwald; powerful individual, slightly better technology than setting, allows equipment use for personal reasons; 9 or less) [25].

*Disadvantages:* Gullibility [-10]; Impulsiveness [-10]; Overconfidence [-10]; Post-Combat Shakes [-5]; Skinny [-5].

*Quirks:* Recites the multiplication table in his spare time; Fond of horses; Has to be reminded to wash before dinner; Shy around pretty girls; Loves explosions [-5].

*Skills:* Animal Handling-12 [4]; Armoury/TL5 (Vehicle weaponry)-13 [4]; Blacksmith-12 [2]; Brawling-12 [1]; Driving/TL5 (Mecha)-14 [8]; First Aid/TL5-12 [1]; Gesture-12 [1]; Gunner/TL5 (Dynamite Lobber)-15** [2]; Gunner/TL5 (Machine Gun)-16* [4]; History-10 [1]; Literature-10 [1]; Mathematics-11 [2]; Mechanic/TL5 (Steam Engine)-12 [1]; Riding (Horse)-11 [1]; Tactics-11 [2]; Teamster-11 [1].

*Includes +2 for IQ 12.
**Includes +3 for Double-Jointed.

*Languages:* English (native)-12 [0]; Latin-11 [1].

*Equipment:* Hammer; Set of wrenches; "Iron Goliath" steam mecha (see below).

*Mecha: Iron Goliath.* Roughly anthropomorphic in shape, but no head. *Height:* 9'8"; *Weight:* 12,000; *Move:* 4; *ST:* 50; *Armor:* PD 4, DR 50. The right arm has been replaced at the shoulder by a Gatling gun, .50-.70 caliber, powered by steam flow from engine; RoF 15, otherwise as detailed on pp. HT117 and HT126. Fixed on the left shoulder is a steam-powered dynamite lobber (Malf 16, Dam 5d-2, SS 20, Acc 1, Min 8, Max 80, RoF 1/5, Shots 5, Rcl -1). Both weapons can only fire toward the mecha's front hexes.

Harvey was working as a stable boy on the outskirts of Pittsburgh when the wealthy – and somewhat unstable – inventor Thomas Gruenwald found him. Harvey's thin and limber frame made him the ideal pilot for the experimental steam-powered armor Gruenwald hoped to sell to the military. After working with the lad for a few weeks, Gruenwald grew somewhat attached to him and began to school him in the basics of a classical education. The two moved their testing facilities to a small ranch in Wyoming after a stick of dynamite went awry and demolished a general store in their home town.

# Battlesuit Trooper [75 points]

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

**Advantages:** A total of 15 points chosen from: Acceleration Tolerance [10], Alertness [5/level], Ally or Ally Group (varies), Combat Reflexes [15], Fit [5], High Pain Threshold [10], Luck [15], Patron [varies], 3D Spatial Sense [10], and Toughness (DR 1) [10]. Also, depending on the campaign, the advantage Interface Talent [5] may be necessary to operate a battlesuit or mecha.

**Disadvantages:** A total of -20 points chosen from Bloodlust [-10], Callous [-6], Code of Honor [-5 to -15], Intolerance (Nonmechanized soldiers) [-5], Impulsiveness [-10], Overconfidence [-10], Post-Combat Shakes [-5], Selfish [-5], and Sense of Duty (comrades in arms) [-5].

**Primary Skills:** *Either* Battlesuit/TL *or* Driving/TL (Mecha) (both P/A) DX+2 [8]-14, Gunner/TL (any) (P/A) DX+2 [2]-14*, and *one* of the following: Brawling (P/E) DX+2 [4]-14, Gunner/TL (any other) (P/A) DX+3 [4]-15*, Pilot/TL (Mecha) (P/A) DX+1 [4]-13, and Judo *or* Karate (both P/H) DX [4]-12.

**Secondary Skills:** Armoury/TL (Vehicle Weaponry) (M/A) IQ-1 [1]-11, Electronics Operation/TL (Comm) (M/A) IQ [2]-12, Electronics Operation/TL (Sensors) (M/A) IQ [2]-12, First Aid/TL (M/E) IQ [1]-12, Forward Observer/TL (M/A) IQ-1 [1]-11, Mechanic/TL (Robotics) (M/A) IQ-1 [1]-11, and Tactics (M/H) IQ-1 [2]-11.

**Background Skills:** Driving (any) (P/A) DX-1 [1]-11, Savoir-Faire (Military) (M/E) IQ [1]-12, and a total of 4 points in any of: Camouflage (M/E); Leadership, Orienteering/TL, Survival (any), Vacc Suit (all M/A); Astrogation/TL, Navigation/TL and Strategy (all M/H); Beam Weapons/TL (any), Brawling, Guns/TL (any) and Parachuting (all P/E); and Carousing (P/A) (HT).

*Includes +2 for IQ 12.



## Customization Notes

- A battlesuit or mecha is required to use this character's full potential. The cost of such equipment is extraordinarily high; a Filthy Rich or Multimillionaire character can usually afford it. Another option is to trade points for cash (pp. B16, B83) or equipment (pp. CI17-18). A powerful Patron might also be a source for such equipment, although there will likely be strings attached.
- Check with the GM to see if Interface Talent [5] is necessary to use a battlesuit or mecha in his campaign. If so, it does count against the 15 points of advantages built into the template.
- Even without a battlesuit or mecha, this template provides a well-rounded character for a 100-point science-fiction campaign. With the additional 50 points available from those left over from the template, disadvantages and quirks, the battlesuit trooper is open to a good deal of customization.

## Using This Template

This character is suitable for any 100-point campaign in which battlesuits or mecha are available. It's also usable as a standard NPC battlesuit trooper or mecha pilot without further modification. Such a warrior can be a member of an opposing force or another character's Ally Group.

# FRANK HOTCHKINS

<span style="float:right">**(200 PTS)**</span>

Age 37; 6'1", 183 lbs.; light brown hair, full beard, and blue eyes. Dressed in biker clothing (or a piecemeal battlesuit) on an old heavy motorcycle.

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**ST:** 12 [20]   **IQ:** 13 [30]   **Speed:** 6.25

**DX:** 30 [30]   **HT:** 12 [20]   **Move:** 6

**Dodge:** 7   **Parry:** 11

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## Advantages

Ally Group (Devil's Angels; 9 or less) [20]; Combat Reflexes [15]; Immunity to Disease [10]; Serendipity [15]; Temporary Wealth (Wealthy) [10].

## Disadvantages

*Campaign:* Social Stigma (Outlaw; -3) [-15]. *Personal:* Bloodlust [-10]; Code of Honor (Pirate's) [-5]; Enemy (Various Zoneminds; 6 or less) [-20]; Sense of Duty (Devil's Angels) [-5].

## Quirks

Friendly to anyone with a tattoo or body piercing; Often refers cryptically to "the Boss"; Keeps an old portable CD player and collects '70s rock music; Always tries to cadge a free meal or drink; Always sits with his back to the door [-5].

## Skills

Armoury/TL7 (Rifles and Handguns)-12 [1]; Armoury/TL9 (Vehicle Weaponry)-13 [2]; Battlesuit/TL9-15 [8]; Brawling-15 [4]; Camouflage-14 [2]; Driving/TL7 (18-Wheeler)-12 [1]; Electronics Operations/TL9 (Comm)-13 [2]; Electronics Operation/TL9 (Sensors)-13 [2]; First Aid-13 [1]; Gunner/TL9 (Flamer)-16* [4]; Guns/TL7 (Light Automatic)-16* [2]; Guns/TL9 (Needler)-17* [4]; Intelligence Analysis-13 [4]; Intimidation-13 [2]; Leadership-14 [4]; Mechanic/TL7 (Gasoline Engine)-13 [2]; Mechanic/TL9 (Robotics)-13 [2]; Motorcycle/TL7-15 [4]; Scrounging-13 [1]; SIGINT Collection/Jamming/TL9-15 [8]; Streetwise-12 [1]; Tactics-13 [4]; Survival (Desert)-14 [4].

*Includes +2 for IQ 13.

## Languages

English (native)-13 [0].

## Equipment

AK-47 Assault rifle *(when not in battlesuit)*; Binoculars; Secure squad-level radio; Harley-Davidson Fat Boy motorcycle; Dirty black leather jacket with a Harley-Davidson logo on the back; Blue jeans and tanker's boots.

## Battlesuit

A modified "Streethawk" urban battlesuit (pp. RO113-114) – the rocket boosters have been removed and the surface fitted with composite ablative armor which provides an additional DR 15 (damage is applied to this armor first); Lasercom communications have been added, and the original IFF beacon has been replaced with that of a Myrmidon to foil simpler robot detection systems.

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Frank Hotchkiss came storming out of the woods in Zone Denver in 2042, five years after mankind lost the war with the robots. At the head of a squad of battlesuit troopers, Hotchkins demolished a group of exterminator machines, saved a large tribe of junkrats, and vanished. But not for long. His group struck four more times in Zone Denver, vanished, and turned up later in Washington. Then back to Denver. Now he's in Zone Vancouver.

What was he doing before he became a new Robin Hood? No one knows. He claims to have been a mechanic before the War. He says he hid in the wilderness . . . he won't say where . . . playing tag with the robot killers. There he somehow met Lucifer, a rogue AI who was aiding humanity. Lucifer provided Frank with coordinates for an old military stockpile. Frank found 20 late-model battlesuits and other military supplies there. Using the equipment, Frank raised a small group of fighters to serve as Lucifer's personal strick force.

Whether Frank's story is true or not, no one knows for certain – possibly not even the other members of "the Devil's Angels" (as the group now calls itself). From time to time, Frank approaches human resistance groups or junkrats to recruit replacements for Angels killed in combat. Some survivors have noted that the Angels are equipped with a battlesuit designed by the Washington AI *after* the fall of humanity . . . not likely to be from an old military stockpile at all! Regardless, the controlling AIs of any Zone the Angels enter take an immediate interest in eliminating the troublesome troopers.

Frank is designed as a powerful NPC in a *GURPS Reign of Steel* setting (he spent 21 points on equipment, which is why he's only worth 179 points). His exact role (and whether or not Lucifer actually exists) depends on each individual GM's campaign.
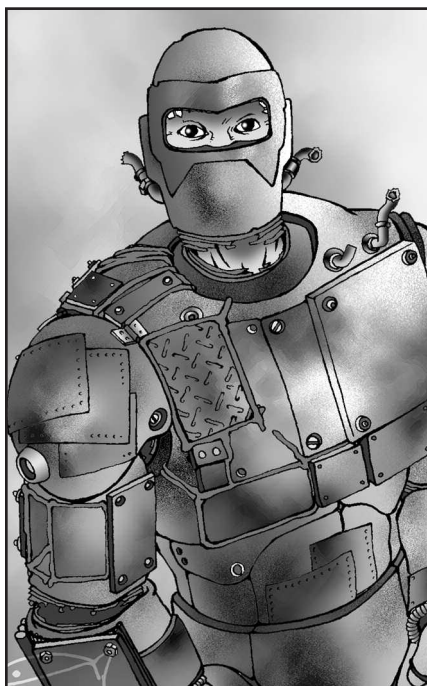
## Eladio Aguavo (100 pts)

Age 34; 5'10", 181 lbs.; shoulder-length black hair, dark brown eyes; bronze-skinned, tattooed Moro warrior.

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

Basic Speed 6.00, Move 7.
Dodge 6, Parry 7.

*Advantages:* Extra Fatigue +3 [9]; Extra Hit Points +2 [10]; Toughness (DR 1) [10].

*Disadvantages:* Berserk [-15]; Fanaticism (Islam) [-15]; Intolerance (Americans) [-5]; Stubbornness [-5].

*Quirks:* Keeps hair in a tight ponytail and refuses to cut it; Prefers to go barefoot; Very possessive about his property; Will not discuss religion with nonbelievers; Hates getting caught in rainstorms [-5].

*Skills:* Armoury/TL5 (specializing in hand weapons)-15/(general)-9 [2]; Brawling-14 [4]; Body Language-10 [4]; Camouflage-11 [2]; First Aid-11 [2]; Intimidation-11* [3 ½]; Running-12 [2]; Short-sword-15 [16]; Stealth-12 [2]; Survival (Jungle)-10 [2]; Theology (Islam)-9 [2]; Tracking-10 [2].

*Purchased from ST default.

*Languages:* Tagalog (native)-10 [0]; Spanish-9 [1]; English-9 [1].

*Equipment:* Bolo (Philippine machete) (2d cut); Light, loose-fitting tan tunic and pants.

Eladio Aguavo is a resistance fighter in the Philippine Islands following the Spanish-American War. He is a member of one of the Moro tribes on the southeastern islands of the chain and a devout Muslim. He and many of his tribesmen have taken to the jungle and are waging guerrilla warfare against the occupying U.S. forces.

The Moros are greatly feared by the U.S. soldiers. Due to their religious beliefs, they are not afraid of dying in combat. Many Moros – Eladio included – are also capable of going into a berserk fury and literally shrugging off the .38 caliber bullets fired from the troops' pistols. On several occasions, a Moro has killed a dozen soldiers with his bolo before finally succumbing to his wounds. In hopes of combating these seemingly unstoppable warriors, many U.S. soldiers have been issued new .45 caliber pistols.

Despite the superior numbers and firepower possessed by the American troops, Eladio and his comrades have vowed to continue the fight and take as many of the enemy with them as they can before they die. By going forth in the name of Muhammad and Allah, they believe their place is assured in the afterlife.

# BERSERKER

A berserker is a fighter who rushes into combat with reckless abandon. The term comes from an old Viking term *baresark*, which meant literally "bear shirt." Viking berserks were so known because they shunned normal armor and wore either a bearskin shirt or nothing at all. Although originally berserkers were devotees of the Norse god Odin, over the years, the term berserker was applied to anyone who attacked in a crazed fury.

Few berserkers wear armor, trusting in their formidable fighting ability to quickly dispatch their foes. Therefore, a stout physical constitution is a must for one of these warriors – given his choice of combat style, he's likely to take a tremendous amount of damage. Great physical strength is also a common characteristic of berserkers. A high ST score allows him to use larger, more deadly melee weapons effectively.

The reason a berserker has such disregard for his safety is what individualizes the character. Perhaps he believes he is fighting a holy war and a better reward awaits him in the afterlife. Maybe he has such powerful emotions about a particular belief that he is incapable of restraining his rage. Then again, he may leap headlong into combat because he's got very little self-preservation instinct – or he might just gets his kicks out of bashing heads!

Berserkers do not need to be limited to early tech levels or fantasy campaigns. There are many examples in both literature and cinema of massive, nearly invulnerable soldiers and gunmen who get swept up in combat. Of course, it should be mentioned that few of these survive many battles!

## Design Notes

*Attributes:* Since the berserker needs to deal crippling damage to his foes quickly, we've given the character ST 13. This also lets him use most of the larger two-handed weapons, like greatswords and great axes. We've chosen DX 11, because this is more cost effective than simply buying the skills up to the chosen levels from DX 10. To depict the berserker's stout constitution, we settled on a HT of 12.

*Advantages:* The advantage Hard to Kill makes the berserker more likely to survive combats – important since many warriors of this sort shun armor and don't worry about defensive maneuvers. We've provided a choice of advantages common to most warriors (Combat Reflexes, Fit/Very Fit, High Pain Threshold, and Toughness), a few to reflect his innate hardiness (Extra Fatigue, Extra Hit Points, Hard to Kill, and Rapid Healing), the kind of luck necessary to survive as a berserker (Daredevil) and the option to increase ST or HT. We've also added Ambidexterity to allow him to use both hands on the offense!

*Disadvantages:* Berserk, Compulsive Behavior (Fighting), Fanaticism, and On the Edge provide the reason the berserker recklessly enters battle.

Additionally, we've given the template disadvantages to reflect the character's aggressive nature (Bad Temper, Bloodlust, Bully, and Callous), spontaneous and often difficult temperament (Impulsiveness and Stubborn) and often seemingly crude behavior (Odious Personal Habit and Uneducated).

*Primary Skills:* We've given the berserker access to some of the more powerful hand-to-hand weapons available. He's also likely to select weapons that will use his high ST to put his enemies down quickly. For high-tech warriors, we've provided a choice of firearm skills along with another melee skill for when the clip runs out.

*Secondary Skills:* We've given the character Intimidation to represent the constant and thinly veiled threat of violence such a warrior exudes. Finally, a choice between two lesser combat skills is provided for those times when his weapon of choice isn't available.

*Background Skills:* Armoury allows the character to keep his weaponry in working order. First Aid is vital to a warrior wounded as often as the berserker is prone to be, and Running lets him get into the fray quickly. Finally, we've added a selection of skills for survival (Survival and Stealth), additional combat abilities (Brawling and Knife), social activity (Carousing), and a couple to justify his foolhardiness (Philosophy and Theology).

# Berserker [90 points]

**Attributes:** ST 13 [30], DX 11 [10], IQ 10 [0], HT 12 [20].

**Advantages:** Hard to Kill (1 level) [5] and an additional 25 points chosen from Ambidexterity [10], Combat Reflexes [15], Daredevil [15], Extra Fatigue [3/level], Extra Hit Points [5/level], Fit or Very Fit [5 or 15], High Pain Threshold [10], Rapid Healing [5], Toughness (DR 1) [10], additional levels of Hard to Kill [5/level], and +1 HT [10] or +1 ST [15].

## Pfc. Aaron Michaels    (100 pts)

Age 24; 6', 176 lbs.; light brown hair, blue eyes; burly American soldier wearing fatigue pants and flak vest but no shirt or helmet.

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

Basic Speed 6.00, Move 5.

Dodge 6, Parry 8.

*Advantages:* Combat Reflexes [15]; High Pain Threshold [10].

*Disadvantages:* Bloodlust [-10]; Callous [-6]; Odious Personal Habit (Takes ears from dead enemies) [-10]; On the Edge [-15].

*Quirks:* Sings in battle (Jimi Hendrix, poorly performed); Won't touch drugs; Tells bad jokes and expects people to laugh; Won't wear a helmet; Plays mumbletypeg with his bayonet [-5].

*Skills:* Armoury/TL7 (Rifles and Handguns)-10 [2]; Axe/Mace-14 [8]; Body Language-10 [4]; Brawling-13 [2]; Camouflage-12 [4]; First Aid-10 [1]; Gunner/TL7 (Machine Gun)-15* [8]; Intimidation-12* [5 ½]; Knife-14 [4]; Knife Throwing-12 [1]; Running-11 [2]; Savoir-Faire (Military)-11 [2]; Stealth-12 [2]; Survival (Jungle)-11 [4].

*Includes +1 for IQ 10.

**Purchased from ST default.

*Languages:* English (native)-10 [0]; Vietnamese-9 [1].

*Equipment:* M60 machine gun; Bayonet (1d imp, 2d-3 cut); Sharpened entrenching tool (2d-1 cut); Flak jacket (PD 2, DR 4); Two 150-round belts of 7.62 ammunition; Spare M60 barrel; P38 can-opener; C-rations; Jungle fatigue pants and jungle boots.

Pfc. Michaels is a U.S. soldier stationed in country during the later years of the Vietnam War. He's on his second combat tour in the jungle – voluntarily. His squad members aren't quite sure what's wrong with Michaels, but he lacks any sense of self-preservation in combat situations. At first, they found his apparent bravery reassuring, but after most realized his brain probably wasn't firing all cylinders, they've begun to see him as a possible threat to their own safety. His habit of wearing a necklace made from ears taken from his dead foes is unsettling to all but the most hardened veterans.

Michaels is prone to rush headlong into a firefight with his weapon blazing, instead of selecting a good spot and providing cover fire for the rest of the unit. Worse, when his belt of ammunition runs out, he's as likely to drop the weapon and charge the enemy with his entrenching tool as he is to reload and continue firing.

## Barak (150 pts)

Age 52; 4'4", 271 lbs.; brown hair and beard, dark brown eyes and dusky skin; husky dwarf in chainmail carrying a large axe over his shoulder.

**ST** 14 [20], **DX** 11 [10], **IQ** 12 [20], **HT** 12 [20]

Basic Speed 5.75, Move 5.
Dodge 6, Parry 8.

*Advantages: Racial (Dwarf):* DR 1 [3]; Extended Life Span [5]; Extra Encumbrance [5]; Extra Fatigue +2 [6]; Hard to Kill +1 [5]; Longevity [5]; Racial Bonus: Craft Skills +3 [18]; *Racial skills:* Axe/Mace (DX +1) [4]; Merchant (IQ) [2]; ST +2 [20]. *Personal:* Combat Reflexes [15]; Hard to Kill +1 (in addition to the level for being a Dwarf) [5]; Rapid Healing [5]; Reputation +2 (Dwarven hero; among dwarves; 7 or less) [1].

*Disadvantages: Racial (Dwarf):* Greed [-15]; Intolerance (Orcs) [-5]; Miserliness [-10]; Reduced Move -1 [-5]. *Personal:* Berserk [-15]; Fanaticism (Dwarven nation) [-15]; Easy to Read [-10].

*Quirks: Racial (Dwarf):* Suspicious of elves and goblins; Never shave beard. [-2] *Personal:* Slow to speak; Fascinated by rain and running water; Humble; Broadminded; Worries he'll someday hurt an innocent and avoids children for this reason [-5].

*Skills:* Administration-11 [1]; Agronomy/TL3-12 [2]; Armoury/TL3 (specializing in hand weapons)-20*/(general)-14* [2]; Axe/Mace-12 [-]; Body Language-12 [4]; Brawling-13 [4]; Carousing-12 [2]; First Aid-13 [2]; Hiking-14 [4]; Intimidation-14 [6]; Leadership-14 [6]; Merchant-12 [-]; Savoir-Faire (Military)-12 [1]; Tactics-13 [6]; Two-Handed Axe/Mace-14 [16].

*Includes +3 bonus for being a dwarf.

*Languages:* Dwarvish (native)-12 [0]; Anglish-12 [2]; Orcish-11 [1].

*Equipment:* Great axe (2d+3 cut); Chainmail shirt covering areas 6-11 and 17-18 (PD 3, DR 4; PD 1, DR 2 vs. impaling); Pot-helm (PD 3, DR 4); Heavy boots (PD 2, DR 2).

Barak is a dwarven berserker with a twist. Certainly, he's a terrible foe in battle, an axe-wielding whirlwind who's seemingly impervious to his opponents' attacks. Outside of combat, he is thoughtful, pleasant and even quiet-natured. Years ago, he was a member of a mighty dwarven clan, but his army was crushed and his clan scattered. Much of his Fanaticism is dedicated to recovering his clan's lost glory.



**Disadvantages:** *One* of Berserk [-15], Compulsive Behavior (Fighting) [-15], Fanaticism [-15], *or* On the Edge [-15], and an additional -20 points chosen from Addiction [varies], Bad Temper [-10], Bloodlust [-10], Bully [-10], Callous [-6], Disciplines of Faith [-5 to -15], Impulsiveness [-10], Odious Personal Habit [-5 to -15], Overconfidence [-10], and Stubbornness [-5].

**Primary Skills:** *One* of Axe/Mace, Broadsword, Two-Handed Axe/Mace or Two-Handed Sword (all P/A) DX+3 [16]-14 *or* Flail (P/H) DX+2 [16]-13. (High-tech berserkers may substitute one (P/A) Combat Skill at DX+2 [8]-13 and *either* Guns/TL (light auto) (P/E) DX+4 [8]-15* *or* Gunner/TL (machine gun) (P/A) DX+3 [8]-14* for this last option.)

**Secondary Skills:** Intimidation (M/A) IQ+1 [4]-11 and *either* Brawling *or* Knife (both P/E) DX+1 [2]-12.

**Background Skills:** Armory/TL (any) (M/A) IQ+1 [2]-10, First Aid (M/E) IQ [1]-10, Running (P/H) HT-1 [2]-11, and 8 points in any of Brawling (P/E), Carousing (P/A; HT), Knife (P/E), Stealth (P/A), Survival (any) (M/A), Philosophy or Theology (both M/H).

*Includes +1 for IQ 10.

# Customization Notes

- Berserkers often favor larger hand-to-hand weapons which let them inflict more damage faster. Part of this is probably due to self-preservation (a dead enemy is no longer a threat). Consider a two-handed weapon such as a great axe, war hammer, or greatsword if the character is in a medieval/fantasy campaign. Light machine guns such as an M60 are a good choice for high-tech settings.

- Historically, berserkers wore little or no armor, relying instead on the whim of the gods and their own battle prowess to protect them. Still, a helmet or even light armor isn't a bad investment – the character is a *big* target on a battlefield, after all!

- Berserkers *cannot* take the following disadvantages: Combat Paralysis, Cowardice, Guilt Complex, Low Pain Threshold, and Pacifism.

- An interesting option for such a fighter is to take the Berserk spell from *GURPS Magic* as a Knack (p. M96-97). For those without access to *Magic*, the warrior must Concentrate for 4 seconds, at the end of which he goes Berserk and stays that way for 10 minutes or until he snaps out of it normally. This is actually a 10 point advantage as opposed to a disadvantage, as he has no risk of going berserk accidentally and no Will roll is required to do so intentionally.

# Using This Character

The berserker is one of the more expensive templates in this book. It is still suitable for a standard, 100-point campaign. Berserkers also make powerful opponents in combat!

# JAN HAVSGAARD  (150 POINTS)

Age 30; 6'2", 205 lbs.; large, heavily scarred Norseman with pale blond hair and blue eyes.

| | | |
|---|---|---|
| **ST:** 15 [60] | **IQ:** 10 [0] | **Speed:** 6.25 |
| **DX:** 12 [20] | **HT:** 13 [30] | **Move:** 7 |
| **Dodge:** 6 | **Parry:** 7 | |

## Advantages

High Pain Threshold [10]; Hard to Kill +1 [5]; Rapid Healing [5]; Toughness (DR 1) [10].

## Disadvantages

Code of Honor (Norseman's) [-10]; Berserk [-10]; Bully [-10]; Sense of Duty (friends and companions) [-5]; Stubbornness [-5].

## Quirks

Keeps "lucky" bear's teeth with him at all times; Refuses to do anything he deems "woman's work"; Prays to Odin prior to every battle; Thinks it's good luck to spit in a cook fire; Fights bare-chested [-5].

## Skills

Axe/Mace-12 [2]; Armoury/TL3 (specializing in hand weapons)-15/(general)-9 [2]; Carousing-11 [½]; Intimidation-12* [4]; Knife-13 [2]; Body Language-10 [4]; First Aid-10 [1]; Brawling-15 [8]; Running-12 [2]; Seamanship/TL3-12 [4]; Sailor/TL3-10 [2]; Shipbuilding/TL3-11 [6]; Two-Handed Axe/Mace-15 [16].

*Purchased from ST default.

## Languages

Old Norse (native)-10 [0].

## Equipment

Great Axe (cut 2d+4); Small carving knife; A pair of bear teeth on a string; Pot-helm (PD 3, DR 4); Yellowed woolen tunic and dark brown linen breeches; Heavy bearskin cloak.



NORTHCOTT '99

Jan is a powerful warrior and respected in his village. His strength, backed by his berserk fury, has turned the tide for his clansmen in several raids on southern lands. Jan forsakes armor and even his shirt when going into battle, relying on his skill and Odin's favor to turn aside his enemies' attacks. The fact most warriors can't withstand even a single blow from his great axe helps his continued survival as well.

It's good Jan is so skilled in battle. He would never be selected for a raiding party based on his seamanship. After years aboard the longboats, Jan has only recently mastered the most basic sailor skills. He's only slightly better at his chosen peacetime trade, shipbuilding. Fortunately for Jan, his great strength is useful in that endeavor. Otherwise, he would have had to pursue another line of work long ago.

His most famous deed took place about the time he came into manhood. While out helping his family gather wood, he and his father were surprised by an angry bear. The animal immediately attacked his father and badly mauled the man, but Jan took the woodcutting axe and slew the bear single-handedly. To this day, Jan wears the skin of the bear and carries two of its teeth for luck.

His Code of Honor requires him to be brave (but not foolish) to be true to his word, free with his hospitality, fair, and loyal. He must always strive to avenge an insult, protect his family and friends, and die well. Regardless of his code, Jan is still a bully – and a big one at that. With his close friends and family he restrains himself, but outsiders are fair game for his harassment. Given the tenuous control he has on his emotions, most of his targets are better off simply letting the man have his way and move on. Confronting Jan might provoke a deadly fight!

Jan is designed as an NPC in a *GURPS Vikings* setting. Although his point cost is too high to be a character in a 100-point campaign, he is suitable as a formidable ally or opponent for the player characters. He could serve as a player character in a 150-point campaign, but his strong focus on combat might limit his play value in peaceful situations. He can also be used in *GURPS Arabian Nights* or *GURPS Russia* as a Nordic barbarian adventurer. With a little modification he could be used as a northern warrior in *GURPS Fantasy* or even *GURPS Conan* games.

## Lt. Spencer Kearny  (100 pts)

Age 23; 5'11", 169 lbs.; reddish-brown hair, blue eyes; dashing young cavalry officer with a finely groomed handlebar mustache.

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

Basic Speed 6, Move 6.
Dodge 6, Parry 7.

*Advantages:* Alertness +2 [10]; Comfortable Wealth [10]; Fashion Sense [5]; Military Rank 3 [15].

*Disadvantages:* Code of Honor (Officer's) [-10]; Glory Hound [-15]; Impulsive [-10]; Selfish [5].

*Quirks:* Always bows to ladies; Wears white gloves at all times; Occasionally uses French words so as to sound educated; Volunteers his troop frequently; Certain the U.S. Army will soon defeat the Indian tribes [-5].

*Skills:* Riding-14 [4]; Broadsword-14 [4]; Black Powder Weapons (Cap and Ball Pistol)-16* [2]; Armoury/TL5 (Small Arms)-12 [2]; First Aid-12 [1]; Savoir-Faire (Military)-13 [2]; Veterinary/TL5-11 [2]; Leadership-12 [2]; Orienteering-12 [2]; Administration-11 [1]; Tactics (Drill)-17/(general)-11 [4]; Speed-Load (Black Powder)-12 [½]; Politics-12 [4]; Carousing-12 [4].

*Includes +2 for IQ 12.

*Languages:* English (native)-12 [0]; French-10 [½].

*Equipment:* Cavalry saber (1d imp, 1d+2 cut), Colt Army .44 revolver (cap and ball); Cavalry horse and saddle; Telescope; Freshly cleaned and pressed U.S. Cavalry uniform, plumed hat, white gloves and riding boots.

Lieutenant Kearny is a young cavalry officer stationed in the Wyoming territory at the start of the Civil War. He is a West Point graduate and disappointed he's been assigned to guard the frontier. He considers the Indian tribes a minor threat and constantly lobbies to get transferred back to the East.

Kearny comes from a fairly well-to-do Eastern family and holds himself aloof from his grittier peers in the western Army. He frequently makes a point in conversation of the lack of manners on the frontier and is something of a dandy. Keeping his uniform in such good repair is costly – he sends it to the laundry two or three times each week – but he considers it a small price to pay in order to maintain the best possible appearance.
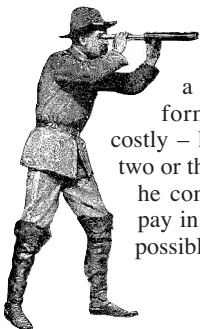
# CAVALRYMAN

The invention of the stirrup made organized cavalry, for a time at least, the dominant offensive troop. It allows the cavalryman to use the force of his mount's charge to break enemy formations and gives him a stable platform to brace against for longer melees. The cavalryman is trained to fight as a part of a unit, relying on the mount's mobility and strength to give a tactical edge. This template depicts mounted warriors who conduct organized, close combat. For low-tech mounted missile troops or irregular cavalry, use the horseman template on p. 68 instead.
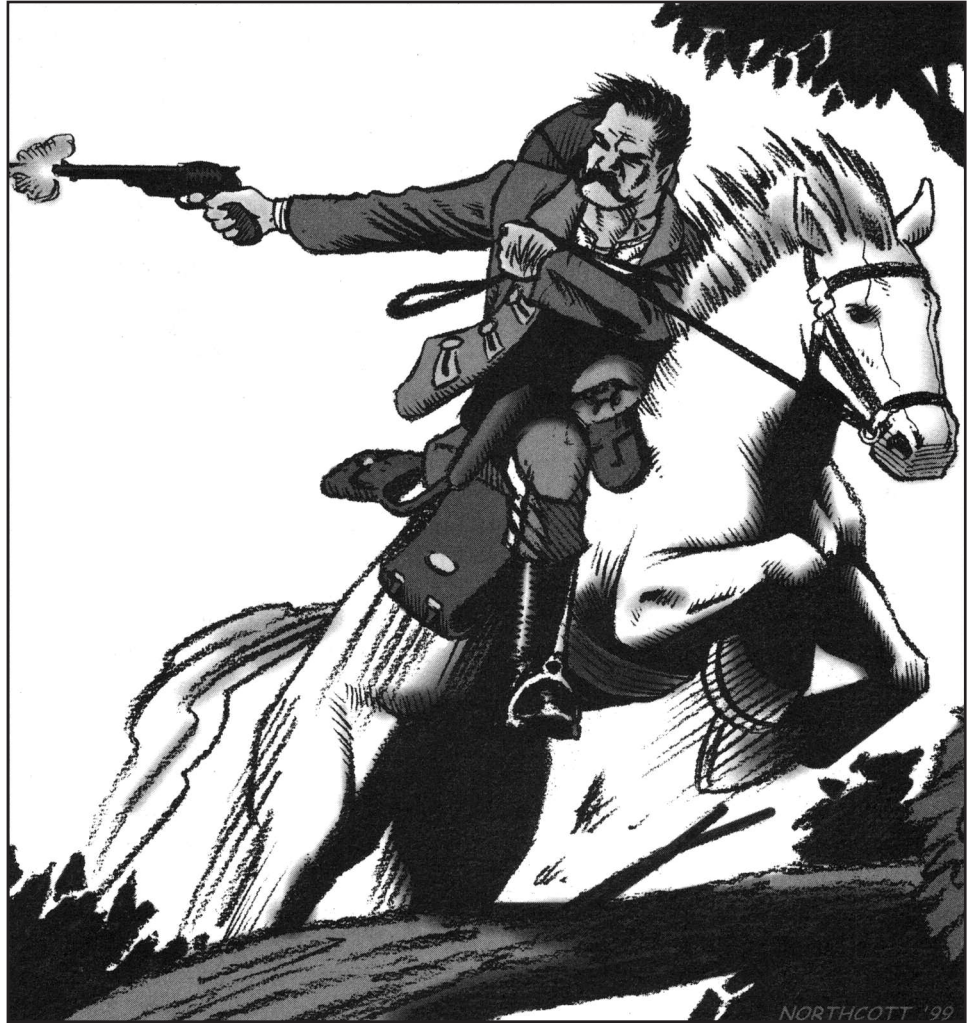


Regardless of the TL or arms and equipment, cavalry has never been effective on the defense. The only tactic available to a mounted unit is a counter-charge in the hopes of breaking up the opponent's attack. More often, these troops dismount and fight as infantry. It's common procedure to leave one man from every four or so to hold the horses for his comrades during such a maneuver.

***Tech Level 1-3.*** Earlier mounted warriors had used heavy armor and lances, but without a method for bracing themselves, they were unable to effectively engage formations of infantry. The first truly effective heavy cavalry appears with the development of the stirrup at TL3. The TL3 cavalryman uses the lance for shock tactics against heavy infantry and the speed of his mount to overtake the more agile, but less heavily armed light infantry and missile troops.

The cavalryman of this period is similar in many ways to the armored knight.

Generally, knights are better equipped and wear heavier armor; the cavalryman – sometimes called a sergeant – although less effective than a fully equipped knight, fulfills the same role and is cheaper to field. Historical examples of the TL3 cavalryman are found in the horsemen of Charlemagne, mounted men-at-arms during the Crusades, and throughout most of the armies of medieval Europe.

**Tech Level 4.** The development of the wheellock pistol presents the cavalryman with a one-handed ranged weapon, allowing the rider to keep a hand on his mount's reins and still fire aimed shots. Rather than risk a charge against a line of pikemen, the cavalryman can now fire at them from a safe distance. Consequently, the lance is marginalized – it requires a hand to hold even when it isn't being wielded. Many cavalrymen carry two or even three pistols instead. The saber becomes the shock weapon, primarily for use against musketeers – whose long guns out-range the cavalryman's pistol – and other light infantry.

By TL4, the roles of light and heavy cavalry have begun to merge. The best historical example of this versatile mounted warrior was the Dutch *reiters*. For a short time, the TL4 cavalryman is the dominant force on the battlefield. Improvements in firearms and the design of a functional rifle bayonet once again level the field; the infantry musket has a longer range than the cavalryman's pistol and the bayonet allows the musketeer to ward off a cavalry charge. By the end of the period, cavalry has lost its role as a shock troop and instead focuses on its superior maneuverability.

**Tech Level 5+.** The cavalryman is the rapid-deployment force of TL5. Capable of covering much greater distances than unmounted infantry, cavalry is used for flanking, reconnaissance and deep raids behind enemy lines. The saber continues to see use, although repeating pistols and carbines lessen its importance.

Further technological advances make horse cavalry outdated by early TL6, although many countries maintain these forces until near the end of this period.

# Design Notes

*Attributes:* Prolonged horseback riding calls for not only a good overall DX (13), but also a decent ST as well. Riding requires the use of many large muscle groups for extended periods and the cavalryman through all incarnations is expected to perform as a shock trooper; therefore, we take ST 11. Cavalry tactics and the interaction between horse and rider call for a more active intellect than the average infantry soldier, hence IQ 11.

*Advantages:* Beyond the advantages common to nearly all veteran warriors, we've added sharp senses (Alertness) and a strong mental backbone for conducting daring charges (Fearlessness).

*Disadvantages:* Soldiers tend to form close bonds with their comrades, so we've listed a few disadvantages to show this (Chummy, Code of Honor, Gregarious and Sense of Duty), but cavalrymen have a reputation for being a tad too big for their boots as well (Intolerance, Jealousy, Overconfident, and Glory Hound). Finally, we've thrown in a couple to represent the psychological effects of one battle too many (Bloodlust, Callous, and Post-Combat Shakes).

*Primary Skills:* Riding at 14 and Broadsword at 12 are common to all incarnations of the cavalryman. Additional weapons are detailed in lenses at the end of the template, according to the character's TL.

*Secondary Skills:* Armory and First Aid, both at 11, are common to most who make their living as warriors. Some understanding of common military courtesy is necessary to any member of an organized unit, so we added Savoir-Faire (Military) at 11. Finally, since a cavalryman's mount is what differentiates him from the common infantryman, you can bet he knows how to take care of it! We give the character the skill Veterinary/TL at 11.

*Background Skills:* Here we've listed skills acquired around an armed camp (Cooking, Brawling, Knife and Scrounging), in the field (Orienteering and Survival), caring for mounts (Animal Handling), or in pursuit of a military career (Administration, Leadership, and Tactics).

## Lukas of Thessaly       (100 pts)

Age 28; 5'7", 158 lbs.; short curly black hair, green eyes; young cavalryman in breastplate and greaves, wearing a white *chiton* and carrying a broadsword, shield, and long spear.

**ST** 12 [20], **DX** 13 [30], **IQ** 11 [10], **HT** 12 [20]
Basic Speed 6.25, Move 4.
Dodge 4, Parry 7, Block 7.

*Advantages:* Fit [5]; High Pain Threshold [10]; Status 2 [10]; Toughness [10].

*Disadvantages:* Duty (To Alexander; 15 or less) [-15]; Glory Hound [-15]; Sense of Duty (comrades in arms) [-5]; Unattractive [-5].

*Quirks:* Sings to himself on long rides or marches; Proud of his position in the army; Distrusts mercenaries; Generous; Uncomfortable in boats or on rafts [-5].

*Skills:* Armoury/TL2 (Small Arms)-11 [2]; First Aid-12 [2]; Riding (Stirrupless)-14 [4]; Savoir-Faire (Military)-13 [4]; Shield-14 [2]; Shortsword-14 [4]; Spear-14 [4]; Spear Throwing-14 [2]; Tactics (Drill)-15/(general)-9 [2]; Veterinary/TL2-10 [2].

*Languages:* Thessalian (native)-11 [0]; Macedonian-11 [2].

*Equipment:* bronze shortsword (1d+2 cut, 1d imp); *Xyston* (lance) (1d+3 imp); Bronze corselet (PD 4, DR 5); Bronze Greaves (PD 3, DR 3; Bronze Helmet (PD 3, DR 3); Medium shield (PD 3, Hits 7/40); Cavalry horse; Saddle; Bedroll.

Lukas is one of Alexander the Great's "Companions" – or heavy cavalry. More importantly, he's one of the 300 soldiers selected personally by Alexander as his bodyguards in battle. This accounts for Lukas' high Status and lack of Military Rank.

Lukas takes his position very seriously, and is extremely proud of being so honored. Alexander often leads his personal guard into the thickest part of battles with the Persian foe, seeking to shatter their command structure. This tactic is very successful, but it also exposes the Macedonian general to a good deal of danger. This keeps Lukas and his comrades quite busy.

Coming from a small village in Thessaly, Lukas is something of a bumpkin, in spite of his age and experience. He's been around enough to have learned a healthy distrust for sell-swords, though, and keeps a close eye on them.

## Jalal Alsadi (100 pts)

Age 31; 6'1", 181 lbs.; short black hair, brown eyes; very rough-looking.

**ST** 13 [30], **DX** 13 [30], **IQ** 11 [10], **HT** 11 [10]

Basic Speed 6.00, Move 4.
Dodge 5, Parry 8, Block 8.

*Advantages:* Combat Reflexes [15]; Military Rank 1 [5]; Toughness (DR 1) [10].

*Disadvantages:* Bloodlust [-10]; Duty (Military; 15 or less) [-15]; Intolerance (Megalans) [-5]; Overconfidence [-10].

*Quirks:* Hates all things Megalan; Thinks the Caliph's troops are soft and unskilled; Loves fresh fruit; Believes in the harsh punishment of criminals; Does not form friendships with his subordinates [-5].

*Skills:* Armoury/TL3 (Small Arms)-11 [2]; Blacksmith-10 [1]; Brawling-15 [4]; Broadsword-14 [4]; First Aid-11 [1]; Intimidation-11 [2]; Lance-14 [4]; Riding-14 [4]; Savoir-Faire (Military)-11 [1]; Scrounging-11 [1]; Shield-14 [2]; Survival (Plains)-12 [4]; Tactics (Drill)-15/(general)-9 [2]; Veterinary/TL3-10 [2].

*Languages:* Arabic (native)-11 [0]; Anglish-10 [1].

*Equipment:* Scimitar (1d/2d-1 cut); Lance (1d+3 imp); Scale armor (PD 3, DR 4); Reinforced chainmail coif (PD 2, DR 2); Small shield (PD 2; Hits 5/30); Light-colored tunic and pants under armor, white turban over coif.

Jalal is the leader of a border patrol in northern al-Wazif. Jalal and his troopers are part of the Emir Harun abd Ishaq's private army in the area; they watch for Megalan raids across River Conn. He spends much of his off-duty time in Quazr al-Sawh. Jalal has trouble avoiding open derision of the Caliph's soldiers during his rare encounters with them.

His family is from the border region, and many of Jalal's cousins have been killed in Megalan raids over the years. As a result, he has little patience for any suspicious-looking northerner he finds when patrolling. His preferred tactic when confronted with a dilemma is to charge first, and not even worry about questions later. Given the Emir's opinions on Megalos, Jalal's aggressive actions aren't reprimanded and usually meet with open approval.
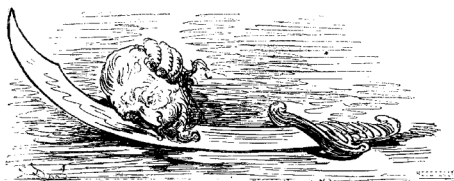
# Cavalryman [75 points]

**Attributes:** ST 11 [10], DX 13 [30], IQ 11 [10], HT 10 [0].

**Advantages:** A total of 20 points chosen from Alertness [5/level], Combat Reflexes [15], Fearlessness [2/level], Fit or Very Fit [5 or 15], High Pain Threshold [10], Reputation (Decorated) [varies], and Toughness (DR 1) [10].

**Disadvantages:** A total of -20 points chosen from Bloodlust [-10], Callous [-6], Chummy or Gregarious [-5 or -10], Code of Honor [-5 to -15], Intolerance (regular infantry) [-5], Jealousy [-10], Overconfidence or Glory Hound [-10 or -15], and Sense of Duty [-5 to -15].

**Primary Skills:** Riding (P/A) DX+1 [4]-14, Broadsword *or* Axe/Mace (both P/A) DX+1 [4]-14.

**Secondary Skills:** Armoury/TL (small arms) (M/A) IQ [2]-11, First Aid (M/E) IQ [1]-11, Tactics (Drill) (M/H) IQ-1 [2] (Drill)-15/(general)-9, Savoir-Faire (Military) (M/E) IQ [1]-11, and Veterinary/TL (M/H) IQ-1 [2]-10.

**Background Skills:** A total of 5 points in any of: Cooking and Scrounging (both M/E); Administration, Animal Handling, Leadership, Orienteering, or Survival (any), (all M/A); Tactics (M/H); Brawling or Knife (both P/E).

**Tech Level Lenses:** Choose one of the following, based on the campaign's TL:

*TL/1-3.* Lance (P/A) DX [2]-13 and Shield (P/E) DX+1 [2]-14.

*TL/4.* Black Powder Weapons (any pistol) (P/E) DX+3* [4]-16.

*TL/5+.* A total of 4 points in Guns(pistol), Guns (rifle), Speed-Load (any), (all P/E).
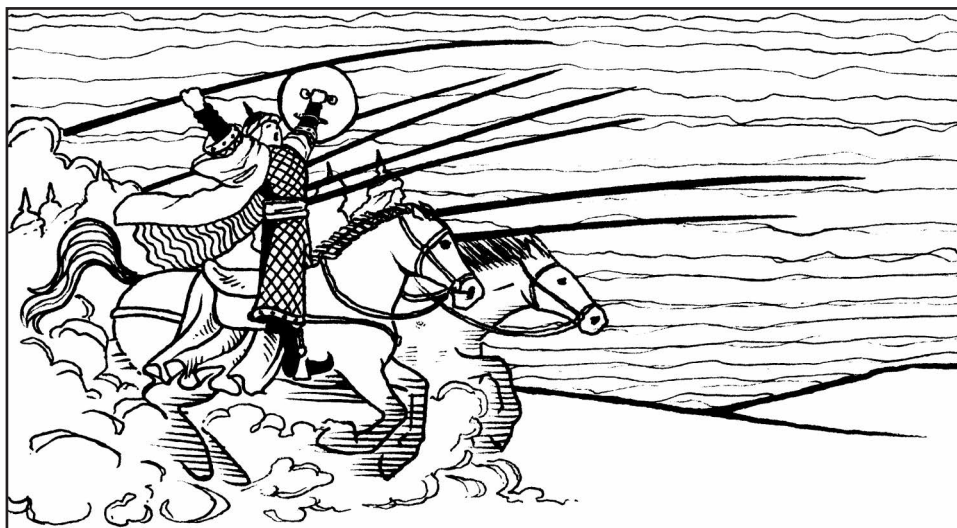


## Customization Notes

- His horse is his most important belonging, but *good* horses are expensive! Unless he wants to be just another "foot-slogger," the cavalryman should invest some points in Wealth or a Patron to secure himself a proper mount.
- TL3 cavalrymen are usually equipped with a broadsword or mace, lance and shield with a mail shirt and helmet. At TL4, they carry one or more black powder pistols and a cavalry saber and may wear either a breastplate and helmet or no armor at all. By TL5 a repeating pistol or carbine and saber are standard equipment, but armor – made obsolete by firearms – is foregone.
- See p. 10 for details on leaders and entirely military campaigns.

## Using This Character

The cavalryman is suitable as either a PC in a 100-point campaign, or as a generic cavalry soldier without further detail.

# Major Ian Lovejoy, Ret.

## (100 points)

Age 39; 5'10", 176 lbs; well-dressed Englishman with dark brown hair and mustache and green eyes, wearing a tweed suit.

| ST: 11 [10] | IQ: 12 [20] | Speed: 5.75 |
| --- | --- | --- |
| DX: 13 [30] | HT: 10 [0] | Move: 5 |
| Dodge: 6 | Parry: 8 | |

## Advantages

Alertness +1 [5]; Combat Reflexes [15]; Comfortable Wealth [10]; Courtesy Rank 4 [4]; Fearlessness +2 [4]; Status 2 [10].

## Disadvantages

Code of Honor (Gentleman's) [-10]; Enemy (Thugee cult; 6 or less) [-15]; Nightmares [-5]; Overconfidence [-10].

## Quirks

Smokes a pipe; Coughs when he doesn't agree with a statement; Has a near-fanatical hatred of rats; Always gives at least a small amount to beggars and urchins; Enjoys cricket [-5].

## Skills

Administration-13 [4]; Armoury/TL5 (Small Arms)-12 [2]; Broadsword-14 [4]; Chess (Hobby Skill)-13 [1]; First Aid-12 [1]; Guns/TL5 (Pistol)-16* [2]; Guns/TL5 (Rifle)-16* [2]; Leadership-12 [2]; Occultism-12 [2]; Riding-14 [4]; Savoir-Faire (Military)-12 [1]; Survival (Jungle)-12 [2]; Tactics (specializing in drill) -17/(general)-11 [4]; Theology (Hindu)-11 [2]; Veterinary/TL5-11 [2].

    *Includes +2 for IQ 12.

## Languages

English (Native)-12 [0]; Latin-11 [1]; Hindi-11 [1].

## Equipment

Webley No. 1, .455 Web. Revolver; Pocket watch; Pipe and tobacco pouch; Matches; 6 extra rounds; Nice, dark brown tweed suit with vest, white shirt, and bow tie.

Major Lovejoy is recently retired from the British Army after tours in Africa and India. While in India, he participated in the final disbanding of the Thugee cult to the Indian goddess Kali. For decades, the British remained unaware of the murderous cult, but once they discovered it, they set to expunging it with typical English dedication. Major Lovejoy was instrumental in tracking down several high-ranking leaders and bringing them to justice.

Unfortunately, despite its best efforts, the Army did not completely expunge the sect. Some of the more fanatical members pursued Major Lovejoy back to England to exact revenge for his part in the purge. He's had enough scrapes with the assassins to know they're on his trail. At this point, however, he doesn't think it proper to change his daily routine simply because a few murderers are hunting him. After all, he was an officer in the British Army! He does keep his old service revolver with him at all times, though. He may be brave, but he's not entirely stupid.

Partly as a result of his experiences abroad, Major Lovejoy has developed an interest in the occult and pursues any odd reports in the daily newspapers with a fervor. When not following up rumors of unexplained events, the Major frequents a local gentleman's club in London where he reminisces with old Army comrades and plays the occasional game of chess. He also spends much of his free time following the exploits of Sir Arthur Conan Doyle's literary detective, Sherlock Holmes.

Of late, he's began to follow the stories of the Whitechapel murderer calling himself "Jack." From the newspaper accounts, Major Lovejoy has begun to suspect the "Ripper" – as the public has become to refer him – is more than a simple, if gruesome, murderer. Instead, he believes the Ripper's crimes have an even more sinister basis in the occult. The Major has devoted himself to tracking down and stopping the Ripper's horrific spree before even worse comes of the psychopath's deeds.

Major Lovejoy is designed as a character in a 100-point *GURPS Horror* campaign set in the Victorian era, but he could also be used in a *GURPS Cliffhangers* game during the same period. Depending on the magic level of the campaign, his Thugee pursuers may be simple assassins or they may have darker and more powerful weapons of a magical nature to use against the good Major. His theories on Jack the Ripper may also be nothing more than just theories – or the GM may decide he's gleaned something of the murderer's goals the other pursuers have overlooked.

## Sgt. Barry Young     (150 pts)

Age 33; 6', 184 lbs.; blond hair, blue eyes; dressed like a farmer in a turtleneck sweater and wool pants.

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

Basic Speed 6.00 Move 5.
Dodge 6, Parry 11.

*Advantages:* Combat Reflexes [15]; Fearlessness +2 [4]; Fit [5]; Military Rank 1 [5]; Night Vision [10].

*Disadvantages:* Extremely Hazardous Duty [-20]; Fanaticism (England) [-15]; Sense of Duty (comrades in arms) [-5].

*Quirks:* Loves trains (and hates to wreck them, but does his best anyway); City boy who finds country life amazing; Will always suggest a game of craps to pass the time; Always keeps his weapon loaded with a full clip; Tries to perform magic tricks for children [-5].

*Skills:* Administration-11 [½]; Armoury/TL6 (Rifles and Handguns)-13 [2]; Boating-13 [2]; Brawling-15 [4]; Camouflage-13 [1]; Climbing-13 [2]; Demolition-15 [6]; Driving (Automobile)-12 [1]; Electronics Operation/TL6 (Communications)-12 [1]; Engineer/TL6 (Combat)-14 [6]; Explosive Ordnance Disposal/TL6-13 [3]**; First Aid-12 [½]; Forward Observer-11 [½]; Gunner/TL6 (Machine Gun)-15 [2]*; Guns/TL6 (Light Automatic)-16* [2]; Guns/TL6 (Pistol)-16* [2]; Guns/TL6 (Rifle)-15* [1]; Interrogation-11 [½]; Jumping-13 [1]; Knife-14 [2]; Leadership-12 [1]; Orienteering-13 [2]; Parachuting-13 [1]; Savoir-Faire (Military)-13 [1]; Scrounging-13 [1]; Stealth-14 [4]; Survival (Arctic)-12 [1]; Survival (Woodlands)-12 [1]; Swimming-13 [1]; Tactics-14 [6]; Throwing-12 [2]; Traps-13 [2].

\*Includes +2 for IQ 13.

\*\*Raised from Demolitions/TL default level.

*Languages:* English (native)-13 [0]; French-13 [2]; German-12 [1].

*Equipment:* Stiletto (1d-2 imp); Sten submachine gun (when on raid); Chronometer; Two spare magazines for submachine gun; Explosives, timers, and detonators in cache; Dice.

Sergeant Young is a British commando dropped behind enemy lines in France in 1943. He and the rest of his team have linked up with a group of French resistance fighters in the countryside north of Paris and are engaged in destroying train tracks throughout the region. Barry hides in a barn on a partisan's farm during the day. He keeps all weapons and equipment in a cache about 1 mile away – except for his stiletto.

His ability to speak French and German without an obvious accent was one of the primary reasons for his selection.

# COMMANDO

The commando is a highly trained specialist in clandestine or covert actions against enemy forces. Elite troops have been around nearly as long as organized warfare itself. Accounts of special operations themselves date back at least to the legends of the Trojan Horse. However, not until TL6 does technology provide the individual soldier with enough destructive capability to make small commando teams a formidable force. Use the templates for the Scout or Sharpshooter to represent the "special forces" of earlier TLs.

Commandos are subject to a very restrictive selection process, allowing only the best of all applicants to succeed. Following this "weeding," the successful candidates are trained in a variety of infiltration techniques, combat skills, and sabotage methods. Although equipment may change according to TL, the skills a commando relies on remain fairly constant. Only permanent standing armies can afford the investment necessary to train and maintain an effective commando force.

For details on existing special forces, see *GURPS Special Ops*.

# Design Notes

*Attributes:* Commandos are subjected to strict criteria during their selection and their attributes are correspondingly high. We've given the template a DX and IQ of 13; not only does this reflect the innate abilities of the recruit, but also helps optimize point costs for skills. In addition, we've given the character a score of 11 in ST and HT – those with lower scores simply couldn't pass the entrance requirements!

*Advantages:* Because of the the tremendous amount of physical training all commandos undergo, we have given the character the advantage of Fit. Additionally, we've provided standard options (Combat Reflexes, High Pain Threshold, and Toughness), more advantages to reflect his fitness (Breath-Holding, Very Fit, and attribute bonuses), some to depict his famed bravery and luck (Daredevil and Fearlessness) and Reputation to symbolize medals he may have won in service of his country.

*Disadvantages:* Commando training and indoctrination are geared toward creating absolute loyalty, so we've made Fanaticism mandatory (although we've listed country as the object, it's also possible to fanatical about a branch of service or even a specific unit). We've provided other disadvantages likely to be found in all warriors or soldiers (Bloodlust, Callous, Chummy, Code of Honor, Overconfidence, and Sense of Duty) as well as Intolerance to further depict the national zealotry some commandos have.

*Primary Skills:* All commandos are extensively trained in handling a wide variety of weapons (Guns and Gunner). In addition, they must be able to locate their objective (Orienteering), approach undetected (Stealth), and overcome the enemy through superior fire and maneuver (Tactics).

*Secondary Skills:* Here, we've provided additional skills to assist in surviving behind the lines (Survival), stealth (Camouflage), communications (Electronics Operation), and obtaining and maintaining equipment (Armoury and Scrounging). We've also provided a few secondary combat abilities (additional Guns skill, Brawling, and knife), infiltration methods (Climbing and Parachuting), sabotage (Demolitions and Traps), and defensive construction (Engineer). Jumping reflects the effects of the intensive physical training and Savoir-Faire is a daily part of military life.

*Background Skills:* These skills are the tertiary abilities gathered in training (NBC Warfare and Forward Observer), day-to-day life in the service (Administration, Driving, Leadership, and Throwing) and a couple of additional infiltration/exfiltration methods (No-Landing Extraction and Swimming). We've provided a passing familiarity with Interrogation to help the character resist enemy questioning in the event of capture. After background skills, we've listed four choices to reflect the additional specialized training that makes a commando part of an effective team, rather than simply a well-trained soldier.

# Commando [130 points]

**Attributes:** ST 11 [10], DX 13 [30], IQ 13 [30], HT 11 [10].

**Advantages:** Fit [5] and 20 points chosen from Breath-Holding 1-2 [2 or 4], Combat Reflexes [15], Daredevil [15], Fearlessness [2/level], High Pain Threshold [10], Reputation (Decorated) [varies], Toughness (DR 1) [10], Very Fit [10] (adds to cost of Fit), and +1 ST or +1 HT [10].

**Disadvantages:** Fanaticism (Country) [-15], plus -15 points chosen from Bloodlust [-10], Callous [-6], Chummy or Gregarious [-5 or 110], Code of Honor (Soldier's) [-5], Intolerance (enemy nation, race or culture) [-10], Overconfidence [-10], Sense of Duty (comrades in arms) [-5].

**Primary Skills:** *Two* Guns/TL skills, *each* (P/E) DX+3 [2]-16*, Gunner/TL (any) (P/A) DX+2 [2]-15, Orienteering/TL (M/A) IQ [2]-13, Stealth (P/A) DX+1 [4]-14, and Tactics (M/H) IQ+1 [6]-14. Note: commandos at TL8+ may substitute Beam Weapons/TL skills for Guns/TL skills.

## Matthew Bradley (150 pts)

Age 28; 5'11", 176 lbs.; red hair, hazel eyes; black Kevlar tactical vest, helmet, and FBI HRT uniform.

**ST** 11 [10], **DX** 13 [30], **IQ** 13 [30], **HT** 11 [10]
Basic Speed 6.00, Move 6.
Dodge 7, Parry 10.

*Advantages:* Combat Reflexes [15]; Fit [5]; Legal Enforcement Powers [10].

*Disadvantages:* Extremely Hazardous Duty [-20]; Fanaticism (FBI) [-15]; Sense of Duty (Comrades in arms) [-5].

*Quirks:* Eats weird health foods; Runs 5 miles every morning; Loves to point out inconsistencies in movies; Doesn't drink; Atheist [-5].

*Skills:* Administration-13 [2]; Armoury/TL7 (Small Arms)-13 [2]; Brawling-14 [2]; Camouflage-13 [1]; Climbing-14 [4]; Criminology-13 [2]; Demolition/TL7-13 [2]; Diplomacy-11 [1]; Driving (Automobile)-13 [2]; Electronics Operation/TL7 (Communications)-13 [2]; Electronics Operation/TL7 (Sensors)-13 [2]; Engineer/TL7 (Combat)-11 [1]; First Aid-13 [1]; Forensics-12 [2]; Guns/TL7 (Light Automatic)-16* [2]; Guns/TL7 (Pistol)-16* [2]; Guns/TL7 (Rifle)-15* [1]; Judo-15 [16]; Jumping-14 [2]; Knife-12 [½]; Law-13 [4]; Leadership-11 [½]; Lockpicking-12 [1]; NBC Warfare-11 [½]; No-Landing Extraction-12 [1]; Orienteering-13 [2]; Savoir-Faire (Military)-12 [½]; Scrounging-12 [½]; Stealth-14 [4]; Swimming-12 [½]; Tactics-15 [8]; Throwing-14 [8]; Traps-14 [4].
*Includes +2 for IQ 13.

*Languages:* English (native)-13 [0]; German-12 [1].

*Equipment:* H&K MP5SD submachine gun; SIG P229 pistol; Four "flashbang" grenades; Kevlar vest (PD 2, DR 16); Nomex bodysuit (DR 2 against flame only); Helmet (PD4, DR 5); Tactical vest; Headset radio; First aid kit.

Matthew Bradley is an FBI agent assigned to a Hostage Rescue Team (HRT). He is one of the Bureau's specialists in counterterrorism and close-quarters combat. He was recruited by the FBI immediately upon graduation from college and spent several years in a field office doing lots of paperwork. This didn't suit Matt's enthusiastic temperament, so he volunteered for HRT training and has never regretted his choice.

An HRT is used only when negotiations have obviously failed or lives are at stake. It's a high-risk profession, but the team members receive the best training available. Matt has even trained with similar hostage rescue and counterterrorist units from other countries, like France's GIGN and Germany's GSG-9.

## Cpl. Christoph Blocher (150 pts)

Age 27; 5'10", 168 lbs.; brown hair, blue eyes; wears a camouflage uniform and carries an assault rifle.

**ST** 11 [10], **DX** 13 [30], **IQ** 13 [30], **HT** 11 [10]

Basic Speed 6.00, Move 6.
Dodge 7, Parry 11.

*Advantages:* Combat Reflexes [15]; G-Experience [10]; Military Rank 1 [5]; Very Fit [15].

*Disadvantages:* Extremely Hazardous Duty [-20]; Fanaticism (Patriotism) [-15]; Sense of Duty (comrades in arms) [-5].

*Quirks:* Enjoys reading military history; Writes his name inside all his clothing; Slightly gullible; Hates wearing a headset; Prefers firearms to beam weapons [-5].

*Skills:* Administration-11 [½]; Armoury/TL8 (Small Arms)-14 [4]; Armoury/TL12 (Small Arms)-14 [4]; Battlesuit/TL12-14 [4]; Beam Weapons/TL12 (Plasma/Fusion Guns)-17* [4]; Beam Weapons/TL12 (Laser)-16* [2]; Brawling-15 [4]; Camouflage-13 [1]; Computer Operation/TL12-12 [½]; Demolition/TL12-12 [1]; Electronics Operation/TL12 (Communications)-12 [1]; Engineer/TL12 (Combat)-12 [2]; Explosive Ordnance Disposal-12 [2]; First Aid/TL8-12 [½]; Free Fall-14 [4]; Gesture-12 [½]; Gunner/TL8 (Grenade Launcher)-14* [1]; Gunner/TL8* (Machine Gun)-14 [1]; Guns/TL8 (Light Automatic)-16* [2]; Guns/TL8 (Pistol)-15* [1]; Guns/TL8 (Rifle)-16 [2]; Guns/TL8 (Shotgun)-15* [1]; History-11 [1]; Judo-12 [2]; Knife-14 [2]; Leadership-12 [1]; Mechanic/TL12 (Contragrav)-11 [½]; Piloting/TL12 (Contragrav Craft)-12 [1]; Savoir-Faire (Military)-13 [1]; Scrounging-12 [½]; Shortsword-12 [1]; SIGINT Collection/Jamming/TL12-12 [2]; Stealth-14 [4]; Tactics-13 [4]; Teaching-13 [2]; Traffic Analysis/TL12-11 [1]; Vacc Suit/TL12-14 [4].

*Includes +2 for IQ 13.

*Languages:* Galanglic (native)-13 [0].

*Equipment:* 5.5mm assault rifle; Four 4cm RAM-HEAT8 grenades; Snub auto pistol; Large knife (1d-1 imp, 1d-1 cut); Cloth armor (PD 2, DR 15) designed to look like a uniform; Light Infantry Helmet (PD 4, DR 15); Six spare 30-rd magazines for rifle; Two magazines (HEAT) for pistol; First aid kit; Wire cutters; One week's field rations; Emergency beacon.

Corporal Blocher is an Imperial Marine special operations soldier. He's a specialist in primitive (TL8) firearms. He's often deployed to lower-tech worlds to perform clandestine missions where use of higher tech weaponry would reveal an off-world interest in affairs. From time to time, he is also assigned to raise armed forces for the indigenous population on such worlds.

**Secondary Skills:** *Two* Survival skills, *each* (M/A) IQ-1 [1]-12, *another* Guns/TL skill (P/E) DX+2 [1]-15*, Armoury/TL (Rifles and Handguns) (M/A) IQ-1 [1]-12, Brawling (P/E) DX+1 [2]-14, Camouflage (M/E) IQ [1]-13, Climbing (P/A) DX [2]-13, Demolition/TL (M/A) IQ-1 [1]-12, Electronics Operation/TL (Comm) (M/A) IQ-1[1]-12, Engineer/TL (Combat) (M/H) IQ-2 [1]-11, First Aid/TL (M/E) IQ-1 [½]-12, Jumping (P/E) DX [1]-13, Knife (P/E) DX-1 [½]-12, Parachuting (P/E) DX [1]-13, Savoir-Faire (military) (M/E) IQ-1 [½]-12, Scrounging (M/E) IQ-1 [½]-12, and Traps/TL (M/A) IQ-1 [1]-12. Again, at TL8+, Beam Weapons/TL skill may be substituted for Guns/TL.

**Background Skills:** Administration (M/A) IQ-2 [½]-11, Driving/TL (automobile) (P/A) DX-1 [1]-12, Forward Observer/TL (M/A) IQ-2 [½]-11, Interrogation (M/A) IQ-2 [½]-11, Leadership (M/A) IQ-2 [½]-11, NBC Warfare/TL (M/A) IQ-2 [½]-11, No-Landing Extraction (M/A) IQ-1 [1]-12, Swimming (P/E) DX-1 [½]-12, and Throwing (P/H) DX-2 [1]-11.

*Includes +2 for IQ 13.

**Specialty Skills:** Choose a specialty and spend a *total* of 14 points on it. Skills that appear as Primary, Secondary, or Background skills above must be increased at least one skill level; all new skills must be learned at level 13 or better.

*Communications:* Increase Electronics Operation/TL (Comm); add Telegraphy (M/E) or a second Electronics Operation/TL specialty (M/A).

*Demolition:* Increase Demolition/TL, Engineer/TL (Combat), Traps/TL; add Explosive Ordnance Disposal/TL (M/H).

*Medical:* Increase First Aid/TL; add Diagnosis/TL (M/H), Surgery/TL (M/VH). (Note: Surgery normally requires Physician as a prerequisite, but we've allowed it in this instance to represent the field surgery training provided to commandos. However, while they are capable of performing fairly complex surgical procedures, they are not licensed physicians!)

*Weapons:* Increase Armoury/TL (Rifles and Handguns), Gunner/TL (Machine Gun), Guns/TL (Grenade Launcher), Guns/TL (LAW), Guns/TL (Light Auto), Guns/TL (Pistol), Knife.

# Customization Notes

- The standard age limit on points spent on skills (p. B43) does not apply to template skills for commandos. This reflects the intensive training they receive. However, points spent on *non*template skills cannot exceed the character's age (i.e., half the standard amount).
- Commandos should have *no* physical disadvantages, with the exception of correctable Bad Sight [-10].
- See the templates for officers and NCOs on p. 10 to create a commando with some rank. A few special operations units (e.g., the U.S. Army Special Forces) *require* the soldier to be at least a junior NCO before applying for selection.
- This template requires the selection of a specialty (known in the military as a Military Occupational Specialty – or MOS). Most commando teams are small and entirely self-sufficient, so each member must be able to perform a variety of tasks besides simply firing his weapon. The cost of the specialty is included in the cost of the template.
- Commandos on active duty *must* take Extremely Hazardous Duty!

# Using This Character

This template is designed for a 150-point campaign. A commando's high level of training and wide variety of skills aren't appropriate for a standard 100-point campaign. This template depicts a soldier fresh out of training. A veteran commando may have 200 or more points in skills, advantages, and abilities.

A team of these special operatives is capable of handling virtually any situation. Their adventures could form the basis for a campaign. This template can also be used by the GM to represent elite NPC troops.

# MIKE ROARKE　(150 POINTS)

Age 53; 5'11", 176 lbs.; shoulder-length dark brown hair streaked with gray kept in a ponytail; jeans, a flannel shirt and cowboy boots.

**ST:** 11 [10]　**IQ:** 13 [30]　**Speed:** 6.25

**DX:** 13 [30]　**HT:** 12 [20]　**Move:** 6

**Dodge:** 6　**Parry:** 9

## Advantages

Comfortable Wealth [10]; Cool [1]; Disease Resistant [5]; Fearlessness (+3) [6]; Fit [5]; Less Sleep (+1) [3].

## Disadvantages

Age (53) [-6]; Fanaticism (Country) [-15]; Flashbacks [-5]; Nightmares [-5]; Post Combat Shakes [-5]; Sense of Duty (Friends) [-5].

## Quirks

Always wears cowboy boots; Collects horror movie videos; Surfs the web frequently; Listens to country and western music; Associates with riffraff while remaining "straight" [-5].

## Skills

Administration-11 [½]; Armoury/TL7 (Small Arms)-12 [1]; Brawling-14 [2]; Camouflage-13 [1]; Climbing-13 [2]; Computer Operation/TL7-13 [1]; Demolition/TL7-12 [1]; Diagnosis-13 [4]; Driving (Automobile)-13 [2]; Electronics Operation/TL7 (Communications)-12 [1]; Engineer/TL7 (Combat)-11 [1]; First Aid-15 [4]; Forward Observer-11 [½]; Gunner/TL7 (Machine Gun)-15* [2]; Guns/TL7 (Light Automatic)-16* [2]; Guns/TL7 (Pistol)-15* [1]; Guns/TL7 (Rifle)-16 [2]; Hiking-13 [4]; Interrogation-11 [½]; Jumping-13 [1]; Knife-14 [2]; Leadership-12 [1]; Literature-13 [4]; Merchant-13 [1]; NBC Warfare/TL7-11 [½]; No-Landing Extraction-12 [1]; Orienteering/TL7-13 [2]; Parachuting-13 [1]; Savoir-Faire (Military)-12 [½]; Scrounging-13 [1]; Stealth-14 [4]; Streetwise-14 [4]; Surgery/TL7-13 [8]; Survival (Jungle)-12 [1]; Survival (Woodlands)-12 [1]; Swimming-12 [½]; Tactics-14 [6]; Teaching-14 [4]; Throwing-12 [2]; Traps/TL7-12 [1].

*Includes +2 for IQ 13.

## Languages

English (native)-13 [0]; French-11 [1]; Vietnamese-12 [1].

## Equipment

H&K USP .45 automatic pistol carried in a shoulder holster under a jacket (only when he expects trouble); Swiss Army knife; Watch; Desktop PC (at home); Light brown leather jacket (when wearing shoulder holster).

Mike Roarke was a U.S. Army Special Forces medical specialist during the Vietnam War. Not only did he function as a field medic for his A-Team, but he also helped the Vietnamese people set up their own hospitals and trained them in basic skills. However, first and foremost he was a soldier in a particularly unpleasant war. He served several tours of duty in-country and is still haunted by his memories of the experience – both in his dreams and by occasional flashbacks during his waking hours.

Upon his return to the United States, Mike drifted from job to job, eventually raising enough money to start his own business, a small corner bookshop. He's not getting rich selling used books, but it's not stressful and gives him plenty of time to himself. He supplements his income by providing simple medical services to locals who've been injured but don't want or can't afford more high-priced hospital rates. Mike is careful to keep this aspect of his life fairly secret. He draws the line at treating known criminals or anyone he suspects of serious wrongdoing. A barroom fight is one thing, but armed robbery is another altogether! Mike, like other commando medical specialists, is able to use Surgery without the Physician prerequisite because he's trained to perform field-expedient procedures. He is *not* a licensed physician!

His side work has made him several friends among some of the seedier, if somewhat less criminal, characters in the area. He usually keeps pretty close tabs on his city through these contacts and uses them to obtain the basic medical supplies he needs.

Mike is designed as a character in a modern-day *GURPS Horror* campaign. He's a bit powerful for a standard 100-point setting, but could serve as a contact for the player characters in such a setting. His medical skill alone makes him a valuable ally for anyone needing such assistance but wanting to avoid the attention of the authorities. In such a capacity, he might even be useful to *Special Ops* characters performing unauthorized operations they need to keep from their supervisors.

## Staff Sgt. John Hoffstetter (100 pts)

Age 27; 5'11", 166 lbs.; brown hair, light brown eyes, lightly tanned skin; U.S. Army NCO in woodlands camouflage, carrying an M16 and other field gear.

**ST** 11 [10], **DX** 12 [20], **IQ** 12 [20], **HT** 11 [10]

Basic Speed 5.75, Move 4.
Dodge 5, Parry 9.

*Advantages:* Alertness +1 [5]; Combat Reflexes [15]; Fit [5]; Military Rank 1 [5].

*Disadvantages:* Duty (Military; 15 or less) [-15]; Impulsiveness [-10]; Overconfidence [-10]; Sense of Duty (Squad members) [-5].

*Quirks:* Quotes sci-fi films; always volunteers; Slightly rebellious; Never packs equipment according to SOPs; Hates "busy" work [-5].

*Skills:* Administration-12 [2]; Armoury/TL7 (Rifles and Handguns)-13 [4]; Brawling-12 [1]; Camouflage-12 [1]; Demolition/TL7-13 [4]; Driving/TL7 (Automobile)-12 [2]; Electronics Operation/TL7 (Communications)-12 [2]; Engineer/TL7 (Combat)-14 [8]; First Aid/TL7-12 [1]; Guns/TL7 (Light Automatic)-15* [2]; Guns/TL7 (Rifle)-15* [2]; Hiking-12 [4]; Leadership-13 [4]; Mechanic/TL7 (Diesel Engine)-11 [1]; Orienteering-12 [2]; Parachuting-12 [1]; Savoir-Faire (Military)-12 [1]; Scrounging-13 [2]; Stealth-13 [4]; Survival (Woodlands)-11 [1]; Tactics-11 [2]; Traps/TL7-13 [4].

*Includes +2 for IQ 12.

*Languages:* English (native)-12 [0].

*Equipment:* M16 assault rifle; Four M67 Defensive Grenades; Bayonet as knife (imp 1d-1, cut 1d-1), on rifle (imp 1d+2); Gentex vest (PD 2, DR 5); Gentex helmet (PD 4, DR 5); Six spare 30-round magazines for M16; Bolt cutters; Multitool; Rucksack; Sleeping bag; Poncho; Entrenching tool; Spare socks and BDUs.

Staff Sergeant Hoffstetter is a combat engineer in the U.S. Army. He is what the military calls a "hard-charger." John frequently volunteers for the most exciting and dangerous schools the Army has to offer. He's attended Airborne training, Military Operations in Urban Terrain (MOUT) training, and the Advanced Combat Engineer Course, or "Sapper" School. He passes on what he's learned to his squad members whenever possible.

For the most part, John finds the military somewhat boring. This is why he's taken so many difficult courses. When there's nothing happening on base, he'd rather be roughing it out in the woods, often to the dismay of his squad!

# ENGINEER

Fortifications have been a part of warfare throughout recorded history. They both impede the attacker and protect the defender, thus serving to multiply the effective strength of the defense. Engineers, also known as *sappers* or *pioneers*, are specialists in both building and destroying fortifications. Their skills are also employed to construct or demolish other key structures as well, such as bridges and the like.

The role of the engineer has changed greatly as new tactics and strategies have developed. As with many warriors, gunpowder played a large role in the evolution of the engineer, although other technological advances have influenced it as well.

*Tech Level 1-3.* During these periods, engineers were most often employed in sieges against fortified cities and strongholds. Methods developed to counter fortifications in TL1 continued to see use even beyond TL3. The primary defensive structure at this time is a wall or series of walls and ditches. These walls are often supported by towers along their lengths which allow the defenders to use flanking fire against the attacking troops.

The primary methods for breaching walls are ladders and siege towers, although these are only effective on level ground. Rams and picks, often enclosed in mobile, defensive sheds, are employed to break holes in walls and gates. Attackers may also dig tunnels (called *mines*) beneath the walls and collapse them, hoping to create a breach in the walls. The *agger*, a method employed by the Romans, is simply a mound of dirt built high enough to command the wall's defenses. The most infamous example of this tactic was the Roman attack on the mountaintop fortress of Masada, in A.D. 72.

Due to their value, engineers during this period often enjoy a level of status equivalent to the captains of other military units.

*Tech Level 4-6.* The advent of gunpowder brings a new aspect to the engineer's trade. Now, artillery pieces can actually demolish stone fortifications, allowing the attackers to strike from a distance. The defender, however, benefits from the same increased range of fire. Storming the walls becomes suicidal as refinements in firearms progress.

Combat engineers have the destructive potential of explosives to assist in their mission. Dynamite (first available at TL5) is a valuable addition to the engineer's toolbox.

*Tech Level 7+.* Combat engineers during these later periods are focused on tactical-level operations. Their skills are used to assist regular units in assaulting prepared defenses, particularly in urban environments. Engineers in this period are also assigned the construction of temporary field defenses, limited bridging exercises, breaching minor obstacles, and even assisting indigenous populations rebuild war-torn structures. Engineers are trained in constructing and disarming simple traps encountered in a field environment, but they are *not* explosive-ordinance disposal specialists!

## Design Notes

*Attributes:* Combat engineers are frequently required to do manual labor themselves, so we've assigned the template a ST 11. Decent hand-eye coordination is also helpful, so we decided on a DX of 11. The engineer fights his battles with his mind. We've given him an IQ of 12 to reflect that.

*Advantages:* Combat engineers are usually expected to meet the same requirements as other soldiers, so we've given the template access to many of the usual soldier-type advantages (e.g., Combat Reflexes, Fit, etc.). Attention to detail is important for this character, so we've chosen Alertness as an option, and Manual Dexterity is also helpful. Because many characters of this type are "jacks-of-all-trades," Mathematical Ability, Versatile, and Literacy (for low TLs) were also added.

## Thomas Patterson      (100 pts)

Age 31; 5'10", 158 lbs.; black hair and beard, brown eyes, black skin; a tattered military uniform, carrying a needle pistol and crude spear.

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

Basic Speed 5.75, Move 4.
Dodge 5, Parry 7.

*Advantages:* Combat Reflexes [15]; Hard to Kill +2 [10].

*Disadvantages:* Bad Sight [-10]; Edgy [-5]; Honesty [-10]; Overconfidence [-10]; Post-Combat Shakes [-5].

*Quirks:* Hates space-flight; Enjoys creature comforts; Sensitive about his snoring; Mild fear of heights; Talks to himself when alone [-5].

*Skills:* Armoury/TL9 (Rifles and Handguns)-12 [1]; Astronomy-11 [1]; Camouflage-14 [2]; Demolition/TL9-13 [4]; Electronics Operation/TL9 (Communications)-13 [2]; Electronics Operation/TL9 (Sensors)-13 [2]; Engineer/TL9 (Combat)-15 [8]; First Aid/TL9-13 [1]; Guns (Needler)-16* [4]; Hiking-11 [2]; Knife-13 [2]; Orienteering/TL9-13 [2]; Savoir-Faire (Military)-13 [1]; Scrounging-14 [2]; Spear-12 [2]; Stealth-12 [2]; Survival (Jungle)-13 [2]; Tactics-13 [4]; Throwing-12 [4]; Traps/TL9-13 [2].

*Includes +2 for IQ 13.

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

*Equipment:* Gauss needle pistol; Improvised spear (1d+3 imp); Combat Infantry Dress jacket (PD4, DR 40); Spare magazine for needle pistol; First aid kit; Enviro-bag; Inertial compass; Vapor canteen; Bio-sampler.

Thomas Patterson was a member of a military unit on routine maneuvers in a sector of uncolonized space. For reasons unknown to him, he and the rest of his unit were ordered to abandon ship. His one-man life pod deposited him on a jungle-covered planet somewhere outside explored space. All he had with him were the limited survival supplies on the life pod.

Using his skills as an engineer, Thomas has begun constructing a crude homestead to serve as his base of operations. He routinely takes long trips into the surrounding wilderness in hopes of finding other survivors from the crash, but has found nothing. Then he saw a rocket trail, about a week ago, descending into the jungle miles from his base. Thomas isn't sure if the pilots of the spacecraft are friends, foes, or something not yet encountered by mankind!

*Disadvantages:* Besides disadvantages found in most warriors (e.g., Callous, Overconfidence, etc.) and soldiers (e.g., Chummy, Code of Honor, etc.), we've also chosen Hard of Hearing. Since in this case it's caused by gunpowder explosions, this specific disadvantage is only appropriate to those characters in TL4 or greater. Edgy could almost be an advantage for a character who constantly works around traps and explosives. Many engineers keep a clinical detachment from their work (particularly in lower tech levels) and aren't prepared for the effects of direct physical combat, so we've added Post-Combat Shakes.

*Primary Skills:* The skill common to engineers throughout history is Engineer (Combat). We've also chosen other skills appropriate to TLs and addressed them in the lenses following the main template.

*Secondary Skills:* All soldiers have some passing familiarity with Armoury, Savoir-Faire (military), and First Aid. Additionally, engineers must have a good eye for terrain and location, so we've chosen Surveying/TL. The task of concealing fortifications and the like is also the responsibility of the engineer, so we've given added Camouflage.

*Background Skills:* In addition to the skills available to any member of a military unit, engineers often learn Craft skills during the performance of their duties. During earlier TLs, these may represent an engineer's peacetime job. These specialists often have a fair understanding of the battlefield, as well (Strategy and Tactics).

## Aldo Frustaci                    (100 pts)

Age 24; 5'8", 165 lbs.; black hair, green eyes, fair skin; well-dressed; struggling to grow a beard.

**ST** 11 [10], **DX** 11 [10], **IQ** 13 [30], **HT** 11 [10]

Basic Speed 5.50, Move 4.
Dodge 4, Parry 6.

*Advantages:* Comfortable Wealth [10]; Lightning Calculator [5]; Literacy [10]; Status 1 [5]; Versatile [5].

*Disadvantages:* Code of Honor (Mercenary's) [-5]; Hard of Hearing [-10]; Phobia (Enclosed spaces) [-15]; Unluckiness [-10].

*Quirks:* Doesn't care about religious beliefs; Dislikes opera; Hates sleeping on the ground; Insists on three meals a day; Studies da Vinci's writings [-5].

*Skills:* Administration-12 [1]; Architecture/TL4-13 [2]; Armoury/TL4-12 [1]; Black Powder Weapons (Wheel lock)-15* [4]; Broadsword-12 [4]; Camouflage-13 [1]; Carpentry-14 [2]; Demolition/TL4-14 [4]; Diplomacy-12 [2]; Engineer/TL4 (Combat)-16** [8]; First Aid/TL4-13 [1]; Gunner/TL4 (Cannon)-13* [2]; Mathematics-13 [4]; Orienteering-12 [1]; Physics/TL4-13 [4]; Riding-12 [4]; Savoir-Faire (Military)-13 [1]; Strategy-12 [2].

*Includes +2 for IQ 13.

**Includes +1 for Versatile.

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

*Equipment:* Edged rapier (1d+1 cut, 1d imp); .60 Belt pistol (Wheel lock); Corselet (PD 4 DR 6); Telescope; Writing utensils; Large earhorn.

Aldo is an Italian mercenary siege engineer during the Thirty Years' War in Europe. He's currently in service to the Protestant forces under the Swedish King, Gustavus Adolphus, but in the past has fought on the Catholic side as well. Like many mercenaries in the war, his true allegiance is to whomever holds the purse strings at the moment. He hopes one day he'll be able to take his earnings and return to Italy to continue his education. In his spare time, he reads da Vinci's notes and studies his designs, particularly those related to warfare and flight.

Although he's a highly competent engineer, Aldo avoids any tunneling or mining operations in a siege unless absolutely necessary. Early in his career he had a keg of gunpowder prematurely ignite and, while he survived the explosion, he was trapped underground for more than a day before rescue. The detonation also seriously damaged his hearing, and he carries a hearing aid he made from a hollowed-out bull's horn.

# Engineer                          [75 points]

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

**Advantages:** A total of 15 points chosen from Alertness [5/level], Combat Reflexes [15], Fit or Very Fit [5 or 15], High Pain Threshold [10], Literacy [0 or 10], Manual Dexterity [3/level], Mathematical Ability [10], Toughness (DR 1) [10], and Versatile [5]. Literacy is *required*!

**Disadvantages:** A total of -15 points chosen from Callous [-6], Chummy or Gregarious [-5 or -10], Code of Honor [-5 to -15], Edgy [-5], Hard of Hearing (TL4 or later) [-10], Overconfidence [-10], Post-Combat Shakes [-5], Sense of Duty (comrades in arms) [-5].

**Primary Skills:** Engineer/TL (Combat) (M/H) IQ+2 [8]-14.

**Secondary Skills:** Armoury/TL (Small arms or siege engines) (M/A) IQ-1 [1]-11, Camouflage (M/E) IQ [1]-12; First Aid/TL (M/E) IQ [1]-12, Surveying/TL (M/A) IQ-1 [1]-11, and Savoir-Faire (Military) (M/E) IQ [1]-12.

**Background Skills:** A total of 5 points in any of Carpentry and Scrounging (M/E); Administration, Leadership, and Survival (any) (all M/A); Strategy and Tactics (M/H); Brawling or Knife (both P/E); and Gunner/TL (any) or Stealth (both P/A).

**Tech Level Specific Skills:** Choose one of the following, based on the campaign's TL.

*TL/1-3.* Mechanic/TL (primitive machines) (M/A) IQ [2]-12, Engineer/TL (primitive machines) (M/H) IQ [4]-12, and Mathematics (M/H) IQ [4]-12. Finally, a total of 7 points in any of: Brawling, Knife, and Shield (P/E); and Axe/Mace, Shortsword, and Spear (all P/A). Add Blacksmith (M/A), Cooking (M/E), Woodworking (M/A), and Riding (P/A) to background skills.

*TL/4-6.* Demolition/TL (M/A) IQ+1 [4]-13; 4 points in Guns (any) or Black Powder Weapons (any) (both P/E). A total of 9 points in any of Mechanic/TL (any) (M/A); Explosive Ordinance Disposal/TL (M/H); Throwing (P/E); and Hiking, Riding, Shortsword, and Spear (all P/A). Add Blacksmith (M/A), Cooking (M/E), Woodworking (M/A) and Riding (P/A) to background skills.

*TL/7+.* Demolition/TL (M/A) IQ+1 [4]-13, Traps/TL (M/A) IQ [2]-12, and 4 points in Guns (any) or Beam Weapons (any). A total of 7 points in any of Electronics Operations/TL (Commo), Electronics Operations/TL (Sensors), Mechanic/TL (any), Professional Skill (Bricklayer, Plumber, etc.) (all M/A); Explosive Ordinance Disposal/TL (M/H); Throwing (P/E); and Hiking (P/A; HT). Add Computer Operation/TL (M/E) and Driving/TL (any) (P/A) to background skill choices.

## Customization Notes

- Engineers in TLs 1-5 are are expected to direct the actions of unskilled laborers. In addition to standard weapons and armor, such a character is likely to carry writing material to record designs and plans.
- Characters in later TLs are more "hands-on," and are likely to carry a tool kit, or at least a folding pocket tool. Wire cutters, a folding shovel, an axe or hatchet, a knife or bayonet, and crowbar are among some of the items found in a combat engineer's tool kit.
-

## Using This Character

Engineers are widely sought in low-TL environments – a specialist of this sort will have many opportunities for travel and adventure. The engineer is suitable as a PC in a 100-point campaign, or perhaps as an important hireling in a medieval or fantasy campaign.

# PLINIUS LEPIDUS

<div align="right">(100 POINTS)</div>

Age 27; 5'7", 152 lbs.; round-faced, dark-haired Roman soldier in segmented armor and a red cloak.

| | | |
|---|---|---|
| **ST:** 11 [10] | **IQ:** 13 [30] | **Speed:** 5.75 |
| **DX:** 12 [20] | **HT:** 10 [0] | **Move:** 5 |
| **Dodge:** 3 | **Parry:** 6 | **Block:** 7 |

## Advantages

Literacy [0]; Military Rank 3 [15]; Status 2 [10]; Wealthy [20].

## Disadvantages

Code of Honor (Roman) [-10]; Duty (Legion; 12 or less) [-10]; Obsession (improving rank and status) [-5]; Overconfidence [-10]; Selfish [-5].

## Quirks

Believes wealth equates to status; Somewhat pompous, especially with peers; Writes off all religions except Roman as foolish; Fascinated by stone circles; Looks for opportunities to look competent or important [-5].

## Skills

Administration-13 [2]; Armoury/TL2 (Siege Engines)-12 [1]; Camouflage-13 [1]; Diplomacy-12 [2]; Engineer/TL2 (Combat)-15 [8]; Engineer/TL2 (Primitive Machines)-13 [4]; First Aid/TL2-13 [1]; Gunner/TL2 (Catapult)-14* [2]; History-12 [2]; Mechanic/TL2 (Primitive Machines)-13 [2]; Orienteering-12 [1]; Politics-12 [1]; Riding-12 [2]; Savoir-Faire (Military)-13 [1]; Shield-14 [4]; Shortsword-13 [4]; Strategy-12 [2].

## Languages

Latin (native)-13 [0].

## Equipment

Fine gladius (1d+2 cut, 1d imp); Horse; Segmented Armor on chest(PD 3, DR 5; PD 2, DR 3 vs. impaling); Studded leather skirts on upper legs (PD 2, DR 3; PD1, DR 1 vs. impaling); Silk tunic, maroon cloak, and leather boots.

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Plinius Lepidus is the youngest son of a wealthy but minor equestrian. His father is a merchant and has made many good investments over the years. Plinius, as the youngest, sees only a small portion of these moneys. Nonetheless, he carries himself with no small amount of pride – something the members of the patrician class note with some disdain. He's quite concerned with rising in ranks, both in the military and socially. His skill in engineering has earned him the rank of a senior *optio* in his cohort.

Occasionally the legate of his legion consults him in matters of siegecraft. Of course, this further fuels his air of self-importance and has made him a bit unpopular with his peers.

He saw some action during the Roman conquest of Judea. There he had the opportunity to study a variety of techniques for breaching strongholds and maintaining sieges – especially in a hostile environment. Unfortunately for Plinius' military career, the Roman legions were able to subdue organized resistance in the region shortly after his arrival in the country. With most of the Judean military strength broken, he soon lobbied for another assignment. Guerrilla pacification provides little opportunity for an ambitious engineer to advance his position.

Now, Plinius finds himself on the island of Britain. He has found the British warriors to be fierce but disorganized fighters. Now and then his legion does encounter a stronghold – more often than not a simple wooden palisade – and he has a chance to prove his worth to his superiors. Whether he's faced with a mere log wall or a sturdy stone fort, Plinius' skills are vital to his unit. He directs the construction and use of catapults, as well as employment of other siege techniques.

Recently, Plinius' legion has come across odd circles of standing stones. The stones weigh many tons each, and Plinius has yet to decipher how the primitive inhabitants of the island were able to move and position them with their crude engineering skills. He makes a point of questioning the local population around any of these circles to try to find as much as possible about the stones. So far, he's had little success.

Plinius is suitable as a character in a 100-point *GURPS Imperial Rome* campaign. He can be used as an assistant to an important player character tribune or legate, or possibly serve as a bitter opponent to another character rising through the social or military structure.

## Kubota (100 pts)

Age 29; 5'6", 153 lbs.; black hair, brown eyes, bronze skin; burly, heavily scarred oriental warrior in light armor with odd-looking curved blade weapons.

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

Basic Speed 6.0, Move 6.

Dodge 6, Parry 6.

*Advantages:* Ambidexterity [10]; Fit [5]; High Pain Threshold [10]; Toughness (DR 1) [10].

*Disadvantages:* Bloodlust [-10]; Social Stigma (Barbarian) [-15]; Ugly (Scarred) [-15].

*Quirks:* Spits on defeated opponents; Dresses outlandishly; Doesn't speak for hours before a fight; Horrible hangovers; Drags out fights [-5].

*Skills:* Acrobatics-11 [2]; Armoury/TL3 (specializing in hand weapons)-16/(general)-10 [4]; Body Language-11 [6]; Brawling-15 [8]; First Aid/TL3-10 [1]; Knife-15 [8]; Performance-11 [4]; Savoir-Faire (Dojo)-11 [2]; Tactics-9 [2]; Tournament Law-11 [2].

*Languages:* Sahudese (native)-10 [0]; Anglish-9 [1].

*Equipment:* Two knife-wheels (1d+1 cut, 1d-1 imp, give PD 1); Iron helmet with nose and cheek guards (PD 4, DR 4); Hard leather armor (PD 2, DR 2) on arms and legs.

Trained in exotic fighting arts in Sahud, Kubota was captured by nomad sea-raiders and sold to a Megalan arena master. His new owner forced him to fight in the crude gladiatorial pits along the northern border of Megalos. One night, after a particularly profitable bout, Kubota's owner accidentally left him unchained. After the evening's carousing was done, Kubota killed his owner and his owner's guests, and stole off into the night. The caravan was actually in the Nomad Lands at the time of his escape, so Megalan authorities attributed its disappearance to raiders.

Now a free man – and not sought as an escaped slave since no one was left to report him – Kubota continues to fight in the same pits as he did as a slave. He's quite successful and popular with the crowds as he tends to play with his opponents using his exotic knife-wheels. Kubota has no desire to return to his homeland. His earnings in the pits purchase him pleasures in Megalos he could never afford in Sahud.

What Kubota doesn't know is that he is worth ten times what he's currently getting from the organizers! Since he has little experience with money, they are able to pay him only a fraction of what other, more savvy fighters earn in the pits.

# GLADIATOR

Gladiators, like most of the templates presented in this book, are professional warriors. However, a gladiator is unique. His sole purpose in fighting is for another's entertainment. Many have other motivations that drive them into the arena, but without an audience, there would be no gladiators. Although they may be highly skilled combatants, they are also showmen. Gladiators develop skills most other warriors scorn as unnecessary and even dangerous. Acrobatics and Performance are common among gladiators, particularly among those who become popular with the audience.

The best known gladiators are those of ancient Roman arenas. These were most often slaves, captured outlanders, or criminals, but a few entered the combats of their own choice. Recruiters for the games generally sought subjects who either showed promise or had something exotic to offer the audience. Freemen often joined for the money offered – or the glory. For a period of about 150 years, beginning with Nero's reign, the Romans even allowed women to compete fully in gladiatorial combat.

Many other cultures have used a form of gladiatorial combat as entertainment. Fiction is rife with examples of life-and-death gladiatorial events, but in real life these combats are rarely true "blood sports." Bare-knuckle brawling was a popular spectator sport in the late 19th century and professional boxing continued that tradition into modern times. While many might argue otherwise, professional wrestling also fulfills the same function today. Regardless of the reality of the matches, wrestlers do perform in an arena for an audience.
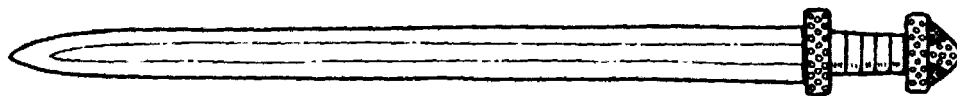
## Design Notes

*Attributes:* A good ST and DX are necessary for success in the arena, so we give the gladiator a 12 in both attributes. The vigorous regime of training and combat gives the warrior an above average HT as well, but in the interests of cost-efficiency, we give the gladiator an 11 and the Fit advantage to help reflect his overall fitness. This saves us 5 points, while providing nearly the same game effect.

*Advantages:* We give the template Fit to show the character's high level of health. Good reflexes and senses (Combat Reflexes and Peripheral Vision), general toughness (Extra Hit Points, Hard to Kill, High Pain Threshold, Rapid Healing, Toughness, and Attribute increases), stamina (Extra Fatigue and Very Fit), and a popular following (Reputation) round out the choices for other advantages.

*Disadvantages:* Options represent poor social skills (Bad Temper, Bloodlust, Bully, Callous, and Loner), ethics (Code of Honor), desire for the crowd's attention (Glory Hound and Overconfidence), required service (Extremely Hazardous Duty), and Greed. Other choices include public antipathy or even antagonism (Reputation and Social Stigma), a diehard foe (Enemy), and scars (Ugly and Unattractive).

*Primary Skills:* A gladiator's skill with weapons determines his success. However, we've left the exact choice of weapon to the individual, so it can be matched to the setting. With 16 points to spend, the gladiator can learn even a Physical/Hard Combat/Weapon skill at 14 – the recommended level for "life or death" skills.

*Secondary Skills:* Gladiatorial combat is usually conducted for entertainment purposes (at least for the spectators), so Acrobatics, Intimidation, Performance, and Sports are good choices for this type of warrior. Tournament Law and Savoir-Faire (Dojo) allow the gladiator to function within the rules of the arena, and Armoury provides him with the skill to keep his weapons in order. Body Language reflects the gladiator's experience in man-to-man combat.

NORTHCOTT '99

## Euclides Invictus    (100 pts)

Age 24; 5'7", 157 lbs.; dark brown hair, brown eyes, swarthy skin; bare-chested Grecian slave.

**ST** 13 [30], **DX** 13 [30], **IQ** 10 [0], **HT** 11 [10]

Basic Speed 6.00, Move 6.
Dodge 6, Parry 8, Block 9.

*Advantages:* Combat Reflexes [15]; Fit [5]; Hard to Kill +2 [10].

*Disadvantages:* Extremely Hazardous Duty [-20]; Social Stigma (Gladiatorial Slave) [-10]; Unattractive [-5]; Uneducated [-5].

*Quirks:* Constantly schemes escape; Doesn't use many theatrics in arena; Callous about fighting; Keeps a lucky purple headband; Doesn't talk much [-5].

*Skills:* Acrobatics-12 [2]; Armoury/TL2 (specializing in hand weapons)-16/(general)-10 [4]; Body Language-11 [6]; Brawling-13 [½]; Carousing-10 [1]; Intimidation-11* [3 ½]; Running-10 [2]; Savoir-Faire (Dojo)-11 [2]; Shield-16 [8]; Shortsword-15 [8]; Tactics-10 [4]; Tournament Law-11 [2].

*Purchased from ST default.

*Languages:* Greek (native)-10 [0]; Latin-10 [2].

*Equipment: Sica* (chopping shortsword) (2d cut); *Galerus* (armor) (PD 3, DR 4) on right arm only; Bronze greaves (PD 3, DR 3) on lower legs; Gladiator's helmet (gives PD 3, DR 4 over areas 3-4; PD 1, DR 3/1 vs. impaling over area 5); *Parma* (small shield) (PD 2; hits 5/30).

Euclides is a successful slave gladiator in Rome. He fights as a Thracian gladiator with a small shield and shortsword. His style of fighting is rather straightforward – Euclides doesn't use much in the way of flash when fighting – but his tactics are sound and have thus far kept him alive. His promoters try to direct attention away from his uninspiring lack of style. They have begun to bill him as "Euclides Invictus," or Euclides the Invincible, so as to focus on his long string of victories.

Euclides has a reputation as a quiet and reclusive young man. This has combined with his direct methods in the arena to give many the impression he is unimaginative and unfeeling. Nothing could be further from the truth. Euclides was falsely accused and sentenced to the arena one day before he was to marry. He carries a token of his betrothed's love – a piece of cloth cut from her dress – into every fight. Every night he plots his eventual escape.
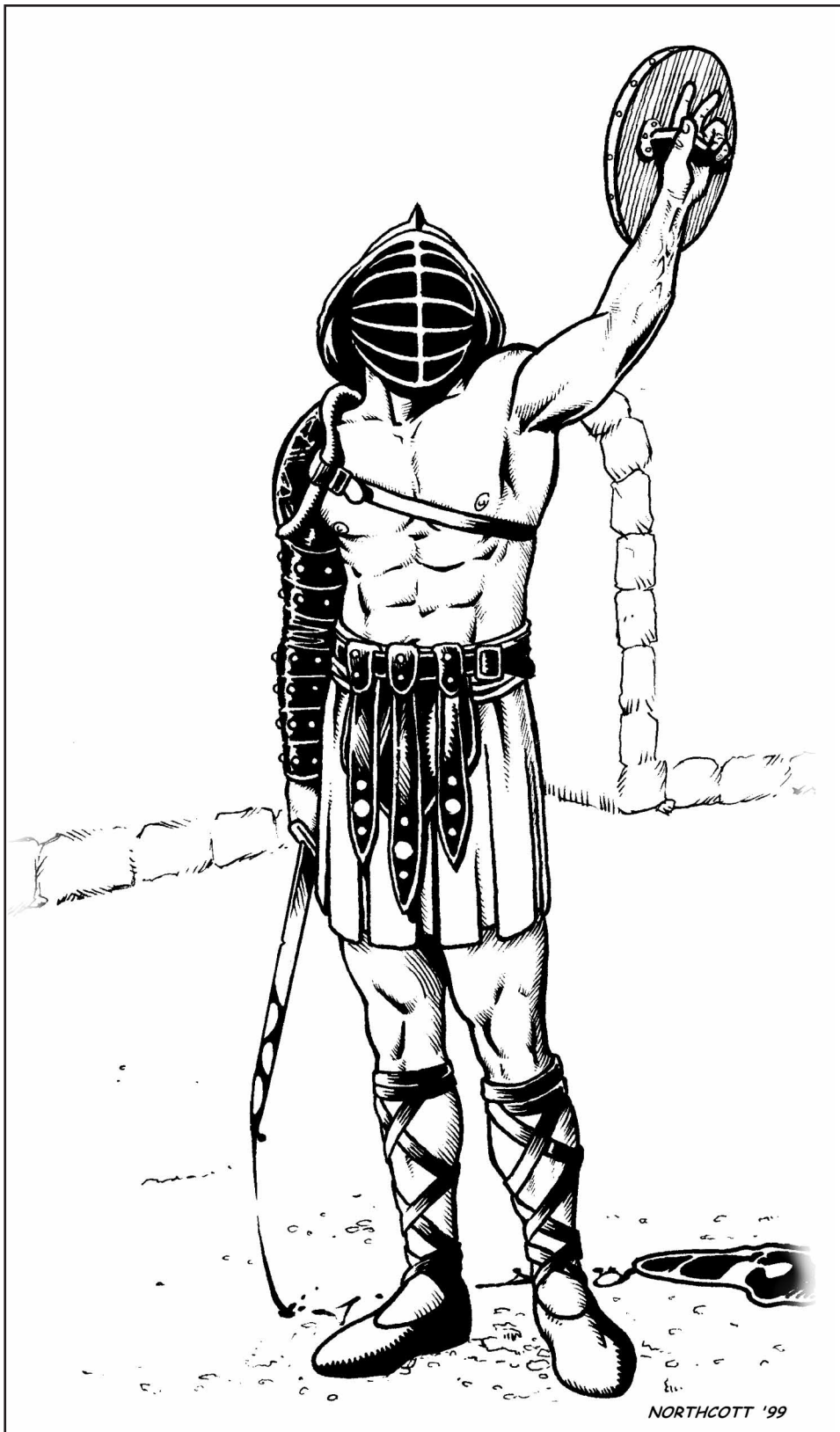
*Background Skills:* The character may have picked up some skill in medical treatment, either by observation or necessity. Brawling is a good skill to have when weapons fail or are denied by the arena, but it can also be picked up in rowdy celebrations after the fighting is done – as are Carousing and Streetwise. Gladiators who regularly fight more than one opponent at a time are likely to develop some tactical skill beyond that possessed by the typical one-on-one combatant.

## Charlotte Banks      (100 pts)

Age 26; 5'10", 142 lbs.; dyed blond hair, green eyes, tanned skin; tall, muscular wrestler in black tights decorated with yellow lighting bolts.

**ST** 14 [45], **DX** 13 [30], **IQ** 11 [10], **HT** 12 [20]

Basic Speed 6.25, Move.
Dodge 6, Parry 10.

*Advantages:* Attractive Appearance [5]; Reputation +4 (Wrestling fans; all the time) [10]; Very Fit [15]; Wealthy [20].

*Disadvantages:* Extravagance [-10]; Glory Hound [-15]; Gregarious [-10]; Odious Personal Habit (Yells when excited) [-5].

*Quirks:* Like being portrayed as a "bad guy"; Occasionally improvises and changes the script; Steadfastly denies wrestling is fake; Wants to star in a real movie; Fanatical body-builder [-5].

*Skills:* Acrobatics-12 [2]; Body Language-10 [2]; Brawling-15 [4]; Carousing-12 [2]; Combat Art/Wrestling-14* [3½]; Intimidation-12** [3½]; Performance-12 [4]; Tournament Law-12 [2]; Two-Handed Axe/Mace-12 [1]; Wrestling-14 [4]; Wrestling Sport-14* [3½].

  *Purchased from Wrestling default.
  **Purchased from ST default.

*Languages:* English (native)-11 [0].

*Maneuvers:* Arm Lock-15 [½]; Choke Hold-12 [1]; Drop Kick-13 [2]; Ear Clap-11 [1]; Head Butt-11 [1]; Neck Snap-11 [1]; Piledriver-11 [1]; Stamp Kick-14 [1].

*Equipment:* folding chair (cr 2d-3) and wrestling costume *(when in ring)*; cellular phone; T-shirt and blue jeans *(out of ring)*.

Charlotte is a member of the International Wrestling Alliance; she goes by the stage name of "Lightning." She takes her own fitness very seriously and works out for at least two hours every day in the gym and hates being told prowrestlers aren't "real athletes."

Lightning is currently popular, but that's probably due to Charlotte's own good looks. She's cast as one of the "bad guys" – but she occasionally alters her scripts when the writers have directed her to act in a way that makes Lightning look *too* bad. Secretly, she hopes to become one of the "good guys" and is trying to manipulate her image in that direction. Her eventual goal is to break into the big screen, maybe as one of the first female action stars in a major production.

# Gladiator        [90 points]

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

**Advantages:** Fit [5] and a total of 15 points chosen from Combat Reflexes [15], Extra Hit Points [5 points/level], Extra Fatigue [3 points/level], Hard to Kill 1-2 [5 or 10], High Pain Threshold [10], Peripheral Vision [10], Rapid Healing [5], Reputation [varies], Toughness (DR 1) [10], Very Fit [10] (adds to cost of Fit), and +1 ST, DX or HT [10].

**Disadvantages:** A total of -20 points chosen from Bad Temper [-10], Bloodlust [-10], Bully [-10], Callous [-6], Code of Honor [-5 to -15], Enemy [varies], Extremely Hazardous Duty [-20], Greed [-15], Loner [-5], Overconfidence or Glory Hound [-10 or -15], Reputation [varies], Social Stigma (Gladiator) [-10], Unattractive or Ugly (scarred) [-5 or -15].

**Primary Skills:** A total of 16 points in hand-to-hand Combat/Weapon skills. Any are appropriate, but the crowds favor flashy or exotic weapons like the Cloak, Polearm, and Whip (all P/A), or Flail, Kusari, Lasso, and Net (all P/H). Unarmed fighters are popular in some regions or timelines, so Brawling (P/E); Boxing and Sumo Wrestling (both P/A); and Karate and Judo (both P/H) are also possible choices for a Gladiator. Non-lethal competitors may learn a Combat/Weapon Sport skill instead.

**Secondary Skills:** Acrobatics (P/H) DX [2]-11, Armoury/TL (Hand Weapons) (M/A) IQ+1 [4]-11, Body Language (M/H) IQ+1 [6] 11, Savoir-Faire (Dojo) (M/E) IQ+1 [2]-11, Tournament Law (M/E) IQ+1 [2]-11, and *any* of Intimidation (M/A) IQ+1 [4]-11, Performance (M/A) IQ+1 [4]-11, *or* Sports (any) (P/A) DX+1 [4]-13.

**Background Skills:** A total of 4 points in any of Brawling (P/E), Carousing (P/A), First Aid/TL (M/E), Streetwise (M/A), and Tactics (M/H).

## Customization Notes

- Many historical gladiators began as slaves forced into the arena. Consider if this is the case with your character – if so, is he still a slave or did he somehow win his freedom? If the gladiator no longer fights in the arena, did he leave freely or is he an escapee? Some points in an Enemy can represent a former employer anxious to retrieve his "star attraction."
- Although another template exists for a dedicated martial artist, some gladiators, such as modern-day shoot-fighters, are well versed in unarmed combat. *GURPS Marital Arts* is a good resource for such bare-knuckle fighters. Consider using some of your remaining points to pick up a few maneuvers.
- A case can be made for using this template to represent all modern professional athletes. They *are* paid to compete against others in an arena. Instead of choosing Combat/Weapon skills, simply invest points in sports and other athletic skills appropriate to the sport chosen.
- More exotic arenas may pit human gladiators against animals or even fantastic creatures. A fighter from one of these venues will probably develop some Zoology/TL skills based on his experiences.

## Using This Character

A gladiator is an interesting twist on the usual warrior concept. Often such a fighter will prolong a fight just to add an element of drama to the battle! This template is suitable as a character in a standard 100-point campaign, or can be used to depict a typical opponent faced in an arena. *GURPS Imperial Rome* provide excellent information on gladiators, the games and their life outside the arena.

# CHARLES MCBRIDE (100 POINTS)

Age 38; 6'1", 186 lbs.; bald-headed, with a handlebar moustache; weathered tweed suit and bowler.

**ST:** 14 [45]  **IQ:** 11 [10]  **Speed:** 6.00

**DX:** 12 [20]  **HT:** 12 [20]  **Move:** 6

**Dodge:** 6  **Parry:** 9

## Advantages

Fit [5]; Toughness (DR 1) [10].

## Disadvantages

Code of Honor (Gentleman's) [-10]; Enemy (Gang; 6 or less) [-10]; Glory Hound [-15]; Unattractive [-5].

## Quirks

Extremely polite; Uses formal titles of address, even with friends; Fond of cigars; Intolerant of bullies and braggarts; Generous [-5].

## Skills

Body Language-11 [4]; Boxing-14 [8]; Carousing-12 [2]; Gambling-11 [2]; Intimidation-12* [3 ½]; Savoir-Faire-10 [½]; Savoir-Faire (Dojo)-11 [1]; Streetwise-11 [2]; Tactics-10 [2]; Tournament Law (Boxing)-12 [2].

*Purchased from ST default.

## Languages

English (native)-11 [0].

## Maneuvers

Feint (Boxing)-16 [2]; Jab-13 [1]; Riposte (Boxing)-12 [2]; Roundhouse Punch-13 [1]; Slip-5 [2].

## Equipment

Pocket watch; Cigars; Match box; Small pocket knife; Heavy tweed suit with patches on elbow and a bowler that's slightly too small.

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Charles is a bare-knuckle fighter who travels the western United States taking on all comers. He offers $50 to anyone who can best him in a fair fistfight and $10 to anyone who can last a full three minutes. However, the bouts are not free – it costs $3 to get into the ring with Charles McBride. He usually arranges with a local saloon or theater owner to promote the fights and handle side bets (which is where Charles usually makes most of his money). Charles rarely stays in a town longer than a night or two. If he does, he only holds bouts for the first couple of evenings. This helps keep the local population from bringing in out-of-town talent to shave his odds!

Out of the ring, Charles works hard at being a perfect gentleman. He's affable and makes every effort to be soft-spoken, yet entertaining. His behavior is at odds with his appearance; years of fighting have roughened his features noticeably – his nose is bent to the left and he has a bad case of cauliflower ear. Although his coarse features initially put people a little on edge, after a while his friendly personality and careful politeness overcome that first impression. His choice of profession hasn't made him rich by any stretch, but Charles is generous with what he does have. Raised in a poor Irish family in New York, he's got something of a soft spot for others in similar conditions.

One thing he can't stand, regardless of the circumstance, is a bully. Ever since he was a child, Charles has hated people who use their strength to take advantage of the weak. While that may seem an odd attitude for a prize-fighter, his opponents step into the ring of their own accord – Charles never starts a fight with a weaker foe. He doesn't hesitate to intervene in a one-sided battle outside the ring, whether it's fisticuffs or not.

His willingness to stand up for the underdog brought him into conflict with a gang in Denver not too long ago. After busting up a protection racket the toughs were running in one of the poorer sections of the city, Charles found the group was considerably better connected than he'd at first thought. He was forced to leave the city earlier than he'd planned and to this day still runs into friends and associates of the Denver gang on occasion. The experience changed neither his attitudes nor his practices – his code is a part of his nature and Charles enjoys the roar of the crowd too much to keep a low profile.

Charles is designed as a starting character in a 100-point *GURPS Old West* campaign. He could also be used in a *Cliffhangers* or *Horror* setting as written.

## Mark Drotos (100 pts)

Age 28; 5'11", 170 lbs; brown hair, dark blue eyes; neatly groomed, dressed in a subdued dark gray suit and wearing sunglasses.

**ST** 11 [10], **DX** 13 [30], **IQ** 13 [30], **HT** 11 [10]

Basic Speed 6.00, Move 7.
Dodge 7, Parry 9.

*Advantages:* Alertness +1 [5]; Combat Reflexes [15]; Legal Enforcement Powers (National) [10].

*Disadvantages:* Duty (Principal, 12 or less) [-10]; Fanaticism (Patriotism) [-15]; Overconfidence [-10]; Sense of Duty (Principal) [-5].

*Quirks:* Plays RPGs in spare time; Does bad movie impressions; Becomes nervous when strangers speak languages other than English; Loves computers, the newer the better; Boisterous with old friends [-5].

*Skills:* Armoury/TL7 (Rifles and Handguns)-12 [1]; Body Language-13 [4]; Computer Operation/TL7-12 [½]; Criminology/TL7-12 [1]; Diplomacy-12 [2]; Driving/TL7 (Automobile)-12 [1]; First Aid/TL7-13 [1]; Guns/TL7 (Light Automatic)-16* [2]; Guns/TL7 (Pistol)-16* [2]; Holdout-13 [2]; Interrogation-12 [1]; Intimidation-13 [2]; Judo-13 [4]; Karate-13 [4]; Running-10 [2]; Savoir-Faire-12 [½]; Shadowing-13 [2]; Skiing-11 [1]; Tactics-12 [2].

*Includes +2 for IQ 13.

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

*Equipment:* SIG P229 .40 S&W automatic pistol; Concealed Kevlar vest (PD 2, DR 14; PD 1, DR 2 vs. impaling); Headset and throat mike comm unit; Cellular telephone; Black sunglasses.

Mark is a Secret Service agent assigned to protect various political leaders. He has never been assigned to presidential protection – not even for former presidents – but he hopes he will be one day. Mark is currently assigned to high-profile senators and congressman on an "as needed" basis. Mark has no small amount of pride in his position, but, in his opinion, the presidential unit is the pinnacle of achievement.

Back in college, Mark studied criminology in hopes of working with the FBI. At graduation he settled on the Secret Service instead. He worked for several years in anticounterfeiting units. He wasn't interested in the protection programs at first, but so many of his friends asked about it that he eventually decided to look into it. He was accepted and now thoroughly enjoys his responsibility and duties.

# GUARD

Virtually any anyone can serve as a guard. In medieval times, heavy foot soldiers generally served as city guardsmen or personal bodyguards. Today, anyone without a criminal record can find employment as a security guard. There are, however, a few experts who excel at this aspect of the warrior's art. Those are the types this template is designed to represent. The guard presented here is a skilled specialist in defense and detection.

Detecting and preventing undesirable events is usually more important to a successful guard than simply being able to handle himself in a fight. In fact, if the guard has to fight to defend his charge (or *principal*), odds are he's failed in some of his duties already. For this reason, most truly skilled defensive professionals are highly trained in the methods potential attackers and thieves are likely to employ. By nature, the guard's task may seem reactive, but careful planning and study allow him to be proactive in his preparations. Simply standing by and waiting for a situation to occur is begging for trouble.

The attacker will always have several avenues of attack. It is the guard's duty to defend – or better yet, eliminate – each of these. Because only a single attack out of many needs to succeed for the guard to fail, he must be constantly alert and ready to act. Many guards seek to narrow their focus and specialize in a particular aspect of protection, such as transportation or detecting and disabling traps and bombs.

The amount of training and experience necessary to make an expert in protective measures means that guards of the sort represented by this template are seldom employed as stationary security. Usually, such professionals are used as personal bodyguards for important individuals or, in rare instances, valuable items. It's unusual to find a department store security guard who possesses the range of skills depicted below.

In lower tech levels, many guards strive to make their appearances as imposing as possible, in hopes that such a visible defense would deter attackers. Modern bodyguards often fill less flamboyant roles for their employers, such as personal assistant or chauffeur. This makes the guard's presence less obtrusive while still allowing him to remain near to the principal. The trade-off is that this makes the guard less effective because he is distracted by his additional duties.

## Design Notes

*Attributes:* A guard may be called upon to physically restrain an opponent, so we've given the base template a slightly above-average ST 11. A good DX is important for combat skills, and we've decided on a 12 for that attribute. Finally, mental acuity is at least as important as physical ability to a good defender, so we settle on an IQ 12.

*Advantages:* We've limited the template's choices to one of three advantages – each of which provide the guard with advance warning of danger or the ability to quickly react when it occurs.

*Disadvantages:* Guards all have a Duty or even Extremely Hazardous Duty – after all, that is their job! Callous and Overconfidence are frequently found among warriors, while Gigantism and No Sense of Humor may actually be beneficial to an imposing guard. Additionally, other disadvantages can be used to reflect a guard who's committed to his employer (Code of Honor, On the Edge, Selfless, or Sense of Duty) or vigilant in his duties (Edgy and Light Sleeper).

*Primary Skills:* Shadowing and Body Language help the guard detect a threat in time to take action, while Intimidation helps the warrior convince would-be attackers or thieves to move along peacefully. The unarmed combat skills (Brawling, Boxing, Karate, or Judo) are a necessity for the guard to be able to protect his charge at all times, and a choice of additional combat skills is provided.

## Kwan Ha Mei (100 pts)

Age 25; 5'10", 171 lbs; black hair, brown eyes; tall Chinese warrior carrying a large, bladed polearm and wearing piecemeal armor.

**ST** 12 [20], **DX** 13 [30], **IQ** 12 [20], **HT** 10 [10]

Basic Speed 5.75, Move 4.

Dodge 5, Parry 9.

*Advantages:* Danger Sense [15]; Luck [15].

*Disadvantages:* Code of Honor (Mercenary's) [-5]; Compulsive Gambling [-5]; Edgy [-5]; Light Sleeper [-5]; Overconfidence [-10]; Struggling Wealth [-10].

*Quirks:* Avoids work whenever possible; Becomes defensive when accused of laziness; Believes he'll one day get rich from gambling; Chatty; Makes it a point to get drunk at least once a week [-5].

*Skills:* Armoury/TL3 (Hand Weapons)-11 [1]; Body Language-12 [4]; Brawling-15 [4]; Detect Lies-10 [1]; Diplomacy-11 [2]; First Aid-11 [½]; Holdout-12 [2]; Intimidation-12 [2]; Polearm-14 [4]; Savoir-Faire (Servant)-11 [½]; Shadowing-12 [2]; Staff-14 [8]; Streetwise-11 [1]; Tactics-11 [2].

*Languages:* Mandarin (native)-12 [0]; Cantonese-10 [1].

*Equipment:* Light *Dah-Dau* (polearm) (1d+6 cut, 1d+1 imp), as staff (1d+1 cr, 1d+4 cr); Banded leather armor on chest (PD 3, DR 3); Leather helm (PD 2, DR 2); Water jug; Dominoes; Dice.

Kwan is a private guard during the period of the Three Kingdoms in China (184 to 580). He used to be a mercenary warrior, but decided soldiering was simply too dangerous a career for him. Besides, soldiering seldom paid enough to provide him with the stake he needs to make the big score from gaming he's counting on.

Although he's not the hardest working guard available, Kwan has a knack for sensing when something's just not right, and this sixth sense of his has kept many an employer from danger. Combined with his easygoing way of talking his way out of most fights, that makes him a useful addition to an employer's retinue. Unfortunately, as is often the case, Kwan is currently out of work and looking for another minor lord or official who needs a skilled guardian.

*Secondary Skills:* Diplomacy also helps defuse dangerous situations and Tactics gives the guard an edge when peaceful methods fail. We've provided other skills to help avoid unnecessary risks (Criminology or Streetwise), screen suspicious characters (Detect Lies or Interrogation), and detect hidden threats (Poisons, Holdout, or Traps).

*Background Skills:* To keep his weapons ready to use at a moment's notice, we've given the guard Armoury. First Aid allows the guard to provide immediate assistance should his preventive measures fail. Finally, Savoir-Faire lets the guard fulfill his function in polite company. Soldier bodyguards should select Military, henchman should select Servant, and personal assistants or aides should take the regular skill.

## Anne Henshaw    (150 pts)

Age 31; 5'7", 138 lbs.; shoulder length black hair, blue eyes, pale skin; black dress, dark sunglasses and briefcase.

**ST** 11 [10], **DX** 13 [30], **IQ** 12 [20], **HT** 10 [0]

Basic Speed 5.75, Move 4.
Dodge 4, Parry 10.

*Advantages:* Alertness +3 [15].

*Cyberwear:* Bug Detector [10]; Microscopic Vision ×4 [16]; Night Sight [20]; Sensitive Touch [10].

*Disadvantages:* Duty (To corporation; 12 or less) [-10]; Migraine (6 or less) [-5]; No Sense of Humor [-10]; On the Edge [-15].

*Quirks:* Wears sunglasses except in total darkness; Won't talk about anything outside of business; Finds levity unprofessional and says so; Favors black or gray clothing; Doesn't eat in public [-5].

*Skills:* Armoury/TL8 (Rifles and Handguns)-11 [1]; Body Language-12 [4]; Computer Operation/TL8-13 [2]; Diplomacy-11 [2]; Driving/TL8 (Automobile)-13 [2]; Electronics Operation/TL8 (Sensors)-13 [4]; Explosive Ordnance Disposal/TL8-14 [8]; Fast-Draw Clip-13 [1]; Fast-Draw Pistol-14 [2]; First Aid/TL8-11 [½]; Guns/TL8(Light Automatic)-16* [2]; Guns/TL8 (Pistol)-16* [2]; Interrogation-1 [1]; Intimidation-12 [2]; Karate-15 [16]; Savoir-Faire (Servant)-11 [½]; Shadowing-12 [2]; Speed-Load Clip-13 [1]; Streetwise-11 [1]; Tactics-11 [2]; Traps/TL8-14 [6].

*Includes +2 bonus for IQ 12.

*Languages:* English (native)-12 [0]; German-11 [1]; Japanese-10 [1].

*Equipment:* .40 caliber machine pistol; Light monocrys vest (PD 2, DR 8; PD 1, DR 2 vs. impaling); Armored attache case (DR 8); Short-range communicator; Bug stomper; Chemsniffer; X-ray scanner.

Anne is a bodyguard employed by a multinational corporation. She's a "sniffer," or a specialist in detecting surveillance or explosive devices. Anne is usually sent to a meeting location ahead of a corporate official to ensure the area is safe prior to his arrival. Anne's cyberware makes her quite effective on her own, but additional high-tech devices help her better accomplish her duties.

On the job, she's all business. Actually, she's the same off the job, but her associates know absolutely nothing of her home life. She has said nothing to her co-workers about the headaches she's been having since her latest cyberware implant. Although Anne doesn't know it, the implants are also subtly altering her personality as well, causing her to behave carelessly where her own safety is concerned.

# Guard    [75 points]

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

**Advantages:** *One* of Alertness +3 [15], Combat Reflexes [15], or Danger Sense [15].

**Disadvantages:** A total of -20 points that *must* include Duty (at least 9 or less) [-5 to -15] or Extremely Hazardous Duty, plus additional disadvantages as necessary chosen from Callous [-6], Code of Honor [-5 to -15], Edgy [-5], Gigantism [-10], Light Sleeper [-5], On the Edge [-15], No Sense of Humor [-10], Overconfidence [-10], Selfless [-10], or Sense of Duty (Client) [-5].

**Primary Skills:** Body Language (M/H) IQ [4]-12, Intimidation (M/A) IQ [2]-12, Shadowing (M/A) IQ [2]-12, *one* of Brawling (P/E) DX+2 [4]-14, Boxing (P/A) DX+1 [4]-13, *or* Judo or Karate (both P/H) DX [4]-12; and an additional 8 points in Combat/Weapon skills. Remember to take Fast-Draw for those weapons that have the option.

**Secondary Skills:** Diplomacy (M/H) IQ [2]-11, Tactics (M/H) IQ-1 [2]-11, *either* Criminology/TL *or* Streetwise (both M/A) IQ-1 [1]-11, *either* Detect Lies (M/H) IQ-2 [1]-10 *or* Interrogation (M/A) IQ-1 [1]-11, and *one* of Poisons (M/H) IQ-1 [2]-11, Holdout, *or* Traps/TL (both M/A) IQ [2]-12.

**Background Skills:** Armoury (Small Arms or Hand Weapons) (M/A) IQ-1 [1], First Aid (M/E) IQ-1 [½]-11, and Savior-Faire (Regular, Military, or Servant) (M/E) IQ-1 [½]-11.



# Customization Notes

- The choice of combat skills is important in this template, so carefully consider the character's job and position in society when making that decision. Is lethal force authorized? Small, easily concealed weapons like pistols are appropriate for modern and later periods where a blatant display of arms isn't appropriate, while in earlier tech levels a large, obvious weapon may actually be desirable as a deterrent.
- Armor is very important to a guard – especially since he's often expected to take the attack meant for his employer! Again, in modern times, low-visibility armor like a concealable vest is generally a wiser choice than something obvious like a flak jacket with ceramic inserts.
- Modern bodyguards are expected to fulfill a number of additional roles, so a few points in Driving and Administration are appropriate. In earlier periods, Riding is useful for the personal guard of someone who travels.

# Using This Character

This template is designed for characters in a standard 100-point campaign. The choice of skills doesn't limit the template to any single genre or time period, so it can easily be used in any setting. The GM can also use the template to represent NPC bodyguards without further modification.

# REIDAR                    (100 POINTS)

Age 29; 7', 272 lbs.; very large half-orc with long, dirty blond hair.

**ST:** 13 [30]    **IQ:** 11 [20]    **Speed:** 5.75

**DX:** 12 [20]    **HT:** 11 [0]    **Move:** 4

**Dodge:** 5    **Parry:** 8    **Block:** 8

## Advantages

*Racial Advantages (Half-Orc):* HT +1 [10]; Extra Hit Points +1 [5]; Acute Hearing +2 [4]; Racial Skill: Brawling (DX) [1]. *Personal Advantages:* Combat Reflexes [15]; High Pain Threshold [10]; Resistant to Poison [5]; Toughness (DR 1) [10].

## Disadvantages

*Racial Disadvantages (Half-Orc):* IQ -1 [-10]; Reaction (All Non-Orcs) -2 [-10]. *Personal Disadvantages:* Bully [-10]; Duty (Gorshak, 12 or less) [-10]; Gigantism [-10]; Overconfidence [-10].

## Quirks

Considers himself better than full Orcs; Doesn't like Gorshak; Soft spot for children; Throws axes at furniture to pass the time; Takes baths at least once a week. [-5]

## Skills

Armoury/TL3 (specializing in hand weapons)-15/(general)-9 [1]; Axe/Mace-13 [4]; Axe Throwing-13 [2]; Body Language-11 [4]; Brawling-14 [4]; Detect Lies-10 [2]; First Aid-10 [½]; Intimidation-12 [4]; Knife-12 [1]; Poisons-10 [2]; Savoir-Faire (Military)-10 [½]; Shadowing-11 [2]; Shield-12 [1]; Streetwise-10 [1]; Survival (Desert)-10 [1]; Tactics-11 [4].

## Languages

Anglish (native)-11 [0]; Orcish-11 [1].

## Equipment

Two throwing axes (2d+1 cut); Large knife (2d-3 cut, 1d imp); Bronze breastplate (PD 4, DR 4); Leather armor (PD 2, DR 2) on legs and arms; Pot-helm (PD 3, DR 4); Small shield (PD 2, Hits 5/30); Drinking cup made from a goblin's skull; Pouch with a wooden ball and set of jacks; Black cloak and heavy boots (PD 2, DR 2).

Reidar was born to a human mother in Caithness. His father had been a vicious orc raider, probably from within the depths of the Great Forest. In spite of his violent beginnings, his mother loved the boy and tried her best to help him fit into human society. For years, Reidar worked hard to become an accepted member of his village, but to no avail. Reidar's orcish heritage and disproportionate size made him an obvious target for bullies and gangs.

Finally, after realizing he'd never be treated as anything but an outcast, Reidar left home and traveled across Caithness seeking a place where other humans would be willing to overlook his past. He never found such a community, only an occasional (and very temporary) job as a guard or mercenary.

Eventually, Reidar gave up on being accepted by humans and turned his sights westward – to the Orclands. His journey across the Great Desert was difficult, to say the least, but his determination and wits saw him through. He gave Castle Defiant a wide berth and sought out an orc tribe. The orcs were no more receptive to his mixed parentage than humans had been. He was taken captive by the first tribe he met and dragged before the chieftain, an aging orc named Gorshak.

Much to the tribe's surprise, Gorshak did not pronounce death upon the young half-breed. He instead accepted Reidar into the tribe and even made him his personal bodyguard! Many of the warriors were enraged by what they perceived as a slight to their ability, but all dissent quickly ended after the loudest protesters were beheaded.

In time, Reidar came to understand Gorshak's decision. The chieftain is aging and will soon be unable to defend himself. Another orc in Reidar's position might be tempted to kill Gorshak and seize leadership of the tribe for himself. However, the orcs would never accept Reidar, who is half-human, as chieftain. The only reason Reidar still lives is Gorshak's favor, so it is actually in the half-orc's favor to keep the aging war leader alive, at least until Reidar can figure out another solution to his predicament.

Reidar is designed as a character in a 100-point *GURPS Fantasy* campaign. His precarious position can make for some interesting intra-tribal intrigues, whether he's a player character or NPC.

## Duy Huang Ban (100 pts)

Age 23; 5'7", 149 lbs.; black hair, brown eyes; Asian irregular in black VC "pajamas" and carrying an old bolt-action rifle.

**ST** 10 [0], **DX** 13 [30], **IQ** 12 [20], **HT** 11 [10]

Basic Speed 6.00, Move 6.
Dodge 6, Parry 6.

*Advantages:* Alertness +3 [15]; Composed [5]; Versatile [5].

*Disadvantages:* Secret (Guerrilla; possible death) [-30]; Struggling Wealth [-10].

*Quirks:* Dislikes American soldiers; Mild fear of black soldiers; Finds using U.S. weapons pleasantly ironic; Very shy around strangers; Will not kill wounded soldiers [-5].

*Skills:* Agronomy/TL5-13 [4]; Animal Handling-11 [2]; Area Knowledge (Home Region)-14 [4]; Armoury/TL7 (Rifles and Handguns)-12 [2]; Camouflage-14 [4]; Demolition/TL7-12 [2]; Explosive Ordnance Disposal/TL7-12 [4]; First Aid/TL7-12 [1]; Gunner/TL7 (Machine Gun)-15* [2]; Gunner/TL7 (RPG)-14* [1]; Guns/TL7 (Light Automatic)-15* [1]; Guns/TL7 (Rifle)-16* [2]; Hiking-11 [2]; Holdout-13 [4]; Knife-14 [2]; Orienteering-12 [2]; Scrounging-14 [4]; Shadowing-12 [2]; Stealth-14 [4]; Survival (Jungle)-13 [4]; Tactics-12 [4]; Throwing-13 [4]; Traps/TL7-12 [2].

*Includes +2 for IQ 12.

*Languages:* Vietnamese (native)-12 [0]; English-10 [½]; French-10 [½].

*Equipment:* M1 Garand rifle; U.S. M67 defensive grenade; Three stripper-clips for rifle; Sandals made from truck tires; Pliers; Wire-cutters; Small knife.

Huang is a member of the Viet Cong, fighting against the U.S. and South Vietnam during the Vietnam War. Originally, he was neutral in the conflict, but excesses by South Vietnamese officials caused him to provide some minor support to the guerrillas. When U.S. soldiers raided his village and burned it to the ground, Huang took arms against his government in outrage.

He continues to perform his daily duties in the paddies and around the house to avoid suspicion. Huang has an old vintage-World War II Garand rifle, originally used to fight the Japanese, that he carries on raids. It's easier for him to get ammunition for the Garand than for other, NVA-supplied weapons. He simply steals ammo from the Americans. He's carried this trait to an extreme and has become quite adept at cannibalizing American equipment, particularly explosives, for use against the invaders.

# GUERRILLA

Guerrillas are warriors fighting against an existing government or ruler – usually from within the country itself. There can be a fine line between a guerrilla and a terrorist, and the guerrilla's opponent seldom makes a distinction. However, guerrillas, also called partisans, usually restrict their targets to those of military importance. Without popular support, a guerrilla cannot wage his war for long, so he tries to avoid alienating the local populace. Terrorists, on the other hand, most often choose civilian or political targets. They want to maximize the impact of their tactics on the common people.

Guerrillas have operated effectively throughout history and in virtually every type of terrain. They are skilled at living off the land, from contributions by supporters and what they can steal from enemy stockpiles. They strike unexpectedly and fade back into the wilderness before the enemy can bring his forces to bear.

Partisan activity isn't limited to uncivilized areas. Guerrillas are just as capable of carrying the fight to the cities as well, although this takes a somewhat different mind-set. In an urban environment, a partisan must be able to hide in the mass of humanity. He has to avoid attracting government attention in his daily life, while still actively supporting his cause. This double life is even more stressful than that of the wilderness guerrilla!

Unlike terrorists, guerrillas occasionally engage the regular military forces of the opposed power. They are careful to pick the time and place of such battles, so as to best optimize their own strengths – seldom can a poorly equipped irregular force defeat trained soldiers in a head-to-head battle. Guerrillas must use intelligence and maneuver to give them an advantage over their foes. Since they're limited to the few conventional weapons they can make or steal, partisans have to close the arms gap with their wits.

Home territory is probably the greatest advantage a guerrilla force has over its opponent. Intimate familiarity with the terrain gives a tremendous edge in setting ambushes or eluding capture. As long as they don't antagonize their neighbors, the guerrillas can also look to the local community for at least some support, whether material or intelligence. Once they leave well-known territories, they have to operate without their customary knowledge of terrain. They're also likely to find themselves without the popular support they've worked so hard to develop. That's why most partisans operate within close proximity to their own regions.

## Design Notes

*Attributes:* Guerrillas and partisans spring from all walks of life. Therefore, we've left ST and HT at the base level. Because he is a warrior, we've chosen a DX of 11 to give the guerrilla an edge in combat. Also, a successful guerrilla needs cunning, so we've given the template an IQ 12.

*Advantages:* Few partisans operate on their own, and Ally Group lets the character depict his comrades. Since most guerrillas generally seek to avoid direct confrontation (at least until they're ready), we've selected Alertness and Danger Sense to give them early warning of threats. Combat Reflexes and Composed are appropriate for partisans who've faced a few tight scrapes. Many partisans have to fill a variety of roles, so we've also added Versatile. Finally, Sanctity and Zeroed help the freedom fighter stay hidden from his powerful enemies.

*Disadvantages:* No government is likely to turn a blind eye to guerrilla activities. Either a guerrilla is known to the government (and hunted) or he's managed to keep a low profile and maintain a cover identity. Therefore, all guerrillas must select either Enemy or Secret.

*Primary Skills:* The ability to maneuver unseen is a guerrilla's greatest weapon, so we've provided him with Camouflage, Stealth, Area Knowledge, and either

## Donald Macmillian    (100 pts)

Age 25; 6', 170 lbs.; reddish-brown hair, brown eyes; dirty-faced man with long, sparsely braided hair.

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

Basic Speed 6.25, Move 5.

Dodge 6, Parry 8, Block 8.

*Advantages:* Combat Reflexes [15]; Toughness (DR 1) [10].

*Disadvantages:* Enemy (English; 9 or less) [-20]; Overconfidence [-10]; Sense of Duty (Comrades in arms) [-5]; Stubbornness [-5].

*Quirks:* Curses frequently; Seldom bathes; Idolizes Wallace; Distrusts all nobles, even Scottish ones; Pessimistic [-5].

*Skills:* Agronomy/TL3-10 [1]; Area Knowledge (Scottish lowlands)-13 [4]; Armoury/TL3 (Hand Weapons)-11 [2]; Axe/Mace-12 [1]; Axe Throwing-13 [1]; Brawling-14 [2]; Broadsword-14 [4]; Camouflage-11 [1]; Cooking-10 [½]; Hiking-13 [4]; Running-11 [2]; Scrounging-10 [½]; Shield-14 [2]; Stealth-14 [4]; Survival (Mountains)-11 [2]; Tactics-11 [4]; Two-Handed Sword-14 [4]; Weather Sense/TL3-9 [½].

*Languages:* Gaelic (native)-11 [0]; English-9 [½].

*Equipment:* Thrusting claymore (cut 1d+3, imp 1d+1); Throwing axe (cut 1d+4); Small shield (PD 2, Hits 5/30); Leather armor on chest (PD 2, DR 2); Large pouch; Rations (2 meals); Ragged clothes and boots.

Donald is a Scotsman during the early 14th century. He's a member of William Wallace's band of partisans. Wallace leads a group of common warriors who oppose English rule. Donald joined Wallace's group early in the struggle, more because he likes a good fight than for any other reason. Donald is willing to follow just about any leader who is a "good scrapper." Wallace certainly fits that description!

The partisans use mainly hit-and-run tactics, striking English patrols and isolated outposts. Like Donald, all of the guerrillas were born and raised in the hills of Scotland. They are well able to hide from any English hunting them. So far, the partisans have not been able to garner any support from the Scottish nobles themselves, but the common people are very much behind the cause.



Streetwise (for urban partisans) or Orienteering (for those in outlying areas). Although skill in combat is necessary, he's likely to have to fight with what weapons he can steal or scrounge; therefore, we've not assigned any particular weapon to the character.

*Secondary Skills:* Demolition and Traps keep with the "strike from ambush" nature of the partisan. Survival and Scrounging assist him in continuing with little or no formal support. Tactics are necessary to win battles against the better equipped and more numerous enemy. First Aid allows the guerrilla to treat his own wounded comrades – doctors often ask too many questions.

*Background Skills:* Because they are forced to fulfill many secondary tasks themselves, we've given the guerrilla access to a broad choice of background skills. Hiking, Riding or Driving provides him with transportation to his targets. Leadership and Strategy are necessary for a cell leader. Intelligence Analysis goes hand in hand with Strategy, allowing the partisan to select the most effective targets for his limited capabilities. Shadowing and Holdout are useful in clandestine operations. Armoury is an aid in keeping a cell's weaponry functioning.

## Colette Saint-Beuve  (100 pts)

Age 29; 5'5", 118 lbs.; attractive, with curly black hair, blue eyes, very fair skin; dressed in a plaid skirt and sweater.

**ST** 10 [0], **DX** 11 [10], **IQ** 13 [30], **HT** 10 [0].
Basic Speed 5.25, Move 5.
Dodge 5, Parry 5.

*Advantages:* Ally Group (Small Group; 9 or less) [10]; Beautiful [15]; Comfortable Wealth [10]; Contact (German Major) [3]; Status 2 [10].

*Disadvantages:* Curious [-5]; Fanaticism (Patriotism) [-15]; Secret (Member of Resistance) [-20].

*Quirks:* Flirtatious; Loves to entertain; Dresses simply except for special occasions; Mild claustrophobia; Likes American big band music [-5].

*Skills:* Acting-13 [2]; Administration-12 [1]; Area Knowledge (Paris)-15 [4]; Armoury/TL6 (Rifles and Handguns)-13 [2]; Camouflage-14 [2]; Demolition/TL6-14 [4]; Diplomacy-12 [2]; Driving/TL6 (Automobile)-11 [2]; Fast-Talk-14 [4]; First Aid/TL6-12 [½]; Guns/TL6 (Light Automatic)-15* [4]; Guns/TL6 (Pistol)-15* [4]; Guns/TL6 (Rifle)-14* [2]; Holdout-13 [2]; Intelligence Analysis-12 [2]; Knife-12 [2]; Savoir-Faire-15** [0]; Scrounging-12 [½]; Sex Appeal-11 [4]; Shadowing-13 [2]; Stealth-12 [4]; Streetwise-13 [2]; Tactics-12 [2].

*Includes +2 for IQ 13.
**Defaults to IQ+2 due to Status.

*Languages:* French (native)-13 [0]; English-12 [1]; German-13 [2].

*Equipment:* Walther PPK pistol (in purse); "Schmeisser" submachine gun (on raids); Small camera; Maps of German troop locations (in apartment).

Colette is a member of the French Underground during World War II. She operates in her home city, Paris, during the German occupation. Colette is the only child of a fairly well-to-do family, and her parents passed away before the war. When the Germans seized the city, much of her wealth was confiscated. She was able to persuade the Germans to leave her with enough to continue a comfortable lifestyle.

Although on the surface she supports the occupying Germans, she uses her contacts to gain information for other resistance fighters and for British commandos operating behind the lines. Colette throws many parties for high-ranking officers and officials. She uses her considerable social skills to garner important intelligence on troop movements. Colette's contribution isn't limited to merely ferreting out secrets; she often joins the other resistance fighters in raiding the targets she's discovered through her contacts.

# Guerrilla/Partisan [75 points]

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

**Advantages:** A total of 20 points chosen from Alertness [5 points/level], Ally Group (other guerrillas) [varies], Combat Reflexes [15], Composed [5], Contacts [varies], Danger Sense [15], Higher Purpose [5], Sanctity [5], Versatile [5], and Zeroed [10].

**Disadvantages:** *Either* Enemy (Government, 9 or less) [-20] *or* Secret (Imprisonment/Exile) [-20].

**Primary Skills:** Area Knowledge (home city or region) (M/E) IQ+2 [4]-14, Camouflage (M/E) IQ [1]-12, Stealth (P/A) DX+2 [8]-13, either Streetwise *or* Orienteering (both M/A) IQ+1 [4]-13, and 12 points in Combat/Weapon skills.

**Secondary Skills:** First Aid/TL (M/E) IQ [1]-12, Scrounging (M/E) IQ [1]-12, Tactics (M/H) IQ-1 [2]-11, *either* Acting (M/A) IQ [2]-12 *or* Survival (any) (M/A) IQ [2]-12, and *either* Demolition/TL *or* Traps/TL (M/A) IQ [2]-12.

**Background Skills:** *One* of Hiking (P/A) HT [2]-10, Riding (P/A) DX [2]-11 or Driving (any) (P/A) DX [2]-11 and a total of 6 points in any of Armoury/TL (any); Holdout, Leadership, or Shadowing (all M/A); and Intelligence Analysis or Strategy (both M/H).



## Customization Notes

- Decide if the character is a known partisan or not when choosing disadvantages. Select Enemy if he is, Secret if he isn't. During the course of play, it's entirely possible for the Secret to become an Enemy if the guerrilla is exposed!
- Fanaticism (for a follower of a particular political system) or Obsession (Overthrow of the government) are also good choices when selecting additional disadvantages.
- Because guerrillas often hide within the society they are opposing, a few Craft or Professional skills will help the character support himself in daily life. If he's living off the land, more points in Outdoor skills are likely.

## Using This Character

The guerrilla template is appropriate for a standard 100-point campaign in virtually any setting. However, the character's role is very dependent on popular support for the existing government. If the character is opposing a popular regime, he's not likely to have much popular support. On the other hand, a repressive government might result in the hero being viewed as a "Robin Hood" type! The GM can also use this template to represent an experienced guerrilla or partisan NPC without further modification.

# EILEEN JOHNSON (150 POINTS)

Age 28; 5'7", 128 lbs.; blue-gray eyes and dirty blond hair, wearing the remnants of U.S. Army camouflage BDUs and carrying an assault rifle.

**ST:** 10 [0]    **IQ:** 14 [45]    **Speed:** 5.75

**DX:** 12 [20]   **HT:** 11 [10]    **Move:** 3

**Dodge:** 4

## Advantages

Ally Group (Guerrillas; 9 or less) [20]; Combat Reflexes [15]; Danger Sense [15]; Higher Purpose (Overthrow AIs) [5]; Immunity to Disease [10]; Military Rank 3 [15].

## Disadvantages

Bad Sight [-10]; Enemy (AI; 9 or less) [-20]; Phobia (Arachnophobia, mild) [-5]; Sense of Duty (Comrades in Arms) [-5]; Social Stigma (Outlaw; -3) [-15].

## Quirks

Stubborn; Cautious; Compulsive scrounger and hoarder; Fond of horses; Tries to hide her farsightedness [-5].

## Skills

Administration-12 [½]; Area Knowledge (Pacific Northwest)-16 [4]; Armoury/TL7 (Small Arms)-14 [2]; Camouflage-14 [1]; Demolition/TL7-14 [2]; Detect Lies-13 [2]; Driving/TL7 (Automobile)-11 [1]; First Aid/TL7-13 [½]; Gunner/TL7 (ATGM)-15* [4]; Gunner/TL7 (Machine Gun)-14* [2]; Guns/TL7 (Light Automatic)-16* [4]; Guns/TL7 (Pistol)-16* [4]; Hiking-12 [4]; Intelligence Analysis-13 [2]; Interrogation-14 [2]; Leadership-14 [2]; Mechanic/TL7 (Diesel Engine)-12 [½]; Orienteering-15 [4]; Riding (Horse)-11 [1]; Savoir-Faire (Military)-14 [1]; Scrounging-13 [½]; Stealth-13 [4]; Strategy-12 [1]; Survival (Woodlands)-14 [2]; Tactics-14 [4].

*Includes +2 for IQ.

## Languages

English (native)-14 [0]; Czech-12 [½]; Spanish-12 [½].

## Equipment

M16 assault rifle; Two M67 defensive grenades; Kevlar vest with ceramic inserts (PD 2, DR 35); PASGT helmet (PD 4, DR 5); Six full 30-round magazines for M16; Two signal flares; Binoculars; Headset radio; NBC protective mask. Faded camouflage uniform.

Eileen was a sergeant with the U.S. Army Intelligence Corps back in the '20s, but after she married, she opted for civilian life to raise a family. When the Apocalypse plagues swept the world, Eileen escaped their effects. Her husband and their children didn't. She packed up what she could carry in her car and headed home to northern Idaho. When the Last War broke out, Eileen realized the dire straits humanity was in and began to stockpile supplies.

When the AIs defeated the last of the human armies, Eileen scrounged up a couple of weapons and hid herself in the wilderness where she began ambushing lone 'bots and small patrols. Over the years, she rounded up a fair-sized group of survivalists and other guerrillas from the Pacific Northwest. Her military training made her the obvious choice to lead the rebel band. The group has enjoyed some success, using the vast expanse of wilderness in northern Idaho and western Montana to avoid their mechanical hunters.

Although the HLA has made contact with the group, Eileen isn't sure she wants to be too closely associated with the more organized guerrilla force. The main reason she balks at the prospect is a fear of losing control of "her people" to an uncaring outsider. Eileen, while driven by her own pain, won't take unnecessary risks with her troops. She prefers smaller and surer targets over higher-profile, but riskier ones. This strategy has helped keep her force from suffering any major defeats. It also prevents the Vancouver Zonemind from becoming too annoyed with the band and focusing more forces on the goal of eradicating it. For now, the AI mainly ignores the band, hoping a roving patrol or zonegang will one day eradicate it.

Eileen is designed as a powerful NPC in a 100-point *GURPS Reign of Steel* campaign. If the player characters themselves are guerrillas, she could serve as an important contact or even a Patron. If the players are working for an AI, she could be an opponent for the group. Although she's described as being active in Zone Vancouver, she could be relocated to another Zone with little difficulty.

## Gabriel Ross (100 pts)

Age 33; 6'1", 178 lbs.; brown hair, brown eyes and fair skin; tall, slim man in a white suit and trench coat.

**ST** 11 [10], **DX** 14 [45], **IQ** 12 [20], **HT** 10 [0]

Basic Speed 6.0, Move 6.
Dodge 7, Parry 11.

*Advantages:* Ambidexterity [10]; Combat Reflexes [15]; Daredevil [15].

*Disadvantages:* Bloodlust [-10]; Enemy (Tong Gang; 6 or less) [-10]; Loner [-5]; On the Edge [-15].

*Quirks:* Keeps a diary; Concerned about looking good in fights; Makes witty threats to opponents; Only wears white or black suits; Has little concern for bystanders [-5].

*Skills:* Acrobatics-13 [2]; Armoury/TL7 (Rifles and Handguns)-12 [2]; Body Language-12 [4]; Brawling-15 [2]; Driving/TL7 (Automobile)-13 [1]; Fast-Draw (Pistol)-15** [1]; Guns/TL7 (Pistol)-18* [4]; Holdout-12 [2]; Intimidation-13 [4]; Speed-Load (Pistol)-14 [1]; Streetwise-13 [4]; Survival (Urban)-11 [1].

*Includes +2 bonus for IQ 12.

**Includes +1 bonus for Combat Reflexes.

*Languages:* English (native)-12 [0]; Mandarin-11 [1]; Cantonese-10 [½]; Japanese-10 [½].

*Equipment:* Two Beretta 92 9mm automatic pistols; Twin shoulder holsters (-2 to Fast-Draw); Two spare magazines for pistol; White trenchcoat and suit.

Gabriel Ross and his sister used to run a moderately successful smuggling operation in Hong Kong. Thanks to his sister's business sense, the two began to increase their profit margin considerably. They soon caught the attention of a local Tong, which tried to blackmail them. Gabriel wouldn't agree to the Tong's terms, so the gang killed his sister and blew up the boat the two had used to conduct their smuggling.

Gabriel escaped only because he was at a bar at the time. Because the Tong thought he had merely been a lackey for his sister, they did not pursue him. He has vowed vengeance on the Tongs. Gabriel ruthlessly attacks the gang's other businesses throughout the city, with no regard for his own safety. The Tong now realizes he's a threat, but still hasn't turned its full attention to eliminating him. No matter how bothersome he may seem, he is only one man. The gang has many other concerns to occupy its time.

# GUNSLINGER

There's an old saying that goes "God made men, but Colonel Colt made them equal." If that's the case, then some men are just a little more equal than others. These men are known as gunslingers. They're also called gunfighters, shootists or duelists, but regardless of the name, all are warriors adept in the use of pistols. Gunslingers are usually associated with the American West, but they can be found in any age or genre in which pistols exist.

For the most part, the popular notion of the gunslinger is a myth. There were gunfights in the old West, but it's doubtful they were ever as stylized as Hollywood would have us believe. In fact, it's questionable if the fast-draw artist ever existed outside works of fiction – but then neither do magic, vampires, dragons, and many other staples of a good adventure game!

The gunslinger is both fast and accurate with the pistol and has much in common with the swashbuckling heroes of early ages. His reflexes are lightning quick and his aim as solid as a piece of Colorado granite. His skill with his weapon is what keeps him among the living, and his attitude is as much a part of him as his pistol. Lesser men flinch before his steely glare or razor wit. He carries himself with the confidence of one who knows Death on a first-name basis.

Some of the best examples of Old West gunfighters can be found in the "spaghetti westerns" of the late '60s and early '70s. Modern gunslingers can be found in Hong Kong action movies. Cyberpunk fiction has its share of chrome-plated pistoleers as well. Odds are, where there's a pistol, there's a gunslinger!

## Design Notes

*Attributes:* The gunslinger doesn't need an above-average ST or HT – few gunfighters drop out of a fight from exhaustion. A good DX is a must, though, so we decide on a 13. It helps to be a quick thinker as well, and we give him an IQ 11.

*Advantages:* Combat Reflexes is a must – a gunslinger without it isn't likely to live too long. Alertness is helpful in seeing trouble before it sees him. A good gunfighter has to keep his cool (Composed and Imperturbable), but some seem to actually thrive in dangerous situations (Daredevil). Increased Speed and Manual Dexterity give him an edge in a showdown, and High Pain Threshold and Toughness might just save his life if he's a little slow. Experienced gunfighters may have a Reputation as well. Finally, we've added Ambidexterity because so many cinematic gunfighters use two guns.

*Disadvantages:* Gunfighters are often depicted as quick-tempered or even anti-social, so we selected Bad Temper,

Bloodlust, Callous, and Loner. Speed and skill with a gun may become an Obsession, and they may lead to feelings of Jealousy toward anyone more skilled. A Reputation as a killer can be a bad thing, and gunfighters have no shortage of Enemies. Some are Overconfident or even Glory Hounds; others seem to have a death wish (On the Edge). However, in spite of their profession, some still have their own Code of Honor.

*Primary Skills:* His skill with his pistol is what sets him apart from others, so Guns (Pistol) and Fast-Draw (Pistol) are a necessity. Intimidation lets the gunfighter get the mental edge on an opponent, or even scare away the occasional bounty hunter or young tough looking to make a name for himself.

*Secondary Skills:* Armoury lets a gunslinger keep his pistols working, and helps him identify a good buy on a new one. Body Language gives him a warning when the other fellow is going to go for his gun, and hours spent in saloons and bars have given him Streetwise and Carousing. Speed-Load can be a life-saver in a big shootout, and Riding is needed to get from place to place in the West.

*Background Skills:* Many gunslingers spend a fair amount of time at the gaming tables, so Gambling, Savoir-Faire, and Sleight of Hand are handy for earning a little extra spending money. First Aid and Survival are useful if the character plans to spend much time in the wilderness or on the run from the law. Brawling, Knife, and other Guns skills are nice to have if his pistol is not available. Holdout and Sleight of Hand are both excellent choices for gunslingers who carry "belly guns" (chopped-off, easily concealed back-up pistols) or derringers.

## Sterling Nichols        (100 pts)

Age 28; 5'8", 159 lbs.; black hair, blue eyes; gambler in black suit with vest and hat, wearing an odd, mechanical holster.

**ST** 10 [0], **DX** 14 [45], **IQ** 12 [10], **HT** 11 [10]
Basic Speed 7.25, Move 6.
Dodge 7, Parry 9.

*Advantages:* Combat Reflexes [15]; Increased Speed +1 [25]; Temporary Wealth (Comfortable) [5].

*Disadvantages:* Glory Hound [-15]; Jealousy [-10]; Laziness [-10]; Selfish [-5].

*Quirks:* Fascinated by new technology; Prefers faro to poker; Loves to gamble; Hates getting dirty; Shuffles cards when bored [-5].

*Skills:* Armoury/TL5 (Rifles and Handguns)-12 [2]; Body Language-12 [4]; Brawling-12 [½]; Fanning-14 [0] (defaulted from Guns skill); Fast-Draw (Spring Holster)-16** [2]; Gambling-13 [4]; Guns/TL5 (Pistol)-18* [4]; Riding (Horse)-13 [1]; Slipping the Hammer-16 [0] (defaulted from Guns skill); Speed-Load (Pistol)-14 [1]; Streetwise-12 [2]; Savoir-Faire-11 [½].

*Includes +2 bonus for IQ 12.

**Includes +1 bonus for Combat Reflexes.

*Languages:* English (native)-12 [0].

*Equipment:* Colt Peacemaker revolver; Remington Double-Derringer; Spring holster and magnetic glove (+2 to Fast-Draw; Malf 16); "Bulletproof" vest – steel breastplate, protects areas 9-11 and 17-18, front only (PD 4, DR 10); Armored hat, protects areas 3-4 (PD 3, DR 4); Two spare loaded cylinders for Peacemaker; Deck of cards.

Frank is a professional gambler who hit it big at a poker tournament on a Mississippi riverboat. Due to the questionable circumstances of his win, he had to head further west at the earliest opportunity. He stopped just long enough to invest most of his earnings in a few inventions he hopes will give him an edge should he ever find himself in similar circumstances.

The first item was a spring-loaded holster and magnetic glove that's supposed to allow him to draw his weapon faster. It does give him a +2 bonus, but he also runs the risk of the gun flying out if he misses his catch! Frank also picked up a breastplate cleverly disguised to look like a part of his suit and a steel-lined hat. Both items are perforated with ventilation holes, but still get quite uncomfortable in the summer – each adds 5° to the current temperature!

## Phillip Lightner        (150 pts)

Age 29; 5'10", 163 lbs.; blond hair, brown eyes and tanned skin; long leather jacket, dark clothes, and sunglasses.

**ST** 10 [0], **DX** 14 [45], **IQ** 12 [20], **HT** 10 [0]

Basic Speed 6.00, Move 6.
Dodge 7, Parry 11.

*Cyberwear:* Accelerated Reflexes 1 (See p. UTT104) [85]; Bionic Eyes [0]; Interface [10]; Weapon Link [15].

*Disadvantages:* Callous [-6]; Code of Honor (Mercenary's) [-5]; Greed [-15]; Loner [-5]; Overconfidence [-10].

*Quirks:* Prefers to make head shots in gunfights; Habitually checks his ammunition clips; Nervous around police/security; Likes red sports cars; Stares at people he doesn't trust [-5].

*Skills:* Armoury/TL8 (Rifles and Handguns)-12 [2]; Body Language-12 [4]; Brawling-15 [2]; Driving/TL8 (Automobile)-12 [½]; Fast-Draw (Power Holster)-17** [2]; First Aid/TL8-12 [1]; Guns/TL8 (Needler)-18* [4]; Intimidation-12 [2]; Speed Load (Needler)-15** [½]; Streetwise-12 [2]; Survival (Urban)-11 [1].

*Includes +2 bonus for IQ 12.

**Includes +2 bonus for Accelerated Reflexes.

*Languages:* English (native)-12 [0].

*Equipment:* Gauss needler pistol with variable velocity setting and weapon link; Light monocrys vest (PD 2, DR 8; PD 1, DR 2 vs. impaling); Power holster (+2 to Fast-Draw); Emergency medkit (including 2 doses of Hypercoagulin and Superstim).

Phillip Lightner is a gun for hire. He will work for anybody who'll pay his fee. He has invested a serious amount of money into augmenting his body, relying on technology to provide the edge that nature denied him. The augmented reflexes and weapon link technology devoured his bankroll, but have made him a respectable mid-level op. He has no problem finding work on the streets; he even gets lucky once in a while with a contract from one of the wealthy corporations.

He's far from the fastest or the best gunman available, but he charges reasonable rates and gets the job done. And Phillip will accept nearly any contract provided the pay is right – legal or not. He's built a rep as reliable and trustworthy as long as he's paid. Most employers respect his personal code and appreciate his loyalty to money. His code also helps him avoid any hard feelings after he's completed a contract. To Phillip, it's nothing personal – it's just his job.

# Gunslinger                [80 points]

**Attributes:** ST 10 [0], DX 13 [30], IQ 11 [10], HT 10 [0].

**Advantages:** Combat Reflexes [15] and an additional 25 points chosen from Alertness [5 points/level], Ambidexterity [10], Composed or Imperturbable [5 or 10], Daredevil [15], Increased Speed [25 points/level], High Pain Threshold [10], Manual Dexterity [3 points/level], Reputation [varies], Toughness (DR 1) [10], and +1 DX [15].

**Disadvantages:** A total of -25 points chosen from Bad Temper [-10], Bloodlust [-10], Callous [-6], Code of Honor [-5 to -15], Enemy [varies], Jealousy [-10], Loner [-5], Obsession (prove he's the fastest with a gun) [-10], On the Edge [-15], Overconfidence or Glory Hound [-10 or -15], Reputation [varies], and Sense of Duty [-5 to -15].

**Primary Skills:** Fast-Draw (Pistol (P/E) DX+1 [2]-15**, Guns/TL (Pistol) (P/E) DX+3 [4]-16*, and Intimidation (M/A) IQ+1 [4]-12.

**Secondary Skills:** *Either* Riding (horse) *or* Driving/TL (Automobile) (both P/A) DX-1 [1]-12, Armoury/TL (Rifles and Handguns) (M/A) IQ [2]-11, Body Language (M/H) IQ-1 [2]-10, Carousing (P/A) HT [2]-10, Speed-Load (any) (P/E) DX [1]-13, and Streetwise (M/A) IQ [2]-11.

**Background Skills:** A total of 5 points in any of: First Aid/TL or Savoir-Faire (any) (both M/E); Holdout, Gambling, and Survival (any) (all M/A); Tactics (M/H); Brawling, Guns/TL (any other), and Knife (all P/E); and Sleight of Hand (P/H).

*Includes +1 for IQ 11.

**Includes +1 for Combat Reflexes.
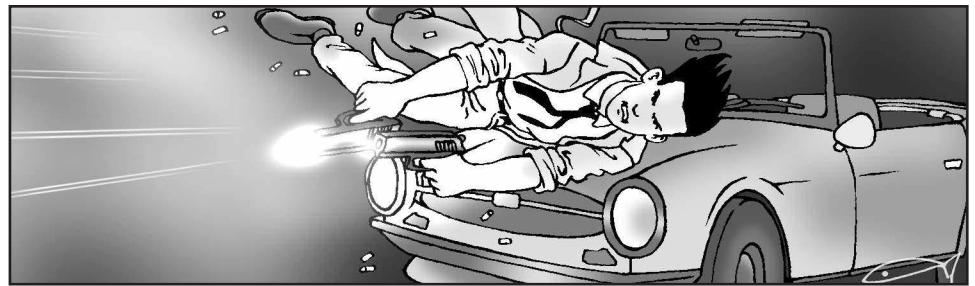


## Design Notes

- A few points in the Slipping the Hammer (P/E), Fanning (P/E), and Equestrian Acrobatics (P/H) skills are appropriate for a cinematic western campaign. The advantage Sharpshooter is handy in such a setting as well.
- Although the template is designed to depict a standard Western gunslinger, a single change brings it up to date with modern times. Simply substitute Driving (automobile) for Riding (horse).
- If the campaign has a modern cinematic flair, consider adding the Sharpshooter advantage and some points in Acrobatics. Also, such gunslingers often use two guns, so Ambidexterity is a good choice.
- A good pistol or two is a must; these are often engraved or etched – add 10% (or more) to the cost of the weapon. Fast-Draw holsters, like a Mexican or Kansas Loop (+1 to Fast-Draw) or a Swivel Rig (+4 to Fast-Draw, but -2 to Guns skill) are also good investments.

## Using This Character

Like most of the templates in this book, the Gunslinger is appropriate for a 100-point campaign. The GM can also use the template without further modification as particularly skilled henchman or even an enemy for a player character in a *GURPS Cliffhangers, Old West, Cyberpunk,* or modern day campaign. Depending on the setting, the Gunslinger may even be appropriate in a *GURPS Space* campaign.

# ROGER ARNETT (100 POINTS)

Age 34; 5'11", 166 lbs.; lanky brown haired, brown eyed man in western clothing, wearing a sheriff's badge.

**ST:** 11 [10]    **IQ:** 12 [20]    **Speed:** 6.25

**DX:** 14 [45]    **HT:** 11 [10]    **Move:** 6

**Dodge:** 7    **Parry:** 11

## Advantages

Charisma +1 [5]; Combat Reflexes [15]; Legal Enforcement Powers [5].

## Disadvantages

Code of Honor (Code of the West) [-10]; Duty (as Town Marshal; 12 or less) [-10]; Secret (Identity as "Masked Avenger"; Utter rejection) [-10]; Sense of Duty (Weak or victimized) [-10].

## Quirks

Tries to get his horse to respond to whistled commands; Thinks trademarks are foolish; Drinks only water or milk; Uses very few words; Never reads dime novels or sees a play [-5].

## Skills

Armoury/TL5 (Rifles and Handguns)-12 [2]; Body Language-12 [4]; Brawling-15 [2]; Diplomacy-11 [2]; Fast-Draw (Pistol)-16** [2]; Fast-Talk-12 [2]; First Aid/TL5-12 [1]; Guns/TL5 (Pistol)-18* [4]; Guns/TL5 (Rifle)-16* [1]; Intimidation-13 [4]; Lasso-14 [2]; Law-11 [2]; Riding (Horse)-13 [1]; Speed-Load (Pistol)-14 [1]; Streetwise-12 [2]; Survival (Desert)-12 [2].

\*Includes +2 bonus for IQ 12.
\*\*Includes +1 for Combat Reflexes.

## Languages

English (native)-12 [0]; Spanish-11 [1].

## Equipment

Colt "Peacemaker" .45 revolver; Slim Jim holster; 25 extra rounds for pistol; Lasso; Horse and tack; Sheriff's badge.

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Marshal Roger Arnett is responsible for a one-horse town in New Mexico named Varney Flats. He's done a good job at keeping things orderly and, for the most part, life in town is peaceful. The only trouble comes once a month on payday when the cowboys from the nearby ranches come in to spend their wages. Even that's not too much trouble for Sheriff Arnett – a night in the town's small jail seems to sober the saddle tramps up quickly.

Outside his jurisdiction, though, it's a different matter. In the surrounding countryside, cattle barons and outlaws run roughshod over the smaller settlers. The county sheriff – who's in the pocket of the big ranch owners – ignores the problem; sometimes he actually covers up evidence or even arrests innocent parties! It didn't take long for this behavior to get under the Marshal's skin, but he could take no legal action against the ranchers or outlaws, thanks to the sheriff's meddling. While it went against his nature, Marshal Arnett knew he'd have to take drastic measures to see justice done and he decided to take the law in to his own hands.

He began a private war against the hired guns brought in by the ranchers. Realizing the cattle barons would have him run out of the county or even jailed if they found out he was opposing them, the marshal conceals his identity behind a mask. Over time, he's also fought against outlaws, rustlers, bandits up from Mexico, and Indian raiders. The folks in the county have no idea who their defender is and simply refer to him as the "Masked Avenger."

While he is by no means a pacifist, the Masked Avenger tries to avoid killing whenever possible. He's not foolish enough to try shooting a pistol out of the hands of an armed gunman, but short of that, he'll use the least dangerous method to incapacitate an enemy. This practice helps ease his conscience over breaking the law, but it's come back to haunt him more than once. The Masked Avenger has no shortage of enemies seeking revenge for a past humiliation!

As town marshal, he speaks out against the actions of the Avenger – he fears his official approval might spark a rash of vigilante mobs!

Marshal Arnett is designed as a starting character in a 100-point *GURPS Old West* campaign. With little change, he's also appropriate to a late 19th-century *Cliffhangers* setting. After making a few adjustments to skills, he could be used in a science fiction setting on a frontier world where megacorporations threaten the welfare of individual colonists.

## Ahmed ibn-Khalid  (100 pts)

Age 23; 5'11", 166 lbs.; black hair, brown eyes and sun-bronzed skin; a young Arabic warrior wearing a turban, chain-mail shirt and plain trousers.

**ST** 11 [10], **DX** 12 [20], **IQ** 12 [20], **HT** 11 [10]

Basic Speed 5.75, Move 3.
Dodge 3, Parry 7.

*Advantages:* Fit [5]; Military Rank 2 [10]; Literacy [10]; True Faith [15].

*Disadvantages:* Code of Honor (Arabian) [-10]; Fanaticism (Islam) [-15]; Intolerance (Religious) [-5]; Overconfidence [-10].

*Quirks:* Expects others to adhere strictly to Islamic canon; Does nothing to excess; Yells as he enters battle; Likes eating dates; Hates rudeness [-5].

*Skills:* Axe/Mace-14 [8]; Axe Throwing [1]-12 [1]; First Aid/TL3-12 [1]; Law (Religious)-12 [4]; Leadership-12 [2]; Performance/Ritual (Islam)-12 [2]; Riding (Camel)-12 [2]; Riding (Horse)-13 [4]; Shield-14 [4]; Spear-14 [8]; Survival (Desert)-11 [1]; Tactics-12 [4]; Theology (specializing in Islam)-17/(general)-11 [4].

*Languages:* Arabic (native)-12 [0].

*Equipment:* Small mace (1d+3 cr); Spear, one-handed (1d+1 imp); Chainmail on chest and arms (PD 3, DR 4; PD 1, DR 2 vs. impaling); Reinforced chainmail coif (PD 2, DR 2); Medium shield (PD 3, hits 7/40); Prayer mat; Waterskin.

Ahmed is a *Ghazi,* or holy warrior of Islam during the Crusades. His position and fervor bring him a good deal of respect among the other warriors in his unit. He leads the devout in the weekly prayer (*jumma*) and is always willing to provide advice to those in need of guidance. Many of the less fanatical soldiers in his unit are a bit uncomfortable around Ahmed because of his strict adherence to the tenets of his faith.

In battle, Ahmed is a fearsome fighter. His belief holds that to die in battle against the infidel will bring him rewards in the afterlife. He often takes chances another, less religious, warrior would not. Ahmed is not entirely foolish in his actions. Although he has little fear of death in battle, he wants to drive the invaders from his land. That's something he can't do from the grave.

# HOLY WARRIOR

Some are called by their deity to spread the word of truth and gain converts for a religion. Others – the holy warriors – are chosen instead to defend the faithful and crush the infidel. These fighters must have both skill in warfare and a fervent faith. In literature, such warriors often receive some sort of divine intervention in exchange for their devotion and service. This can take the form of supernatural protection, mystical divination, or even an occasional visit from the deity. Other holy warriors merely receive earthly recognition from their order or church. The exact type of assistance received depends on the setting.

A holy warrior is expected to actively seek out and defeat the opponents of his deity. While fighting "the good fight," he must also fulfill all the precepts of his faith. Because he receives gifts not available to the secular fighter, he is expected by his deity or religion to live up to the highest standards. To many, the holy warrior represents the epitome of his faith, particularly if his deity is already associated with warfare.

There have been many examples of historical holy warriors. Perhaps the best known are the Orders of the Knights Templar and Knights Hospitallers during the Crusades. Both of these were founded by devout followers of Christianity who took Benedictine vows and pledged themselves to protect the interests of the Catholic Church. On the other side of the battlefield, Islam's Ghazi warriors were often fanatical devotees of their belief and every bit as deserving of the title of holy warrior.

A holy warrior need not follow a virtuous or righteous religion. Deities of darkness and evil grant their favor to human warriors just as freely as do those of light. As with their more altruistic counterparts, soldiers of evil must follow the doctrines of their god closely. Such deities are notoriously strict and short-tempered.

Holy warriors seldom exist in a setting where there is no clearly perceived line between good and evil, or at least between religious beliefs. Without an obvious foe to combat, there is no need for such warriors. Philosophical debates are best handled by philosophers, not swordsmen.

## Design Notes

*Attributes:* A holy warrior needs to combine the skills of a fighter with those of a scholar. We have given the template a DX and IQ of 12, to make him competent in matters of both mind and body. To represent his above-average physique, we have chosen a ST and HT of 11.

*Advantages:* We've made some evidence of divine or at least clerical support a necessity for this template (Blessed, Clerical Investment, Divine Favor, or True Faith). We provide additional advantages to represent earthly influence (Patron, Literacy, and Military Rank), skill at arms (Combat Reflexes, High Pain Threshold, and Toughness) and even more divine favor (Higher Purpose, Luck, and Oracle).

*Disadvantages:* The range of disadvantages available reflect devotion to faith (Disciplines of Faith, Code of Honor, Fanaticism, Sense of Duty, and Vow), worldly obligation (Duty), and a fervent mind-set (Intolerance and Overconfidence).

*Primary Skills:* An understanding of one's beliefs is required of a chosen servant, so we provide a choice of Theology and Philosophy. Since holy warriors are found in a variety of cultures, we've left the exact choice of Combat/Weapon skills open.

*Secondary Skills:* Tactics is needed in combat, while the Performance/Ritual and Bard skills allow the warrior to function as an emissary of his god. Astrology, Diplomacy, Law (Religious), and Teaching let him perform some basic functions of the belief, interact with others, and thus spread the word of his faith.

*Background Skills:* Armoury allows the warrior to maintain his weapons. First Aid, Leadership, and Riding aid in his martial pursuits. Administration, Detect Lies,

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### Alaric the Bold          (150 pts)

Age 27; 6'1", 178 lbs.; blond hair, blue eyes, tanned skin; chainmail armor, shield bearing the emblem of a prominent religion.

**ST** 12 [20], **DX** 13 [30], **IQ** 12 [20], **HT** 12 [20]

Basic Speed 6.25, Move 3.
Dodge 3, Parry 7, Block 7.

*Advantages:* Attractive Appearance [5]; Charisma +2 [10]; Clerical Investment (Rank 1) [5]; Immunity to Disease [10]; Literacy [10]; Strong Will +2 [8]; True Faith [15].

*Knack:* Minor Healing (Touch Only; Once per day) [5].

*Disadvantages:* Fanaticism (Religion) [-15]; Honesty [-10]; Truthfulness [-5]; Vow (Own no more than his horse can carry) [-10].

*Quirks:* Prays three times a day, before healing and after battles; Doesn't drink alcohol; Very polite; Protective of the innocent; Bloodthirsty against monstrous or demonic enemies [-5].

*Skills:* Armoury/TL3-11 [1]; Axe/Mace-13 [2]; Bard-12 [2]; Brawling-15 [4]; Broadsword-14 [4]; Diplomacy-11 [2]; Exorcism-11 [2]; First Aid/TL3-11 [½]; Lance-14 [4]; Law (Religious)-11 [2]; Leadership-10 [½]; Occultism-11 [1]; Riding (Horse)-14 [4]; Shield-14 [2]; Tactics-11 [2]; Theology-12 [4].

*Languages:* Common Tongue (native)-12 [0].

*Equipment:* Thrusting broadsword (1d+3 cut, 1d+1 imp); Suit of chainmail (PD 3, DR 4; PD 1, DR 2 vs. impaling); Leather gloves and boots (PD 2, DR 2); Pot-helm (PD 3, DR 4); Medium shield (PD 3, Hits 7/40); Holy symbol of his order.



Alaric is a powerful warrior for the forces of Good. He wanders the countryside fighting evil, promoting fairness and dispensing justice. His god has granted him some power against the forces of evil and a healing touch to further his cause. Nothing in his religion prevents him from working with a group of other adventurers, but his high-minded ideals tend to grate on just about anyone after awhile.

*Note:* Alaric is designed to portray a typical fantasy paladin. He has limited ability to heal, is immune to disease himself, can turn undead and is resistant to magical attempts to control him. He fits into any "High Fantasy" campaign – simply insert the name of an appropriate good deity!

Exorcism, Politics, Psychology, and Sacrifice help him in day-to-day endeavors within his own organization. Meditation, Musical Instrument, Singing, and Dancing may be of use to him as he continues to seek enlightenment.

# Holy Warrior          [90 points]

**Attributes:** ST 11 [10], DX 12 [20], IQ 12 [20], HT 11 [10].

**Advantages:** Choose 25 points worth of advantages which must include at least *one* of Blessed [10], Clerical Investment [5/level], Divine Favor [varies], and True Faith [15], plus one or more of Combat Reflexes [15], High Pain Threshold [10], Higher Purpose [5], Literacy [0 or 10], Luck [15], Military Rank [5/level], Oracle [15], Patron (Church) [varies], Status [5/level], and Toughness (DR 1) [10].

**Disadvantages:** A total of -30 points selected from Disciplines of Faith [-5 to -15], Code of Honor [-5 to -15], Duty (Church) [varies], Fanaticism (Religion) [15], Intolerance (Religious) [-5 or -10], Overconfidence [-10], Sense of Duty [-5 to -15] and Vow [-5 to -15].

**Primary Skills:** Theology *or* Philosophy (both M/H) IQ [4]-12, and an additional 16 points in Combat/Weapon skills.

## Arisbae                              (100 pts)

Age 22; height 5'3", 112 lbs.; black hair, green eyes; leather breastplate, carrying a bow.

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

Basic Speed 6.00, Move 7.
Dodge 6, Parry 7.

*Advantages:* Animal Empathy [5]; Blessed [10]; Patron (Artemis; 6 or less) [13].

*Disadvantages:* Bad Temper [-10]; Overconfidence [-10]; Sense of Duty (all chaste maidens) [-5]; Social Stigma (Second-class citizen) [-5]; Stubbornness [-5]; Vow (Chastity) [-5].

*Quirks:* Prefers the wilderness to cities; Dislikes men; Offers a prayer of thanks after each successful hunt; Goes barefoot; Preaches the virtues of Artemis to any woman she meets [-5].

*Skills:* Armoury/TL2-11 [1]; Bard-12 [2]; Bow-14 [8]; Diplomacy-11 [2]; Fast-Draw (Arrow)-14 [2]; First Aid-13 [2]; Hiking-11 [2]; Knife-14 [2]; Naturalist/TL2-11 [2]; Running-10 [2]; Sacrifice-11 [2]; Singing-12 [2]; Spear-14 [4]; Stealth-14 [4]; Survival (Woodlands)-11 [1]; Teaching-11 [1]; Theology-12 [4]; Tracking-13 [4].

*Languages:* Greek (native)-12 [0].

*Equipment:* Spear, two-handed (1d+2 imp); Large knife (1d-1 cut, 1d-1 imp); Bow (1d imp); Boiled leather on torso (PD 2, DR 2); Quiver with 10 arrows.

Arisbae is a favored follower of Artemis, goddess of the hunt and the natural world. Arisbae spends most of her time practicing her hunting skills in the wilderness. Usually, she only stalks her quarry to see how close she can come before the animal detects her. She only kills when she needs food or a sacrifice for her goddess. Arisbae's dedication to the hunt and worship of her goddess have resulted in her being favored by her deity. On rare occasions, Artemis has even visited her while she was hunting.

Arisbae's lengthy trips into the wilds have made her quite independent and dissatisfied with the place of women in Greek society. She's regarded as somewhat uncouth by many of the women in her city, but she isn't bothered by their opinions. She is protective of all young women, but she is standoffish or hostile with men.
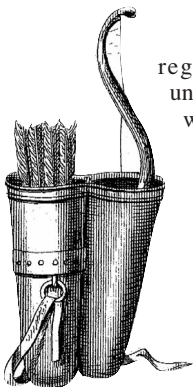
**Secondary Skills:** Tactics (M/H) IQ-1 [2]-11, Performance/Ritual *or* Bard (M/A) IQ [2]-12, and 4 points spent among Astrology (M/H), Diplomacy (M/H), Law (Religious) (M/H), Occultism (M/A), and Teaching (M/A).

**Background Skills:** Armoury/TL (M/A) IQ [1]-11 and a total of 5 points in any of First Aid (M/E); Administration, Leadership, and Politics (all M/A); Detect Lies, Exorcism, Sacrifice, and Psychology (all M/H); Meditation or Musical Instrument (both M/VH); Singing (P/E; HT); and Dancing or Riding (both P/A).
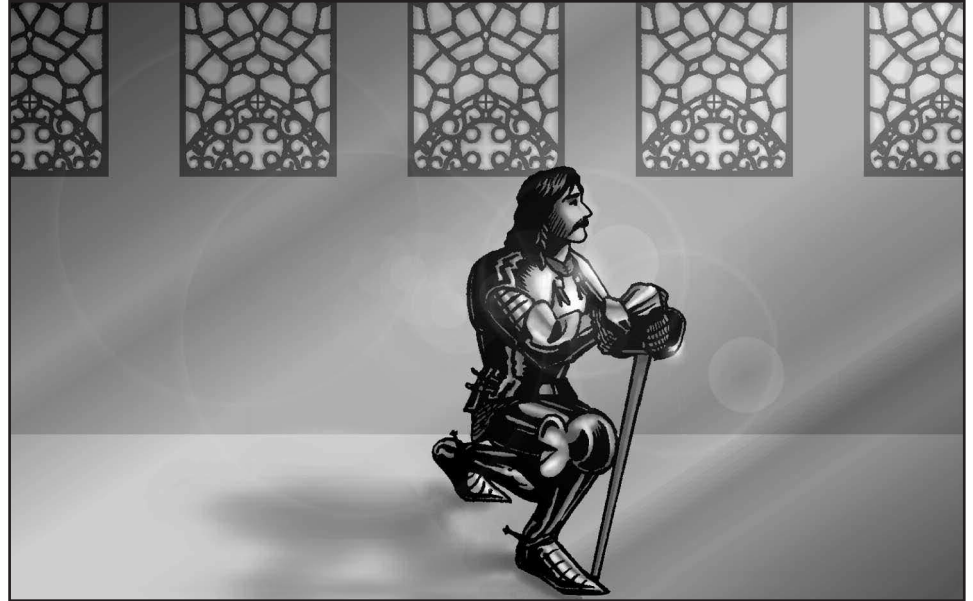
# Customization Notes

- Although this is a relatively expensive template for a 100-point campaign, it provides a solid basis for a warrior character. It has many potent advantages, decent combat skills, and the ability to interact with society. After disadvantages and quirks, another 25 points remain to modify the character.
- If you want to build a holy warrior capable of casting priestly spells, the advantage Power Investiture is a good choice. Discuss with the GM what spell list is appropriate to the religion the warrior follows. Consider purchasing Power Investiture [10] and 5 to 10 points worth of appropriate spells. This still leaves a few points to further customize the template.
- Another way to handle this sort of character is to combine the priest template from *GURPS Wizards* (see p. WI88) with another warrior template in this book. See p. 8 for guidelines on mixing templates.
- Choice of a religion or god is of foremost importance when building a warrior of this sort. The GM can provide information on what sorts of religions are available in his campaign setting.
- Weapons and armor are also dependent on the religion chosen. Often, a religious order will proscribe use of certain weapons – the classic example being the prohibition of bladed weapons. With the GM's approval, such a restriction can serve as a Vow.

# Using This Character

This template is suitable for a 100-point fantasy or low-tech setting. It can also be used in a modern or science-fiction campaign if the Game Master deems it appropriate.

# SIR MICHEL GUIZOT
(150 POINTS)

Age 36; 6', 172 lbs.; serious-looking, with black eyes, hair, and goatee; surcoat with templar cross.

| ST: 12 [20] | IQ: 13 [30] | Speed: 6.00 |
|---|---|---|
| DX: 13 [30] | HT: 11 [10] | Move: 3 |
| Dodge: 4 | Parry: 8 | Block: 8 |

## Advantages
Clerical Investment (Rank 1) [5]; Combat Reflexes [15]; Military Rank 3 [15]; Patron (Knights Templar; 9 or less) [15]; Power Investiture 1 (Christianity) [10].

## Disadvantages
Duty (Knights Templar; 9 or less) [-5]; Fanaticism (Knights Templar) [-15]; Secret (Templar Rituals) [-10]; Vow (Own no more than he can carry) [-10].

## Quirks
Ends any statement of future plans with "If the Lord wills"; Prefers to sleep on a board; Intolerant of other religions; Scornful of the Hospitallers; Believes secular rulers have no authority over Church matters [-5].

## Skills
Administration-12 [1]; Area Knowledge (Holy Land)-12 [½]; Armoury/TL3 (specializing in hand weapons)-17/(general)-11 [1]; Axe/Mace-13 [4]; Diplomacy-12 [2]; Flail-13 [4]; Knife-12 [½]; Lance-14 [4]; Law (Religious)-12 [2]; Leadership-13 [2]; Occultism-12 [1]; Performance/Ritual (Christianity)-13 [2]; Psychology-11 [1]; Research-12 [1]; Riding (Horse)-13 [2]; Shield-14 [2]; Survival (Desert)-12 [1]; Tactics-12 [2]; Theology-13 [4].

## Spells* (1 point each):
Bravery-12; Detect Magic-12; Identify Spell-12; Minor Healing-12; Recover Strength-12; Sense Foes-12.

*Includes +1 for Power Investiture. Prerequisites have been ignored in return for a limited spell list.

## Languages
French (native)-13 [0]; Arabic-11 [½]; English-11 [½]; Latin-12 [1].

## Equipment
Morningstar (1d+5 cr); Corselet layered over chainmail shirt (PD 4, DR 8): Chainmail arms and leggings (PD 3, DR 4; PD 1, DR 2 vs. impaling); Boots (PD 2, DR 4); Gauntlets (PD 3, DR 4); Greathelm (PD 4, DR 7); Medium shield (PD 3, Hits 7/50); Crucifix; Templar's tabard.

Sir Michel is a mid-ranking member of the secretive and powerful Order of the Knights Templar. In keeping with his Benedictine vow of poverty, he has relinquished his holdings and almost all of his wealth. Although special dispensation was made by the Church to allow the Knights Templar to retain their holdings, Sir Michel instead gave his to the Order. He is still allowed use of his estate when he returns to Europe.

After the order came into possession of what was reported to be a piece of wood from the True Cross, Sir Michel became consumed by a desire to locate as many holy relics as possible. When he finds them, he turns them over to the Order for safekeeping. His quest has taken him across most of the Middle East and into regions few western Europeans had ever seen. So far, he's not found too many Christian relics, but he has been exposed to a good deal of Eastern mysticism and the occult.

He's incorporated some of this mysticism into his own Christian beliefs and has discovered that he is capable of deeds previously only ascribed to the Saints. Sir Michel has shared this knowledge with his fellow Templars. The Knights realize this could provide them with a powerful weapon, but are very hesitant to admit this knowledge to anyone outside the Order. The Templars have always kept many of their practices secret, but many fear that revelation of this ability could cause the Church to disown them – or worse, denounce them as heretics!

Sir Michel is designed as a powerful and somewhat mysterious NPC for a *GURPS Middle Ages* campaign. His spells are received through Power Investiture and so function normally in Earth's low-mana environment. If the GM doesn't want to include any magic in his campaign, Power Investiture and his spell list can be replaced by more mundane advantages like an Ally Group, Contacts or even Diplomatic Immunity to reflect his ties with the Church.

With few changes, Sir Michel is also adaptable to *Arabian Nights* in the time of the Crusades or a *Fantasy* campaign. In the latter, the GM may want to rearrange his points and purchase Magery instead of Power Investiture.

## Red Eagle (150 pts)

Age 37; 6'1", 179 lbs.; long black hair, brown eyes, bronze skin; tall, middle-aged Lakota Indian warrior carrying a Winchester rifle and lance.

**ST** 13 [30], **DX** 14 [45], **IQ** 12 [20], **HT** 12 [20]

Basic Speed 6.50, Move 6.

Dodge 7, Parry 8.

*Advantages:* Alertness +2 [10]; Combat Reflexes [15]; High Pain Threshold [10]; Status 2 [10].

*Disadvantages:* Bloodlust [-10]; Code of Honor (Warrior's) [-10]; Sense of Duty (Tribe) [-5]; Social Stigma ("Wild Indian") [-15].

*Quirks:* Believes his tribe must use the weapons of the white man to defeat him; Surly; Mild fear of locomotives; Always paints the same pattern when using war paint; Tries to "count coup" at least once each battle [-5].

*Skills:* Area Knowledge (Northern Plains)-13 [2]; Armoury/TL2 (specializing in hand weapons)-17/(general)-11 [2]; Axe/Mace-15 [4]; Bow-14 [4]; Equestrian Acrobatics-13 [2]; First Aid/TL2-12 [1]; Guns/TL5 (Rifle)*-17 [2]; Knife-14 [1]; Leadership-12 [2]; Navigation/TL3-11 [2]; Riding (Stirrupless)-15 [4]; Stealth-14 [2]; Survival (Plains)-12 [2]; Tactics-12 [4]; Throwing-13 [2]; Tracking-13 [4]; Veterinary/TL2-12 [4].

*Languages:* Siouan (native)-12 [0]; English-11 [1].

*Equipment:* Winchester WD .44-40 rifle; Spear (1d+2 imp); Tomahawk (2d cut); Large knife (2d-3 cut, 1d imp).

Red Eagle is a member of the Sioux Kit Fox Society, the most honored group of warriors in the Lakota tribes. It also has members among the Cheyenne, the Arikara, the Mandan and the Crow. Red Eagle's Code of Honor demands bravery, generosity, and brotherhood with his fellow warriors. He carries a special sash denoting his place in the society and, in a pitched battle, may stake it to the ground, indicating his resolve not to retreat before the battle is done. Most of the time, however, Red Eagle prefers hit-and-run tactics against the U.S. Army, using his skills as a horseman to strike the enemy and retreat. His Code does not prevent this sort of warfare – it actually encourages it. Only in extreme circumstances is he expected to dismount and face his fate as noted above.

# HORSEMAN

Like the cavalryman, the horseman relies on the speed and maneuverability of his mount to make him a deadly opponent. Unlike his counterpart, the horseman usually learns his skill as a way of life rather than as a military profession. Many such warriors come from tribes of nomadic hunters. They are often viewed as barbarians by more agrarian cultures. However, the horsemen's close relationship with their mounts makes them quite different from the usual image of a barbarian warrior.

A horseman's most important possession is his mount. It is not only a method of transport, but also an important part of the warrior's arsenal. Having years of practice with hunting and fighting on horseback, the horseman uses his mount as a mobile platform from which to fire missiles at his target. While he has some skill with a hand-to-hand weapon, seldom does the horseman enter melee combat with an opponent. By doing so, he loses his greatest advantage – maneuverability. Although honor is often a large part of his culture, he is seldom saddled by notions of a fair fight; his world has little place for such niceties.

A large group of horsemen is a fearsome force on the low-tech battlefield. Relying on their mounts' speed, they avoid melee with their opponents, using their deadly skill with missile weapons to kill from a distance. When an enemy attempts to close with them, they simply retreat – all the while continuing their withering fire. Infantry of all types are little more than mobile targets for these warriors. Only similarly equipped and mounted opponents can effectively combat their style of warfare. The Mongol warriors are the finest historical example of such horsemen. During the reign of the great Khans, Genghis and Ogodai, the Mongol influence reached from the Danube river to China. No opponent was able to defeat their horsemen in battle; only the untimely death of Ogodai and the resulting internal squabble prevented Western Europe from being attacked by the fierce raiders.

Many civilized nations in low-tech campaigns employ horseman as light cavalry soldiers in their armies. These warriors serve as scouts and raiders for the main body of troops when on the march. In battle, they are used to harass and flank enemy formations. They fill a primarily supporting role, and their tactics aren't nearly as effective in such a fashion as they are when operating alone. The Romans and Greeks both utilized barbarian horsemen in this manner and the Egyptian army contained Bedouin lancers and Turkish horse-archers during the Crusades.

## Design Notes

*Attributes:* We gave the template a DX 13, since most warriors of this type are not only skilled riders, but also excellent shots with some sort of missile weapon as well. We settle on a ST and HT 11 to portray the high level of fitness possessed by such a character.

*Advantages:* The range of advantages provided covers keen senses (Alertness, Combat Reflexes, and Danger Sense), affinity with animals (Animal Empathy or Beast-Kin), tribal ties (Ally Group), vigor, and endurance (Fit/Very Fit, High Pain Threshold, Toughness, and ability bonuses).

*Disadvantages:* For disadvantages, we chose ones to depict a lack of organization or discipline (Bad Temper and Impulsiveness), a tribal background (Chummy/Gregarious, Code of Honor, and Sense of Duty) or less advanced culture (Semi-Literate/Illiteracy, Social Stigma, and Uneducated), warrior mentality (Bloodlust, Callous and Overconfidence), and the effect of years on horseback (Bow-Legged).

*Primary Skills:* Riding is an obvious choice, and since it limits the horseman's Combat/Weapon skills while he's mounted, we give it level 14. Although he certainly is capable of using hand weapons, the horseman isn't as trained in melee as many warriors, so we've given him a single weapon at 13, instead of the usual skill

of 14. Missiles are the true weapons of choice for this type of fighter and we've set aside 8 points for use in those appropriate for the character's background.

*Secondary Skills:* Here we've placed several maintenance skills – Armoury for his weapons and First Aid and Survival for himself.

*Background Skills:* We've chosen a selection of skills to represent further ability with his mount (Animal Handling, Equestrian Acrobatics, and Veterinary), combat ability (Brawling, Knife, Leadership, and Tactics) and the ability to find his way around the open plains, steppes, or desert of his home (Area Knowledge and Orienteering).

## Nadhim Bachir (75 pts)

Age 32; 5'10", 163 lbs.; black hair, brown eyes, deeply tanned skin; Bedouin warrior dressed in dark robes and carrying a long spear.

**ST** 11 [10], **DX** 13 [30], **IQ** 11 [10], **HT** 12 [20]
Basic Speed 6.25, Move 6.
Dodge 6, Parry 7.

*Advantages:* Alertness +2 [10]; Fit [5].
*Disadvantages:* Chummy [-5]; Code of Honor (Arabian) [-10]; Impulsiveness [-10]; Overconfidence [-10]; Sense of Duty (Tribe) [-5].
*Quirks:* Doesn't drink coffee; Occasionally forgets details; Likes to gaze at the night sky; Recites his own poetry while traveling [-4].
*Skills:* Animal Handling-10 [2]; Armoury/TL3 (specializing in hand weapons)-16/(general)-10 [2]; Broadsword-13 [2]; Cooking-11 [1]; First Aid/TL3-11 [1]; Knife-14 [2]; Lance-13 [2]; Poetry-11 [2]; Riding (Camel)-12 [1]; Riding (Horse)-14 [4]; Spear-14 [4]; Stealth-12 [1]; Survival (Desert)-11 [2]; Throwing-13 [4]; Veterinary/TL3-11 [4].
*Languages:* Arabic (native)-11 [0].
*Equipment:* Spear (1d+1 imp); Knife (1d-2 cut, 1d-2 imp); Horse; Riding saddle; Waterskin.

Nahmid is typical of an experienced Bedouin warrior. His people are feared as raiders, sweeping out of the wastes to attack and pillage small or unprotected caravans. The Bedouin are also occasionally employed by powerful Arabian lords to fight against the Crusaders' armies. Nahmid has seen a fair amount of combat in his life. He has participated on many raids himself, and has also worked for caravan masters to guard against other Bedouin raiders. Nahmid even hired on for a short stint as a mercenary with an Egyptian army under Saladin. Organized warfare isn't to his liking, however – especially against the heavily armored European knights. After a single battle, he retired from the life of a soldier and returned to guarding (or raiding) desert caravans.

Like most Bedouins, he much prefers horses to camels. A horse, in his opinion, is a thing of beauty. A camel is little more than a sour-tempered beast of burden. His personal feelings won't keep him from using the animal in desert conditions that would kill a horse.

## Aurnia                                    (100 pts)

Age 23; 6'9", 1,360 lbs.; curly brown hair worn in braids, brown eyes; young centaur woman with a spear.

**ST** 13/26 [0], **DX** 13 [30], **IQ** 10 [10], **HT** 13 [10]

Basic Speed 6.50, Move 8.
Dodge 6, Parry 7.

*Advantages: Racial (Centaur):* Upper body +3 ST – no jumping bonus, lower body Enhanced ST 26 – no fine manipulators (61); HT +2 [20]; Alertness +1 [5]; DR +1 [3]; Enhanced Move (Running) ×1 [10]; 4 legs [5]; Racial Skill: Animal Handling (IQ) [4]; Racial Skill: Jumping (DX) [1]; Racial Skill: Running (HT); Racial Skill: Survival (Plains) (IQ) [2].

*Disadvantages: Racial (Centaur):* IQ -1 [-10]; Inconvenient Size [-10]; Mild Claustrophobia [-15]; Overconfidence [-10] Stubbornness [-5]. *Personal:* Chummy [-5]; Code of Honor (Mercenary's) [-5]; Curious [-10]; Gullibility [-10]; Impulsiveness [-10].

*Quirks:* Loves to hear stories of distant lands; Misses her own people, but doesn't let it show; Thinks stables are barbaric; Likes jewelry; Plays with her food while eating [-5].

*Skills:* Animal Handling-10* [0]; Armoury/TL3 (specializing in hand weapons)-15/(general)-9 [2]; Bow-14 [8]; Brawling-14 [2]; First Aid/TL3-10 [1]; Jumping-13 [0]; Running-14* [4]; Spear-14 [4]; Stealth-13 [2]; Survival (Plains)-11* [2]; Tracking-11 [4].

*Purchased from racial default.

*Languages:* Anglish-8 [½]; Centaur (native)-10 [0]; Elvish-8 [½].

*Equipment:* Bow (1d+2 imp); Spear (2d+2 imp); Boiled leather on torso and arms (PD 2, DR 2); Two quivers of 10 arrows; Pack; Rope.

Aurnia is a young centaur who left her tribe to explore the world. She occasionally works as a scout for the troops of a Caithness noble and performs the job admirably, mixing the skills of a horseman and ranger. Her biggest weakness is her inexperience – she has a tendency to believe nearly every tale she hears! Also, because of her innate self-confidence and curiosity, she's apt to act without carefully considering the consequences.

Although she is enjoying the many sights and adventures she's having, Aurnia finds she misses her own people terribly. She, like most centaurs, has a fondness for elves and seeks out their company whenever possible. With the elves she doesn't feel quite as homesick as she does among humans.

# Horseman                                    [75 points]

**Attributes:** ST 11 [10], DX 13 [30], IQ 10 [0], HT 11 [10].

**Advantages:** A total of 15 points in Alertness [5/level], Ally Group [varies], Animal Empathy or Beast-Kin [5 or 15], Combat Reflexes [15], Danger Sense [15], Fit or Very Fit [5 or 15], High Pain Threshold, Toughness [DR 1], or +1 ST or HT [10].

**Disadvantages:** A total of -20 points chosen from Bad Temper [-10], Bloodlust [-10], Bow-Legged [-1], Callous [-6], Chummy or Gregarious [-5 or -10], Code of Honor [-5 to -15], Impulsiveness [-10], Overconfidence [-10], Semi-Literate or Illiterate [-5 or -10], Sense of Duty [-5 to -15], Social Stigma (Barbarian) [-15], and Uneducated [-5].

**Primary Skills:** Riding (P/A) DX+1 [4]-14, *one* of Axe/Mace, Broadsword, Shortsword or Spear (all P/A) DX [2]-13, and 8 points in ranged Combat/Weapon skills (e.g., Bow, Throwing, Guns/TL, etc.) *or* Lance (P/A) DX+2 [8]-14.

**Secondary Skills:** Armoury/TL (Small Arms or Hand Weapons) (M/A) IQ+1 [4]-11, First Aid (M/E) IQ+1 [2]-11, and Survival (any) (M/A) IQ [4]-11.

**Background Skills:** A total of 6 points spent among Animal Handling (M/H), Area Knowledge (M/E), Brawling (P/E), Equestrian Acrobatics (P/H), Knife (P/E), Leadership (M/A), Orienteering (M/A), Tactics (M/H) and Veterinary/TL (M/H).

## Customization Notes

- Quite a few points remain to develop this character for a 100-point campaign. Additional Outdoor skills are very appropriate, as are a few more Combat/Weapon skills. If you're designing a horse archer, the Horse Archery maneuver on p. CI169 is a good investment!
- Horseman generally favor smaller mounts, like the steppe ponies of the Mongols. These animals, although weaker than larger horses, usually have much greater stamina and maneuverability. This allows the horseman to literally ride circles around his opponents.
- Armor worn by horsemen is generally light and often limited to boiled leather or hide. This is by no means a hard and fast rule – as the Mongols expanded their empire and conquered more technically advanced societies, they began to wear heavier armor, up to and including scale armor and chainmail.
- Many advanced nations hired barbarian horseman to serve as light cavalry for their military. Such a character could rise in the ranks of his own unit, but seldom commanded other troops outside of the mercenary units. The officer and NCO lenses on p. 10 can be used to represent a leader of a mercenary light cavalry unit, but even officers of such forces are unlikely to hold Military Rank higher than 4.
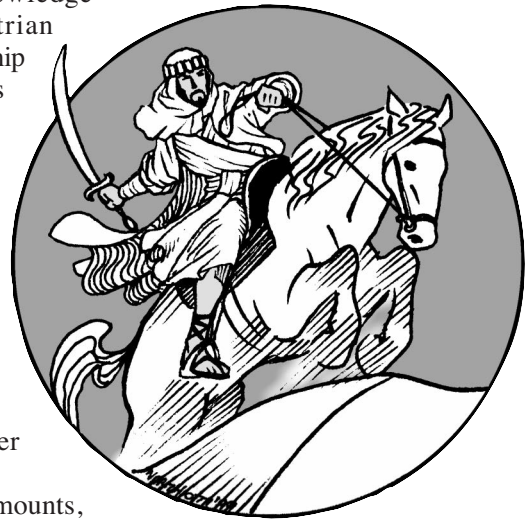
## Using This Character

The horseman template is usable in any 100-point fantasy or historical campaign where a nomadic horsemen or light cavalry troops exist. The horseman is extremely rare in worlds where the predominant tech level is 5, and nearly unheard of at higher levels. The GM can also use the template without further modification to represent nomadic warriors or light cavalry.

# MISHIG TSOGBAYAR

**(100 POINTS)**

Age 32; 5'6", 157 lbs.; Mongol warrior with shoulder-length black hair and long mustache.

**ST:** 11 [10]  **IQ:** 11 [10]  **Speed:** 6.00

**DX:** 13 [30]  **HT:** 11 [10]  **Move:** 4

**Dodge:** 5  **Parry:** 8

## Advantages

Absolute Direction [5]; Animal Empathy [5]; Combat Reflexes [15]; Fit [5]; Toughness (DR 1) [10].

## Disadvantages

Overconfidence [-10]; Callous [-6]; Chummy [-5]; Social Stigma (Barbarian) [-15]; Stubbornness [-5].

## Quirks

Only alcoholic beverage he drinks is fermented goat's milk; Bloodthirsty in battle; After a ride, tends to horse before anything else; Mocks farmers and merchants as weak; Uncomfortable when not on horseback. [-5]

## Skills

Animal Handling-10 [2]; Armoury/TL2-11 [2]; Bow-14 [8]; Broadsword-14 [4]; Equestrian Acrobatics-12 [2]; Fast-Draw (Arrow)-12 [½]; First Aid/TL2-11 [1]; Intimidation-12 [4]; Knife-12 [½]; Navigation/TL3-10 [2]; Riding-14 [4]; Survival (Desert)-11 [2]; Survival (Plains)-11 [2]; Tactics-10 [2]; Veterinary/TL2-11 [4].

## Languages

Mongolian (native)-11 [0]; Mandarin-10 [1].

## Equipment

Composite bow (imp 1d+2); *Dau* (Chinese scimitar) (1d+1 cut, 1d-1 imp); Small knife (1d-2 cut, 1d-2 imp); Banded leather armor on chest and arms (PD 3, DR 3); Pot-helm (PD 3, DR 4); Quiver with 10 arrows; Four more quivers on pony; Pony; Blanket; Dried goat's milk and jerked beef rations; Waterskin; Large belt pouch; Coarse cotton clothing; Soft leather boots.

Mishig is an mounted warrior with years of experience in Genghis Khan's army. He's recently set out to seek his own fortune after seeing how ineffective the Khan's opponents appear to be in battle. He's certain his own skill with a horse and weapons will soon make him a fortune. It doesn't matter to him whether he earns it or takes it from a weaker and, thus less deserving, soul.

His skill as an archer and horseman are undeniable. He is counting on that to earn his riches. Unfortunately, Mishig isn't aware that the very skills that make him so effective in combat make him nearly worthless to a prospective employer. His tactics involve firing his bow at his opponents from a distance until they attempt to close with him. At that point he retreats, relying on his own horse's stamina to outlast any pursuers, while continuing to pepper his foes with his arrows. This is an extraordinarily potent strategy for mass combat, but his tactic of retreating from the battle makes him useless as a guard or even conventional mercenary.



Mishig carries a curved sword, but seldom relies on it in battle. He picked it up years ago mainly as a means to deal with captives or wounded opponents on the battlefield. Before that, he had to rely on sheer intimidation to keep his prisoners from running away if he ran out of arrows during a battle!

His lack of luck in finding steady work is beginning to wear on his already short patience. He's decided if his situation doesn't soon change, he'll try another course of action. His two options, as he sees it, are to become an adventurer or a bandit. Often, there is little difference in the two!

Mishig is designed as a 100-point character in a *GURPS China* campaign. He's suitable as either a starting character or an NPC enemy, ally or contact controlled by the GM. Thanks to the widespread influence of the Mongols during this period, he's also quite easily adaptable to a *Middle Ages* or *Arabian Nights* campaign. A change of his second language is necessary to allow him to interact with members of those cultures. He could also be used as one of Kublai Khan's soldiers during the Mongol invasions of the late 13th century.

## Horst Prock (75 pts)

Age 31; 6'1", 184 lbs.; brown hair and beard, blue eyes and lightly sunburned skin; breastplate and helmet; 9' halberd.

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

Basic Speed 6.00, Move 4.
Dodge 4, Parry 7.

*Advantages:* Composed [5]; Fit [5].

*Disadvantages:* Code of Honor (Mercenary's) [-5]; Duty (to Company; 15 or less) [-15]; Gregarious [-10]; Post-Combat Shakes [-5]; Sense of Duty (comrades in arms) [-5].

*Quirks:* Prefers farming; Doesn't get most jokes, but tries; Talks incessantly about the weather; believes in witches, fairies, and goblins; Dislikes flatland country [-5].

*Skills:* Agronomy/TL3-11 [2]; Animal Handling-9 [1]; Armoury/TL3 (Hand Weapons)-16/(general)-10 [2]; Brawling-12 [1]; Crossbow-12 [1]; First Aid/TL3-11 [1]; Hiking-12 [2]; Knife-12 [1]; Polearm-14 [8]; Savoir-Faire (Military)-11 [1]; Scrounging-11 [1]; Spear-12 [2]; Survival (Mountains)-11 [2]; Tactics (Drill)-15/(general)-9 [2]; Weather Sense/TL3-9 [½].

*Languages:* English-9 [½]; French-10 [1]; German (native)-11 [0]; Italian-10 [1].

*Equipment:* Halberd (2d+4 cut, 2d+3 imp, 1d+3 imp); Large knife (1d+2 cut, 1d imp); Steel breastplate (PD 4, DR 5); Pot-helm (PD 3, DR 4); Wineskin; Shirt and trousers; Boots.

Horst is a member of a Swiss mercenary company during the late 14th century. The Swiss militia has seen much success against the heavy cavalry of the Austrian army. Many European powers have also hired companies of Swiss halberdiers and pikemen. Horst is usually positioned in the center of a "hedgehog" – a square of pikemen so named because of the bristling rows of pikes that protrude from all sides. His job is to dispatch any cavalry that manages to break through to the inside of the square. He ... halberd for this task. ... rved with the com... r over a year, and ... enjoys the company ... ountrymen and has ... riends among the ... Horst would much ... e back in the moun... Switzerland. He's ... nthused about the ... ought of dying in ... battle. While he ... stands his ground ... firmly during com... is often physically ill ... d due to his fear.
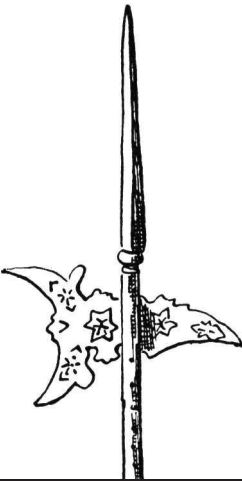
# HEAVY FOOT SOLDIER

Heavy foot soldiers are so called because they usually wear heavy armor. They are trained to fight in close order with their comrades and maintain a tight formation. With the advent of firearms, heavy foot soldiers quickly become outdated – such warriors are rare by late TL4 and unheard of in TL5 or higher.

Carefully drilled maneuvers are the basis for the strength of heavy infantry. Without it, the soldier's lack of mobility would spell certain defeat on the battlefield, particularly at the hands of cavalry. With it, a charge by even heavily armored cavalryman can be broken. The most common heavy infantry formation is the *phalanx*, which is basically a unit of soldiers standing shoulder to shoulder in a line, with four to eight similar ranks close behind them. This mass of soldiers helps bolster the confidence of the individuals in the formation, masses the weaponry of the unit to defend a relatively small front and is relatively easy for a commander to maneuver – especially in a low-tech environment with no sophisticated means of communication.

Historically, heavy foot soldiers have been the backbone of many great armies. These warriors may be professionals, as in the case of the Roman legions or Swiss pikemen, or they may be civilian levies, like the ancient Greek hoplites. Most armies in fantasy literature are also composed of heavy foot soldiers. Heavy foot soldiers may also be used as town guardsmen. Their armor helps offset any deficit they may have in skill with their chosen weapon.

These soldiers are typically armed with a melee weapon and shield and usually wear the heaviest armor available. Occasionally, such troops will also employ a simple missile weapon, such as the Roman legionnaire's *pilum*. More often, separate troops are responsible for ranged weapons. Weighty armor and weapons build a strong and fairly tough warrior, particularly if worn for extended periods.

## Design Notes

*Attributes:* The armor and weapons carried by the heavy foot soldier require a good ST to manage, so we decide on a 12 – this is sufficient to manage the majority of the weapons appropriate to the template with no penalty. We decide on DX 12 and HT of 11, since both of these are important attributes to a foot soldier of this sort. However, this type of warrior is fairly common in certain timelines and genres, so we don't want the template's base attributes to be too high.

*Advantages:* We've chosen a wide selection of advantages to reflect the heavy foot soldier's toughness and stamina (e.g., High Pain Threshold, Extra Hit Points and Fatigue, Fit or Very Fit, etc.). We've also added Combat Reflexes, which is pretty much standard for any veteran warrior. Finally, Composed, Fearlessness, and Strong Will are appropriate to represent the high level of discipline required on the battlefield.

*Disadvantages:* We provide a choice of disadvantages common to soldiers – Chummy or Gregarious, Code of Honor, and Sense of Duty – and some frequent in all professional warriors – Bloodlust, Overconfident, and Callous. Many soldiers of this type are conscripted, and some unwilling combatants may suffer Post Combat Shakes. Innovation has little place in the heavy foot soldier's mentality, so we added Obdurate to the list of options.

*Primary Skills:* Long marches from battlefield to battlefield give the heavy foot soldier Hiking; since it's not a "risky" skill, we assign it a level of 12. His weapons are the tools of his trade, so we make sure he has at least a 14 in the appropriate skills. The exact weapons are dependent on the campaign's setting, however, so we've provided a broad selection of weapon and shield or polearm options.

*Secondary Skills:* Armoury and Savior-Faire (Military) are common to most professional soldiers, as is some skill in First-Aid. Tactics (Drill) is needed to accomplish the large maneuvers practiced by organized melee troops in early TLs.

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### Durmak Eye-Biter (50 pts)

Age 21; 5'10", 175 lbs.; stringy black hair, small black eyes and rough, swarthy skin; typical orc warrior in scale armor with shield and mace.

**ST** 12 [20], **DX** 12 [20], **IQ** 8 [0], **HT** 13 [10].

Basic Speed 6.25, Move 3.

Dodge 3, Block 7, Parry 7.

*Advantages: Racial (Orc):* Acute Hearing +2 [4]; Brawling skill at DX [1]; Extra Hit Point +1 [5]; HT +2 [20]. *Personal:* High Pain Threshold [10]; Rapid Healing [5]; Toughness (DR 1) [10].

*Disadvantages: Racial (Orc):* Intolerance [-10]; Reputation (Civilized races; -3) [-15]; IQ -2 [-15]. *Personal:* Bloodlust [-10]; Bully [-10]; Callous [-6]; Overconfidence [-10]; Unattractive Appearance [-5].

*Quirks:* Avoids hard work religiously; Mild fear of magic; Inventive torturer; Always tries to take more than his share of any loot; Never cleans his weapon [-5].

*Skills:* Armoury/TL3 (Hand Weapons)-14/(general)-7 [4]; Axe/Mace-14 [8]; Brawling-12 [0]; First Aid-9 [2]; Hiking-13 [2]; Intimidation-9* [3]; Scrounging-9 [2]; Shield-14 [4]; Survival (Plains)-9 [4]; Tactics (Drill)-12/(general)-6 [2].

*Purchased from ST default.

*Languages:* Orcish (native)-8 [0].

*Equipment:* Mace (1d+5 cr); Scale armor on chest, arms, and legs (PD 3, DR 4); Leather helm (PD 2, DR 2); Half-eaten turkey leg; Boots.



Durmak is an example of a standard orc "grunt." His tribe is near Castle Defiant in the Orclands, and due to close association with human soldiers (through battle), the tribe has learned the value of discipline. The orcish warriors aren't as good at it as their human opponents, but Durmak's tribe is more effective in battle than some of the wilder orcs from further north or west.

He gets his name from a particularly disturbing habit he practices on captives after a battle – we'll leave the details to your imagination. Durmak isn't thrilled with the frequent drills the chief, Gorshak, makes him do, but it beats most other work. Durmak still hasn't caught on to the subtleties of an organized military unit – substitute Intimidation for any situation calling for Savoir-Faire (Military), except when dealing with superior (or tougher) orcs. Then, he just grovels.
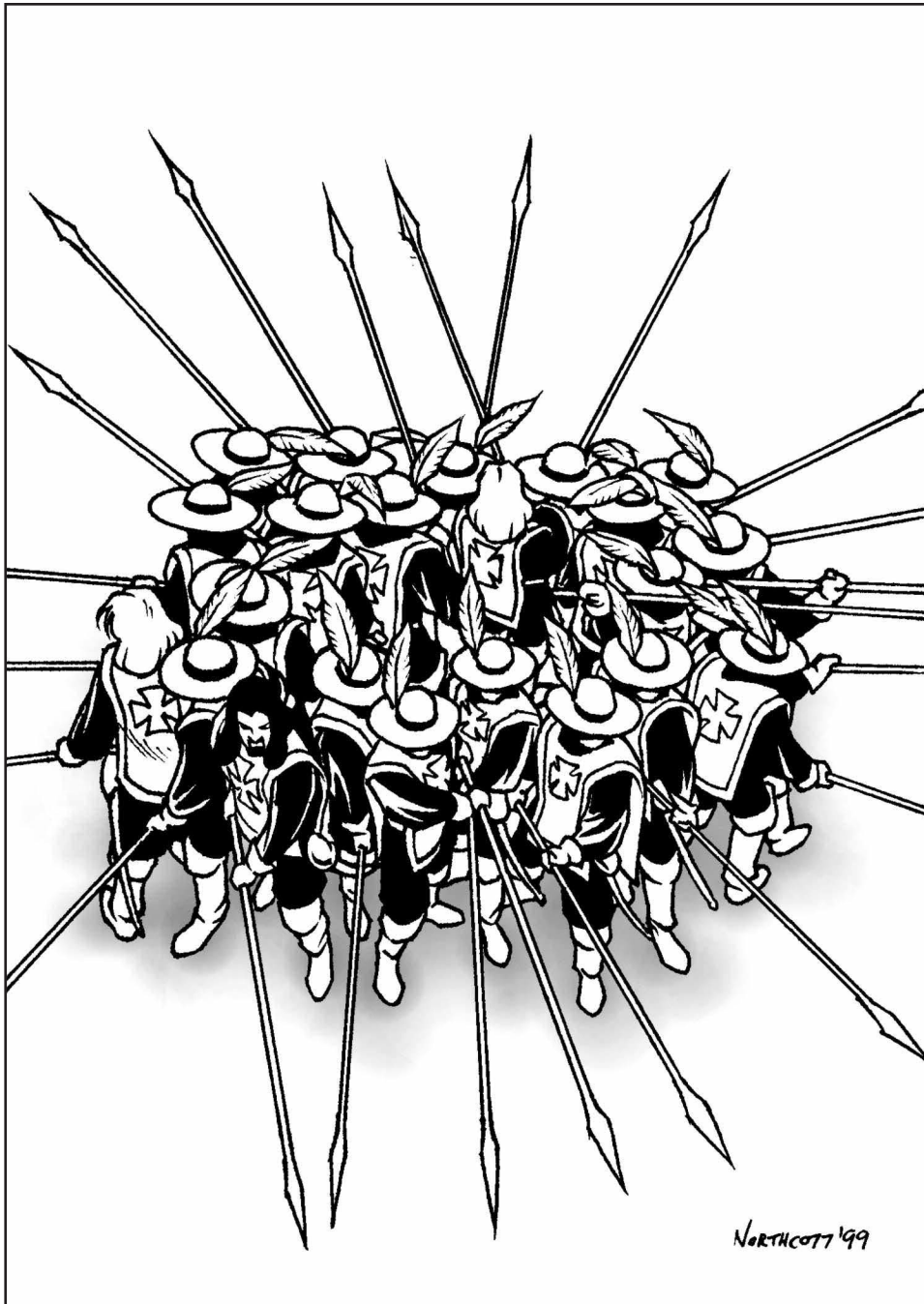
*Background Skills:* Brawling, Carousing, Cooking, Gambling, Knife, Leadership, and Scrounging are easily picked up around a military camp, but not a necessary part of the heavy foot soldier's life. Orienteering and Survival are available as a result of long marches and campaigns with poor logistical support. Since most heavy foot soldiers are only part-time warriors, most have Agronomy or a Craft skill as an alternate means of earning income.

# Heavy Foot Soldier [65 points]

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

**Advantages:** A total of 15 points chosen from Combat Reflexes [15], Composed [5], Extra Fatigue [3 points/level], Extra Hit Points [5 points/level], Fearlessness [2/level], Fit or Very Fit [5 or 15], High Pain Threshold [10], Strong Will [4 points/level], Toughness (DR 1) [10], and +1 ST, DX or HT [10].

## Mettius the Clever          (75 pts)

Age 29; 5'8", 167 lbs.; short black hair, green eyes; Roman legionnaire in segmented armor.

**ST** 12 [20], **DX** 12 [20], **IQ** 10 [0], **HT** 12 [20]

Basic Speed 6.00, Move 3.
Dodge 4, Block 8, Parry 8.

*Advantages:* Combat Reflexes [15]; Composed [5]; Fit [5].

*Disadvantages:* Chummy [-5]; Code of Honor (Roman) [-10]; Duty (Legion; -15 or less) [-15]; Obdurate [-10].

*Quirks:* Likes building nightly fortifications; Nervous around barbarians; Always looks for omens; Likes the structure of military life; Mouth breather [-5].

*Skills:* Armoury/TL2 (Hand Weapons)-16/(general)-10 [4]; Brawling-12 [1]; Cooking-10 [1]; Distilling-11 [4]; Engineer/TL2 (Combat)-8 [1]; First Aid-10 [1]; Hiking-12 [2]; Savoir-Faire (Military)-10 [1]; Shield-14 [4]; Shortsword-14 [8]; Spear-12 [2]; Spear Throwing-14 [4]; Tactics (Drill)-14/(general)-8 [2].

*Languages:* Latin (native)-10 [0].

*Equipment:* Gladius (shortsword) (1d+2 cut, 1d-1 imp); Pilum (spear) (1d imp); Segmented armor on chest – areas 9 to 11, 17 and 18) (PD 3, DR 5; PD 2, DR 3 vs. impaling); Studded leather skirts on upper legs – area 11 (PD 2, DR 3; PD 1 DR 1 vs. impaling); Legionnaire's helmet – areas 3 and 4(PD 3, DR 4) and area 5 (PD 2, DR 3); Scutum (large shield) (PD 4, Hits 9/60); Water skin; Boots (PD 2, DR 2).

Mettius is an experienced, but otherwise average, legionnaire. He joined the Legions after a brief stint in a winery. He absolutely detested the feel of grapes squishing between his toes. He's a solid member of his maniple and has a spot on the front rank.

He received his nickname as a joke. It's common knowledge around his cohort that he'd probably lose a debate with a rock. It's not that Mettius is stupid, but he's not the fastest chariot in the race. When it comes to routine tasks, Mettius excels; few legionnaires are as skilled as he is in digging a ditch, for instance. This makes him an ideal member of a maniple, but his inability to improvise or adapt to new situations makes him a poor leader.



**Disadvantages:** A total of -25 points chosen from Bloodlust [-10], Callous [-6], Chummy or Gregarious [-5 or -10], Code of Honor [-5 to -15], Obdurate [-10], Overconfidence [-10], Post Combat Shakes [-5], and Sense of Duty (comrades in arms) [-5].

**Primary Skills:** *Either* one of Axe/Mace, Broadsword, Shortsword or Spear (all P/A) DX+2 [8]-14 and Shield (P/E) DX+2 [4]-14 *or* Polearm (P/A) DX+2 [8]-14 and 4 points in another hand-to-hand Combat/Weapon skill.

**Secondary Skills:** Armory/TL (Hand Weapons) (M/A) IQ+1 [4]-11, Tactics (Drill) (M/H) IQ-1 [2] (Drill)-14/(general)-8, and Hiking (P/A) HT [2]-11.

**Background Skills:** First Aid (M/E) IQ [1]-10, Savoir-Faire (Military) (M/E) IQ [1]-10 and a total of 3 points in the following: any Craft skill; Cooking and Scrounging (both M/E); Agronomy, Gambling, Leadership, Orienteering, and Survival (any) (all M/A); Brawling or Knife (both P/E); and Carousing (P/A).

# Customization Notes

- This template, along with the Knight, Barbarian, Scout, and Swordsman, is very appropriate to use for the common "fantasy warrior" often depicted in literature.
- When selecting the Combat/Weapon skills, take into account the setting of the campaign – it's not likely a Greek hoplite will have the Polearm skill!
- See the lenses for officers and NCOs on p. 10 to make a heavy foot soldier with leadership experience and skills.
- The most important purchases for a heavy foot soldier are his weapon and armor. It's usually a good idea to buy the best armor affordable when equipping the character.
- Unless the warrior is a member of a standing, professional army (historically, this was a rarity) or a mercenary unit, he'll need some craft or professional skills to support himself during peacetime.



# Using This Character

This template is designed for use in a standard 100-point campaign. When using this template as the basis for such a character, more than enough points remain to customize the warrior to fit almost any concept. The template can also be used by the Game Master to represent an experienced NPC foot soldier.

# SERGEANT MORGAN
## (100 POINTS)

Age 37; 5'11", 179 lbs.; tanned with a salt-and-pepper beard, close-cropped hair and slate gray eyes, dressed in the tabard of a guardsman of Serrun.

| | | |
|---|---|---|
| **ST:** 12 [20] | **IQ:** 11 [10] | **Speed:** 6.00 |
| **DX:** 12 [20] | **HT:** 12 [20] | **Move:** 4 |
| **Dodge:** 4 | **Parry:** 7 | **Block:** 7 |

### Advantages
Composed [5]; Extra Fatigue +2 [6]; Legal Enforcement Powers [5]; Military Rank 1 [5]; Strong Will +1 [4]; Toughness (DR 1) [10].

### Disadvantages
Chummy [-5]; Honesty [-10]; Duty (Guardsman; 12 or less) [-10]; Sense of Duty (city inhabitants) [-10]; Stubbornness [-5].

### Quirks
Doesn't like magic; Hums while walking patrol; Uses his broadsword to point; Doesn't trust traders from Cardiel; Refuses to debate religion [-5].

### Skills
Area Knowledge (Serrun)-12 [2]; Armoury/TL3 (Hand Weapons)-11 [2]; Brawling-12 [1]; Broadsword-14 [8]; Crossbow-14 [4]; First Aid-11 [1]; Hiking-12 [2]; Interrogation-11 [2]; Leadership-12 [4]; Savoir-Faire (Military)-12 [2]; Shield-14 [4]; Streetwise-11 [2]; Survival (Plains)-11 [2]; Tactics (specializing in drill)-15/(general)-9 [2].

### Languages
Anglish (native)-11 [0].

### Equipment
Broadsword (1d+3 cut, 1d imp); Crossbow (1d+3 imp); Chainmail on chest and arms (PD 3, DR 4); Leather helm (PD 2, DR 2); Medium shield (PD 3, Hits 7/40); Quiver with 10 bolts; Belt pouch with 10 copper farthings; Tabard of the Archdiocese of Serrun.

Sergeant Morgan served many years in the Legions of Megalos – so many, in fact, he failed to learn another trade. As he grew older, it became obvious to him he'd not advance much further in the ranks of the Legions, so he sought his fortune elsewhere. Mercenary companies held no interest for him. He had grown rather fond of life in his middle age and had no desire to lose it over someone else's argument. Eventually, he settled on the idea of becoming a town guardsman. It was the one place his years of experience in the military could be applied without unnecessary risk to his life or limb. Morgan is no coward, but he's also no foolhardy young adventurer.

His background and skills quickly elevated him to the rank of sergeant and Morgan is in charge of his own patrol now. He often oversees the entire shift of the Watch in his ward. He's built a reputation for honesty and fair treatment – a carry-over from his own personal code of ethics learned in the Legions. Morgan has also picked up enough street-savvy to keep con artists and other shysters from pulling the wool over his eyes. All of these traits combine to make Sergeant Morgan one of the more respected members of the Serrun Watch. His superiors are well aware of his competence, and consider him a likely candidate for further promotion.

The one part of his job that makes him a bit uncomfortable is the current religious unrest in Serrun. Morgan himself is a bit unsure what religion he follows, but he knows who pays his salary, so he is careful to never speak out against the decisions of the Archbishop Nikolai. He's also privately of the opinion that a man's belief is his own business, so when the Archbishop placed several citizens under edict for pagan worship, Morgan found himself in a quandary. However, when many of those same people responded by protesting on the steps of the city's cathedral, Morgan didn't hesitate to step in and intervene. When challenged by one of the protesters, Morgan responded, "Religion is the Archbishop's business; this is mine. Move along."

Sergeant Morgan is designed for a 100-point *GURPS Fantasy* campaign and is appropriate as a player character, NPC or even an opponent for other player characters. With some changes to his background story, he could also be used as a ranking guardsman in a *Middle Ages* campaign.
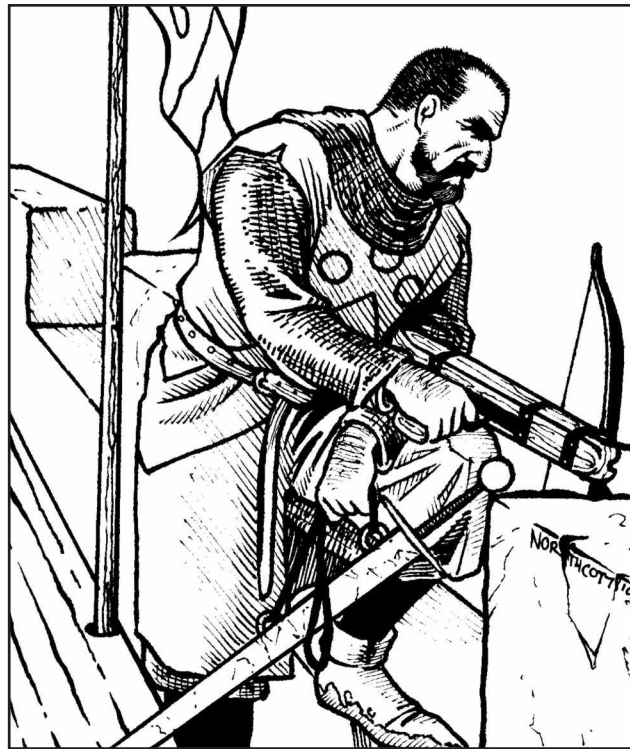
## Tízoc (100 pts)

Age 27; 5'6", 134 lbs.; black hair, brown eyes, light brown skin; scarred Aztec warrior with a macautl and animal-skin armor.

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

Basic Speed 6.25, Move 6.

Dodge 5, Parry 7, Block 7.

*Advantages:* Fit [5]; Military Rank 4 [20]; Status 2 [10].

*Disadvantages:* Addiction (Tobacco) [-5]; Code of Honor (Aztec Knight's) [-5]; Duty (*Calpulli*; 12 or less) [-10]; Extravagance [-10]; Overconfidence [-10].

*Quirks:* Feelings of rivalry with Eagle knights; Prefers red, black, and white feathers and paint as war decoration; Never shares his tobacco; Mild phobia of shapeshifters; Ambitious [-5].

*Skills:* Armoury/TL1 (specializing in hand weapons)-15/(general-9 [2]; Broadsword-14 [4]; Carousing-11 [1]; Climbing-12 [1]; Heraldry-10 [2]; Hiking-12 [2]; Leadership-11 [4]; Running-12 [4]; Sacrifice-9 [2]; Savoir-Faire-12 [0]*; Shield-14 [2]; Spear Thrower-14 [2]; Spear Throwing-13 [2]; Teaching-11 [4]; Theology-12 [8]; Woodworking-13 [2].

*Defaults to IQ+2 due to Status.

*Languages:* Nahuátl (native)-10 [0].

*Equipment: Macautl* (wood-and-stone sword) (cut 1d+3); *Atlatl* (spear thrower) and 5 darts (imp 1d+1); *Tlauzitli* (armor) on torso and limbs (PD 1, DR 2); Feather-fringed wooden shield (PD 2, Hits 5/30) - fringe provides additional PD 1 to upper thigh only; Wooden helmet carved to resemble a jaguar's head; Obsidian sacrificial knife.

Tízoc is an ambitious young Jaguar Knight from the village of Tepeyacac on the shore of Lake Texcoco. He was originally a woodworker, but the humble life of the craftsman didn't suit him; he craved recognition and status. He decided to use his naturally able body to gain respect as a warrior and soon proved his mettle by capturing five enemies in a fierce battle. This brought him instant acclaim and the mantle of Jaguar Knight.

Tízoc now serves as a warrior full-time, training others in his *calupilli* – or clan – in the ways of war. In combat, Tízoc seldom tries to kill his enemy. Instead, he aims his obsidian-edged macautl at his opponent's limbs, merely incapacitating them so that they can be taken back to Tepeyacac for sacrifice. Taking captives is Tízoc's foremost goal in combat and he hopes to raise his Status and Rank even higher in this manner.

# KNIGHT

Elite, high-status warriors exist in any society where there is a highly stratified social structure. They are most commonly encountered as the European knights and Japanese samurai of the Middle Ages; the heroes of the Greek Heroic Age and the *huscarls* of the Vikings are also examples. All hold a higher status than the average person in their society and are professional warriors, often in service of an even higher-status lord. Such service isn't a hard and fast rule, however – history and literature offer many examples of masterless aristocratic warriors who freely wander the countryside.

The knight's social standing allows him to practice the military arts full-time. As a result, he is a better-trained and more effective combatant than the average member of a militia or levy. By virtue of his status, he is also expected to perform certain tasks outside the range of the normal soldier or citizen. A feudal warrior is expected to lead from the front in battle. He must live up to a higher standard of bravery and behavior than the common soldier, whether on the field or not. His lord may dispatch him to deal with threats to the security of the land, such as an uprising or even a rampaging monster. Even if he is a knight errant or *ronin*, commoners look to him as their champion and protector, simply by virtue of *noblesse oblige* – the social and moral obligation of the higher levels of society to those beneath them.

In addition to his martial skills, a knight must also have at least some refinement in the social arena. Simply knowing how to swing a sword or draw a bow is not enough. The knight must be familiar with appropriate behavior in a courtly environment. He must be able to deal with those of equal or higher status. He may also become involved in court intrigues or political maneuvering to better his own position. Many cultures require their aristocratic warriors to be artists or poets as well.

Many aristocratic warriors fall far short of their society's expectations. Occasional transgressions may be forgiven (if not forgotten), but those who trans-

gress frequently will build Reputations as dishonorable or, depending on the circumstances, cowardly. They may suffer a loss of Status or position as a result. A heroic deed or two may be needed to restore the knight's good name.

# Design Notes

*Attributes:* Since a knight has a good deal of spare time in which to train, we've given the template fairly high physical attributes. A ST 12 lets him wield most melee weapons and DX 13 will let him purchase a higher skill level more effectively. We also provide a HT 11 to reflect the toughness he's developed through his extensive training.

*Advantages:* Status 2 or higher is required to be considered a knight or samurai, so we make that a required advantage for the template. We provide additional choices to represent social standing (Wealth and additional levels of Status), a powerful family (Heir and Patron), physical prowess (Fit/Very Fit, High Pain Threshold, and Toughness), experience (Combat Reflexes and Reputation), and education (Semi-Literacy/Literacy).

*Disadvantages:* The choice of disadvantages depict feudal responsibility (Duty and Sense of Duty), personal ethics (Code of Honor and Vow), biases (Intolerance), egotism (Jealousy, Selfish/Self-Centered, and Overconfidence/Glory Hound), and battle-hardening (Bloodlust and Callous). We've also added Disowned for errant knights who are seeking their own fortune.

*Primary Skills:* Riding is a sign of status in most cultures. We've provided an additional 12 points to purchase weapon skills appropriate to the setting.

*Secondary Skills:* We provide Leadership to represent his role as a leader in battle. Savoir-Faire (free thanks to his high Status!) allows the warrior to conduct himself in polite society.

*Background Skills:* Heraldry is an essential skill to an aristocratic warrior. We've also given the template a wide selection of skills reflecting further social refinement (Carousing, Dancing, Diplomacy, Poetry, Politics, and Tea Ceremony) and martial ability (Armoury, Strategy, and Tactics).



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## Marta Nayar          (200 pts)

Age 24; 5'8", 137 lbs.; purple hair, purple eyes and fair skin; attractive young noble woman wearing a deep purple jumpsuit and a low-slung blaster holster.

**ST** 11 [10], **DX** 13 [30], **IQ** 12 [20], **HT** 12 [20]
Basic Speed 6.25, Move 6.
Dodge 6, Parry 7.

*Advantages:* Ally (Williams; 12 or less) [10]; Attractive Appearance [5]; Charisma +2 [10]; Daredevil [15]; Filthy Rich [50]; Multimillionaire [25]; Status 3 [10] (cost reduced for Wealth level).

*Disadvantages:* Code of Honor (Chivalric) [-15]; Glory Hound [-15]; Impulsiveness [-10].

*Quirks:* Quick temper; Avoids manual labor; Can't turn down a plea for help; Hates chauvinists; Favorite color is purple [-5].

*Skills:* Beam Weapons/TL9 (Blaster)-16* [2]; Broadsword-14 [4]; Carousing-12 [2]; Diplomacy-12 [4]; Driving/TL9 (Mecha)-14 [4]; Gunner/TL9 (Laser)-15* [2]; Gunner/TL9 (Missile Launcher)-15* [2]; Heraldry-13 [4]; Piloting/TL9 (Mecha)-14 [4]; Politics-13 [4]; Savoir-Faire-14 [0]**; Tactics-13 [6].
*Includes +2 bonus for IQ 12.
**Defaults to IQ+2 due to Status.

*Languages:* Galactic Common (native)-12 [0].

*Equipment:* Blaster pistol; Medium monocrys vest (PD 2, DR 16; PD 1, DR 2 vs. impaling); Exceptionally fine clothing; Seraph Delta mecha (detailed on p. ME71).

Marta is a techno-knight-errant in a futuristic feudal society. A member of a noble family on a distant world, she travels from planet to planet taking on all challengers – and sometimes doing genuinely good deeds – with her anthropomorphic mecha. She claims she's doing this to bring greater recognition and status to her family, but she really just gets a kick out of all the attention she receives when she wins! Marta has virtually unlimited funds at her disposal, thanks to her family's tremendous wealth. She is rather extravagant in her tastes.

Her only companion as she travels about the universe is her servant, Williams, who is not only her valet and butler, but also the mechanic and armorer for her mecha. Williams is a 100-point character himself, with Mechanic, Armoury/TL9 (Vehicle Weapons), Savoir-Faire and other Social Skills, as well as a few Combat/Weapon skills. The English accent and Unfazeable advantage are optional.

## Sir Liam Moran (100 pts)

Age 23; 6', 172 lbs.; light brown hair, blue-green eyes, lightly freckled skin; boyish-faced knight in chainmail wearing the livery of the Order of the Stone and carrying a broadsword and shield.

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

Basic Speed 6.25, Move 4.
Dodge 4, Parry 7, Block 7.

*Advantages:* Patron (Order of the Stone; 9 or less) [15]; Rapid Healing [5]; Reputation +2 (as a Knight of the Stone; all Caithnessers) [10]; Semi-Literacy [5]; Status 2 [10].

*Disadvantages:* Code of Honor (Chivalric) [-15]; Compulsive Vowing [-5]; Duty (to Order; 9 or less) [-5]; Overconfidence [-10]; Sense of Duty (Knights of the Stone) [-5].

*Quirks:* Mildly superstitious; Something of a romantic; Talks to his horse; Not particularly religious; Strong dislike of Templars and Hospitallers [-5].

*Skills:* Armoury/TL3 (specializing in hand weapons)-15/(general)-9 [2]; Broadsword-14 [4]; Heraldry-11 [4]; Lance-14 [4]; Leadership-11 [4]; Riding (Horse)-14 [4]; Savoir-Faire-12* [0]; Shield-14 [2]; Tactics-11 [6].

*Languages:* Anglish (native)-10 [0].

*Defaults to IQ+2 due to Status.

*Equipment:* Thrusting broadsword (1d+3 cut, 1d+2 imp); Chainmail on torso and limbs (PD 3, DR 4; PD 1, DR 2 vs. impaling); Pot-helm (PD 3, DR 4); Boots (PD 2, DR 2); Gauntlets (PD 2, DR 2); Medium shield emblazoned with the emblem of the Order of the Stone (PD 3, Hits 7/40); Large belt pouch; Warhorse; Tack.

Sir Liam is a young, relatively new member of the Order of the Stone. His family was not extraordinarily wealthy, unlike that of most other knights, and Sir Liam had to earn his place in the ranks through years of hard work. He recently completed his training and has set out to prove himself worthy of the title of knight. His former master granted him a warhorse – a rare gift indeed, since the Order seldom provides any recompense or reward to its members. However, his dedication and efforts as a squire were exemplary and his knight bestowed the animal upon him, knowing the young man did not have the funds to purchase one himself.

# Knight [90 points]

**Attributes:** ST 12 [20], DX 13 [30], IQ 10 [0], HT 11 [10].

**Advantages:** Status 2 [10] and an additional 15 points chosen from among Combat Reflexes [15], Fit or Very Fit [5 or 15], Heir [5], High Pain Threshold [10], Patron [varies], Reputation [varies], Semi-Literacy or Literacy [5 or 10], Toughness (DR 1) [10], Wealth [varies], and additional levels of Status [5/level].

**Disadvantages:** A total of -20 points chosen from Bloodlust [-10], Callous [-6], Code of Honor (Chivalric or Bushido)[-15], Disowned [-5 or -15], Duty (to liege lord; 9 or less) [-5], Intolerance (Religious, Racial or National) [-5 or -10], Jealousy [-10], Overconfidence or Glory Hound [-10 or -15], Selfish or Self-Centered [-5 to -15], Sense of Duty [-5 to -15], and Vow [-5 to -15].

**Primary Skills:** Riding (P/A) DX [2]-13 and 12 points in combat skills. See *Customization Notes* below for sample weapon selections for medieval knights and samurai.

**Secondary Skills:** Leadership (M/A) IQ [4]-11 and Savoir-Faire (M/E) IQ+2 [0]-12*.

**Background Skills:** Heraldry (M/A) IQ [2]-10, 5 points in any of Armoury/TL, Poetry and Politics (all M/A); Diplomacy, Strategy, Tactics, and Tea Ceremony (all M/H); Appreciate Beauty (optional specialization *recommended*) (M/VH); Dancing (P/A) and Carousing (P/A; HT).

*Defaults to IQ+2 due to high Status.

## Customization Notes
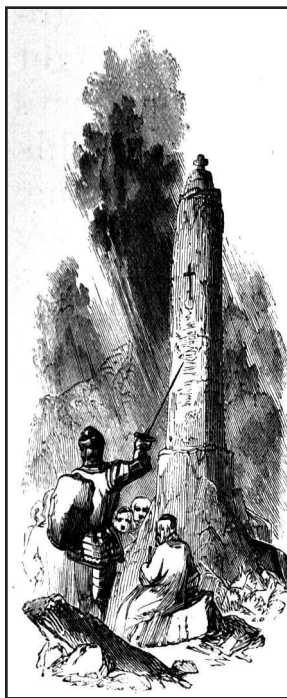
• Masterless knights (or ronin) don't hold as high a status in their societies as do those in the service of a lord. Such characters need only purchase Status 1 [5], thus reducing the cost of the template to 85 points. Average wealth or Temporary Wealth is also an option for masterless knights – representing the lack of a greater lord's financial support.

• Riding is provided as a primary skill for the template, but in a society where horses either don't exist or are outdated, it should be replaced by another, more appropriate skill. Hiking and Running are good choices for low-tech cultures, while Driving or Piloting might be substituted in advanced campaigns.

• It's not required, but some points in a Wealth advantage will be very helpful in purchasing weapons, armor and a mount for a noble warrior. The equivalent period cost of a katana, wakizashi, dai-kyu and steel armor for a samurai is well over $2,000. A medieval knight desiring full plate armor may face a bill of more than twice that.

• Choice of Combat/Weapon skills should be appropriate to the setting and the character's station. A selection for a medieval knight might be Shield (P/E) DX+1 [2]-14, Lance (P/A) DX+1 [4]-14, *either* Broadsword *or* Axe/Mace (both P/A) DX+1 [4]-14 as a primary weapon, and the other at DX [2]-14. A good choice samurai, on the other hand, is Katana (P/A) DX+1 [4]-14, Shortsword (P/A) DX [4]-14, and Bow (P/H) DX [4]-13.

## Using This Character

Although not common in modern settings, aristocratic warriors appear across time lines and genres. Not only are they common to fantasy and medieval settings, but many science fiction campaigns have cultures based around the concept of noble families warring with each other.

# AKIMOTO HIROSHI

Age 26; 5'6", 127 lbs.; Japanese noble wearing a complete suit of steel armor and carrying the matched swords of a samurai.

**ST:** 12 [20]   **IQ:** 12 [20]   **Speed:** 6.00

**DX:** 13 [30]   **HT:** 11 [10]   **Move:** 5

**Dodge:** 5   **Parry:** 9

## Advantages

Comfortable Wealth [10]; Patron (Daimyo; 9 or less) [10]; Semi-Literacy [0]; Status 2 [10].

## Disadvantages

Callous [-6]; Code of Honor (Bushido) [-15]; Duty (to Daimyo; 9 or less) [-5]; Sense of Duty (Clan) [-10].

## Quirks

Secretly believes pursuing artistic endeavors wastes his time; Seeks out court gossip; Mildly paranoid; Proud; Jealous of higher-ranking samurai [-5].

## Skills

Armoury/TL3-11 [1]; Bow-13 [4]; Detect Lies-10 [1]; Diplomacy-11 [2]; Heraldry-11 [2]; Katana-15 [8]; Leadership-11 [1]; Origami-12 [1]; Poetry-11 [1]; Politics-12 [2]; Riding (Horse)-13 [2]; Savoir-Faire-14 [0]*; Shortsword-13 [2]; Tactics-13 [6]; Tea Ceremony-11 [2].

*Defaults to IQ+2 due to Status.

## Languages

Japanese (native)-12 [0].

## Equipment

Katana, one-handed (1d+3 cut, 1d imp), two handed (1d+4 cut, 1d imp) and 2/3 Parry; Wakizashi (1d+2 cut, 1d-1 imp); Steel *do* armor on torso, limbs and hands (PD 3, DR 4); Helmet (PD 3, DR 4); Silk kimono under armor.

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Akimoto Hiroshi is a samurai in service to a fairly minor daimyo in feudal Japan. He is neither high enough in his lord's service nor wealthy enough in his own right to fully equip himself as is fitting for a warrior of his status. For now, he has to make do with only the matched swords of a samurai and a good set of armor. Soon, however, he hopes to acquire a fine dai-kyu and horse so that he may ride into battle instead of walking like a commoner.

Hiroshi never embraced the teachings and asceticism of Buddhism. He pays lip service to the religion because it is expected, but does not truly believe its teachings. He also feels many samurai pay far too much attention to the practice of the peaceful arts. For much the same reason he practices Buddhism, he has learned origami and written a few *haiku*. He sees it as a waste of time he could be better spending practicing his combat skills – or engaged in political activity, the one thing outside of warfare that he truly enjoys. Unlike many of his peers, Hiroshi tries to remain actively involved in the intrigues and maneuverings within the court. At present, his status is rather low in the court, but he makes the most of what resources are available to him.

He is careful to keep his political meddling secret from his lord and the other samurai. He fears they would see it as a dishonorable activity for one of his position. His purpose, however, is not entirely selfish in nature – he truly hopes his actions will aid his lord and his clan's standing. Of course, should he be successful in his endeavors, he would benefit by association, at the very least!

Akimoto Hiroshi is designed for play in a *GURPS Japan* setting. He's suitable as a starting character in a 100-point campaign or as an average NPC samurai. His interest in courtly maneuvering makes him an interesting and different kind of enemy for a player-character samurai. In a more benevolent role, he can also serve as a good source of information for a party. Hiroshi could also be placed in a *GURPS Fantasy* campaign as a Sahudese warrior with a few changes of his skills. As a twist, and with some heavy modification, he could even be worked into a *GURPS Old West* setting as a ronin chased from Japan after a failed plot!

## Ictinos the Brave (75 pts)

Age 27; 5'6", 135 lbs.; brown hair, brown eyes, fair skin; helmet and leather cloak.

**ST** 11 [10], **DX** 13 [30], **IQ** 11 [10], **HT** 11 [10]

Basic Speed 6.00, Move 7.

Dodge 6, Parry 7.

*Advantages:* Extra Fatigue +3 [9]; Fit [5]; Literacy [5]; Reputation +1 (Athenians) [5].

*Disadvantages:* Chummy [-5]; Post-Combat Shakes [-5]; Selfish [-5]; Sense of Duty (Athens) [-10]; Status -1 (Ordinary Craftsman) [-5]; Struggling Wealth [-10].

*Quirks:* Considers himself an expert on Athenian politics; Embarrassed by his Post-Combat Shakes; Something of a glory hound; Hates critics; Likes his wine very watered [-5].

*Skills:* Area Knowledge (Athens)-11 [1]; Armoury/TL2 (specializing in hand weapons)-16/(general)-10 [2]; Brawling-13 [1]; Climbing-12 [1]; First Aid/TL2-11 [1]; Hiking-12 [4]; Law-9 [1]; Merchant-11 [2]; Politics-10 [1]; Running-11 [4]; Sculpting-14 [4]; Shield-14 [2]; Short-sword-12 [1]; Spear-12[1]; Spear Throwing-15 [4]; Stealth-12 [1]; Survival (Mountains)-11 [2]; Swimming-13 [1]; Tactics-10 [2].

*Languages:* Greek (native)-11 [0].

*Equipment:* Shortsword (1d+1 cut, 1d-1 imp); 4 javelins (1d imp); Bronze helmet (PD 3, DR 3); Leather cloak (PD 1, DR 1, from behind only); Small shield (PD 2, Hits 5/30); Sculptor's tools *(when not on the battlefield)*.

Ictinos is a sculptor in Athens during the Classical Age. During times of war, he serves as a *peltast* in the Athenian army. A peltast is a spear-thrower in light armor. They are usually drawn from the ranks of the citizens unable to afford the heavy armor of the hoplites. Peltasts usually throw their javelins against the flanks and rear of an enemy's phalanx, capitalizing on the inability of the formation to adequately defend itself.

Like many citizen-soldiers, Ictinos has a passing interest in tactics. A peltast has to know when to retreat and advance from a heavily armed opponent, otherwise he's more a liability than an asset on the battlefield! Ictinos is a competent soldier and has earned something of a name for himself in the city. Of course, much of his celebrity is due to his own knack for self-promotion; he's actually terrified in battle and often physically ill afterward – a fact he tries to keep well hidden from his comrades in arms.

# LIGHT FOOT SOLDIER

Light foot soldiers wear little armor and tend to rely on missiles rather than heavy melee weapons. They are often simply levies or militia troops fielded to flesh out an existing professional army. Frequently, they are formed from the lower classes of a society and armed with modified tools and farming implements. In spite of these factors, light foot soldiers can be a truly effective fighting force and, in the hands of a skilled tactician, even defeat their better armed and armored counterparts.

Historically, light foot soldiers are represented in a variety of cultures. The Greek *psiloi* (literally meaning "unarmored"), Viking raiders, Roman *auxilia* (or auxiliary troops), and even the crossbowmen of the Middle Ages were all light foot soldiers. They were usually used to support a core of heavy infantry, but they were also employed as scouts and raiders on campaigns.

Rather than follow close order drill, they employ hit-and-run tactics against their foe's flanks and rear. Formations of heavy infantry were often poorly equipped to deal with such attacks. The light foot soldier was able to harry the armored opponents from a distance, since heavy infantry seldom carried any missile weapons capable of returning their fire. And, thanks to his lack of encumbrance, the light soldier could easily retreat in the face of a heavy infantry advance. Light foot soldiers were easy prey for any sort of cavalry, however. Cavalry was able to chase down light infantry even while wearing heavy armor.

## Design Notes

*Attributes:* A moderate ST and HT are appropriate for this template simply because of the long marching and exertion of battle, so we settle on a score of 11 for both. We settle on a DX of 12 because light foot soldiers must be able to use a missile weapon with some proficiency.

*Advantages:* The advantages we provide as options are fairly standard for most warriors (e.g., Combat Reflexes, Fit/Very Fit, High Pain Threshold, and Toughness), but we've added a few to help the light foot soldier's endurance (Extra Fatigue) and perceptiveness (Alertness). Since this type of soldier is drawn from a broad spectrum of society, we also allow some customization of any physical attribute (+1 ST, DX, or HT), to reflect an above-average recruit.

*Disadvantages:* In addition to a selection of disadvantages appropriate to most warriors (Bloodlust, Callous, and Overconfidence) and soldiers (Chummy/Gregarious, Code of Honor, and Sense of Duty), we've also included a few that help define the character's place in society (Poverty and Status) and lack of strict military discipline (Impulsiveness and Short Attention Span). Since many light soldiers are actually unwilling conscripts, they may also suffer from disadvantages not usually found in professional warriors or soldiers (Cowardice, Post-Combat Shakes, and Weak Will). Characters with these disadvantages are not likely to become leaders in their units.

*Primary Skills:* We've chosen Hiking as a primary skill, since that's how *all* soldiers of this sort get from battle to battle. Since light foot soldiers are found throughout a variety of times and cultures, we've also given an open choice of Combat/Weapon skills, both melee and ranged. This choice should be dictated by the setting. Keep in mind that – with the exception of the bow and crossbow – light foot soldiers tend to employ cheap and easy-to-learn weapons.

*Secondary Skills:* Running helps the warrior maneuver on the battlefield. It also lets him take advantage of his light encumbrance to retreat quickly when the situation merits. Stealth is used by these sorts of troops to encircle or ambush an opposing force.

*Background Skills:* Armoury and First Aid help the light foot soldier repair himself and his equipment after a battle; although seldom formally trained in either of

## Grettir Thorsen (100 pts)

Age 25; 5'11", 160 lbs.; red hair, amber eyes; bearded Viking warrior with neatly braided hair, in well-kept armor, wearing a broadsword.

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

Basic Speed 6.25, Move 4.
Dodge 3, Parry 7, Block 7.

*Advantages:* Voice [10].

*Disadvantages:* Code of Honor (Viking) [-10]; Compulsive Carousing [-5]; Glory Hound [-15]; Gregarious [-10].
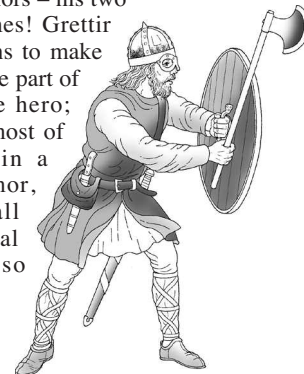
*Quirks:* Wants to be a famous skald; Extravagant when entertaining; Nosy; Fascinated by old tales; Very fussy about his appearance [-5].

*Skills:* Armoury/TL3-13 [2]; Axe/Mace-14 [4]; Axe Throwing-15 [4]; Bard-13 [2]; Brawling-15 [2]; Broadsword-14 [4]; Carousing-11 [2]; First Aid/TL3-13 [1]; Heraldry-12 [1]; Hiking-12 [4]; Leadership-13 [2]; Poetry-11 [½]; Running-11 [4]; Savoir-Faire-13 [1]; Seamanship/TL3-13 [1]; Shield-14 [2]; Singing-12 [2]; Skaldic Lore-13 [4]; Stealth-12 [1]; Survival (Woodlands)-12 [1].

*Languages:* Anglo-Saxon-12 [½]; Frankish-12 [½]; Old Norse (native)-13 [0]; Scots Gaelic-11 [½].

*Equipment:* Broadsword (1d+3 cut, 1d cr); *Francisca* (throwing axe) (1d+2 cut); Scale armor on chest and upper arms (PD 3, DR 4); Viking helmet (PD 4, DR 4); Viking round shield (PD 4, Hits 5/40); Wool breeches and linen undershirt.

Grettir is a young Viking warrior who has participated in a few raids. He is a natural warrior and found the excitement of battle much to his liking. Unfortunately, there are very few professional soldiers in the Norse culture. Grettir has had to find another profession to put food in his belly. He was lucky enough to have been born with a deep and resonant voice that makes any tale or poem sound impressive, so he's taken to studying skaldic lore and poetry. So far, Grettier is happy with his new calling, since it gives him a reason to adventure and tell tales to halls full of boisterous warriors – his two favorite pastimes! Grettir takes great pains to make sure he looks the part of a young Norse hero; he's invested most of his earnings in a sword and armor, since nearly all Viking mythical heroes were so equipped.



these skills, conscripts were often left to tend to themselves and learned them through trial and error. A wide range of additional background skills is available to help define the character's background (craft skills and Agronomy) and military experience (Leadership, Savoir-Faire). There are also a few skills the character may have learned informally around the camp (Brawling, Carousing, Cooking, Knife and Scrounging) or as an impromptu scout for his unit (Survival and Tracking).

## Fiorello Scardino            (50 pts)

Age 29; 5'8", 145 lbs.; dirty blond hair, hazel eyes, olive skin; a young, slightly disheveled soldier wearing chainmail.

**ST** 11 [10], **DX** 13 [30], **IQ** 10 [0], **HT** 11 [10].

Basic Speed 6.00, Move 4.
Dodge 4, Parry 8.

*Advantages:* Combat Reflexes [15].

*Disadvantages:* Bloodlust [-10]; Code of Honor (Mercenary's) [-5]; Greed [-15]; Impulsiveness [-10].

*Quirks:* Proud of nationality; Believes looting is a mercenary's right; Gets seasick easily; Hates Protestants; Doesn't maintain his weapons well [-5].

*Skills:* Armoury/TL3 (specializing in bow and arrows)-15/(general)-9 [2]; Brawling-14 [2]; Crossbow-15 [4]; Fast-Draw (Arrow)-14* [1]; First Aid/TL3-10 [1]; Hiking-12 [4]; Running-12 [4]; Savoir-Faire (Military)-11 [2]; Scrounging-11 [2]; Shield-14 [2]; Shortsword-14 [4]; Stealth-12 [1].

*Languages:* Italian (native-10 [0]; French-9 [1].

*Includes +1 for Combat Reflexes.

*Equipment:* Shortsword (1d+1 cut, 1d-1 imp); Crossbow ST 15 (1d+5 imp); Chainmail shirt (PD 3, DR 4; PD 1, DR 2 vs. impaling); Pot-helm (PD 3, DR 4); Pavise (large shield) (PD 4, Hits 7/40); Goat's foot for cocking crossbow; Wool blanket; Wooden drinking cup; Small knife.

Fiorello is a mercenary with an Italian company from the city of Genoa. His unit specializes in the use of the crossbow and is often hired to support French heavy cavalry and knights. He and his comrades suffered heavy losses in a recent battle against English longbowmen. The French are beginning to reconsider the usefulness of the Genoese mercenaries in their current war. The real reason the crossbowmen did so poorly isn't a reflection on their skill. Their bowstrings got wet in a sudden downpour prior to the battle, making the weapons far less effective.

The standard tactic employed by the crossbowmen is to carry their pavise shields on their back. After firing their weapons, they turn their backs to the enemy and let the long shield protect them from return missile fire as they crank their bows back for another volley.
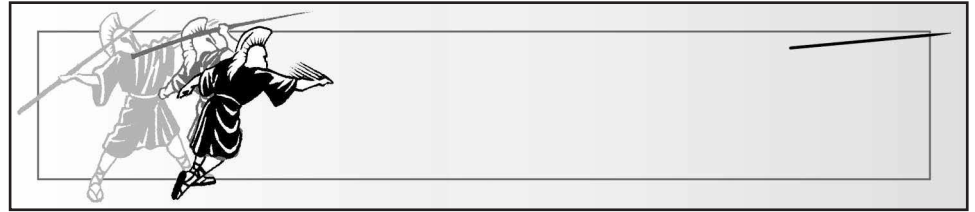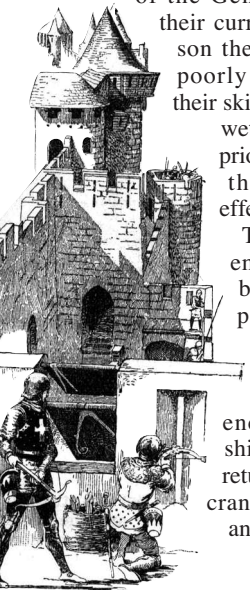
# Light Foot Soldier            [60 points]

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

**Advantages:** A total of 15 points chosen from among Alertness [5 points/level], Combat Reflexes [15], Extra Fatigue [3 points/level], Fit or Very Fit [5 or 15], High Pain Threshold [10], Toughness (DR 1) [10], or +1 ST, DX, or HT.

**Disadvantages:** A total of -20 points chosen from Bloodlust [-10], Callous [-6], Chummy or Gregarious [-5 or -10], Code of Honor [-5 to -15], Cowardice [-10], Impulsiveness [-10], Overconfidence [-10], Post Combat Shakes, Poverty [varies], Sense of Duty [-5 to -15], Short Attention Span [-10], Status [-5/level], and Weak Will [-8/level].

**Primary Skills:** Hiking (P/A) HT+1 [4]-12, 4 points in melee Combat/Weapon skills like Axe/Mace (P/A), Shield (P/E), Shortsword (P/A) and Spear (P/A), and 4 points in a ranged Combat/Weapon skill such as Axe Throwing (P/E), Bow (P/H), Crossbow (P/E), or Spear Throwing (P/E).

**Secondary Skills:**, Running (P/H) HT [4]-11 and Stealth (P/A) DX-1 [1]-11.

**Background Skills:** Armory/TL (M/A) IQ [2]-10 and a total of 6 points among Cooking (M/E), First Aid/TL, Savoir-Faire (Military), and Scrounging (all M/E); Agronomy, Leadership, Orienteering, Survival (any) and Tracking (all M/A); Tactics (M/H); Brawling and Knife (both P/E); Carousing (P/A; HT); and any Craft skill.

## Customization Notes

- This template is a good starting point for a fantasy or historical character who has some combat skills, but isn't a full-time warrior. The light foot soldier's low point cost allows enormous flexibility in customizing the character to just about *any* concept.
- It's not common for light foot soldiers to progress far in a military hierarchy, but an NCO-type subordinate leader may be appropriate. See the NCO lens on p. 10 for details on further customizing the template.
- Warriors of this type seldom wear heavy armor, choosing to rely on mobility and missile weapons more than brute strength and melee combat. There are exceptions to this, of course, but leather armor is a good choice for a starting light foot soldier.
- Choose a cheap primary weapon like a spear or axe – few light foot soldiers wield anything as difficult to learn as a flail or as expensive as broadsword. Missile weapons are very important to this character. Javelins and spears are always appropriate, while bows become common in TL2 and higher settings. The crossbow is a weapon of choice by late TL3 or early TL4.

## Using This Character

The light foot soldier template is appropriate to any fantasy or historical setting in which firearms either don't exist or are still fairly rare. After mid-TL4, this type of character becomes very rare and, by TL5, such warriors exist only as members of primitive or barbarian cultures – use the Barbarian template on p. 24 for these types. It is designed for a 100-point campaign, although its low point cost will allow it to be used in even a low-power 75-point setting. The GM can also use the template to represent competent militia troops without further modification.

# AELEIA  (95 POINTS)

Age 23; 5'9", 139 lbs.; dark skinned Winged Folk woman with black hair and bright blue eyes, in very light armor, carrying a bow and thin shortsword.

| | | |
|---|---|---|
| **ST:** 12 [10] | **IQ:** 10 [0] | **Speed:** 6.25 |
| **DX:** 14 [20] | **HT:** 11 [10] | **Move:** 6 |
| **Dodge:** 6 | **Parry:** 7 | |

## Advantages

*Racial Advantages:* ST +1 [10]; DX +2 [20]; Acute Vision +3 [6]; Flight (Winged) [30]; Racial Skill: Bolas at DX [2]; Racial Skill: Flight at DX+1 [2]. *Personal Advantages:* Combat Reflexes [15]; Fit [5]; Toughness (DR 1) [10].

## Disadvantages

*Racial Disadvantages:* Fragile [-20]. *Personal Disadvantages:* Edgy [-5]; Impulsiveness [-10]; Overconfidence [-10]; Obsession (Return to her tribe's aerie) [-10].

## Quirks

Mildly claustrophobic; Scoffs at notions of a "fair fight"; Dislikes orcs; Callous toward races other than her own; Rustles her wings when she's agitated [-5].

## Skills

Armoury/TL3-10 [2]; Bolas-14 [0*]; Bow-14 [4]; Fast-Draw (Arrow)-14 [1]; First Aid/TL3-10 [1]; Flight-15 [0]; Knife-13 [½]; Knife Throwing-13 [½]; Leadership-10 [2]; Shortsword-13 [1]; Spear-15 [4]; Stealth-13 [1]; Survival (Mountains)-10 [2]; Tactics-11 [4].

## Languages

Winged Folk (native)-10 [0]; Common Tongue-10 [2].

## Equipment

Shortsword (1d+2 cut, 1d-1 imp), lightweight – breaks as if cheap quality; Bolas (special 1d-2); Bow (1d imp); Specially tailored leather jacket (PD 1, DR 1); Leather helm (PD 2, DR 2); Quiver with 10 arrows; Leather boots and trousers.

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Aeleia used to be a member of the "Brides of Arrai," the caste of female Winged Folk warriors. While on a raid against a band of orcs, she seriously injured a wing and was forced to the ground. She hid from the orcs for days, being forced further and further out of the mountains. Eventually, she was chased into a rushing river and swept miles downstream. The battering she took knocked her unconscious and when she recovered, she was being treated by a hedge wizard in a hut on the edge of a great forest. Her wing, further damaged by her rough ride in the river, took weeks to heal. Aeleia learned the common human tongue from her benefactor and a little of the ways of humanity. Eventually, she healed and set out to find her way back to her tribe's aerie – a floating cloud city abandoned by some earlier race of powerful magic-users.

When she reached the spot in the mountains where she had last seen the city, she found it long gone. Worse, she has no idea in which direction it departed. She began a spiral search for her tribe, but to no avail. She did encounter a sizable force of human soldiers in the mountain valleys, tracking down the very group of orcs that her tribe had been battling. Seeing the enemy of her enemy as a potential friend, she joined with the small army as a scout while they were in the mountains. All the time, she continued looking for the floating city. The time came for the soldiers to depart for their own lands and Aeleia remained with them as a mercenary scout. She knew the mountains wouldn't be safe for her – too many orcs remained.

Now she works as a scout or guard for caravans, seeking rumors of a floating city or others like her.

Aeleia is designed for a generic 100-point fantasy campaign in which Winged Folk appear. She's suitable as a starting character or as a NPC for the GM. Her quest to find her aerie can lead the players through a variety of adventures – particularly since it rests on a floating cloud that drifts over the countryside! She can be used in the standard *GURPS Fantasy* setting of Yrth if a Banestorm has brought Winged Folk into that world. In such an instance, she would be an even more exotic character. The GM may require the Unusual Background advantage be purchased.

## Conrad of Azer (100 pts)

Age 38; 5'10", 163 lbs.; bald, one brown eye, deeply tanned skin; rough-looking sailor wearing an eye patch and carrying a slightly rusted broadsword.

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

Basic Speed 6.25, Move 6.

Dodge 6, Parry 7.

*Advantages:* Fit [5]; Hard to Kill +1 [5]; Toughness (DR 1) [10].

*Disadvantages:* Bloodlust [-10]; Code of Honor (Mercenary's) [-5]; One Eye [-15]; Sense of Duty (comrades in arms) [-5]; Unattractive Appearance [-5].

*Quirks:* Curses a lot; Scratches his scar; Likes to gamble when in port; Physically rough with friends; Tells tall tales about the sea to "landlubbers" [-5].

*Skills:* Armoury/TL3 (specializing in hand weapons)-16/(general)-10 [2]; Boating-11 [1]; Brawling-15 [4]; Broadsword-15 [8]; Carousing-11 [1]; Climbing-13 [2]; Fishing-11 [1]; Jumping-13 [1]; Savoir-Faire (Military)-12 [2]; Seamanship-12 [2]; Survival (Island/Beach)-11 [2]; Swimming-13 [1]; Throwing-14 [8].

*Languages:* Anglish (native)-11 [0].

*Equipment:* Broadsword (2d cut, 1d+2 imp); Large knife (2d-3 cut, 1d imp); Light leather jacket (PD 1, DR 1); Leather helm (PD 2, DR 2); Loose-fitting trousers; Leather eye patch; Hunk of slightly moldy cheese.
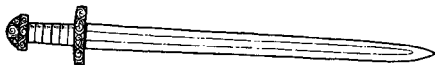
Born on the island of Azer, it was almost inevitable Conrad would eventually make his living from the sea. His sailing skills were passable, but his true talent lay in fighting – which he learned during his first experience with pirates. Conrad was instrumental in helping the crew repel the boarders, felling two of the raiders with a belaying pin. He also lost his right eye in that battle and the same wound left the side of his face badly scarred. While the partial loss of vision wasn't incapacitating, it did cause him trouble when trying to move quickly around the rigging. Conrad honed his skill with a sword instead and now hires out in ports around Ytarria to ships heading into dangerous waters. He usually tries to make it back to Cardiel to spend his earnings.

# MARINE

Marines are the infantry support for ocean- or space-going navies. They provide security on the vessels themselves, engage in boarding operations against other ships and also perform landing operations on enemy shores or planets. At lower TLs, marines are often expected to assist in the day-to-day operation of their ship and to serve as auxiliary sailors. As technology advances, marines become more focused on their own duties, leaving the maintenance and handling of the vessel to the regular crew. Marines in modern societies have many of the same duties as regular army soldiers, but are often viewed as somewhat elite. They are used as power-projection forces, capable of deploying by sea or space to virtually any locale.

## Design Notes

*Attributes:* We give the template a DX 12, since many of a marine's duties are physical – particularly at lower TLs. An IQ 11 provides a good base level for mental skills. A marine's job requires a certain level of fitness; we choose ST and HT 11 to reflect that.

*Advantages:* The advantages available reflect fitness (Extra Fatigue, Fit/Very Fit, and attribute bonuses), experience (Combat Reflexes and Reputation), and the toughness marines are famous for (Hard to Kill, High Pain Threshold, and Toughness). We've also included Breath Control and a selection of additional ones appropriate to a space marine (Improved G-Tolerance, G-Experience, and 3D Spatial Sense).

*Disadvantages:* Hindrances found in most warriors (Bloodlust, Callous, and Overconfidence) and soldiers (Chummy/Gregarious, Code of Honor, and Sense of Duty) are rounded out with a range of choices to reflect dedication and patriotism (Fanaticism, Intolerance, and Workaholic). Many young and enthusiastic marines (particularly in higher TL settings) are unprepared for the violence of combat, so we also added Post-Combat Shakes.

*Primary Skills:* In all skill categories, the TL and location determines which are available. Combat skills also fall under this category. For lower TLs, moving about and between ships (Jumping, Climbing, and Boating) is important, while mid-TLs are more concerned with job specialties (Administration, First Aid, more Combat Skills, and so on). Space-going marines must master operating in freefall.

*Secondary Skills:* Armoury and Savoir-Faire (Military) are important skills in any timeline. Seamanship is important to a low-tech marine, whereas higher TLs have a variety of skills to occupy their attention (e.g., First Aid, Survival, NBC Warfare, Electronics Operation, Camouflage, and Vacc Suit). Planet-bound marines are also expected to be able to negotiate obstacles and terrain with some proficiency (Climbing, Jumping, and Hiking).

*Background Skills:* Besides the common skills available to all marines (Brawling, Knife, Carousing, First Aid, Leadership, Carousing, Swimming, and Tactics), others may have been picked up on the job (Fishing, Survival, Parachuting, Forward Observer, or Piloting) or be appropriate to anyone in the time period (Riding and Driving).

# Marine [75 points]

**Attributes:** ST 11 [10], DX 12 [20], IQ 11 [10], HT 11 [10].

**Advantages:** A total of 15 points chosen from Breath Holding 1-2 [2 or 4], Combat Reflexes [15], Extra Fatigue [3/level], Fit or Very Fit [5 or 15], Hard to Kill [5/level], High Pain Threshold [10], Reputation (Decorated [varies], Toughness (DR 1) [10], and +1 ST, DX or HT. Marines operating with a space-going navy may add G-Experience [10], Improved G-Tolerance [10], and 3D Spatial Sense to this list.

**Disadvantages:** A total of -25 points chosen from Bloodlust [-10], Callous [-6], Chummy or Gregarious [-5 or -10], Code of Honor [-5 to -15], Fanaticism (Patriotism) [-15], Intolerance (Enemy Race or Culture) [-5], Overconfidence or Glory Hound [-10 or -15], Post-Combat Shakes [-5], Sense of Duty [-5 to -15] and Workaholic [-5].

**Primary Skills:** See TL lenses below.

**Secondary Skills:** Armoury/TL (specialization required at TL5+) (M/A) IQ [2]-11 and Savior-Faire (Military) (M/E) IQ+1 [2]-12.

**Background Skills:** A total of 3 points among Brawling (P/E), Carousing (P/E; HT), First Aid/TL (M/E), Knife (P/E), Leadership (M/A), Survival (Island/Beach) (M/A), Swimming (P/E), and Tactics (M/H) or any primary or secondary skill.

*Tech Level Lenses:* Choose the lens corresponding to the appropriate tech level for the campaign. Some lenses may also require the choice of an additional specialty. The point costs for these lenses are built into the overall cost for the template.

*TL 5 and below:* Add +1 to either ST or HT, both [10], Boating (P/A) DX [2]-12, Climbing (P/A) DX [2]-12, Jumping (P/E) DX [1]-12, Seamanship (M/E) IQ [1]-11, *one* of Broadsword, Shortsword, *or* Spear (all P/A) DX+2 [8]-14 and 4 points in Throwing (P/H) or a ranged Combat/Weapon skill suitable for the campaign's TL, such as Black Powder Weapons/TL (any) (P/E), Bow (P/H), Crossbow (P/E) or Guns/TL (any) (P/E). Add Cooking (M/E), Fishing (M/E), and Riding (P/A) to the Background Skills choices.

## Pvt. Stefani Jenson (100 pts)

Age 25; 5'7", 131 lbs.; very short black hair, hazel eyes and light brown skin; Imperial Marine uniform.

**ST** 11 [10], **DX** 13 [30], **IQ** 13 [30], **HT** 11 [10]
Basic Speed 6.00, Move 5.
Dodge 6, Parry 7.

*Advantages:* Combat Reflexes [15]; Fit [5]; G-Experience [10].

*Disadvantages:* Bad Temper [-10]; Code of Honor (Enlisted man's) [-10]; Extremely Hazardous Duty [-20].

*Quirks:* Gets into brawls frequently; Keeps her head shaved; Talks before thinking, especially when angry; Likes the sound of old-fashioned firearms; Mild phobia about decompressing in a vacuum [-5].

*Skills:* Armoury/TL10 (Beam hand guns)-11 [1]; Armoury/TL8 (Rifles and handguns)-11 [1]; Battlesuit/TL10-13 [2]; Beam Weapons/TL10 (Lasers)-17* [4]; Shortsword-12 [2]; Computer Operation/TL10-13 [1]; Electronics Operation/TL10 (Communications)-13 [2]; First Aid/TL10-13 [1]; Free Fall/TL10-13 [2]; Gesture-13 [1]; Gunner/TL10 (Laser)-15* [2]; Guns/TL8 (Shotgun)-16* [2]; Judo-12 [2]; Leadership-12 [1]; Piloting/TL10 (Contragrav Craft)-12 [1]; Savoir-Faire (Military)-13 [1]; Scrounging-13 [1]; Stealth-12 [2]; Tactics-13 [4]; Vacc Suit/TL10-13 [2].

* Includes +2 bonus for IQ 13.

*Languages:* Galanglic-13 [0].

*Equipment:* Auto Shotgun and Short-sword (1d+1 cut, 1d-1 imp) for boarding operations; Laser rifle otherwise; Cloth armor (PD 2, DR 16; PD 1, DR 2 vs. impaling) and Light infantry helmet/TL10 (PD 4, DR 25) normally; Combat armor or Battledress depending on mission (see GT118 for details on both of these).

Private Jensen is an Imperial Marine whose unit is mainly employed to interdict and board suspicious vessels in the Vilis subsector of the Spinward Marches (pp. T:BC60-67). She's trained in a variety of weapons, but for most boarding operations, she prefers to use an older auto shotgun – there's less chance of a dangerous hull penetration. For full-scale military operations she readily sets aside personal preference in favor of a more powerful laser rifle. Although Jensen is on her second enlistment with the Marines, she's still a simple private. She's actually been promoted to the ranks of the NCOs on two occasion, but her temper and sharp tongue have gotten her busted right back down within a matter of months!

## Cpl. Joseph Aguilar          (75 pts)

Age 23; 5'8", 153 lbs.; black hair, brown eyes, light brown skin; small Hispanic marine with a mustache.

**ST** 11 [10], **DX** 12 [20], **IQ** 12 [20], **HT** 11 [10]

Basic Speed 5.75, Move 5.
Dodge 3.

*Advantages:* Fit [5].

*Disadvantages:* Chummy [-5]; Code of Honor (Enlisted man's) [-5]; Sense of Duty (Comrades in arms) [-5]; Workaholic [-5].

*Quirks:* Likes to drink on weekends – if there's no work; Wants to deploy to a "real" conflict; Runs 3 miles every day; Enjoys physical labor; Only dates women who are bigger than he is [-5].

*Skills:* Administration-14 [6]; Armoury/TL7 (Rifles and Handguns)-12 [2]; Camouflage-12 [1]; Climbing-10 [½]; Computer Operation/TL7-13 [2]; Driving/TL7 (Automobile)-12 [2]; Driving/TL7 (Heavy Wheeled)-12 [2]; Electronics Operation/TL7 (Communications)-12 [2]; First Aid/TL7-12 [1]; Guns/TL7 (Rifle)-15* [2]; Hiking-11 [2]; Jumping-11 [½]; Leadership-11 [1]; NBC Warfare/TL7-11 [1]; Orienteering-12 [2]; Savoir-Faire (Military)-13 [2]; Scrounging-13 [2]; Spear-10 [½]; Survival (Woodlands)-11 [1]; Swimming-11 [½]; Tactics-11 [2].

*Includes +2 bonus for IQ 12.

*Languages:* English (native)-10 [0].

*Equipment:* M16 assault rifle and M203 grenade launcher; Kevlar protective vest (PD 2, DR 5; PD 1, DR 2 vs. impaling); PASGT helmet (PD 4, DR 5); 6 spare magazines for M16; 4 M67 defensive grenades; 20 40mm grenades (various types); 2 canteens.

Corporal Aguilar is a supply clerk for his company. He assists the supply sergeant, Staff Sgt. Clark, and also serves as the driver for the company CO. Since he's the lowest-ranking man in the company headquarters element, he's always given the worst jobs to do. He often ends up struggling to set up the camouflage netting alone as the other members of the section are engaged with running company operations. Rather than lose his morale, Joseph actually seems to thrive on his work. Joseph has had a chance to attend basic leadership courses, but his boss isn't working as fast as he could to see the young man promoted. If Joseph becomes a sergeant, he'll likely be transferred and Staff Sgt. Clark will be stuck with a new soldier to train!
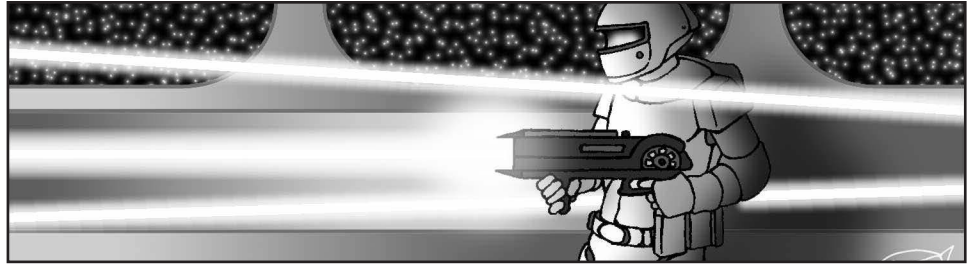
*TL 6+ (Planet-Bound):* Guns/TL (Rifle or Light Auto) or Beam Weapons/TL (any) (both P/E) DX+2* [2]-14, Camouflage (M/E) IQ [1]-11, Swimming (P/E) DX-1 [½]-11, Electronics Operation/TL (Commo) IQ [2]-11, First Aid/TL (M/E) IQ [1]-11, Hiking (P/A) HT [2]-11, Climbing (P/A) DX-2 [½]-10, Jumping (P/E) DX-1 [½]-11, Spear (P/A) DX-2 [½]-10, Survival (any) (M/A) IQ-1 [1]-10, Orienteering (M/A) IQ [2]-11, NBC Warfare (M/A) IQ [2]-11. Select a specialty from the list at the end of this section. Add Engineer/TL (Combat) (M/H), Driving/TL (Automobile) (P/A), Forward Observer/TL (M/A), Parachuting (P/E), and Powerboat/TL (P/A) to the Background Skills choices.

*TL 8+ (Space-Going):* Free-Fall/TL (P/A) DX [2]-12, Vacc Suit/TL (M/A) IQ [2]-11, Computer Operation/TL (M/E) IQ [1]-11, First Aid/TL [1]-11, Electronics Operation (Commo) (M/A) IQ [2]-11, Gesture (M/E) IQ [1]-11, *either* Battlesuit/TL *or* Exoskeleton/TL (both P/A) DX [4]-12, and *either* Beam Weapons/TL (any) *or* Guns (any) (both P/E) DX+2 [2]-14*. Select a specialty from the list at the end of this section and spend points as indicated.

*Occupational Specialties:* All marines at TL6+ have an occupational specialty in addition to their skills. Select one of the options below.

*Admin/Supply:* Administration *or* Mechanic (both M/A) IQ+2 [6]-13, *one* of Computer Operation/TL, Cooking, or Scrounging (all M/E) IQ+2 [4]-13, Driving (Heavy Wheeled) or Piloting (Contragrav) (both P/A) DX [2]-12 and another point in any Driving skill.

*Medical:* A total of 13 points to spend in Diagnosis (M/H), Surgery (M/VH) and increasing First Aid (M/E). First Aid must be raised to at least 13.

*Infantry:* Gunner/TL (Any) (P/A) DX+1 [2]-13* *or* Guns/TL (Grenade Launcher) (P/E) DX+2 [2]-14*, any other Guns/TL or Beam Weapons/TL (both P/E) DX+2 [2]-14*, Tactics (M/H) IQ [4]-11, 1 point in Camouflage (M/E) (either giving the skill at IQ or adding a +1 bonus to the existing level), Stealth (P/A) DX [2]-12, and an additional 2 points in the original Guns/TL (Rifle or Light Auto) or Beam Weapons/TL (Any) (both P/E), for a final skill of DX+3 [4]-15* in either.

*Includes +1 for IQ 11.

# Customization Notes

- To create a marine officer or NCO-type leader, see the lenses for these characters found on p. 10.
- Low-tech marines seldom wear heavy armor – the weight of it would likely drown them if they're knocked overboard!
- Modern marines also have their own armor, artillery, and aviation support. Use the Vehicle Crew, Artillerist, and Aviator templates to depict marines in these specialties.

# Using This Character

The marine template is appropriate for nearly any campaign or setting, provided there is some form of navy, either water or space, in existence. The GM can also use the template as a generic marine NPC.

# William "Smitty" Smith



**(200 POINTS)**

Age 32 (at death); 5'10", 151 lbs.; a badly decomposing revenant in a waterlogged and decaying Marine uniform.

| | | |
|---|---|---|
| **ST:** 15 [20] | **IQ:** 12 [20] | **Speed:** 6.50 |
| **DX:** 12 [20] | **HT:** 14 [10] | **Move:** 6 |
| **Dodge:** 6 | **Parry:** 7 | |

## Advantages

*Undead Advantages (as Revenant):* +3 HT [30]; +3 ST [30]; Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; Extra Hit Points +3 [15]; High Pain Threshold [10]; Higher Purpose (Avenge his murder) [5]; Immunity to Disease [10]; Immunity to Poison [10]; Injury Tolerance (No Blood) [5]; Pestilence [5]; Single-Minded [5]; Temperature Tolerance 10 [10]; Unfazeable [15]. *Personal Advantages:* Seeker (his murderers) [10]; Strong Will +3 [12]; Toughness (DR 1) [10].

## Disadvantages

*Undead Disadvantages (as Revenant):* Bad Smell [-10]; Bloodlust [-10]; Obsession (Hunt down killers) [-15]; Disturbing Voice [-10]; Eunuch [-5]; Loner [-5]; Monstrous Appearance [-25]; No Sense of Taste/Smell [-5]; Social Stigma (Dead) [-20]; Stubbornness [-5]; Unhealing (Heals normally if buried) [-20]. *Personal Disadvantages:* Bad Temper [-10].

## Quirks

Mistakenly believes voodoo is somehow responsible for his resurrection; will not enter a church, even when following his quarry; still attempts to treat wounds he suffers; very mildly manic-depressive [-4].

## Skills

Administration-11 [1]; Armoury/TL6 (Rifles/Handguns)-12 [2]; Boating-11 [1]; Brawling-12 [1]; Two-Handed Axe/Mace-12 [2]; Climbing -12 [2]; First Aid/TL6-12 [1]; Guns/TL6 (Rifle)-15* [2]; Jumping-11 [½]; Knife-14 [4]; Leadership-12 [2]; Savoir-Faire (Military)-13 [2]; Seamanship-11 [½]; Shadowing-12 [2]; Spear-14 [8]; Stealth-12 [2]; Survival (Island/Beach)-12 [2]; Swimming-12 [1]; Tactics-11 [2]; Throwing-12 [4].

*Includes +2 for IQ 12.

## Languages

English (native)-12 [0].

## Equipment

Bayonet – as knife (1d+2 cut, 1d+1 imp), as bayonet (1d+4 imp); Rifle butt as heavy club (2d+3 cr); Badly rotting and waterlogged marine uniform; Rusted and nonfiring Springfield '03 rifle (used as club or with bayonet).

Corporal William "Smitty" Smith was a U.S. Marine sent to Haiti in 1915 in an attempt to bring order to the small island, then in the throes of revolutionary turmoil. During a patrol, Smitty and three other members of his unit found a hidden cache including nearly $20,000 in American currency. It was apparently being hoarded by one of the revolutionary leaders to fund his "exile" should his bid for power fail. Smitty, an honest sort, insisted they turn the money over to their superior officers. His companions were of a different mind. Knowing Smitty wouldn't keep quiet about their plan, they killed the young man and dumped his body into the ocean. They reported him as missing in action in the course of a firefight with Haitian revolutionaries.

Smitty awoke underwater with his pockets filled with rocks. At first he panicked, fearing for his life. Then, with rising horror, he realized he was already dead! He was in pretty sorry shape – many denizens of the sea had been taking advantage of his state to nip a quick bite or two – but driven by an overpowering urge to avenge his murder. By the time Smitty gathered his wits, his killers had been transferred back to the States. Crossing the Caribbean was a difficult task. By the time Smitty reached the mainland, the three had scattered to the winds. Unfortunately for them, Smitty has a supernatural sense of where they are and won't rest until his revenge has been served – cold and clammy!

Smitty is designed for use in a *GURPS Horror* campaign set in the 1920s, but with a little effort can be used in a *Cliffhangers* or *Voodoo* setting as well. Other times are possible, particularly modern-day, but will require some changes to his skill list and story. The players will find that there's more than meets the eye in the murder of a young marine. As they unravel the mystery, they have to find the other two marines to warn them – or bring them to justice. Smitty is a Revenant, pp. UN73-74, and can be put to rest if his murder and the theft are revealed. Otherwise, he persists until he's destroyed or his killers are dead.

## Goseki Kotaro (100 pts)

Age 27; 5'6", 128; black hair, brown eyes; Okinawan farmer in simple clothing, carrying a small threshing flail.

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

Basic Speed 6.00, Move 6.
Dodge 6, Parry 7.

*Advantages:* Rapid Healing [5]; Toughness (DR 1) [10].

*Disadvantages:* Intolerance (Samurai) [-5]; Overconfidence [-10]; Pacifism (Cannot harm innocents) [-10]; Struggling Wealth [-10]; Loner [-5].

*Quirks:* Shy, and seems sullen; Hums to himself when working field; Hates bullies; Quick temper; Doesn't like meat-based meals [-5].

*Skills:* Acrobatics-13 [4]; Agronomy/TL3-12 [4]; Animal Handling-11 [4]; Brawling-12 [½]; Body Language-12 [6]; First Aid/TL3-11 [1]; Flail-14 [8]; Intimidation-13 [6]; Jitte-14 [4]; Jumping-13 [1]; Merchant-10 [1]; Swimming-12 [½]; Staff-13 [4]; Stealth-13 [4]; Tactics-10 [2]; Weather Sense/TL3-11 [2].

*Languages:* Okinawan (native)-11 [0].

*Maneuvers(Kobujutsu):* Off-Hand Weapon Training (Jitte/Sai)-14 [4]; Off-Hand Weapon Training (Flail)-14 [4].

*Equipment:* Nunchakus (cr 1d+4), Sai (cr 1d+2, imp 1d-1) or Bo staff (cr 1d+4, cr 1d+1) *(normally, he only carries one of these)*; Wicker basket; Sandals; Water jug.

Kotaro is a simple farmer on the island of Okinawa in the early 18th century. The Japanese conquered the island over 150 years ago and forbade the farmers there to have any weapons. When he was younger, bandits raided his parents' farm and killed his mother and father. A neighboring family took Kotaro in, but the local lord refused to hunt down the bandits responsible. His neighbor began to teach him the way of kobujutsu and Kotaro channeled his anger into his practice. As he grew older, he became more and more angered by the lack of concern the nobles, and particularly samurai, showed for the common people. Kotaro decided to never stand by idly himself while someone else suffered.

As a young man, he has returned to his old homestead to work his father's fields. He is careful to always keep one of his weapons nearby, which is easy to do, since most resemble – or even serve as – farm tools. In spite of his vow, Kotaro doesn't make many close friendships; after the loss of his parents, he fears such relationships will only bring him pain.

# MARTIAL ARTIST

Martial artists are warriors dedicated to mastering a particular fighting art or style. While the Eastern unarmed fighter is certainly the most common image associated with a martial artist, it is not the only valid one. Several Western cultures developed precise fighting techniques – some of which predated even those of the East. Nor are martial arts solely unarmed fighting styles. Many incorporate weapons into their teachings, and some, like the Okinawan kobujutsu system, are primarily concerned with mastery of hand weapons. What makes a warrior a martial *artist* is a fierce dedication to the study and perfection of the skills associated with a given fighting style.

Martial arts can be used in one of two ways within a campaign – realistic or cinematic. A realistic approach presupposes martial artists are simply highly trained and proficient fighters, but not capable of superhuman acts by virtue of their skills. A cinematic approach, on the other hand, allows the practitioners to perform some of the legendary feats attributed to martial artists, such as crippling a foe with a touch or walking across snow without leaving a footprint. While an effective martial artist can be designed in a standard 100-point campaign, their cinematic counterparts tend to be considerably more costly in terms of character points. The GM determines which approach, realistic or cinematic, the campaign will use and what styles are available to players.

A wide variety of martial arts styles exist. Many of these, ranging from the exotic Pentjak Silat, practiced in the islands of Malaysia, to Pancratium, used in ancient Greece and Rome, to modern karate and even street-fighting, are covered in detail in *GURPS Martial Arts.* This book is highly recommended for anyone interested in using martial arts in a campaign.

## Design Notes

*Attributes:* A good DX is a must for a martial artist; we decide on a 13 as the best cost break-point. Martial arts training is fairly intensive, so we give the template a ST and HT of 11 to reflect this.

*Advantages:* The range of advantages available include specialized training (Enhanced Block, Enhanced Dodge, and Enhanced Parry), experience (Combat Reflexes and Style Familiarity) and increased physical abilities (Fit/Very Fit, High Pain Threshold, Iron Hand, and Toughness). We've also included advantages to represent luck (Daredevil) and dedication (Strong Will).

*Disadvantages:* Among the traits represented are personal ethics (Code of Honor, Pacifism, and Vow), character flaws (Bad Temper, Bully, and Overconfidence) and a dislike for "real" combat (Cowardice). Many martial artists have rival practitioners or even entire schools, so Enemy is also appropriate.

*Primary Skills:* Combat, usually exotic and unarmed, is the martial artist's focus. *GURPS Martial Arts* is filled with examples of martial styles – both historical and fantastic – and since there are so many styles available, we will to provide only a point total and allow the player or GM to choose the appropriate style for the campaign. We also give several alternative selections for quicker character creation as well. These include unarmed styles (Brawling, Boxing, Judo, Karate, Sumo Wrestling, and Wrestling) and weapons normally associated with martial artists (Flail, Jitte/Sai, Short Staff, Staff, and Tonfa).

*Secondary Skills:* In keeping with the cinematic depiction of martial artists, we provide Jumping and Acrobatics, as well as a choice of social interaction skills (Intimidation, Leadership, and Teaching).

*Background Skills:* Options provided include more social skills (Savior-Faire and Tournament Law), tactical ability (Body Language, Style Analysis, and Tactics), medical skill (First Aid and Physiology), esoteric knowledge (Meditation), more

### Simon Moncabrie    (100 pts)

Age 27; 5'8", 148 lbs.; short dark brown hair, brown eyes, fair skin; wears well-tailored clothing and carries a wolf's head cane.

**ST** 10 [0], **DX** 14 [45], **IQ** 11 [10], **HT** 11 [10]
   Basic Speed 6.25, Move 6.
   Dodge 6, Parry 10.

*Advantages:* Comfortable Wealth [10]; Patron (Father; 9 or less) [10]; Status 2 [10].

*Disadvantages:* Code of Honor (Gentleman's) [-10]; Curious [-5]; Impulsiveness [-10]; Overconfidence [-10]; Sense of Duty (Father's company) [-5].

*Quirks:* Uses French phrases when speaking English; Enjoys walking alone at night; Always carries his cane; Hates the smell of horses; Tries to set a good example for his employees [-5].

*Skills:* Acrobatics-14 [4]; Body Language-10 [2]; Boxing-15 [4]; Broadsword-13 [1]; Dancing-12 [½]; Fencing-15 [4]; Jumping-14 [1]; Karate-15 [8]; Leadership-13 [6]; Merchant-12 [4]; Savoir-Faire-11* [0]; Savoir-Faire (Dojo)-12 [2].

*Languages:* French (native)-11 [0]; Mandarin-10 [2]; English-10 [1]; Latin-9 [½].

*Maneuvers (Savate):* Back Kick-14 [1]; Drop Kick-12 [1]; Hit Location (Karate)-14 [4]; Jump Kick-14 [1]; Kicking-15 [2]; Spin Kick-15 [1].

*Equipment:* Swordcane: as small sword (1d-1 imp), as cane (1d+1 cr); Hard-toe dress shoes (add +1 to Kicking damage); Nice suit; Swiss pocket watch.

Simon's father, a wealthy French shipping magnate, enrolled him in a fencing course when he was younger to help him learn to defend himself. Fortunately, his instructor was also skilled in savate. Realizing an epee isn't the best means of defense for a schoolboy, he began teaching Simon the art of unarmed combat. From his martial training, Simon gained a tremendous amount of confidence and has grown into quite a go-getter in his father's company. Now he travels extensively, managing company affairs. He receives a modest salary from the company, but occasionally calls on his father for financial assistance. Recently, while in China, he encountered a strange creature the locals called a *xixiegui,* or hopping vampire. He knows what he saw, but he doesn't dare tell his father or the authorities – no one would believe him. He's decided to investigate – and handle – the monster himself!

combat skills (Garrote and Knife), and a few miscellaneous abilities to round out the character (Armoury and Stealth). Additionally, each style listed in *Martial Arts* has certain secondary and optional skills associated with it. Background skill points may be spent on these as well, but be sure to adhere to the limitations on pp. MA72-74.

# Martial Artist                    [90 points]

**Attributes:** ST 11 [11], DX 13 [30], IQ 10 [0], HT 11 [10].

**Advantages:** A total of 20 points chosen from Combat Reflexes [15], Daredevil [15], Enhanced Block* [6], Enhanced Dodge* [15], Enhanced Parry* [6/10], Fit or Very Fit [5 or 15], High Pain Threshold [10], Iron Hand* [10/15], Strong Will [4 points/level], Style Familiarity [1 to 15], and Toughness (DR 1) [10].

**Disadvantages:** A total of -20 points chosen from Bad Temper [-10], Bully [-10], Code of Honor [-5 to -15], Cowardice [-10] , Enemy [varies]; Obsession (become a master) [-5], Overconfidence [-10], Pacifism (any) [varies], and Vow (use no weapons) [-15].

## Dana Young (200 pts)

Age 31; 5'8", 149 lbs.; hair painted a variety of bright colors, eye color varies daily; heavily chromed street warrior with obvious dermal armor decorated by multi-colored engravings.

**ST** 12 [20], **DX** 14 [45], **IQ** 11 [10], **HT** 14 [45]

Basic Speed 8.00, Move 10.
Dodge 10, Parry 10.

*Cyberware:* Bionic Legs (Increase move and jumping distance by 25%; +2 kicking damage) [20]; Chip Slot [5]; Cyber Limb Armor (Legs) (PD3, DR9) [9]; Full Metal Jacket (Rest of body) (PD1, DR3) [30]; Macho Chip [5].

*Disadvantages:* Bad Temper [-10]; Bully [-10]; Greed [-15]; Unnatural Feature (Dermal armor) [-5].

*Quirks:* Paints hair bright colors and wears a variety of colored contacts; Prefers to solve problems with violence; Truly enjoys her work; Works out at least two hours a day; Only uses Macho Chip when working [-5].

*Skills:* Acrobatics-14 [4]; Area Knowledge (Sprawl)-11 [1]; Body Language-11 [4]; Boxing-15 [4]; Intimidation-13 [6]; Jumping-14 [1]; Karate-15 [8]; Shadowing-12 [4]; Stealth-13 [1]; Streetwise-12 [4].

*Languages:* English (native)-11 [0]; Japanese-9 [½]; Spanish-10 [1].

*Maneuvers (Muay Thai):* Axe Kick-14 [1]; Back Kick-14 [1]; Elbow Strike-15 [1]; Hit Location (Karate)-14 [2]; Hook Kick-16 [2]; Jab-14 [1]; Jump Kick-14 [1]; Kicking-15 [2]; Knee Strike-16 [1]; Riposte (Karate)-12 [1]; Roundhouse Punch-13 [½]; Shin Kick-16 [2]; Spin Kick-15 [1]; Spinning Punch-14 [1].

*Equipment:* Black leather vest and skirt; Knee-high boots – lightweight, no damage bonus to kicking (PD 1, DR 1 on lower leg).

Dana is an enforcer for hire in a large West Coast urban sprawl. She's not particular about who she takes a contract from and often ends up collecting protection money or debts for various criminal organizations. Her martial art guided her choices in the technological "improvements" to her body. She was so taken with the Macho chip at first that she wore it all the time – until she broke a finger in a car door and didn't realize it for two days! Now she uses it only when on the job. The workmanship isn't the best on her armor – hence her Unnatural Feature – and she heightens her somewhat bizarre appearance by having it etched and inked in filigree.

**Primary Skills:** A total of 24 points in the skills and maneuvers of a martial-arts style from *GURPS Martial Arts.* Alternatively, take any *three* of Brawling (P/E) DX+3 [8]-16, Boxing, Jitte/Sai, Sumo Wrestling or Wrestling (all P/A) DX+2 [8]-15, or Flail, Judo, Karate, Short Staff, Staff or Tonfa (all P/H) DX+1 [8]-14.

**Secondary Skills:** Acrobatics (P/H) DX [4]-13, Jumping (P/E) DX [1]-13, and *one* of Intimidation, Leadership, or Teaching (all M/A) IQ+2 [6]-12.

**Background Skills:** A total of 5 points in any of First Aid, Savoir-Faire (dojo) or Tournament Law (all M/E), Armoury/TL or Holdout (both M/A), Body Language, Style Analysis or Tactics (all M/H), Meditation* or Physiology (both M/VH), Knife (P/E), and Stealth (P/A).

*With GM's permission!



NORTHCOTT '99

## Customization Notes

- The biggest decision to make when customizing a martial artist is choosing a style. As a result, this template really only comes into its own with the addition of *Martial Arts.* Be sure to check with the GM to find out which styles are available in the campaign!
- Even if no formal training is available, a potent fighter can still be created with this template through choice of skills like Brawling, Staff and Wrestling.
- Check with the GM to see if he plans to allow cinematic skills and maneuvers in the campaign before purchasing them. Also, the advantage Trained by a Master [40], pp. CI31 or MA27-28, is required to make use of cinematic skills.
- With a few exceptions, most martial artists don't wear much armor. For training and competition, many modern martial artists use martial-arts armor constructed of foam and fiberglass (PD 1, DR 3; PD 1, DR 2 vs. impaling). Boxing gloves (PD 1, DR 2) are available at TL5+ and add their PD to a fighter's parry; however, they halve the wearer's punch damage. They're also bulky and make any sort of fine manipulation impossible while worn.

## Using This Character

Martial artists are found in many genres and times, from ancient times and fantasy to modern-day to high science fiction. This template is appropriate as a character in a standard 100-point campaign. It can be used for NPC martial artists by the GM as well, but detailing the skills and maneuvers from a style listed in *GURPS Martial Arts* requires a bit of preparations. In a pinch the GM can use this template as a "quick" NPC martial artist by forgoing the use of a defined style and instead selecting a trio of skills from those listed under Primary Skills above. Such a character won't have the versatility of one fully defined with the rules in *Martial Arts,* but does convey the basic flavor of the archetype.

# CHOW KAN TSI

## (500 POINTS)

Age 62; 5'6", 127 lbs.; shaved head; white tunic and black trousers.

| | | |
|---|---|---|
| **ST:** 12 [20] | **IQ:** 15 [60] | **Speed:** 7.25 |
| **DX:** 17 [80] | **HT:** 12 [20] | **Move:** 7 |
| **Dodge:** 8 | **Parry:** 14 | |

## Advantages

Ally Group (20 100-pt. martial artists; 9 or less) [30]; Combat Reflexes [15]; Longevity [5]; Clerical Investment 4 [20]; Trained by a Master [40].

## Disadvantages

Disciplines of Faith (Monasticism) [-10]; Odious Personal Habit (Condescending) [-5]; Pacifism (Self-Defense Only) [-15]; Sense of Duty (Shaolin Temple) [-5]; Stubbornness [-5]; Vow (Won't strike a fallen opponent) [-10].

## Quirks

Talks to small animals; Asks philosophical questions at odd times; Disciplinarian; Will only drink water straight from a well or spring; Speaks about disappointing pupils only in third person [-5].

## Skills

Acrobatics-14 [2]; Body Language-14 [2]; Bow-20 [32]; Breath Control-14 [4]; Broadsword-16 [1]; Calligraphy-15 [1]; History (Chinese)-15 [4]; Hypnotism-16 [6]; Intimidation-15 [2]; Judo-20 [24]; Jumping-17 [1]; Karate-20 [24]; Leadership-15 [2]; Literature (Chinese)-13 [1]; Meditation-18 [8]; Parry Missile Weapons-16 [2]; Philosophy (Buddhism)-18 [8]; Savoir-Faire (Dojo)-16 [2]; Sensitivity-15** [2]; Spear-16 [1]; Staff-15 [1]; Stealth-16 [1]; Style Analysis-15 [4]; Teaching-15 [2]; Theology-15 [4]; Throwing-16 [2]; Yin-Yang Healing-14 [2].

**Includes +2 bonus for DX 17

## Cinematic Skills: Shaolin Kung Fu

Blind Fighting-14 [4]; Blinding Touch-13 [2]; Breaking Blow-20 [12]; Drunken Fighting-16 [2]; Hand of Death-13 [2]; Invisibility Art-13 [2]; Light Walk-13 [1]; Power Blow-20 [14]; Pressure Points-18 [14]; Pressure Secrets-20 [28]; Throwing Art-15 [1]; Zen Archery-14 [2].

## Languages

Mandarin (native)-15 [0]; Cantonese-14 [1].

## Maneuvers: Shaolin Kung Fu

Arm Lock-23 [2]; Axe Kick-19 [2]; Back Kick-19 [2]; Feint (Karate)-22 [2]; Hook Kick-20 [2]; Jump Kick-19 [2]; Kicking-20 [2]; Spin Kick-20 [2]; Spinning Punch-20 [2].

## Cinematic Maneuvers: Shaolin Kung Fu

Flying Jump Kick-17 [2]; Hand-Clap Parry-10 [2]; Roll with Blow-16 [2]; Springing Attack-16 [2].

## Equipment

Scrolls of historical writings and fighting stances; Writing brush, ink and blotter stone; Shaolin Temple uniform (white tunic and loose black trousers).

Kan is a masters of the Shaolin temple style of kung fu. He is responsible for training the newest arrivals to the temple. His strict and rather confusing style of instruction usually serves to weed out those who aren't truly dedicated to learning the art. While he may seem uncaring to his pupils, Kan is actually quite concerned about the well-being of each. Once he's convinced a student has merit (which may take years in itself), he becomes even more attentive to him. Of course, this isn't really a reward, since that really means harder sessions, increasingly enigmatic philosophy lessons, and more frequent iterations of both!

Kan is among the most skilled practitioners of the temple art, and is one of the few masters who continue to take a direct interest in the training of initiates. He's also one of the youngest full masters at the temple – a fact that makes him somewhat more approachable to other monks. When not instructing his own students, he can be seen daily wandering the temple grounds, observing other masters as they train their pupils.

Kan is best suited in a cinematic *GURPS Martial Arts* or *China* campaign set any time during the existence of the Shaolin Temple (400 to 1635). He can serve as an instructor or Patron for a character wishing to learn Shaolin kung fu or gain the Trained by a Master advantage. While he's best suited for that time period, he's not limited to it. Kan could be the greatest (and maybe even only) living master of Shaolin kung fu living in some remote region of Asia in later campaign settings. Characters in more modern day campaigns such as *Cliffhangers* or even *Illuminati* might be required to seek out his secluded locale to gain some pearl of ancient wisdom or lost mystical artifact.

## Lt. Frank Holston (100 pts)

Age 32; 5'10", 161 lbs.; short brown hair, blue eyes, tanned skin; U.S. Navy lieutenant in work uniform with protective vest.

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

Basic Speed 5.75, Move 4.

Dodge 4, Parry 8.

*Advantages:* Fit [5]; Military Rank 4 [20].

*Disadvantages:* Code of Honor (Officer's) [-10]; Fanaticism (Patriotism) [-15]; Sense of Duty (Shipmates) [-5]; Truthfulness [-5]; Workaholic [-5].

*Quirks:* By the book; Disdainful of other nation's navies except Great Britain; Sometimes forgets to tie his shoes; Usually stays on base when he takes leave; Inspects all weapons and main equipment himself before leaving on a mission, even just training [-5].

*Skills:* Administration-12 [1]; Area Knowledge (Mediterranean)-14 [2]; Area Knowledge (Persian Gulf)-13 [1]; Armoury/TL7 (Rifles and Handguns)-12 [1]; Brawling-12 [1]; Cartography/TL7-12 [2]; Computer Operation/TL7-13 [1]; Driving-11 [1]; Electronics Operation/TL7 (Communications)-13 [2]; Electronics Operation/TL7 (Sensors)-13 [2]; First Aid/TL7-13 [1]; Gunner/TL7 (Machine Gun)-14* [2]; Guns/TL7 (Light Automatic)-15* [2]; Guns/TL7 (Pistol)-15* [2]; Heraldry (Ship's Markings)-13 [2]; Leadership-13 [2]; Meteorology/TL7-13 [2]; Navigation/TL7-14 [6]; NBC Warfare/TL7-11 [1]; Powerboat/TL7-12 [2]; Sailor/TL7-13 [2]; Savoir-Faire (Military)-13 [1]; Seamanship/TL7-13 [1]; Shiphandling/TL7-13 [4]; SIGINT Collection/Jamming/TL7-12 [2]; Swimming-12 [1]; Tactics (Naval)-12 [2].

*Languages:* English (native)-13 [0]; Arabic-11 [1].

*Equipment:* M9 pistol (Beretta 92, 9mm); Kevlar vest; Binoculars; Small survival kit (+1 to Survival rolls); Pen and pad.

Lt. Holston is in charge of a U.S. Navy Mark V Special Operations Craft used to carry SEAL teams into and out of hostile waters. The Mark V requires a crew of four and is capable of transporting a full 16-man SEAL team. He's proud of his craft's high-tech capabilities and is more than happy to point out some of its more impressive features to his passengers. His crew often jokes that Lt. Holston treats the Mark V more like his child than a boat. He carefully checks each piece of equipment before taking it out of harbor. Lt. Holston is usually tasked to support Navy special operations in the Mediterranean and Persian Gulf.

# NAVAL CREW

Whenever civilization springs up on the shores of a large body of water, it's only a matter of time before some enterprising soul begins to use that water as a highway for commerce – and war. This template is designed to represent warriors who ply their trade on the high seas. They may be the crew of a naval vessel patrolling enemy waters, pirate craft looking for plunder, or even an armed merchantman venturing into dangerous waters. Naval crew need not be limited to the open seas, either. Many rivers have been used not only by merchant vessels, but also by shallow water navies and pirates.

In lower TLs, sailors on armed vessels are often called upon to engage in melee combat during boarding operations, and have many of the same combat skills as land-based soldiers. Naval battles become increasingly distant and computerized as technology progresses into the electronic age. Modern naval crew do receive some basic firearms instruction, but their primary skills lie in more technical aspects of the naval battlefield.

Use this template for seamen who are also expected to engage in combat while on their vessel, not as a guide for all waterborne ship crew. For soldiers or warriors who are not truly a part of the vessel's sailing complement, use the Marine template.

# Design Notes

*Attributes:* A good DX is required to move about a ship on open water, so we decide on a 12 for this attribute. Many of the tasks aboard ship are IQ-based so, in the interests of saving points in purchasing these, we choose a IQ 12. We also decide on HT 11 due to the physical exertion involved in manning a vessel at low TLs or the physical training emphasized by modern navies.

*Advantages:* We've listed advantages appropriate to any sailor (Ally Group, Breath Holding, Fit/Very Fit, and Reputation), useful to low TL sailors (Absolute Direction, Acute Vision, High Pain Threshold, Toughness and ST +1) and high TL ones as well (Mathematical Ability and IQ +1).

*Disadvantages:* We've selected those appropriate to all sailors (Chummy/Gregarious, Code of Honor, Fanaticism, Overconfidence, and Sense of Duty), a couple suited to earlier TLs where hand-to-hand combat was more common (Bloodlust and Callous), and one for more modern, professional navies (Workaholic). Finally, since many sailors spend a lot of time isolated from society at sea, they occasionally develop Odious Personal Habits.

*Primary Skills:* Common to sailors in all TLs are the skills Seamanship and Sailor. Beyond that, the skills vary greatly from TL to TL and according to the sailor's area of specialty on board his vessel. Since this is a warrior template and not just an average merchant crewman, we've provided weapon skills appropriate to the time period as well.

*Secondary Skills:* Here we provide the sailor with the ability to interact with his fellows, whether he's in the military (Savior-Faire) or a civilian (Carousing and Streetwise).

*Background Skills:* We give options to enhance maritime knowledge (Heraldry, Law, and Tactics), survival skills (Boating, First Aid, Knife, Survival and Swimming) and social abilities (Leadership). Because naval crew frequent foreign ports, we've also added Area Knowledge and Language Skills as well.

# Naval Crew [75 points]

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

**Advantages:** A total of 15 points selected from Absolute Direction [5], Acute Vision [2/level], Ally Group (Ship's crew) [varies], Breath Holding 1-2 [2 to 4], Combat Reflexes [15], Fit or Very Fit [5 or 15], High Pain Threshold [10], Mathematical Ability [10], Reputation (Decorated) [varies], Toughness (DR 1) [10] and IQ or ST +1.

**Disadvantages:** A total of -25 points chosen from Bloodlust [-10], Callous [-6], Chummy or Gregarious [-5 or -10], Code of Honor [-5 to -15], Fanaticism (Patriotism) [-15], Odious Personal Habit [-5 to -15], Overconfidence [-10], and Sense of Duty [-5 to -15].

**Primary Skills:** Sailor/TL (M/A) IQ [2]-12 and Seamanship (M/E) IQ [1]-12.

**Secondary Skills:** *One* of Carousing (P/A) HT [2]-11, Savoir-Faire (Military) (M/E) IQ+1 [2] 13 *or* Streetwise (M/A) IQ [2]-12.

**Background Skills:** A total of 5 points spent in the following: First Aid/TL (M/E); Area Knowledge (port), Leadership, Heraldry (Ship's Markings), or Survival (Island/Beach) (all M/A); Law (Maritime) and Tactics (Naval) (both M/H); Brawling, Knife, or Swimming (all P/E), Boating (P/A); or language skills (varies).

*Tech Level Lenses:* Choose the lens corresponding to the appropriate tech level for the campaign. Each lens also requires the choice of an additional specialty. The point costs for these lenses are built into the overall cost for the template.

*TL5 and below:* Climbing (P/A) DX [2]-12, Jumping (P/E) DX [1]-12, and 8 points in Combat/Weapons skills. In addition, choose one of the following occupational specialties from the list at the end of this section: Carpenter/Cooper, Deck Hand, Gunner, and Helmsman. TL5 sailors may also select Engineer.

## Shadar al-Daud          100 pts)

Age 26; 5'7", 152 lbs.; black hair, brown eyes and deeply tanned skin; shirtless, and obviously dirty, Arab sailor carrying a crossbow and slightly curved broadsword.

**ST** 11 [10], **DX** 13 [30], **IQ** 12 [20], **HT** 11 [10]
Basic Speed 6.00, Move 6.
Dodge 6, Parry 7.

*Advantages:* Acute Vision +3 [6]; Disease Resistant [5]; Night Vision [10]; Serendipity [15].

*Disadvantages:* Laziness [-10]; Miserliness [-10]; Odious Personal Habit (Dirtiness) [-15]; Sense of Duty (Shipmates) [-5].

*Quirks:* Spits on crewmembers he dislikes from crow's nest; Sneaks naps when on watch; Boasts about his prowess; Gullible when it comes to tales of magic or monsters; Falsely obsequious to his "betters" [-5].

*Skills:* Boating-13 [2]; Brawling-15 [4]; Carousing-10 [1]; Climbing-14 [4]; Crossbow-15 [4]; Fishing-13 [2]; Freight Handling/TL3-12 [2]; Heraldry (Ship's Markings)-12 [2]; Jumping-13 [1]; Knife-14 [2]; Sailor/TL3-12 [2]; Seamanship/TL3-12 [1]; Shortsword-14 [4]; Streetwise-12 [2]; Survival (Island/Beach)-12 [2]; Swimming-13 [1]; Throwing-14 [2].

*Languages:* Arabic (native)-12 [0]; Farsi-10 [½]; Sabir-10 [½].

*Equipment:* Broadsword (1d+2 cut, 1d+1 imp); Crossbow (1d+3 imp); Knife (1d-2 cut, 1d-1 imp); Pair of well-worn trousers; Headband; Tattered Oriental paper fan.

Shadar, called "the Lucky" by his shipmates, is a deckhand on an adventurous merchant's dhow. He's renowned for his keen eyesight and is the best lookout on the ship. He has a knack for spotting unusual places or other ships on the horizon and more than once has guided the vessel to a rich find that would likely have been missed by another lookout. However, the captain often finds other tasks for him, since Shadar spends most of his time when in the crow's nest either sleeping or spitting down on other crewmembers. In port, the other sailors often leave him behind as he seems to have a fear of bath water and usually offends the locals with his bad hygiene and tight-fisted ways. His shipmates often wonder how someone as unconcerned with his personal cleanliness so often avoids illness or infection, but most chalk it up to uncanny luck.

## Johann Hauptmann   (100 pts)

Age 38; 5'7", 179 lbs.; salt-and-pepper hair and beard, brown eyes, fair skin; wearing work clothes and an apron.

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

Basic Speed 5.75, Move 5.
Dodge 5, Parry 7.

*Advantages:* Breath-Holding 2 [4]; Gadgeteer [25]; Versatile [5].

*Disadvantages:* Curious [-10]; Hard of Hearing [-10]; Odious Personal Habit (Mutters constantly) [-5]; Post Combat Shakes [-5]; Stubbornness [-5]; Workaholic [-5].

*Quirks:* Forgets to wash up after tinkering with an engine; Mildly acrophobic; Easily distracted by gadgets; Doesn't allow others into his engine room; Gives malfunctioning gadgets a hard whack before attempting to repair [-5].

*Skills:* Armoury/TL5 (Vehicle Weaponry)-13 [2]; Boating-11 [1]; Engineer/TL5 (Clockwork)-13 [4]; Engineer/TL5 (Vehicle)-13 [4]; First Aid/TL5-13 [1]; Guns/TL5 (Pistol)-15* [2]; Mechanic (Clockwork)-14 [4]; Mechanic (Steam Engine)-15 [6]; Mechanic/TL5 (Ocean-Going Vessel)-14 [4]; Open-Dress Diving/TL5-12 [2]; Sailor/TL5-13 [2]; Savoir-Faire (Military)-13 [1]; Scrounging-12 [1]; Seamanship/TL5-13 [1]; Shipbuilding/TL5-13 [2]; Swimming-13 [2];

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

*Equipment:* Webley No. 1, .455 Webley revolver; Leather apron over chest and upper legs (PD 1, DR 1 vs. attacks from the front only); Ball-peen hammer; Set of wrenches; Hacksaw.

Johann formerly served with the Prussian Navy, but retired his commission and moved to London to work on the submarine project with a noted English inventor. He is a currently a civilian contractor and the chief engineer on an experimental submarine being tested by the Royal Navy. On the surface, the 20-man vessel is propelled by a coal-burning steam engine, which is also usable in shallow dives thanks to a large snorkeling device. However, since plumes of steam belching from an otherwise empty sea tend to reveal the submarine's position to observers, this option is normally only used in peaceful circumstances. When stealth is desired, a large and intricate spring-powered clockwork engine propels the submarine underwater. The spring is good for about 30 minutes of continuous operation – which is about the length of the air supply in the vessel. The spring is rewound by the steam engine during normal surface operation.

*TL6+:* Armoury/TL (Rifles and Handguns) (M/A) IQ-1 [1]-11, First Aid/TL (M/E) IQ [1]-12, Guns/TL (Light Automatic, Pistol or Rifle) DX+3 [2]-15*, NBC Warfare (M/A) IQ-1 [1]-11, Swimming (P/E) DX [1]-12, 2 points among Computer Operation/TL (M/E), Electronics Operation/TL (Commo) (M/A), and Mechanic (any) (M/A) and 3 points among Administration (M/A), Driving/TL (Automobile or Heavy Wheeled) (P/A), Guns/TL (any other) and Powerboating/TL (P/A). Choose an occupational specialty from among the following: Communications, Deck Hand, Diver, Engineer, Gunner, Helmsman, and Sensor Operator.

### Occupational Specialties

*Carpenter/Cooper:* Carpentry (M/E) IQ+2 [4]-14, Cooperage (M/E) IQ+1 [2]-13, Scrounging (M/E) IQ+1 [2]-13, and Shipbuilding/TL IQ+1 [6]-13.

*Communications:* Electronics Operations/TL (Commo) (M/A) IQ+2 [6]-14 and Traffic Analysis/TL (M/H) IQ+2 [8]-14.

*Deck Hand:* Freight Handling (M/A) IQ [2]-12, Climbing +1 [2] and ST, DX or HT +1 [10].

*Diver:* Hard-Hat Diving/TL *or* Scuba (both M/A) IQ+1 [4]-14, +3 to Swimming skill [5], 5 points among Demolition/TL, Mechanic/TL (Ocean-Going Vessel), and Underwater Demolition/TL (all M/A), and Shipbuilding/TL.

*Engineer:* Engineer/TL (Vehicles) (M/H) IQ [4]-12, Mechanic (Ocean-Going Vessel) (M/A) IQ+2 [6]-14 and Shipbuilding/TL (M/H) IQ [4]-12.

*Helmsman:* Area Knowledge (Ocean, Sea or Coastline) (M/E) IQ+1 [2]-13, Meteorology/TL (M/A) IQ [2]-12, Navigation/TL (M/H) IQ+1 [4]-12 and Shiphandling/TL (M/H) IQ+1 [6]-13.
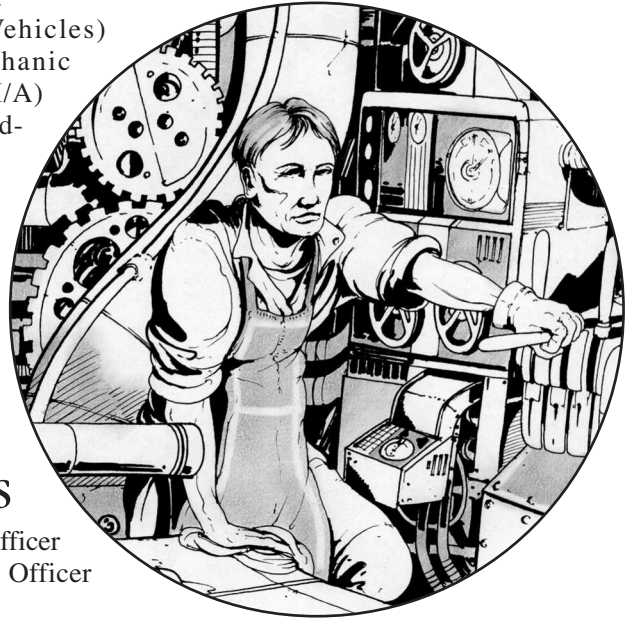
# Customization Notes

- To create a officer or petty officer character, see the NCO and Officer lenses on p. 10.
- Common choices for Combat/Weapons skills at TL5 and below include melee weapons such as Broadsword, Polearm, Shortsword, and Spear (all P/A), and missile weapons like Black Powder Weapons (any), Crossbow, Guns/TL (Pistol or Rifle), and Spear Throwing (all P/E) and Bow and Throwing (both P/H).
- Active or ex-military characters *must* select Savoir-Faire (Military) as a Secondary skill.
- Sailors in low-TL settings rarely wear armor when at sea – if they are knocked overboard, it is likely to drag them straight to the bottom! Higher TL navies often issue flak jackets or Kevlar vests to personnel likely to be exposed to shrapnel or shell fragments. These are fairly easy to remove in an emergency, and numerous flotation devices are also available.

# Using This Character

This template is suitable for any 100-point campaign set in a world in which commerce or warfare takes place on the water, regardless of TL. The GM can also use the template without further modification to represent experienced professional sailors, military or otherwise.

# Antonin "Bloody Hands" Kozlov (150 points)

Age 34; 6'1", 203 lbs.; long light brown hair and beard, with a cutlass and brace of pistols.

**ST:** 13 [30]  **IQ:** 13 [30]  **Speed:** 6.00

**DX:** 12 [20]  **HT:** 12 [20]  **Move:** 6

**Dodge:** 7  **Parry:** 7

## Advantages

Ally Group (20 75 pt. Pirates; 12 or less) [20]; Combat Reflexes [15]; Toughness (DR 1) [10].

## Disadvantages

Bad Back [-15]; Bloodthirsty [-10]; Callous [-6]; Code of Honor (Pirate's) [-5]; Unnatural Feature (Blood-red stains on hands) [-5].

## Quirks

Wears a gold earring to pay for his funeral; Shoots pistols at stray dogs; Careful planner; Superstitious; Maintains Orthodox religious observances [-5].

## Skills

Area Knowledge (Caribbean)-14 [2]; Black Powder Weapons (Flintlock Pistol)-15* [2]; Brawling-13 [2]; Broadsword-13 [4]; Carousing-11 [1]; Climbing-12 [2]; Heraldry (Ship's Markings)-12 [1]; Intimidation-13 [2]; Jumping-11 [1]; Knife-12 [1]; Knife Throwing-12 [1]; Leadership-13 [2]; Merchant-12 [2]; Meteorology/TL4-13 [2]; Navigation/TL4-14 [6]; Riding (Horse)-12 [2]; Sailor/TL4-13 [2]; Seamanship/TL4-13 [1]; Shiphandling/TL4-13 [4]; Streetwise-13 [2]; Swimming-12 [1]; Tactics-11 [1]; Tactics (Naval)-13 [4].

## Languages

Russian (native)-13 [0]; English-11 [½]; French-11 [½]; Spanish-12 [1].

## Equipment

Cavalry saber (2d cut, 1d+1 imp); Two Durs Egg holster pistols; Small knife in boot (2d-4 cut, 1d-1 imp); Telescope; Jeweler's monocle; Powder horn and spare bullets;



Antonin Kozlov is an anomaly among the pirates of the Caribbean – he's a former Cossack horseman! As a young man, a back injury forced him to give up riding. Rather than become a foot soldier he took work on a merchant ship out of St. Petersburg. Years later, he found himself in the Caribbean working on a Spanish treasure ship. One peek at the ship's gold convinced him he was meant for more than swabbing the deck. He soon organized a mutiny and seized the vessel.

That's when he earned his nickname "Bloody Hands" as well. Rather than carry a hold full of prisoners ready to recapture the ship at the first chance, Antonin killed each one himself and tossed their bodies overboard. The last one, the ship's former captain, shouted, "You'll never be able to wash the blood from your murderous hands!" just before Antonin killed him. Since then, his hands have been stained deep red. Skeptics might believe the effect merely psychosomatic, but he's sure it's a result of the curse. Antonin often scrubs his hands with lye soap trying in vain to wash the red away.

Antonin renamed the captured vessel the *Zalozhniy*, and became its captain (although all members of the crew have a stake in it). His unusual grasp of naval tactics, combined with cautious planning, has led the *Zalozhniy* and its crew to repeated successes. Since Antonin sinks the ships he captures and leaves no witnesses alive, the *Zalozhniy* is not being hunted by the authorities.

Antonin's ruthlessness makes him a powerful pirate. Many of his crew are his equal in combat, but Antonin is careful to keep the upper hand. What he lacks in weapon skill he makes up for in guile. He'll avoid a man-to-man fight, choosing his pistols before his saber.

Antonin is designed as a moderately powerful opponent in a *GURPS Swashbucklers* campaign set in the Caribbean. With some modification, he could be transplanted to an 18th-century *China* campaign as a South Pacific pirate preying on trade vessels from Hong Kong and Singapore. Or, with a few changes in his weapons, history, and languages, he could even be used in a *Fantasy* campaign.

## Pvt. Elena Prouza    (100 pts)

Age 21; 5'8", 134 lbs.; dark-red hair, green eyes, fair and freckled skin; medic in the uniform of the planetary forces of Arden (p. T:BC62).

**ST** 11 [10], **DX** 12 [20], **IQ** 14 [45], **HT** 11 [10]

Basic Speed 5.75, Move 4.

Dodge 4.

*Advantages:* Imperturbable [10]; Reputation (+1 Soldiers, all the time) [5].

*Disadvantages:* Chummy [-5]; Code of Honor (Enlisted man's) [-10]; Duty (Military, 12 or less) [-10]; Guilt Complex [-5]; Nightmares [-5]; Workaholic [-5].

*Quirks:* Treats "whiners" a little rougher; Little sense of humor when on the job; Modest; Often forgets to turn off her weapon's safety; Doesn't like flirts [-5].

*Skills:* Administration-14 [2]; Armoury/TL9 (Beam Weapons)-14 [2]; Beam Weapons/TL9 (Laser)-15* [2]; Camouflage-14 [1]; Climbing-11 [1]; Computer Operation/TL9-14 [1]; Diagnosis/TL9-14 [6]; Driving/TL9 (Heavy Wheeled)-12 [2]; Electronics Operation/TL9 (Comm)-14 [2]; Electronics Operation/TL9 (Medical)-14 [2]; First Aid-15 [2]; Hiking-11 [2]; Leadership-13 [1]; NBC Warfare/TL9-11 [2]; Orienteering-14 [2]; Piloting/TL9 (Contragrav)-12 [2]; Savoir-Faire (Military)-15 [2]; Surgery/TL9-14 [8]; Survival (Desert)-13 [1]; Survival (Woodlands)-13 [1]; Throwing-10 [1].

*Includes +2 for IQ 14.

*Languages:* Galanglic (native)-14 [0].

*Equipment:* Laser Rifle/TL9; Camouflage cloth armor (PD 2, DR 16; PD 1, DR 2 vs. impaling); Light infantry helmet/TL9 (PD 4, DR 25); Three spare powerpacks; Medical pouch (+2 to First Aid).

Elena is a soldier by default, but a medic by choice. Her eventual career goal is to be an emergency medical technician in the civilian sector, and training in the military seemed a quick way to reach it. She's certainly gained a tremendous amount of medical knowledge – not as much as a medical doctor but easily the equivalent of the average EMT – however, she still has a few years left to finish out her enlistment. She was awarded a medal for valorous action when she pulled a couple of her fellow soldiers from a burning vehicle during recent maneuvers. She administered aid and kept the two alive until an emergency team could arrive. While few soldiers recognize her personally, her award is displayed on her uniform; hence the reputation bonus.

# RIFLEMAN

A rifleman is the standard infantry soldier in cultures where firearms are produced in quantity – i.e., TL4 and above.

At TL4, the rifleman is initially used as a light infantry missile troop in support of heavy infantry troops such as halberdiers and pikemen. He's also armed and trained with a melee weapon, such as a sword, to supplement the slow-firing black powder weapon of the period. The development of the bayonet allows the rifleman to combine the function of both heavy and light infantry by the beginning of TL5. Throughout both periods, units of riflemen are trained both to fight in close order drill and as skirmishers to harass and hinder enemy formations.

By TL6+, virtually all military recruits are schooled in basic marksmanship skills and are then further trained in a variety of occupational specialties. Due to technological advances in communication and weaponry, the rifleman of a modern army is capable of operating in smaller and more autonomous units than before. However, because of these advances, more emphasis is placed on small unit tactics.

## Design Notes

*Attributes:* We choose a DX of 12, since marksmanship is the prime requisite of a rifleman. An overall higher level of fitness is standard to most soldiers of this sort, so we decided on a ST and HT 11 to reflect this. Finally, we provide an IQ 11, which provides a solid base for any Mental skills necessary for this template.

*Advantages:* In addition to the standard warrior and soldier advantages (Combat Reflexes, Fit/Very Fit, High Pain Threshold, Reputation, and Toughness), we've added some to reflect the coolness under fire needed by early musketeers and riflemen (Composed/Imperturbable and Fearlessness). We've also given more flexibility in physical attributes, to reflect the wide range of recruits who pursue this sort of career (ST, DX, or HT +1).

*Disadvantages:* There are few historical, literary or cinematic stereotypes about riflemen, so the disadvantages offered are mainly those common to most warriors (Bloodlust, Callous and Overconfidence) and soldiers (Chummy/Gregarious, Code of Honor, Fanaticism, Intolerance, Sense of Duty, and Workaholic).

*Primary Skills:* Riflemen receive their training through military organizations, so Savoir-Faire (Military) is a must. Other skills, such as Guns, Black Powder Weapons and other Combat/Weapon skills are dependent on the TL of the rifleman's setting. At higher TLs, occupational specialty skills (e.g., Administration, Mechanic, First Aid, etc.) are added to the list of tasks a soldier must perform.

*Secondary Skills:* Armoury is necessary to keep a firearm working in adverse conditions and hiking is the most common method of traveling for riflemen – even in the modern age. At lower tech levels, riflemen, lacking other means of transport, were required to cover long distances on foot (Hiking or Running) or – for a lucky few – on horseback (Riding). Other common tasks for soldiers at higher tech levels include NBC Warfare, Camouflage, Electronics Operations (Commo), First Aid, and Orienteering.
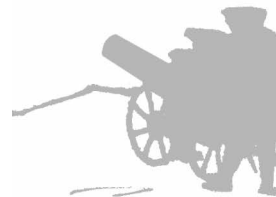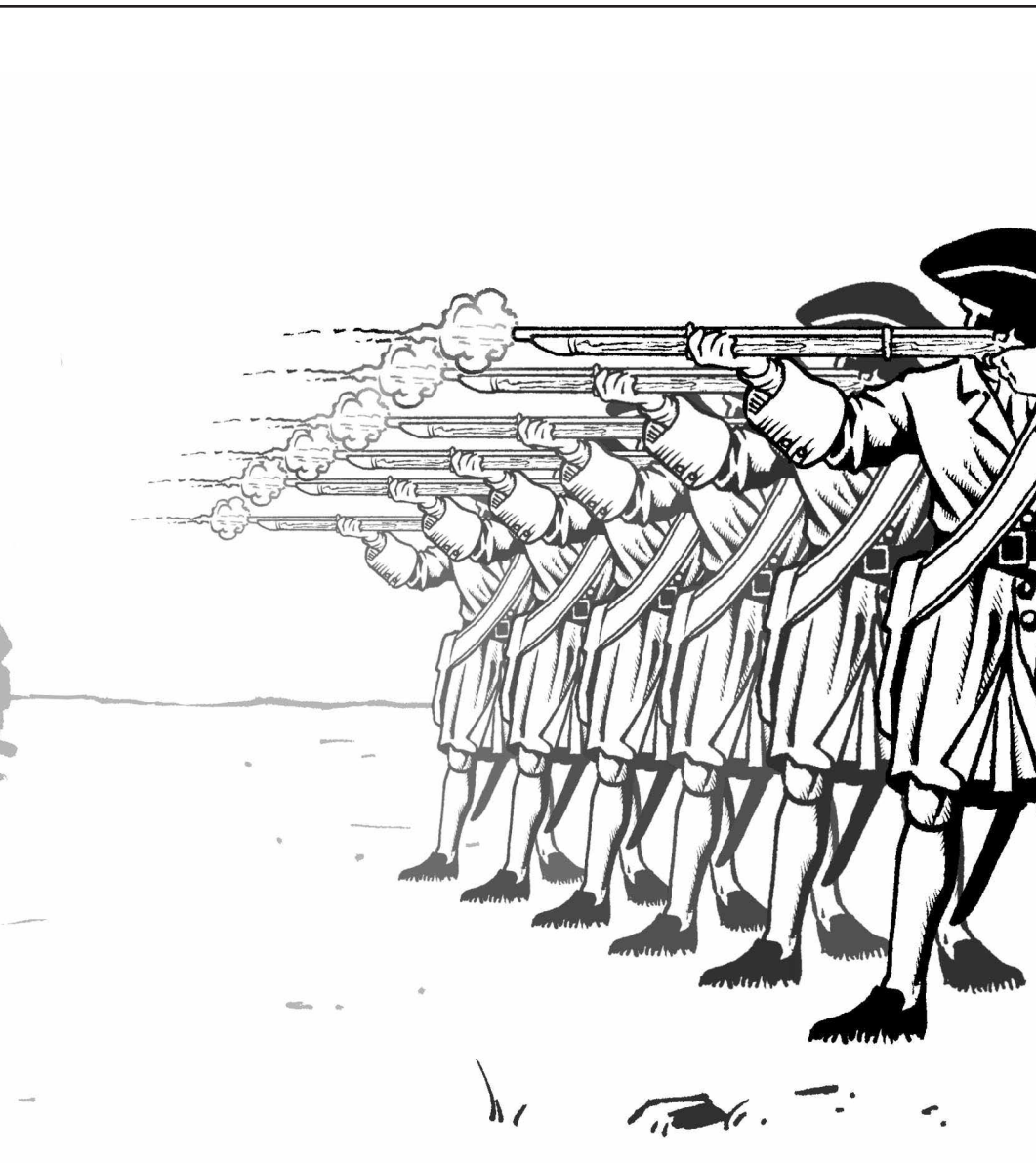
### Private Caleb Talbot    (75 pts)

Age 19; 5'10", 149 lbs.; brown hair, brown eyes, tanned skin; young soldier in a Confederate uniform and tattered boots.

**ST** 11 [10], **DX** 12 [20], **IQ** 11 [10], **HT** 12 [20]

Basic Speed 6.00, Move 6.
Dodge 5, Parry 7.

*Advantages:* Hard to Kill +1 [5]; Rapid Healing [5]; Very Fit [15].

*Disadvantages:* Extremely Hazardous Duty [-20]; Gullibility [-10]; Post Combat Shakes [-5]; Sense of Duty (comrades in arms) [-5].

*Quirks:* Sings hymns every night after dinner; Reads letters from home for illiterate comrades; Doesn't drink or gamble; Shy around women; Dislikes people from New York and Massachusetts [-5].

*Skills:* Agronomy/TL5-11 [2]; Armoury/TL5 (Rifles and handguns)-11 [2]; Black Powder Weapons (Caplock Rifle)-15* [4]; Brawling-12 [1]; Carousing-11 [1]; Cooking-11 [1]; Hiking-14 [8]; Meteorology/TL5-10 [1]; Running-9 [1]; Savoir-Faire (Military)-12 [2]; Scrounging-10 [½]; Singing-11 [½]; Spear-14 [8]; Speed-Load (Black Powder)-11 [½]; Survival (Woodlands)-11 [2]; Tactics (specializing in drill)-13/(general)-7 [½].

*Includes +1 for IQ 11.

*Languages:* English (native)-11 [0].

*Equipment:* Enfield 1853, .577 caplock rifle; Bayonet (1d+2 imp); 50 bullets and powder charges; Battered harmonica; Small knife; Tin pan; Canteen; Bedroll.

Caleb grew up on a small farm in Virginia's Shenandoah Valley. He never had much to do with politics, but after the Confederacy's victory at Bull Run, he rushed to volunteer for General Jackson's now-famous Stonewall Brigade. He soon learned neither war nor soldiering was nearly as glamorous as it sounded in the stories told around the general store. He and his comrades in arms make long marches at breakneck pace just to reach a patch of open ground so a bunch of blue-coated Yankees can get a clear shot at 'em! He'd be tempted to desert if it weren't for the harsh treatment deserters get when captured, and besides, he wouldn't feel right leaving his hometown buddies behind to carry on the fight. He also hates the thought of those damn Yankees trying to boss him around, even though he doesn't really understand the reasons for the war.

*Background Skills:* Choose from skills to aid in survival (Cooking, First Aid, Scrounging, and Survival), social interaction (Leadership, Carousing, and Gambling) and combat (Brawling, Forward Observer, and Knife). Early riflemen usually had another livelihood (Agronomy, Animal Handling, and Craft skills). Later TL skills reflect the advances of technology (Driving, Computer Operation, and Parachuting).

# Rifleman                 [75 points]

**Attributes:** ST 11 [10], DX 12 [20], IQ 11 [10], HT 11 [10].

**Advantages:** A total of 15 points spent on Combat Reflexes [15], Composed or Imperturbable [5 or 10], Fearlessness [2/level], Fit or Very Fit [5 or 15], High Pain Threshold [10], Reputation (Decorated) [varies], Toughness (DR 10) [10] and ST, DX or HT +1 [10].

**Disadvantages:** A total of -25 points chosen from Bloodlust [-10], Callous [-6], Chummy or Gregarious [-5 or -15], Code of Honor [-5 to -15], Fanaticism (Patriotism)[-15], Intolerance (enemy race or culture) [-5], Overconfidence [-10], Sense of Duty [-5 to -15] and Workaholic [-5].

**Primary Skills:** Savoir-Faire (Military) (M/E) IQ+1 [2]-12.

**Secondary Skills:** Armoury/TL (M/A) IQ [2]-11 and Hiking (P/A) HT [2]-11.

## Mateo Castona (75 pts)

Age 32; 5'9", 147 lbs.; brown hair, blue eyes, sunburned skin; a Spanish conquistador wearing a corselet, helmet and carrying an arquebus.

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

Basic Speed 6.00, Move 4.

Dodge 4, Parry 7.

*Advantages:* Disease Resistant [5]; Fearlessness +3 [6].

*Disadvantages:* Bloodlust [-10]; Callous [-6]; Duty (to Spain; 12 or less) [-10]; Overconfidence [-10].

*Quirks:* Intolerant of "savages"; Hates sailing; Collects brightly colored feathers; Constantly snacking [-4].

*Skills:* Armoury/TL4-11 [2]; Black Powder Weapons (Matchlock Rifle)-16* [4]; Blacksmith/TL4-11 [2]; Brawling-12 [½]; Broadsword-14 [8]; Carousing-11 [2]; Carpentry-12 [2]; Climbing-11 [½]; Cooking-11 [1]; First Aid/TL4-10 [½]; Hiking-12 [4]; Knife-12 [½]; Riding-13 [2]; Savoir-Faire (Military)-12 [2]; Seamanship-10 [½]; Speed Load (Black Powder)-13 [1]; Survival (Jungle)-10 [1]; Tactics (Specializing in Drill)-13/7 [½].

*Includes +1 for IQ 11.

*Languages:* Spanish (native)-11 [0].

*Equipment:* Arquebus; Thrusting broadsword (1d+3 cut, 1d+1 imp); Small knife (1d-1 cut 1d-2 imp); Steel corselet (PD 4, DR 6); 25 bullets and powder; Waterskin; Pouch with a variety of multicolored feathers.

Mateo Castona is an arquebusier with Cortés during the Conquest of the Aztec empire. Mateo is neither impressed by the Aztec culture nor the riches possessed by them – he's been around long enough to know no matter how hard he tries, he'll never lay his hands on it. Even if he did, someone else would soon come and take it from him. He's perfectly willing to follow Cortés across the continent, as long as it doesn't involve him getting back into one of the horrid, reeking boats in which they crossed the Atlantic. When other members of the group attempted to seize a boat and sail home, Mateo supported Cortés in thwarting the mutiny. He had no desire to climb back aboard the vessel and was quite happy when Cortés had all but one dismantled. Mateo is content to follow the orders of his superiors and has never had qualms about shedding blood when necessary. As far as he can tell, the only things the Aztec culture has to offer him are a wide variety of feathers.

**Background Skills:** A total of 2 points among any of Cooking, First Aid and Scrounging (all M/E), Leadership, Gambling or Survival (any) (all M/A), Brawling and Knife (both P/E), and Carousing (P/A). Also, each TL-based lens lists additional appropriate background skills.

*Tech Level Lenses:* Choose the lens corresponding to the appropriate tech level for the campaign. Some lenses may require an additional specialty. The point costs for these lenses are built into the overall cost for the template.

*TL4-5:* ST +1 [10], *either* Black Powder Weapons (any Rifle) *or* Guns/TL (Rifle) (both P/E) DX+2 [2]-14*, *either* Speed Load (Black Powder) *or* Speed Load (Internal Magazine) (both P/E) DX-1 [½]-11, Tactics (Drill) (M/H) IQ-3 [½] (Drill)-13/(general)-7, 8 points in any of Axe/Mace, Broadsword, Shortsword and Spear (all P/A) and 4 points among Hiking (P/A; HT), Riding (P/A) or Running (P/H; HT). Add Agronomy/TL (M/A), Animal Handling (M/H), Cooking (M/E) and all craft skills to the Background Skills options and spend an additional 2 points in background skills.

*TL6+:* Guns/TL (Rifle or Light Auto) *or* Beam Weapons/TL (any) (both P/E) DX+2 [2]-14*, Camouflage (M/E) IQ [1]-11, Climbing (P/A) DX [1]-11, Electronics Operation/TL (Commo) (M/A) IQ [2]-11, First Aid/TL (M/E) [1]-11, Orienteering/TL (M/A) IQ [2]-11, NBC Warfare/TL (M/A) IQ [2]-11, Survival (any) (M/A) IQ-1 [1]-11 and Throwing (P/H) DX-2 [1]-10. Add Computer Operation/TL (M/E), Driving/TL (any), Forward Observer/TL (M/A), Parachuting (P/E), Spear (P/A) and Tactics (M/H) to the Background Skill choices. An occupational specialty *must* be chosen; the points for this specialty are built into the cost of the template.

*Occupational Specialties:* All riflemen at TL6+ have an occupational specialty in addition to their skills. Select one of the options below. These are not available to riflemen at TL4-TL5.

*Admin/Supply:* Administration *or* Mechanic/TL (any) (both M/A) IQ+2 [6]-13, *one* of Computer Operation/TL, Cooking or Scrounging (all M/E) IQ+2 [4]-13, Driving/TL (Heavy Wheeled) or Piloting/TL (Contragrav) (both P/A) DX [2]-12 and another 2 points in Background Skills.

*Medical:* A total of 14 points spent among Diagnosis (M/H), Surgery (M/VH) and increasing First Aid (M/E). First Aid must be raised to at least level 13.

*Infantry: Either* Gunner/TL (Any) (P/A) DX+1 [4]-14* *or* Guns/TL (Grenade Launcher) (P/E) DX+2 [4]-15*, any other Guns/TL or Beam Weapons/TL (both P/E) DX+2 [2]-14*, Tactics (M/H) IQ [4]-11, Stealth (P/A) DX [2]-12 and an additional 2 points in the original Guns/TL (Rifle or Light Auto) or Beam Weapons/TL (any) (both P/E), providing a +1 bonus to the existing level.

*Includes +1 for IQ 11.

# Customization Notes

- To create an officer or NCO-type leader, see the lenses for these characters found on p. 10.
- Riflemen from TL4 often wore armor, up to and including heavy breastplates. By mid-TL5 this practice becomes uncommon. At TL7, riflemen begin to wear Kevlar vests. Helmets are used in all periods, but less frequently in TL5.

# Using This Character

This template is appropriate to any standard 100-point campaign in which either firearms (TL4+) or portable beam weapons (TL8+) exist. The GM can also use the template to represent an NPC soldier in such a setting.

# STAFF SERGEANT DAWN HEWITT                    (150 POINTS)

Age 30; 5'9", 137 lbs.; brown-haired half-cat chimera with green eyes, cat ears, sharp teeth, and a furry tail.

| | | |
|---|---|---|
| **ST:** 11 [10] | **IQ:** 12 [20] | **Speed:** 6.00 |
| **DX:** 13 [30] | **HT:** 11 [10] | **Move:** 4 |
| **Dodge:** 4 | **Parry:** 9 | |

## Advantages

*Racial Advantages (Half-Cat Chimera):* Acute Hearing +1 [2]; Claws [15]; Night Vision [10]; Sharp Teeth [5]; Speak with Animals (Pumas, -50%) [8].
*Personal Advantages:* Very Fit [15]; Military Rank 1 [5].

## Disadvantages

*Racial Disadvantages (Half-Cat Chimera):* Curious [-5]; Extra Sleep (1 hour) [-3]; Social Stigma (Minority group) [-10]; Vulnerability (1d from silver) [-5]. *Personal Disadvantages:* Code of Honor (Enlisted man's) [-5]; Duty (to Army; 15 or less) [-15]; Intolerance (Bigots) [-5]; Overconfidence [-10].

## Quirks

Picky eater – hates MREs; Demonstrates unarmed techniques on loudmouth troops; Reads the end of a book first; Makes cheesy movie quotes during training; Wants an overseas assignment [-5].

## Skills

Administration-12 [2]; Armoury/TL7 (Rifles and handguns)-12 [2]; Brawling-15 [4]; Camouflage-13 [2]; Climbing-12 [1]; Electronics Operation/TL7 (Communications)-13 [4]; First Aid/TL7-13 [2]; Forward Observer/TL7-11 [1]; Guns/TL7 (Grenade Launcher)-16* [2]; Guns/TL7 (Light Automatic)-17* [4]; Guns/TL7 (Rifle)-17* [4]; Hiking-12 [4]; Judo-15 [16]; Knife-14 [2]; Leadership-12 [2]; NBC Warfare/TL7-13 [4]; Orienteering/TL7-12 [2]; Savoir-Faire (Military)-13 [2]; Spear-12 [1]; Stealth-14 [4]; Survival (Woodlands)-12 [2]; Tactics-12 [4]; Teaching-14 [6]; Throwing-12 [2].

*Includes +2 for IQ 12.

## Languages

English (native)-12 [0].

## Maneuvers: Military Hand-to-Hand

Arm Lock-15 [1]; Disarming-16 [2]; Retain Weapon (Rifle)-18 [1].

## Equipment

"Smokey the Bear" drill instructor's hat; Whistle; Flashlight.

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Staff Sgt. Hewitt is a U.S. Army drill instructor at Ft. Jackson, South Carolina. She's responsible for training new recruits. For the few bumpkins arriving at Ft. Jackson who haven't been exposed to chimeras, Staff Sgt. Hewitt is a fairly startling introduction to military life, but she's actually a cross-breed and has muted, or even lost, many of her mother's characteristics. She understands some initial confusion and sees it as her responsibility to help educate those who've led sheltered lives about chimeras. Unrepentant racists soon learn neither she, nor the military, has much tolerance for bigotry of any sort!

The military's willingness to uphold her rights and dignity as a person is one thing that drew Staff Sgt. Hewitt into it in the first place. Her parents were children of the '60s and owe the beginnings of their romance to the rebellious counter-culture movement at that time. Dawn is actually her middle name, but she never goes by her first, Celestial – which she feels would be a source of endless ribbing from her peers. Her parents protested America's involvement in Vietnam and, over a quarter-century later, initially protested their daughter's enlistment in the same military organization. However, neither could ignore the difficulties still faced by chimeras, half or full, in society. They agreed federal service would provide her better opportunity for fair treatment.

Staff Sgt. Hewitt particularly enjoys teaching hand-to-hand combat. With the availability of Missile Shield and other magical protections, troops may someday face bullet-proof foes. To combat this, the Army has re-emphasized hand-to-hand skills and alternate weapons like grenades. Staff Sgt. Hewitt is her company's expert in unarmed combat techniques. Her teeth and claws make any trainee called to demonstrate a maneuver quite nervous, although she's careful to never injure the recruits.

Staff Sgt. Hewitt is designed as a starting character in a *GURPS Technomancer* campaign. She would be appropriate as a character in an all-military campaign or as a soldier who's recently completed her tour of duty. Unfortunately, while her military training and own innate abilities make her a competent warrior with melee or ranged weapons, like many full-time soldiers, she has few skills that translate readily to the civilian world.

## Jesse Brown        (100 pts)

Age 43; 5'10", 157 lbs.; sandy brown hair, blue eyes and tanned skin; military haircut; faded army-surplus camouflage uniform.

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

Basic Speed 6.00, Move 5.

Dodge 5, Parry 9.

*Advantages:* Alertness +2 [10]; Combat Reflexes [15]; Temporary Wealth (Wealthy) [10].

*Disadvantages: Campaign:* Social Stigma (Outlaw, -3) [-15]. *Personal:* Callous [-6]; Miserliness [-10]; Paranoia [-10]; Reclusive [-10]; Stubbornness [-5].

*Quirks:* Still patriotic; Never leaves trash behind; collects his fired brass when possible; Marks his kills on his rifle butt; Listens to the radio every night; Prefers to fight only from ambush [-5].

*Skills:* Armoury/TL7 (Rifles and Handguns)-12 [2]; Bow-13 [4]; Camouflage-13 [2]; Carpentry-12 [1]; Climbing-11 [½]; Cooking-12 [1]; Driving (ATV)-11 [½]; Electronic Operations/TL7 (Sensors)-11 [1]; First Aid/TL7-13 [2]; Guns/TL7 (Grenade Launcher)-15* [1]; Guns/TL7 (LAW)-14* [1]; Guns/TL7 (Light Automatic)-16* [2]; Guns/TL7 (Pistol)-16* [2]; Hiking-11 [2]; Karate-12 [2]; Knife-13 [1]; Knife Throwing-13 [1]; Mechanic/TL7 (Gasoline Engine)-12 [2]; Motorcycle-12 [½]; NBC Warfare/TL7-12 [2]; Orienteering/TL7-12 [2]; Running-10 [2]; Scrounging-12 [1]; Stealth-14 [4]; Survival (Woodlands)-12 [2]; Swimming-12 [½]; Tracking-12 [2]; Traps/TL7-12 [2].

*Languages:* English (native)-12 [0].

*Equipment:* M16 assault rifle with M203 grenade launcher; Large survival knife, fine quality (1d-1 cut, 1d-1 imp); Second Chance Hardcorps vest over chest (PD 2, DR 16; PD 1, DR 2 vs. impaling); Four spare 30-round magazines for M16; Six HEDP rounds for M203; Binoculars; NBC protective mask; NBC testing kit; Mess kit; Two canteens; Shortwave radio.

Jesse is a lone survivalist in the wooded mountains of northern Oregon. He's been holed up there since the first Apocalypse plagues started – which is a good thing, since he wasn't fully immune to their effects. He stowed away a good deal of equipment before civilization began its collapse, including a number of military-grade weapons, an ATV, a pair of dirt bikes, and a generator. He's got enough dried foods in his larder to survive for years yet, but he supplements it by occasional hunting forays in the surrounding woods. On these, he uses his bow so as not to attract the attention of any wandering robots or bandits.

# Scout

A scout is a warrior adept at operating in a wilderness environment. He may be a reclusive mountain man, a woods-wise fantasy ranger, or a savvy hunter in the employ of a military unit. Regardless of his exact nature, the scout is capable of sustaining himself without the support of civilization or society. He is a master of moving unseen in the backcountry – an ability that makes him valuable as an advance guard for groups of any sort operating in such areas.

The scout shares many skills with the barbarian, particularly in the areas of survival. One of the main differences between a scout and a barbarian is the warrior's background. A barbarian is raised in a lower tech level culture and acquires his skills as a matter of course in his daily life. A scout can come from any culture or tech level. He's chosen a life in the wilds and has learned – or taught himself – the skills necessary to live without the support of society. As a result, the scout is often even more self-sufficient and independent in the wilderness than a barbarian. Where the barbarian may have the same basic skills, he is still a product of his culture and may not have the independence and self-reliance of the scout.

A scout's skills make him highly sought after by the military – especially in low-TL settings, where he serves as a primary source of intelligence gathering. He may also function as a poor-man's commando. A scout lacks the specialized training and sheer destructive potential of a modern special operations soldier, but his stealth and weapon skills still combine to make him a formidable opponent.

His usefulness isn't limited to the armed forces, either. As civilization expands, he is the first to explore the frontier. The scout's unique abilities make him the ideal candidate to break new trails and open the way for the pioneers who follow. Closer to society, he wards against incursions from wild animals, barbarians and worse. On a smaller scale, he may protect the wooded holdings of a single individual against poachers and thieves. Wealthy hunters or adventurers may employ him as a wilderness guide.

## Design Notes

*Attributes:* Because stealth and speed are important to this type of character, we've given the template DX 13. It's unlikely a slow-witted scout would survive long, so we provide IQ 12 – which will also help when we purchase mental skills. A ST and HT of 11 help reflect the strenuous life a scout leads.

*Advantages:* We've selected a broad range of advantages representing a kinship with nature (Absolute Direction, Animal Empathy/Beast Kin, and Plant Empathy/Tree Kin), sharp senses (Alertness and Combat Reflexes) and physical conditioning (Disease Resistant, Fit/Very Fit, High Pain Threshold, Resistant to Poison, and Toughness).

*Disadvantages:* Scouts often distance themselves from others (Callous, Loner/Reclusive, Low Empathy, and Shyness), are poorly adapted to "civilized" culture (Easy to Read, No Sense of Humor and Odious Personal Habit) or lack formal education (Semi-Literacy/Illiteracy and Uneducated). Such characters may be overly self-reliant (Overconfidence or Impulsiveness) or nosy (Curious), but many have high personal standards (Code of Honor, Sense of Duty, and Vow).

*Primary Skills:* Stealth and Survival make the scout a formidable warrior in a wilderness environment. Because scouts are found in so many settings and genres, we've left the choice of Combat/Weapon skills open, but provided a good number of points to spend on them. We've included guidelines on how to spend these points in *Customization Notes*.

*Secondary Skills:* Here we supplement the scout's Stealth with Camouflage and give him Tracking to aid his Survival skill. We also choose Hiking and Navigation or Orienteering to give him greater mobility in the wilds.

## Ezekiel Hix    (100 pts)

Age 35; 5'9", 161 lbs.; stringy black hair, brown eyes and fair skin; dressed in filthy clothes and skins.

**ST** 12 [20], **DX** 13 [30], **IQ** 12 [20], **HT** 12 [20]

Basic Speed 6.25, Move 5.
Dodge 5, Parry 7.

*Advantages:* Disease Resistant [5]; Resistant to Poison [5]; Toughness (DR 1) [10].

*Disadvantages:* Callous [-6]; Easy to Read [-10]; Odious Personal Habit (Filthy) [-10]; Semi-Literacy [-5]; Stubbornness [-5]; Uneducated [-5].

*Quirks:* Picks his teeth with his knife; Bloodthirsty when fighting Indians; Usually has fleas; Steals from others' traps; Lewd [-5].

*Skills:* Animal Handling-10 [1]; Armoury/TL5 (Rifles and Handguns)-11 [1]; Axe/Mace-14 [4]; Black Powder Weapons (Flint Lock Rifle)-15* [1]; Brawling-14 [2]; Camouflage-12 [1]; Climbing-12 [1]; Cooking-12 [1]; First Aid/TL5-12 [1]; Heraldry-11 [1]; Hiking-12 [2]; Knife-13 [1]; Naturalist-11 [2]; Orienteering/TL5-11 [2]; Packing-11 [2]; Stealth-14 [4]; Survival (Mountains)-12 [2]; Throwing-13 [4]; Traps/TL5-12 [2].

*Languages:* English (native)-12 [0]; Sign Language (Plains Indian)-12 [1].

*Equipment:* Kentucky rifle; Hatchet (1d+2 cut); Small knife (1d-1 cut, 1d-2 imp); Heavy fur coat covering torso and arms (PD 1, DR 1); Powder horn and shot for 50 rounds; Four beaver traps; Tinderbox; Waterskin.



Ezekiel is a mountain man and trapper roaming the upper Missouri River and the Rockies during the early 1830s. He spends much of his time alone in the wilderness, and only comes into a trading post or settlement to trade for powder, shot or more traps. Ezekiel isn't the greatest trapper in the West, but he enjoys wandering the open wilderness. Given his lack of social graces, that suits most folks just fine! Once a year, he heads to the Rendezvous where trappers and mountain men meet to hold games and drinking bouts, and to trade goods and stories. Shoshone Indians and even wealthy fur merchants from back East also attend the Rendezvous to trade for beaver pelts or other merchandise. Among others mountain men, he's quite gregarious – and his poor sanitary habits don't seem the least bit unusual.

*Background Skills:* Traps or Fishing and Cooking further supplement Survival skill, and Traps also gives the scout some ability to use unconventional warfare in the wilderness. Other options can enhance his survival and wilderness skills (Armoury, Meteorology, Mimicry, Naturalist, and Swimming) and mobility (Climbing, Running, and Swimming).

# Scout    [90 points]

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

**Advantages:** A total of 20 points chosen from among Absolute Direction [5], Alertness [5/level], Animal Empathy or Beast-Kin [5 or 15], Combat Reflexes [15], Disease Resistant [5], Fit or Very Fit [5 or 15], High Pain Threshold [10], Plant Empathy or Tree-Kin [5 or 15], Resistant to Poison [5], and Toughness (DR 1) [10].

## Paul Hartwell (150 pts)

Age 33; 5'11", 174 lbs.; light brown hair, brown eyes and lightly tanned skin; khaki shorts and shirt; low hiking boots and knee socks.

**ST** 12 [20], **DX** 13 [30], **IQ** 13 [30], **HT** 12 [20]

Basic Speed 6.25, Move 6.

Dodge 6, Parry 7.

*Advantages:* Alertness +2 [10]; Animal Empathy [5]; Fit [5]; Reputation (Cable TV junkies, +3) [5]; Wealthy [20].

*Disadvantages:* Curious [-10]; Overconfidence [-10]; Pacifism (Self-defense only) [-15]; Vow (Uphold animal rights) [-5].

*Quirks:* Fascinated by dangerous animals; Something of a show-off; Prefers passive restraint to tranquilizing; Vegetarian; Loves to camp out. [-5]

*Skills:* Animal Handling-12 [2]; Bard-13 [2]; Camouflage-13 [1]; Climbing-12 [1]; First Aid/TL7-13 [1]; Guns/TL7 (Rifle)-15* [1]; Hiking-12 [2]; Knife-12 [½]; Lasso-12 [1]; Mimicry (Animal Sounds)-11 [2]; Naturalist-13 [4]; Net-13 [4]; Orienteering/TL7-13 [2]; Performance-13 [2]; Photography/TL7-12 [1]; Stealth-14 [4]; Survival (Woodlands)-13 [2]; Swimming-12 [½]; Traps/TL7-12 [1]; Veterinary/TL7-13 [4]; Wrestling-14 [8]; Zoology-13 [4].

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

*Equipment: (When in field)* Net; Lasso; Air rifle with tranquilizer darts; Binoculars; Swiss Army knife; First aid kit (+1 to First Aid).

Paul is a naturalist and animal control specialist who also stars in an educational/entertainment show on a small cable television network. He's gathered something of a cult following as a daring adventurer who studies and, when necessary, captures dangerous animals in the wild. He is opposed to endangering the subjects of his broadcasts and uses his celebrity to teach his audience about the animals themselves and the responsibility people have toward them. He often televises his efforts to capture and deal with dangerous animals such as alligators or poisonous snakes and transplant them to a safer environment. Paul is very experienced in handling such creatures and prefers to use the least invasive method possible. This has often involved him capturing the animal with his bare hands. He also knows wrestling an alligator into a harness gets him higher ratings than merely shooting it with a tranquilizer dart.

**Disadvantages:** A total of -30 points chosen from Callous [-6], Code of Honor [-5 to -15], Curious [-5 to -15], Easy to Read [-10], Impulsiveness [-10], Loner or Reclusive [-5 or -10], Low Empathy [-15], No Sense of Humor [-10], Odious Personal Habit [-5 to -15], Overconfidence [-10], Semi-Literacy or Illiteracy [-5 or -10], Sense of Duty [-5 to -15], Shyness [-5 to -15], Struggling Wealth or Poverty [-10 or -20], Stubbornness [-5], Uneducated [-5], and Vow [-5 to -15].

**Primary Skills:** Stealth (P/A) DX+1 [4]-14, Survival (any) (M/A) IQ [2]-12, and 12 points in Combat/Weapon skills and Throwing.

**Secondary Skills:** Camouflage (M/E) IQ [1]-12, Hiking (P/A) HT [2]-11, Tracking (M/A) IQ [2]-12 and *either* Navigation/TL (M/H) IQ-1 [2]-11 *or* Orienteering/TL (M/A) IQ [2]-12.

**Background Skills:** Traps/TL (M/A) IQ-1 [1]-11 *or* Fishing (M/E) IQ [1]-12, Cooking (M/E) IQ [1]-12, and 3 points among Area Knowledge (any wilderness area) (M/E); Armoury/TL (any) and Meteorology/TL (both M/A); Naturalist (M/H); Climbing and Swimming (both P/A); and Mimicry (Animal Sounds or Bird Calls) and Running (both P/H; HT).



## Customization Notes

- Common melee weapon choices for low-TL scouts include Axe/Mace (P/A), Broadsword (P/A), Spear (P/A), and Staff (P/H), while missile weapons are Bow, Knife Throwing, and Spear Throwing. Higher-TL scouts are often skilled in Guns/TL or Black Powder Weapons (both P/E), although a few points in a low-tech Combat/Weapon skill is also a good idea.
- Scouts tend to prefer lightweight armor, such as leather, since they often rely heavily on stealth or speed. However, literary examples of this type of character often don heavier chainmail or scale armor in times of battle.
- Scouts working in conjunction with a military unit may also have a few points in Savoir-Faire (Military), Strategy, and Tactics. Military Rank is possible for such a character, but the scout may also be a civilian working on contract basis. By TL6, the role of scouts in military units is greatly diminished by the development of dedicated special operations troops – see the commando template on pp. 40-43.

## Using This Character

The scout is appropriate to virtually any setting or genre and is designed for use in a standard 100-point campaign. In heavily urbanized campaign settings (e.g., *GURPS Cyberpunk*), the GM may rule such a character requires the Unusual Background advantage.

# CAITLYN OF THE BARRENS



NORTHCOTT '99

**(150 POINTS)**

Age 23; 5'6", 129 lbs.; blue eyes, black hair.

| | | |
|---|---|---|
| **ST:** 12 [20] | **IQ:** 13 [30] | **Speed:** 6.25 |
| **DX:** 13 [30] | **HT:** 12 [20] | **Move:** 5 |
| **Dodge:** 6 | **Parry:** 8 | |

### Advantages
Alertness +2 [10]; Ambidexterity [10]; Animal Empathy [5]; Combat Reflexes [15]; Rapid Healing [5].

### Disadvantages
Intolerance (Orcs) [-5]; Loner [-5]; Overconfidence [-10]; Sense of Duty (Inhabitants of Castle Defiant) [-10]; Vow (Own no more than horse can carry) [-10].

### Quirks
Doubles back on her trail at least once a day; Leaves a black feathered arrow whenever she raids an orc camp; Pragmatist; Uncomfortable in armor heavier than boiled leather; Prefers rainy weather for travel and raiding [-5].

### Skills
Animal Handling-15 [1]; Area Knowledge (Castle Defiant)-12 [½]; Area Knowledge (Orclands)-12 [½]; Armoury/TL3 (Hand Weapons)-16/(general)-10 [½]; Axe/Mace-14 [4]; Bow-14 [8]; Brawling-15 [4]; Broadsword-14 [4]; Camouflage-14 [2]; Climbing-12 [1]; Cooking-12 [½]; Hiking-12 [2]; Knife-14 [2]; Knife Throwing-14 [2]; Naturalist-12 [2]; Navigation/TL3-12 [2]; Stealth-14 [4]; Survival (Plains)-14 [2]; Swimming-12 [½]; Tracking-14 [4]; Traps/TL3-12 [1]; Weather Sense/TL3-11 [½].

\*Includes +4 bonus for Animal Empathy.

### Languages
Anglish (native)-13 [0]; Arabic-11 [½]; Dwarvish-11 [½]; Orcish-12 [1].

### Equipment
Thrusting broadsword (1d+3 cut, 1d+1 imp); Throwing axe (1d+4 cut); Large knife (1d-1 cut, 1d-1 imp); Composite bow (1d+2 imp); Boiled leather on body, arms, and legs (PD 2, DR 2); Soft boots (PD 1, DR 1); Quiver with 10 arrows; Tinderbox; Beef jerky, 6 oz.; Waterskin.

Caitlyn's father was a warder for the lord of Castle Defiant. He spent his days roaming the trackless plains and steppes watching for orc raiding parties or other threats to the inhabitants of the isolated settlements. His wife – her mother – died when Caitlyn was only 8 years old. The girl was left without anyone to care for her during her father's long jour-neys into the wilderness. He made arrangements for her to stay with a local innkeeper and do simple chores in the kitchen while he was away, but Caitlyn had different plans. The very first trip in which she was to stay with the innkeeper, Caitlyn crept away and followed her father into the wastes of the Orclands. By the time he discovered what she'd done, he was left with little choice but take her along with him.
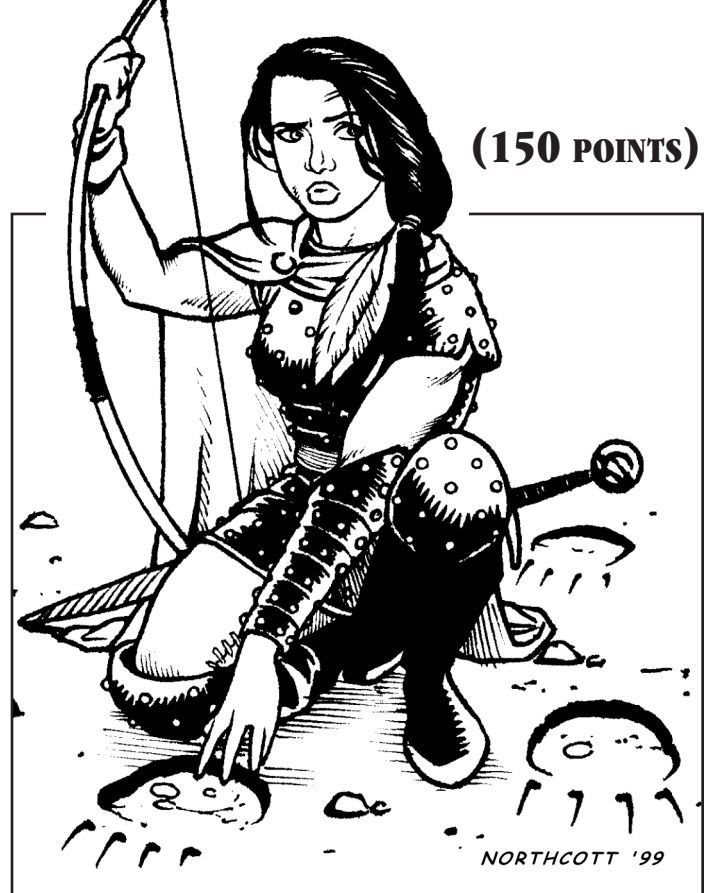
He found Caitlyn had a knack for scouting and he began to take her on every trip into the Orclands. Others called him irresponsible or reckless for endangering his daughter, but time after time, the two returned unscathed. Caitlyn learned the secrets of moving quietly and hiding and her father also taught her how to defend herself with sword, axe and bow. Over the years, she toughened into a warrior to match any of Castle Defiant's defenders. Shortly after her 21st birthday, a small band of orcish marauders surprised the two scouts and a lucky arrow struck her father. The two defeated their attackers, but the arrow had been poisoned. Caitlyn's father died less than a day later.

She's proven her skill and dedication many times over the years; even after her father's death, there was never a question of her continuing to ward the barren lands around Castle Defiant. She prefers to work alone now that her father is gone. She leaves an arrow with black fletching, similar to the one that felled her father, among the corpses of any orcs she finds in her territory.

Although designed as a moderately powerful character in a *GURPS Fantasy* campaign, she's easily translatable into another fantasy setting. She's designed as a typical fantasy "ranger" with formidable combat abilities, stealth skills and some animal affinity.

## Valentin Rudenko   (100 pts)

Age 28; 5'10", 153 lbs.; brown hair, blue eyes, fair skin; Russian soldier wearing a piecemeal uniform and carrying a long, bolt-action rifle.

**ST** 11 [10], **DX** 14 [45], **IQ** 12 [20], **HT** 11 [10]

Basic Speed 6.25, Move 6.
Dodge 7.

*Advantages:* Acute Vision +2 [4]; Combat Reflexes [15]; Composed [5].

*Disadvantages:* Bloodlust [-10]; Enemy (German sniper; 9 or less) [-10]; Extremely Hazardous Duty [-20].

*Quirks:* Hates Nazis, but not all Germans; Always shares food with his fellow soldiers; Likes the waiting game; Sleeps sitting against a wall; Writes his family once a week [-5].

*Skills:* Area Knowledge (Stalingrad)-12 [1]; Armoury/TL6 (Rifles and handguns)-12 [2]; Camouflage-14 [4]; Climbing-13 [1]; Electronics Operation/TL6 (Communications)-11 [1]; First Aid/TL6-12 [1]; Guns/TL6 (Rifle)-19* [8]; Hiking-12 [4]; Orienteering/TL6-12 [2]; Savoir-Faire (Military)-12 [1]; Stealth-14 [2]; Survival (Urban)-11 [1]; Tactics-13 [6]; Tracking-12 [2].

*Includes +2 for IQ 12.

*Languages:* Russian (native)-12 [0].

*Equipment:* Mosin-Nagant 1891 rifle 7.62×54mm (treat as a Springfield '03, but damage is 7d); Box of 50 rounds; Winter clothing on body, arms and legs (PD 1, DR 1); Binoculars; Wool blanket; Canteen and mess kit.

Valentin is a Russian sniper in the besieged city of Stalingrad during the winter of 1942-43. Like the many other Russian sharpshooters defending the city, his main role is to harass the German infantry units as they move through the rubble-filled streets. The ruined buildings provide the snipers countless firing points and hiding places, and the German advance is at a standstill due largely to their efforts. The Germans have responded with snipers of their own and the ruined city has become a deadly maze where opposing sharpshooters hunt and are hunted. Valentin's Enemy is one of these German snipers who has been extraordinarily successful in tracking down and neutralizing his Russian counterparts. When Valentin isn't practicing his marksmanship in one of the ranges the Russians have set up in a ruined building, he prowls the streets trying to find his hunter before he becomes the sniper's next victim.

# SHARPSHOOTER

Sharpshooters – or snipers, as they are also called – combine stealth with deadly shooting accuracy. The word sniper carries the same connotation for soldiers as the term "bogeyman" does for small children. Snipers prowl the battlefield without regard to lines of engagement and pick their targets at will. The victim seldom lives long enough to even realize his misfortune.

Almost anyone can learn the sharpshooter's level of shooting expertise with enough practice, but it takes more than a good eye to make a true sharpshooter. Nearly superhuman patience and concentration is needed to crawl slowly past an enemy patrol or wait hours for a single shot of opportunity.

Possibly the first military use of sniper tactics came during the French and Indian War. Backwoods hunters employed their wilderness tactics of stealth and carefully aimed shots; the French regulars had little answer. This style of fighting was again seen in the American Revolution. Units of sharpshooters were even organized on both sides of the American Civil War, but sharpshooters were always seen as somewhat ungentlemanly by conventional soldiers. While a cannon shell was acceptable, a well-placed sniper's bullet wasn't! World War I saw extensive sniper warfare between the stalemated trenches; special equipment and armor was even developed for this purpose. These soldiers again saw heavy action in World War II, Korea, and Vietnam, but they were still treated with a certain amount of disdain by their fellow soldiers.

It wasn't until the last quarter of the 20th century that the term "sniper" lost its derogatory connotations. Today, many modern armies have extensive training programs to develop the sniper's skills. Government agencies, counterterrorist units, and police departments also employ sharpshooters as a weapon of last resort in hostage situations.

# Design Notes

*Attributes:* Many high-caliber weapons have significant weight and recoil, so we assign the template ST 11. A *very* steady hand is a must for a sniper; we've given him DX 14. Snipers are often required to act with some initiative and pick their own targets; we decide IQ 11 is appropriate.

*Advantages:* The advantages available to a sharpshooter cover physical fitness (Fit/Very Fit and High Pain Threshold), experience (Combat Reflexes), composure and determination (Composed, Fearlessness, Imperturbable, Single-Minded, and Strong Will) and finely tuned senses (Acute Vision and Alertness).

*Disadvantages:* A cold and calculating disposition (Bloodlust and Callous), poorly developed interpersonal skills (Loner/Reclusive and No Sense of Humor) and a fair-sized ego (Overconfidence, Stubbornness, and Trademark) complement disadvantages common to many soldiers (Code of Honor, Fanaticism, Intolerance, and Sense of Duty). Some sharpshooters are haunted by their kills (Flashbacks and Nightmares). Others acquire an Enemy. In some time periods even the military considers snipers distasteful, commonly referring to them as "assassins" (Reputation).

*Primary Skills:* Phenomenal skill with a long arm is a given for a sharpshooter, so we provide an extremely high level with one such weapon appropriate for the campaign's tech level. While an incredible shot, a sharpshooter is still only one man, so we give him high levels in Camouflage and Stealth to allow him to get close to the target and then back out.

*Secondary Skills:* Armoury is a must for someone as reliant on his weapon as a sharpshooter, and Orienteering or Navigation help him keep track of his own location and find his target.

*Background Skills:* Since stealth is a high priority, Hiking lets him cover distances without attracting undue attention. The optional choices include skills to help him survive for periods on his own (First Aid and Survival), function in the military (Savior-Faire and Tactics), locate his target (Electronics Operations and Tracking), and provide additional modes of transportation (Driving and Riding).

## Sgt. Thad Williams    (150 pts)

Age 27; 6', 173 lbs.; black hair, brown eyes, dark brown skin; a heavily tattooed soldier in camouflage BDUs.

**ST** 13 [30], **DX** 14 [45], **IQ** 12 [20], **HT** 12 [20]

Basic Speed 6.50, Move 4.
Dodge 5, Parry 11.

*Advantages:* Alertness +2 [10]; Combat Reflexes [15]; Fearlessness +3 [6]; Fit [5]; Military Rank 1 [5].

*Disadvantages:* Code of Honor (Enlisted man's) [-10]; Duty (To Army; 15 or less) [-15]; Loner [-5]; Overconfidence [-10].

*Quirks:* Very patient; Calls everyone "shooter"; Prefers Europe to America; Never wears a helmet or body armor in the field; Hopes to one day bag a red dragon [-5].

*Skills:* Armoury/TL7 (Rifles and Handguns)-12 [2]; Brawling-15 [2]; Camouflage-14 [4]; Climbing-13 [1]; Driving (Wheeled)-11 [1]; Electronic Operations/TL7 (Communications)-11 [1]; First Aid/TL7-11 [½]; Guns/TL7 (LAW)-17* [2]; Guns/TL7 (Pistol)-16* [1]; Guns/TL7 (Rifle)-19* [8]; Hiking-11 [2]; Orienteering/TL7-12 [2]; Savoir-Faire (Military)-11 [½]; Stealth-14 [2]; Survival (Woodlands)-12 [2]; Tactics-13 [6].

*Includes +2 for IQ 12.

*Languages:* English (native)-12 [0]; German-12 [2].

*Equipment:* Barret Model 82 .50 sniper rifle; M9 9mm pistol; Four spare clips for rifle, 1 spare clip for pistol; Red smoke grenade (for airlift); Poncho; Ghillie suit (+5 to Camouflage).

Sergeant Thad Williams has been designated an unofficial "dragonslayer" for his unit, a long-range recon company stationed in Germany. Sgt. Williams is the best marksman in his company and has attended a good deal of specialized training, both civilian and military, on sniper tactics and techniques. When his unit deploys to a real-world mission, he's armed with a very large caliber sniper rifle and his primary targets are enemy dragons. He's also perfectly capable of engaging other targets like soldiers or even light vehicles. Thad's rifle is powerful enough to drop one of the "big scalies" (as he refers to them) in flight. He also carries several clips of depleted necronium bullets to counter any magical protections his target may have. Sgt. Williams' preferred tactic is to let the enemy overfly his hiding spot and cull his victims from the rear of the formation – not unlike Sgt. York in World War I.
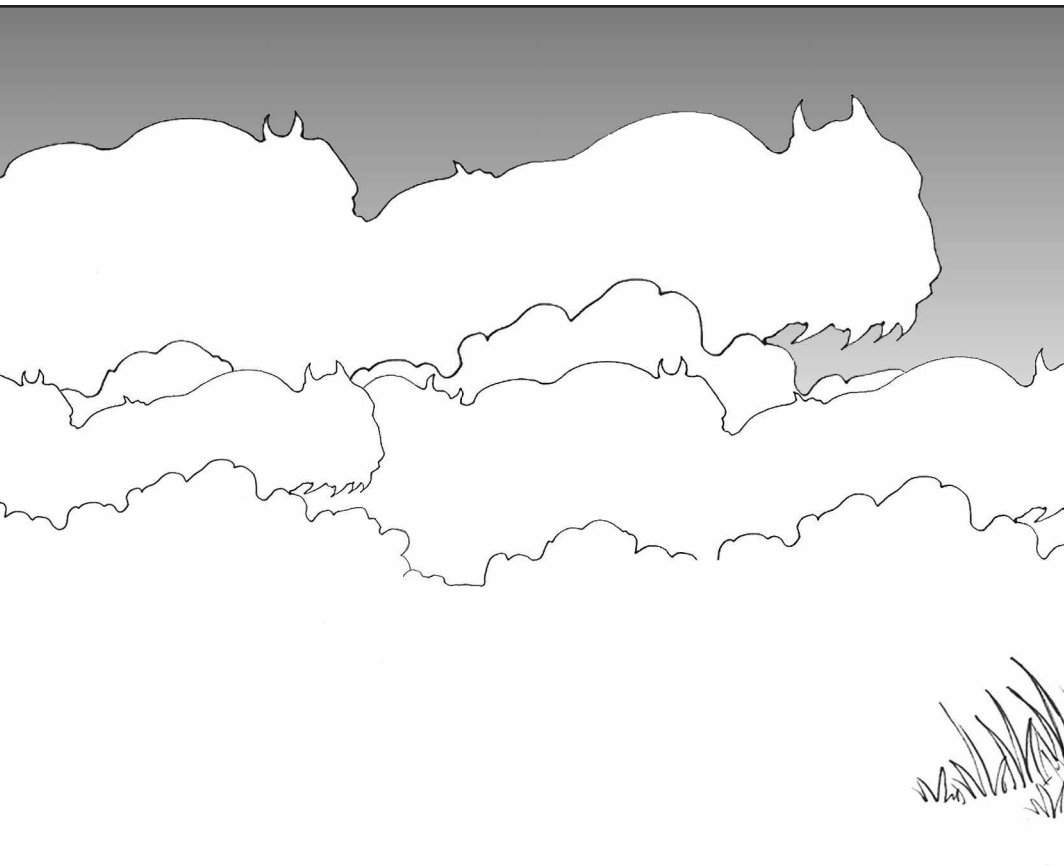
## "Slowpoke" Miller (100 pts)

Age 31; 5'11", 174 lbs.; long brown hair, brown eyes, tanned skin; buffalo hunter with a sizeable portion of his scalp missing; wears blood-caked work clothes.

**ST** 12 [20], **DX** 14 [45], **IQ** 11 [10], **HT** 12 [20]

Basic Speed 6.50, Move 5.
Dodge 5, Parry 6.

*Advantages:* Alertness +1 [5]; Disease Resistant [5]; High Pain Threshold [10].

*Disadvantages:* Callous [-6]; Loner [-5]; Odious Personal Habit (Bloody) [-10]; Overconfidence [-10]; Scalped [-5]; Unattractive Appearance [-5].

*Quirks:* Seems oblivious to his scar; Holds no ill-will toward Indians over scalping; Never watches where he steps; Gets drunk after every hunt; Wants to learn how to play the piano [-5].

*Skills:* Armoury/TL5 (Rifles and Handguns)-11 [2]; Camouflage-13 [4]; Carousing-11 [1]; Cooking-12 [2]; First Aid/TL5-11 [1]; Guns/TL5 (Rifle)-18* [8]; Hiking-10 [2]; Knife-14 [1]; Riding (Horse)-13 [1]; Stealth-14 [2]; Survival (Plains)-11 [2]; Teamster-11 [2]; Tracking-11 [2].

*Includes +1 for IQ 11.

*Languages:* English (native)-11 [0]; Sign Language (Plains Indian)-10 [1].

*Equipment:* Sharps .50 buffalo rifle; Skinning knife (1d-1 cut, 1d-2 imp); Box of 50 rounds ammunition *(more when hunting)*; Wagon and mule team; Cook set; Flea-ridden bed roll; Blood-stained work clothes.

Clarence "Slowpoke" Miller hunts buffalo on the Great Plains. He makes a fair living shooting and killing the great beasts. He's often able to drop as many as 30 in a day. In fact, he claims he could easily kill twice that many, but he can't skin the carcasses fast enough to get to all of them before the coyotes and other scavengers. Clarence got his nickname at the same time he lost his scalp. He and a few other hunters were on the edge of a large herd when a Kiowa war band came upon them. Clarence wouldn't leave his team and wagons behind, so the other hunters proved they didn't have to outrun the Kiowas – just Clarence! The Indians captured and scalped him, but when he bore the torture stoically, they let him go out of respect. Now, he takes the occasional ribbing good-naturedly and even laughs along . . . sometimes.

# Sharpshooter [90 points]

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

**Advantages:** A total of 20 points chosen from among Acute Vision [2/level], Alertness [5 /level], Combat Reflexes[15], Composed or Imperturbable [5 or 10], Fearlessness [2/level], Fit or Very Fit [5 or 15], High Pain Threshold [10], Intuition [15], Single Minded [5], and Strong Will [4/level].

**Disadvantages:** A total of -20 points chosen from Bloodlust [-10], Callous [-6], Code of Honor [-5 to -15], Enemy [varies], Fanaticism (Patriotism) [-15], Flashbacks [-5 to -15], Intolerance (enemy race or culture) [-5], Loner or Reclusive [-5 or -10], Nightmares [-5], No Sense of Humor [-10], Overconfidence [-10], Reputation (Assassin or Sniper) [varies], Sense of Duty [-5 to -15], Stubbornness [-5], and Trademark [varies].

**Primary Skills:** *One* of Black Powder Weapons (any rifle), Guns/TL (Rifle) *or* Beam Weapons/TL (any rifle) (all P/E) DX+4 [8]-18, Camouflage (M/E) IQ+2 [4]-13 and Stealth (P/A) DX [2]-14.

**Secondary Skills:** Armory/TL (Rifles and Handguns *or* Beam Weapons) (M/A) IQ [2]-11, Climbing (P/A) DX-1 [1]-13, and *either* Orienteering (M/A) IQ+1 [4]-12 *or* Navigation/TL IQ [4]-12.

**Background Skills:** Hiking (P/A) HT [2]-10 and 2 points in any of: Savoir-Faire (Military) (M/E); Electronics Operation/TL (Commo *or* Sensors), Survival (any), or Tracking (all M/A); Tactics (M/H); or Driving/TL (any) or Riding (any) (both P/A).

*Includes +1 bonus for IQ 11.

## Customization Notes

- Low TL snipers are usually only part-time soldiers. Consider spending a few points in Agronomy/TL, Craft, Outdoor, or Professional skills to support them during peacetime.
- By TL7, most snipers are employed full-time by a military or paramilitary organization. Those that are no longer in service often find their unique skills virtually useless in the civilian world except in a few elite government and police organizations – or the underworld. Craft and Professional skills provide the character a way to put food on the table. A level or two of Poverty is appropriate to a sniper who hasn't made the transition well.
- The sniper's most important piece of equipment is his rifle. Due to his experience with such weapons, he's likely to be very particular about which one he'll use. A weapon with a long ½D and high Acc is a good choice. Sharpshooters are seldom concerned with high RoFs or SS numbers – they just need one well-placed shot, after all.
- Although World War I snipers used a variety of types of experimental armor and shields, most sharpshooters prefer to rely on Camouflage and Stealth to protect them. Many modern snipers even forgo the use of helmets, as it interferes with their aim.
- Modern snipers often use "ghillie suits" – clothing covered with ragged strips of cloth or burlap. Depending on its quality, the suit adds between +3 (for a quickly improvised suit) to +8 (the best commercial suit, or one carefully crafted by the sniper) to the wearer's Camouflage skill. A ghillie suit only works in any outdoor environment with a fair amount of vegetation. Also, it adds 10° to the effective air temperature for the wearer. It weighs about 16 lbs. A good one can be bought for around $550.

## Using This Character

This template is designed for any 100-point campaign which includes firearms or beam weapons. A sharpshooter is a valuable addition to a party expecting heavy combat, but usually needs a little forewarning and careful planning to be most effective.

# THAYER BRULE (150 POINTS)

Age 34; 6'3", 189 lbs.; fair skin, brown hair and mustache, and brown eyes.

**ST:** 12 [20]  **IQ:** 12 [20]  **Speed:** 6.25

**DX:** 14 [45]  **HT:** 11 [10]  **Move:** 6

**Dodge:** 7  **Parry:** 11

## Advantages

Combat Reflexes [15]; Hard to Kill +2 [10]; Single-Minded [5]; Strong Will +2 [8]; Wealthy [20].

## Disadvantages

Bloodlust [-10]; Reputation (Criminals and law enforcement officers; -2, all the time) [-10]; Code of Honor (Mercenary's) [-5]; Overconfidence [-10]; Stubbornness [-5].

## Quirks

Leaves trademark business cards; Becomes silent and brooding when angry; Loyal to his *few* friends; Sees his work as just another job; Doesn't drink when he's hunting a target [-5].

## Skills

Armoury/TL10 (Beam Weapons)-12 [2]; Beam Weapons/TL10 (Lasers)-19* [8]; Brawling-15 [2]; Camouflage-12 [2]; Climbing-13 [1]; Driving/TL10 (ATV)-12 [½]; Electronics Operation/TL10 (Communications)-11 [1]; Electronics Operation/TL10 (Sensors)-12 [2]; First Aid/TL10-11 [½]; Hiking-11 [2]; Intimidation-12 [2]; Law-12 [4]; Lockpicking/TL10-12 [2]; Orienteering/TL10-12 [2]; Piloting/TL10 (Small Spacecraft)-13 [1]; Stealth-14 [2]; Streetwise-13 [4]; Tactics-12 [4].

*Includes +2 for IQ 12.

## Languages

Common (native)-12 [0].

## Equipment

Gauss needle rifle; Medium monocrys suit – appears as normal clothing (PD 2, DR 16; PD 1, DR 2 vs. impaling); Multi-view goggles with HUD integrated; Autograpnel and spinneret; Electronic lockpick; Emergency medical kit; A dozen or so business cards emblazoned with a bullseye; Attaché case to carry disassembled rifle and goggles.

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Thayer Brule is an interstellar bounty hunter – and he prefers to track bounties with the "dead-or-alive" clause. It's rumored that he's not above taking a little under-the-table "wetwork" if business is slow and the price is right. Brule has a reputation as one of the most relentless bounty hunters



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in the game. His past is shrouded in mystery. Those who claim to be in the know say he learned his trade in a government hit squad on a far-off planet. Others are certain he was a military sniper or a big-game hunter who has moved on to more challenging prey.

He prefers to take his targets out with a medium-range head shot from his tricked-out gauss needler. With all the high-tech weaponry available, many wonder at his choice of an antiquated needle rifle. He's settled on that weapon for a number of reasons. It's unaffected by weather conditions or aerosols, it negates the effects of reflec and ablat armor, and most importantly, the needle doesn't point a beam of ionized gas back to his hiding place like a laser does. It lacks the range of a laser or even a military gauss battle rifle, but it has been modified with a variable-velocity setting to allow him to make subsonic (and nearly silent) shots. He's integrated an infrared laser sight on the rifle and holographic Heads-Up Display (HUD) in a pair of goggles. The sighting system gives the gauss rifle a final SS 7 and Acc of 14. Additionally, it reduces the Snap Shot penalty to -1 up to 50 yards and -2 between 50 and 100 yards, and allows him to use up to half the rifle's Acc without aiming – giving him a +8 bonus! Since laser sensors are available and would warn a potential victim of his presence, he's careful to limit his use of the laser sight. Without the laser sighting, the HUD goggles still reduce his SS to 7, but provide no Acc bonus.

Thayer Brule is designed as a powerful adversary in a ***GURPS Space*** campaign. His background is deliberately vague, allowing him to be easily adapted. With some minor skill alterations he can be used in a variety of modern or near-future settings as well.

## Lothian Merrick (100 pts)

Age 26; 5'7", 149 lbs.; light brown hair, blue eyes and fair skin; dashing young gallant in chainmail.

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

Basic Speed 6.00, Move 4.
Dodge 4, Parry 7.

*Advantages:* Charisma +1 [5]; Fearlessness +3 [6]; Luck [15].

*Disadvantages:* Code of Honor (Mercenary's) [-5]; Greed [-15]; Obsession (Become the most famous dragonslayer on Ytarria) [-10]; Overconfidence [-10].

*Quirks:* Flirts with pretty girls; always wears a blue cloak; proud of his invention; well-groomed; mildly jealous [-5].

*Skills:* Animal Handling-11 [2]; Armoury/TL3-13 [4]; Carpentry-12 [1]; Crossbow-14 [2]; Detect Lies-11 [2]; Engineer/TL3 (Siege Engines)-12 [4]; Fast-Talk-13 [4]; First Aid/TL3-12 [1]; Gunner/TL3 (Ballista)-16* [4]; Intimidation-12 [2]; Mechanic/TL3 (Wagons)-12 [2]; Occultism-12 [2]; Research-12 [2]; Spear-14 [4]; Stealth-13 [2]; Teamster-12 [2]; Tracking-12 [2]; Zoology (Specializing in dragons)-16*/(general)-10 [2].

*Includes +2 for IQ 12.

*Languages:* Anglish (native)-12 [0].

*Equipment:* Spear (1d+2 imp); Crossbow (1d+3 imp); Chainmail shirt (PD 3, DR 4; PD 1, DR 2 vs. impaling); Boots (PD 2, DR 2); Wagon and mule team; Medium ballista and five bolts.

Note: 5 character points were spent to purchase Lothian's equipment.
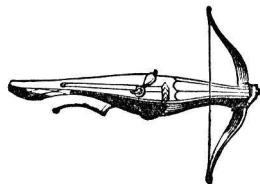


Lothian is an enterprising young man who's taken a new slant on the age-old practice of dragon-slaying – he's doing it for profit! This alone makes most heroic knights shudder in rage and disgust. It's only made worse by the fact that Lothian isn't even a knight, nor does he ride a horse to battle the drakes. On a typical hunt, Lothian accepts a contract from a beleaguered town and spends a few weeks studying the marauding creature's habits. After he's staked out its routes he rolls his wagon up to a good spot to wait. On the back of the wagon he has a ballista set on a swivel mount. When he has a clear shot at the beast, he lets the bolt fly. So far, he's been lucky and killed all three of his targets with a single shot – he can't cock the weapon by himself!

# SLAYER

Like the holy warrior, the slayer has a central cause that drives him. A slayer, however, isn't concerned with spreading the faith, but rather the extermination of a particular type of creature. But not just any creature! A slayer's chosen prey is usually powerful and inhuman. Examples of such foes are vampires, parasitic alien beings, dragons, and wizards.

The motivations of individual slayers are as varied as their prey. Vengeance is a common reason, as is an urge to defend humanity. Some warriors of this sort walk the fine line of sanity and become delusional about or obsessed with their target. Other slayers hate their foes simply because they are different or "unclean." But, while the nature of their foes and their own personal motives may differ, these warriors all share many characteristics.

A slayer understands the power of knowledge. He spends a great deal of time studying his prey – usually because the target has unnatural defenses or powers that must be overcome. Perhaps more so than any other warrior, a slayer is a planner. Inside the dragon's lair is a bad place to have to improvise a contingency! Nor do the trappings of honor often hamper a slayer while hunting his foes; he may well possess a Code of Honor, but his inhuman enemies are usually excluded from its strictures. You don't win a fair fight with a vampire, after all!

Stealth is another important weapon in the slayer's arsenal. Because the creatures he hunts are so dangerous, he must take care to meet them on his terms, not theirs. The ability to follow his prey unseen also helps him gather information on the target's movements and habits, thus helping him form his plans. Another reason for stealth is that a slayer often operates outside the law. Society may not even be aware of the danger in its midst, or refuse to accept its existence. Such denial is a double threat for the slayer – it protects the target from any danger from society and causes the slayer to look like a lunatic. The fact that some slayers really are delusional doesn't help this situation.

By nature, most slayers are loners, driven from the community by their own personal crusade. They tend to be secretive about their plans and often distrustful of others. That doesn't mean all slayers must fit this mold. Depending on the threat and setting, a slayer can also be a heroic figure, respected and beloved by those he protects. For example, vampire hunters in a modern setting will probably be viewed as dangerous (or even murderous) crackpots. Dragon hunters in a fantasy milieu are likely to be looked up to as brave adventurers – if a bit mercenary.

## Design Notes

*Attributes:* Hunting down powerful or even supernatural entities or creatures requires a sharp mind and strong will, so we give the template IQ 13. After tracking down the creature, the slayer has to fight and (hopefully) defeat it, so we decide DX 12 and ST 11 are good starting levels.

*Advantages:* We've selected advantages to depict good cognitive abilities (Acute Senses, Alertness, Intuition, and Night Vision), intense commitment (Composed/Imperturbable/Unfazeable, Fearlessness, Higher Purpose, Single-Minded and Strong Will), special defenses (Magic Resistance and Psionic Resistance), experience (Combat Reflexes), good physical condition (Fit/Very Fit) and a dash of luck or divine assistance (Daredevil, Luck, and True Faith).

*Disadvantages:* The range of disadvantages covers near-fanatical dedication (Intolerance, Obsession, Stubbornness, Vow, and Workaholic), strained mental state (Delusions, Edgy or Paranoia, Flashbacks, Insomniac, Nightmares, and Post-Combat Shakes), social detachment (Bloodlust, Callous, Loner, and Reclusive) and the attention of supernatural entities (Enemy and Weirdness Magnet). We've also added Greed to allow you to create someone who is less than altruistic in his motivations.

## Dr. Dieter Kromm    (150 pts)

Age 43; 5'10", 137 lbs.; salt-and-pepper hair, blue eyes, fair skin; scraggly beard, sunglasses and lab coat.

**ST** 10 [0], **DX** 12 [20], **IQ** 14 [45], **HT** 11 [10]

Basic Speed 5.75, Move 5.
Dodge 4, Parry 6.

*Advantages:* Absolute Timing [5]; Contacts (Police; skill -15, 9-) [4]; Fearlessness +5 [10]; Legal Enforcement Powers (CDC) [5]; Magic Resistance +3 [6].

*Disadvantages:* Curious [-5]; Duty (to CDC; 12 or less) [-10]; Pyromaniac [-5]; Sense of Duty (teammates) [-5]; Vow (Fight spread of necromantic diseases) [-10]; Workaholic [-5].

*Quirks:* Gesticulates wildly when he talks; Rubs hands together and nods vigorously when excited; Wears dark glasses indoors; Wears his lab coat everywhere; Forgets "minor" details [-5].

*Skills:* Alchemy-14 [4]; Biology-15 [6]; Chemistry-15 [6]; Computer Operation/TL7-14 [1]; Crossbow-13 [4]; Demolition/TL7-16 [6]; Detect Lies-13 [2]; Diagnosis/TL7-15 [6]; Driving/TL7 (Automobile)-12 [2]; Electronics Operation/TL7 (Sensors)-13 [1]; Explosive Ordnance Disposal/TL7-12 [1]; Fast-Talk-14 [2]; First Aid-15 [2]; Guns/TL7 (Light Automatic)-15* [2]; Guns/TL7 (Pistol)-15* [2]; Holdout-13 [1]; Interrogation-14 [2]; Judo-12 [4]; NBC Warfare/TL7-16 [6]; Occultism-14 [2]; Occultism (Demonology)-14 [2]; Physician/TL7-15 [6]; Research-15 [4]; Scrounging-14 [1]; Shadowing-12 [2]; Spear-12 [4]; Thaumatology-14 [4]; Writing-13 [1].

*Includes +2 for IQ 14.

*Languages:* German (native)-14 [0]; English-14 [2]; Latin-14 [2].

*Equipment (in the field):* Glock 17 9mm pistol; Collapsible crossbow (1d+3 imp), frame carries eight silver-tipped bolts; Second Chance Hardcorps System vest (PD 2, DR 16; PD 1, DR 2 vs. impaling); Spare clip for Glock; Seemingly limitless supply of thermite grenades; Dark glasses; Cellular phone; Lab coat; Specimen dishes.

After years of field work in pathology in Germany, Dr. Kromm, a leading expert on ambulatory necrotic plague, was recruited by the U.S. Centers for Disease Control. He has always favored a more hands-on approach to his research and so finagled himself a position on one of the CDC's "HazMETs" (hazardous materials/entities teams). These are small units of armed professionals dispatched to deal with particularly virulent outbreaks of vampirism, toxic zombies, bioterrorism, and the like. Dr. Kromm's standard prescription for ambulatory hazards such as these is a good dose of cleansing fire.

*Primary Skills:* Here we've provided skills to cover a knowledge of the enemy (Occultism, Hidden Lore, Thaumatology, Xenology, and Zoology), and the means to gather further information during a hunt (Criminology, Forensics, Research, Streetwise, and Tracking). We've also given the template 10 points in Combat/Weapon skills, but left the exact choices open to allow the player to customize it to fit the concept and the campaign.

*Secondary Skills:* Here we detail the ability to stalk the prey (Stealth or Shadowing) and some social skills (Detect Lies, Fast-Talk, Interrogation, Intimidation, and Performance) to allow interaction with witnesses or human servants.

*Background Skills:* For background skills, we've selected abilities to support the slayer's maintenance and survival (Armoury, First Aid, Scrounging, and Survival), covert activities (Holdout, Lockpicking, and Traps) and, because many slayers operate on the fringe of society, some unusual and arcane knowledge (Conspiracy Theory).

## Markus Sauter (150 pts)

Age 39; 5'11", 159 lbs.; light brown hair with streaks of gray; brown eyes and weathered skin; motley uniform.

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

Basic Speed 6.00, Move 4.
Dodge 5, Parry 11.

*Advantages:* Collected [5]; Combat Reflexes [15]; Danger Sense [15]; Higher Purpose (Oppose AIs) [5]; Immunity to Disease [10]; Luck [15].

*Disadvantages: Campaign:* Social Stigma (Outlaw, -3) [-15]. *Personal:* Bloodlust [-10]; Intolerance (Robots) [-5]; Loner [-5]; Obsession (Destroy robots and AIs) [-15]; Workaholic [-5].

*Quirks:* Sneers a lot; Distrusts everyone he doesn't know personally; Won't share his weaponry; Will never surrender; Examines robot wreckage thoroughly when possible [-5].

*Skills:* Armoury/TL7 (Rifles and Handguns)-13 [2]; Armoury/TL9 (Vehicle Weaponry)-12 [1]; Brawling-15 [4]; Cooking-12 [½]; Demolitions/TL8-13 [2]; Driving (ATV)-14 [4]; Electronics Operation/TL9 (Sensors)-14 [4]; Electronics Operation/TL9 (Communication)-11 [½]; Engineering/TL9 (Robotics)-11 [1]; First Aid/TL7-13 [1]; Gunner/TL7 (ATGM)-16* [4]; Guns/TL7 (LAW)-16* [2]; Guns/TL7 (Light Automatic)-16* [2]; Interrogation-13 [2]; Intimidation-13 [2]; Mechanic/TL9 (Robotics)-14 [4]; Motorcycle-13 [1]; NBC Warfare/TL7-12 [1]; Scrounging-13 [1]; Stealth-13 [2]; Survival (Desert)-13 [2]; Survival (Mountains)-13 [2]; Survival (Urban)-13 [2]; Tracking-14 [4]; Traps/TL7-13 [2].

*Includes +2 for IQ 13.

*Languages:* German (native)-13 [0]; French-12 [1]; Spanish-12 [1].

*Equipment (on a hunt):* G-3 assault rifle; RPG-7 light anti-tank weapon (LAW); Four extra clips for G-3; Two spare rockets for RPG-7; Thermite grenade; Light infantry jacket (PD 2, DR 24); Binoculars; Air mask with CBR filter; Canteen.

Markus is a former member of the *Bundeswehr*, or German Army. He saw everyone he cared for killed by mechanical monsters or their deadly diseases. Now he has turned the tables on the robots and their masters. Over the years, Markus has traded much of his higher-TL Bundeswehr weaponry for older military surplus that is easier to supply with ammunition. Although obsessed, he is cautious, striking from ambush and targeting the machines' weakest points. Without heavy weapons, he steers clear of the larger war machines, but Tarantulas and even Hoplites are well within his ability to take down.

# Slayer [85 points]

**Attributes:** ST 11 [10], DX 12 [20], IQ 13 [30], HT 10 [0].

**Advantages:** A total of 20 points in Acute Senses (any) [2/level], Alertness [5/level], Composed, Imperturbable or Unfazeable [5, 10 or 15], Combat Reflexes [15], Daredevil [15], Fearlessness [2/level], Fit or Very Fit [5 or 15], Higher Purpose [5], Intuition [15], Luck [15], Magic Resistance [2/level], Night Vision [10], Psionic Resistance [2/level], Strong Will [4/level], and True Faith [15].

**Disadvantages:** A total of -25 points chosen from Bloodlust [-10], Callous [-6], Delusions [-5 to -15], Edgy or Paranoia [-5 or -10], Enemy [varies], Flashbacks [-5 to -15], Greed [-15], Insomniac [-10 or -15], Intolerance (hated race or creature) [-5], Loner or Reclusive [-5 or -10], Nightmares [-5], Overconfidence [-10], Obsession (Hunt creature) [-5 to -15], Post-Combat Shakes [-5], Stubbornness [-5], Vow [-5 to -15], Weirdness Magnet [-15], and Workaholic [-5].

**Primary Skills:** A total of 4 points distributed among Criminology/TL, Research/TL, Streetwise and Tracking (all M/A), and Forensics/TL (M/H). Another 10 points in Combat/Weapons skills and 4 points spent on Occultism, Hidden Lore (any) (both M/A), Exorcism, Thanatology, Thaumatology, Xenology/TL, and Zoology/TL (all M/H).

**Secondary Skills:** *Either* Stealth (P/A) DX [2]-12 *or* Shadowing (M/A) IQ [2]-13 and 4 points spent among Fast-Talk, Interrogation, Intimidation, and Performance (all M/A), and Detect Lies (M/H).

**Background Skills:** A total of 6 points distributed among First Aid/TL and Scrounging (both M/E); Armoury/TL (Occult Weaponry is an *excellent* specialization for this template), Holdout, Lockpicking, Survival (any) and Traps/TL (all M/A); and Conspiracy Theory (M/VH),
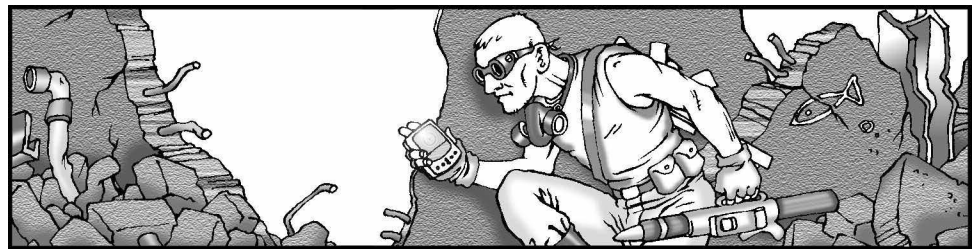


# Customization Notes

- When choosing skills, it's a very good idea to take into account the creature your character is hunting. For example, Tracking and Stealth are helpful when hunting a monster like a dragon that sticks pretty much to wilderness areas. For more urban creatures like a vampire, Forensics and Shadowing might be better choices.
- Non-occult creatures, such as robots and aliens, are fair game for slayers in science-fiction campaigns. In those cases, substitute appropriate choices (e.g., Mechanic, Engineer, etc.) for the scientific options listed among the primary skills.
- Hidden Lore (M/A) is very appropriate to experienced slayers, but it's not recommended for starting characters or inexperienced players. Check with your GM before selecting it.

# Using This Character

This character is suited to a 100-point fantasy, horror, or science-fiction campaign – a slayer needs a powerful and inhuman foe to pursue. Such a warrior is also possible in a "normal" campaign where such entities don't exist, but would probably be a delusional personality.

# JENNIFER CARSTEN

Age 34; 5'6", 127 lbs.; fair-skinned, shoulder-length dark brown hair and bright blue eyes.

**ST:** 10 [10]    **IQ:** 13 [30]    **Speed:** 6.00

**DX:** 13 [30]    **HT:** 11 [10]    **Move:** 6

**Dodge:** 7    **Parry:** 9

## Advantages

Alertness +1 [5]; Combat Reflexes [15]; Comfortable Wealth [10]; Higher Purpose (Slay vampires) [5]; Strong Will +2 [8].

## Disadvantages

Nightmares [-5]; Obsession (Hunt down all vampires) [-15]; Overconfidence [-10]; Secret (Vampire hunter – utter rejection) [-10].

## Quirks

Loves her two cats; Likes being in a crowd; Curious; Hard-headed; Affects the "goth club" look, even when hunting [-5].

## Skills

Administration-13 [2]; Area Knowledge (Chicago)-12 [½]; Armoury/TL7 (Hand Weapons)-12 [1]; Armoury/TL7 (Rifles and Handguns)-12 [1]; Judo-12 [2]; Computer Operation/TL7-12 [½]; Crossbow-14 [2]; Detect Lies-12 [2]; Diplomacy-13 [4]; Driving (Automobile)-11 [½]; Electronics Operation/TL7 (Sensors)-11 [½]; Fast-Talk-13 [2]; Guns/TL7 (Pistol)-16* [2]; Guns/TL7 (Shotgun)-16* [2]; Holdout-13 [2]; Interrogation-12 [1]; Intimidation-12 [1]; Knife-12 [½]; Knife Throwing-12 [½]; Lockpicking/TL7-12 [1]; Occultism-14 [4]; Research-13 [2]; Shadowing-13 [2]; Spear-12 [1]; Stealth-13 [2]; Streetwise-13 [2]; Traps/TL7-12 [1].

*Includes +2 for IQ 13.

## Languages

English (native)-13 [0].

## Equipment

*(When hunting)* Remington 870 pump shotgun; Browning High Power automatic pistol; Spare clip for pistol; Second Chance Standard vest (PD 2, DR 14; PD 1, DR 2 vs. impaling); Shoulder holster for pistol; Five silver shotgun slugs; Lockpicks; Flashlight; Crucifix; Four wooden stakes and mallet.

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During the week, Jennifer works for an airline. On the weekends, she loads up her car with weapons and prowls the streets of Chicago looking for signs of vampire infestation.

Jennifer's first encounter with a vampire occurred a few years ago. She and a friend, Amy, had driven to a strange neighborhood looking for a nightclub. Their car broke down and Jennifer went for help, but Amy insisted on remaining with the car. When Jen returned, her friend was gone. Three days later, Amy turned up at Jennifer's door – as a blood-thirsty creature of the night! Fortunately, Jennifer was a good Catholic and had seen enough horror movies to know what to do; she brandished her crucifix and Amy fled into the night.

Knowing no one would believe her, Jennifer decided to put Amy to rest herself. After rewatching every vampire movie she could find, Jennifer went searching for her lost friend. She found her, and followed the standard procedure from the movies. Fortunately, Hollywood got one right. The monster was destroyed. Tormented by the thought of others suffering Amy's fate, Jennifer began a private crusade to exterminate the parasitic corpses.

Over the years, Jennifer has taken self-defense and firearms classes, continued to study the occult and even picked up a few breaking-and-entering techniques. When on a hunt, she usually carries a concealed sawed-off shotgun and a number of wooden stakes.

Jennifer is an archetypal stalker. While she's described as hunting vampires, her chosen creature could be virtually any horrific monster. She's designed as a starting character in a 100-point *GURPS Blood Types* campaign. She can also be used in a *Horror* or even *CthulhuPunk* setting.

## Patrolman Craig Reed  (100 pts)

Age 28; 5'10", 157 lbs.; blond hair, brown eyes and light skin; military haircut; Patrol uniform.

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

Basic Speed 5.75, Move 5.

Dodge 6.

*Advantages:* Combat Reflexes [15]; G-Experience [10]; Legal Enforcement Powers (Patrol) [15].

*Disadvantages:* Chummy [-5]; Duty (Patrol; 15 or less) [-15]; Intolerance (Pirates) [-5]; Sense of Duty (law abiding citizens in his sector) [-10]; Post-Combat Shakes [-5].

*Quirks:* Enthusiastic about rescue operations; Self-confident; Tries to come up with creative solutions; Appears gullible, but is actually pretty canny; Plays music loudly in engine room during voyages [-5].

*Skills:* Administration-12 [1]; Beam Weapons/TL10 (Lasers)-14* [1]; Brawling-12 [2]; Computer Operations/TL10-13 [1]; Electronics Operation/TL10 (Medical)-12 [1]; Engineer/TL10 (Vehicles)-13 [4]; First Aid/TL10-13 [1]; Free Fall/TL10-13 [4]; Heraldry (Ship's Markings)-13 [2]; Law-11 [1]; Mechanic/TL10 (Hyperdrive)-13 [2]; Mechanic/TL10 (Reactionless Drive)-14 [4]; Mechanic/TL10 (Rocket)-13 [2]; Savoir-Faire (Military)-14 [2]; Scrounging-13 [1]; Shipbuilding/TL10 (Starship)-13 [2]; Vacc Suit/TL10-14 [4].

*Includes +2 bonus for IQ 13.

*Languages:* Galactic Standard (native)-13 [0].

*Equipment:* Laser pistol; Medium monocrys uniform covering body and limbs (PD 2, DR 16; PD 1, DR 2 vs. impaling); Mini-tool kit; Flashlight; Laser torch; Crash kit (+2 to First Aid); Armored vacc suit (PD 4, DR 30) for exterior work.

Patrolman Craig Reed is a member of the Interstellar Patrol (see pp. S18-19). Because his ship, like many in the Patrol, is a fairly small one, he's expected to wear a number of hats during a mission. Not only does Craig fill the position of engineer on his patrol vessel, he's also the emergency recovery technician for rescue operations. That means Craig enters damaged or wrecked spacecraft to assist and rescue any survivors remaining aboard. It's a very dangerous job, but Craig finds the work both exciting and rewarding. His expertise in mechanics and repair help him evaluate a wreck's condition before entering it and even make spur-of-the moment repairs when necessary. In any case, it's better than being shot at by pirates!

# SPACE CREW

Space crew operate the warships of the future. They are members of interstellar or planetary navies, or perhaps the crew of pirate spacecraft, mercenary starships, or civilian craft in lawless areas of the void. Some of their duties are closer to those of a computer technician than a soldier. On civilian vessels in peaceful regions of space that is exactly what a ship's crewman is. However, some space crew are expected to be warriors as well as technical specialists. They must be to be ready to fight, either at a battle station or in shipboard melees, if necessary.

The crew's duties can be broken down into five basic groups: Helm, Gunnery, Communications, Sensors, and Engineering. Helm is responsible for navigation and the actual piloting of the vessel. Gunnery handles the weapons systems. Communications deals with both internal and external transmissions. Sensors provides data on the ship's surroundings and protects the vessel from enemy detection. Engineering maintains the spacecraft's drive mechanisms and structural integrity.

There is a degree of correspondence between the tasks performed by the crews of spacecraft and those of technologically advanced waterborne vessels. Despite the surface similarities between a waterborne and space vessel, the differences between the two are significant. The basics of working aboard a space vessel are quite different from those of a waterborne one. Space crew must be prepared to function within a zero-G, or free fall, environment. If a spaceship is destroyed in combat, the crew must deal with the vacuum of space. Rapidly changing velocities, fluctuating gravity fields and an added dimension to combat all challenge the members of a space vessel in ways never experienced by a water-bound crew.

## Design Notes

*Attributes:* Advances in technology isolate space crewmen from the physical rigors of battle, so we decide both ST and HT will stay at 10. Quick reactions and intelligence are needed to operate sophisticated weapons and equipment, so we choose a DX and IQ 12.

*Advantages:* Most of the advantages available reflect adaptation to space travel and its unique strains (Acceleration Tolerance, G-Experience, Improved G-Tolerance, and 3D Spatial Sense). Other options depict battle experience (Combat Reflexes and Fearlessness), performance or valor awards (Reputation), logical talent (Mathematical Ability), and shipboard allies (Ally Group).

*Disadvantages:* Because the motivations and psychology of space crew vary so greatly in cinematic and literary depictions, we did not specify many disadvantage points for this template. Those available represent social ties (Chummy/Gregarious and Sense of Duty), patriotism (Fanaticism and Intolerance), egotism (Overconfidence/Glory Hound and Jealousy), and professional dedication (Code of Honor and Workaholic).

*Primary Skills:* Free Fall and Vacc Suit allow the crewman to function in the weightlessness and vacuum of space. Since there are no technological differences in space crew skill sets, we built the occupational lenses into the primary skill lists. Helmsmen must be able to navigate (Astrogation and Area Knowledge) as well as fly the spacecraft
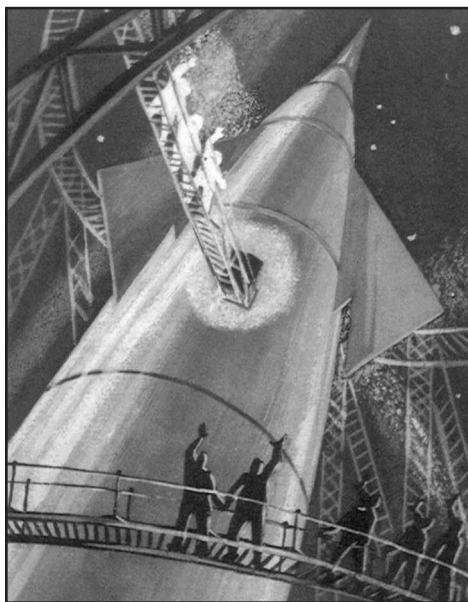
## Laura Kazonyi        (100 pts)

Age 27; 5'7", 131 lbs.; buzz-cut red hair, green eyes, and fair skin.

**ST** 11 [10], **DX** 13 [30], **IQ** 13 [30], **HT** 11 [10]

Basic Speed 6.00, Move 6.
Dodge 7, Parry 9.

*Advantages:* Combat Reflexes [15]; Light Hangover [2]; 3-D Spatial Sense [10].

*Disadvantages:* Chummy [-5]; Code of Honor (Pirate's) [-5]; Compulsive Carousing [-5]; Greed [-15]; Overconfidence [-10].

*Quirks:* Uses foul language for shock value; Picks fights when her crewmates are around; Smokes cigars; Bloodthirsty in firefights; Slaps crewmates on the back of the head when annoyed [-5].

*Skills:* Armoury/TL9 (Spaceship Weaponry)-15 [6]; Brawling-13 [2]; Carousing-11 [2]; Computer Operation/TL9-13 [2]; Free Fall-14 [4]; Guns/TL9 (Shotgun)-15* [1]; Gunner/TL9 (Laser)-17* [8]; Gunner/TL9 (Missiles)-15* [2]; Heraldry (Ship's Markings)-12 [2]; Intimidation-12 [2]; Streetwise-12 [2]; Vacc Suit/TL9-13 [4].

*Includes +2 for IQ 13.

*Languages:* Galanglic-12 [0]; Icelandic-11 [1].

*Equipment:* Auto shotgun; Cloth armor (PD 2, DR 16; PD 1, DR 2 vs. impaling); Headset communicator; Brass knuckles.

Laura is a gunner onboard a mid-sized mercenary ship in the Spinward Marches, named the *Rotath*. The ship spends most of its time in the Sword Worlds subsector (pp. T:BC67-72), where there's almost always a contract available. The *Rotath* usually performs interdiction or patrolling missions, although the crew prefers the rare occasions when they are authorized to operate as privateers. In fact, the ship's crew and master aren't above outright piracy if the opportunity presents itself.

Laura is a tornado of trouble herself – which is why she fits in well with the rest of the *Rotath's* crew. Even in the notoriously sexist Sword Worlds, her aggressive attitude quickly earns her at least a grudging respect among the locals. In her gunner's chair she's all business, preferring to target her enemy's drives and weaponry, which leaves the vessel intact for plundering. In a firefight, however, she goes for the kill as quickly as possible; people don't stop fighting until they're dead or unconscious – and unconscious foes wake up to fight later!

(Piloting); gunners man (Gunner) and maintain (Armoury) their weapons; sensor operators use their systems (Electronics Operation) to plot navigational hazards (Cartography) and defeat enemy detection devices (SIGINT Collection/Jamming). Radiomen are responsible for external communication (Electronic Operations) and identifying other parties on their communications net (Traffic Analysis), while engineers must maintain the vessel's engines (Mechanic) and structural integrity (Engineering and Shipbuilding).

*Secondary Skills:* The space crewman uses Computer Operation in conjunction with almost every one of his tasks. Savoir-Faire, Carousing, or Streetwise give him the skills to interact in his social environment and Guns or Beam Weapons provide him with personal defense.

*Background Skills:* The skill choices here represent knowledge learned on-duty to simplify daily tasks (Administration, Area Knowledge, Heraldry, and Scrounging), to assist in emergency repairs (Shipbuilding), as part of standard training (First Aid) or during off-duty recreation (Brawling and Carousing).

## Lt. Col. Jeffrey Stinson (150 pts)

Age 41; 5'9", 152 lbs.; black hair, brown eyes, dark brown skin; good physical condition; NASA uniform.

ST 11 [10], DX 13 [30], IQ 15 [60], HT 11 [10]

Basic Speed 6, Move 6.
Dodge 6.

*Advantages:* Fit [5]; Comfortable Wealth [10]; Military Rank 5 [25]; Status 2 [0] (Default from Military Rank); 3D Spatial Sense [10].

*Disadvantages:* Duty (U.S. Space Command) [-15]; Overconfidence [-10]; Sense of Duty (his command) [-10]; Workaholic [-5].

*Quirks:* "By the book"; Thinks magic is stunting true scientific advances; Wants to command a deep space mission; Doesn't like "hot dog" pilots; Mildly uncomfortable in crowds [-5].

*Skills:* Administration-13 [½]; Aviation-13 [½]; Astrogation/TL7-15 [2]; Astronomy/TL7-13 [1]; Computer Operation/TL7-15 [1]; Driving/TL7 (Automobile)-12 [1]; Electronics Operation/TL7 (Communications)-13 [½]; Electronics Operation/TL7 (Sensors)-14 [1]; Free Fall/TL7-14 [4]; Guns/TL7 (Pistol)-15* [1]; Leadership-15 [2]; Parachuting-12 [½]; Physics-13 [1]; Piloting (Large Spacecraft)-15 [8]; Piloting (Military Jet)-13 [2]; Savoir-Faire (Military)-14 [½]; Survival (Woodlands)-13 [½]; Thaumatology-12 [1]; Vacc Suit/TL7-15 [2].

*Includes +2 for IQ 15.

*Languages:* English (native)-15 [0].

*Equipment:* NASA jumpsuit; Flight notebook; Pen.

Lt. Col. Jeffrey Stinson is a member of the U.S. Space Command, currently assigned to NASA as an astronaut. The moon landings made a profound impression on Jeffrey as a child and he decided the day Team Hecate teleported to Luna's surface that one day he'd lead the way to a new frontier as well. Now, 30 years later, he's being considered to lead a manned deep-space mission and on the verge of fulfilling his dream. He's completed all the required training, passed the necessary tests and even punched the right political tickets.

Unfortunately, Jeffrey is only an astronaut and not an *astromancer,* so his chances of being selected aren't as good as they could be. Reports indicate possible decreased mana levels past Mars' orbit; this may help offset Jeffrey's lack of magery. Secretly, he believes prolific magic use is actually hampering the advances of hard science and will eventually slow mankind's advance to the stars rather than hasten it.

# Space Crew [75 points]

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

**Advantages:** A total of 20 points chosen from among Acceleration Tolerance [10], Ally Group (Ship's Crew) [varies], Combat Reflexes [15], Fearlessness [2/level], G-Experience [10], Improved G-Tolerance [5 or 10], Mathematical Ability [10], Reputation (Decorated) [varies], and 3D Spatial Sense [10].

**Disadvantages:** A total of -15 points chosen from Chummy or Gregarious [-5 or -15], Code of Honor [-5 to -15], Fanaticism (Patriotism) [-15], Intolerance (enemy race or culture, pirates, military, etc.) [-5], Jealousy [-10], Overconfidence or Glory Hound [-5 to -15], Sense of Duty [-5 to -15], and Workaholic [-5].

**Primary Skills:** Free Fall/TL (P/A) DX+1 [4]-13, Vacc Suit/TL (M/A) IQ+1 [4]-13, and *one* of these options:

*Helmsman/Pilot:* Area Knowledge (System or sector) (M/E) IQ+1 [2]-13, Astrogation/TL (M/A) IQ+1 [4]-13, Piloting/TL (spacecraft type) (P/A) DX+2 [8]-14.

*Gunner:* Armoury/TL (any) (M/A) IQ+2 [6]-14 and *two* of Gunner (any ship-mounted) (P/A) DX+4 [4]-15*.

*Sensor Operator:* Cartography/TL (M/A) IQ+1 [4]-13, Electronics Operation/TL (Sensors) (M/A) IQ+1 [4]-13, and SIGINT Collection/Jamming/TL (M/H) IQ+1 [6]-13.

*Radioman:* Electronics Operation/TL (Comm) (M/A) IQ+2 [6]-14 and Traffic Analysis/TL (M/H) IQ+2 [8]-14.

*Engineer:* Engineer/TL (Vehicles) (M/H) IQ [4]-12, Shipbuilding/TL (Starship) (M/A) IQ [2]-12 and 8 points in Mechanic (any) (M/A) specializations.

**Secondary Skills:** Computer Operation/TL (M/E) IQ [1]-12, *either* Guns/TL (any) *or* Beam Weapons/TL (any) (both P/E) DX+2 [1]-14*, and *one* of Savoir-Faire (Military) (M/E) IQ+1 [2]-13, Streetwise or Intimidation (both M/A) IQ [2]-12.

**Background Skills:** A total of 4 points distributed among: Area Knowledge (System or sector), First Aid/TL and Scrounging (all M/E); Administration, Heraldry (Ship's Markings), and Shipbuilding/TL (Starship) (all M/A); Brawling (P/E); and Carousing (P/A; HT).

*Includes +2 for IQ 12.

## Customization Notes

- To create an officer or NCO-type leader for a space vessel, apply the lenses on p. 10.
- Active or ex-military characters *must* select Savior-Faire (Military) as a secondary skill. Streetwise and Carousing are appropriate for privateers, pirates and other civilian warriors of this sort.
- Given the tremendous value of a large spacecraft, it's unlikely a starting character will be able to afford even a moderately sized one. A possible solution to this dilemma is the Ship Patron advantage, found on pp. GT84-85. This option allows the character use of a starfaring vessel, but not actual ownership.

## Using This Character

This character type is appropriate for any 100-point campaign in a science-fiction setting. This template is not designed to depict fighter spacecraft pilots or shipboard soldiers. For those character types, see the Aviator, pp. 20-23, and Marine, p. 84-87. The GM can also use this template to represent NPC crewmen without further modification.

# DANYAL KLARCK (100 POINTS)

Age 28; 8'5", 221 lbs.; extremely tall and thin Spacer with tousled brown hair, brown eyes, and pale skin.

| | | |
|---|---|---|
| **ST:** 6 [10] | **IQ:** 13 [30] | **Speed:** 6.00 |
| **DX:** 15 [60] | **HT:** 9 [10] | **Move:** 6 |
| **Dodge:** 7 | **Parry:** 9 | |

## Advantages

*Racial Advantages (Spacer):* Extended Life Span ×1 [5]; Free Fall (DX +3) [16]. *Personal Advantages:* Ally Group (4 75-point shipmates, 9 or less) [10]; Combat Reflexes [15]; 3D Spatial Sense [10].

## Disadvantages

*Racial Disadvantages (Spacer):* HT -2 [-15]; -5 ST [-40]. *Personal Disadvantages:* Glory Hound [-15]; Greed [-15]; Intolerance (Groundsiders) [-5]; Sense of Duty (ship-mates) [-5].

## Quirks

Very meticulous about cleanliness; Stands upside down or sideways in zero-G when groundsiders are present; Talks about the "motherlode" constantly; Tries to convince others to loan him money; Complains about "contract violations" whenever asked to do physical labor [-5].

## Skills

Administration-12 [1]; Area Knowledge (Asteroid Belt)-14 [2]; Astrogation/TL9-13 [4]; Beam Weapons/TL9 (Lasers)-17* [1]; Carousing-9 [2]; Computer Operation/TL9-13 [1]; Electronics Operation/TL9 (Communication)-12 [1]; Electronics Operation/TL9 (Sensors)-13 [2]; Free Fall-18 [0]; Geology/TL9-12 [2]; Gunner/TL9 (Missile)-17* [2]; Piloting/TL9 (Large Spacecraft)-17 [8]; Scrounging-14 [2]; Streetwise-13 [2]; Vacc Suit-14 [4].

*Includes +2 for IQ 13.

## Languages

Galactic Standard (native)-12 [0].

## Equipment

Laser pistol; Lightweight monocrys (PD 2, DR 8); Fuzzy dice.

Danyal is a Spacer – born and raised in a zero-G environment. That's the reason for his extreme height and relatively low body-weight; without gravity to restrict growth, Spacers reach heights far beyond normal humans. Unfortunately, the lack of gravitational resistance tends to stunt their musculature development as well, which accounts for his low ST and HT. What Danyal lacks in physical strength, he makes up for in finesse. Few pilots can match his natural hand-eye coordination or reflexes.

Danyal is from an asteroid mining colony. The miners have built small cities inside the hollow remains of mined-out asteroids. The tunnels are sealed and pressurized and each is home to thousands of miners and space crew. The low mass of these man-made habitats creates virtually no gravity. As a result, few of the spacers are comfortable for any length of time outside zero-G. That's fine with Danyal, since he sees no reason to ever leave the belt. Due to his low ST, he seldom carries much equipment because even in the absence of gravity, he finds the inertia cumbersome.

He's happiest behind the controls of one of the souped-up freighters used to transport ore from a mine to the depots outside the belt. He finds the constantly changing pattern of asteroids and smaller fragments a challenge, and looks forward to testing his skills in new sectors of the belt. Most pilots shudder at the thought of flying into one of these uncharted regions. Neither does Danyal shirk from encounters with ore pirates; few of the outlaws are able to come close to his skill. So, while he doesn't own his own ship, his skill and willingness to take risky jobs makes him a sought-after pilot, and he seldom lacks a contract.

Danyal knows that freelance pilots seldom hit it rich, no matter how skilled or daring they may be. He's pinning his hopes for riches on his version of the lottery – the fabled belt motherlode, packed with valuable metals and minerals. There's absolutely no evidence that such an asteroid actually exists, but Danyal is convinced that not only is it real, but *he* is the one who's going to find it someday.

Danyal is designed as a character for a generic 100-point *GURPS Space* campaign, particularly one with a Corporate State theme (see pp. S12-13). He's equally well suited for a *Traveller* setting, although some minor skill and story line modifications may be necessary.

## Kargan (100 points)

Age 33; 6', 341 lbs.; stringy black hair, black eyes, blotchy skin; a thick-bodied half-ogre thug carrying a big mace.

**ST** 17/13 [10], **DX** 12 [30], **IQ** 9 [20], **HT** 13 [10]

Basic Speed 6.25, Move 5.
Dodge 5, Parry 7.

*Advantages: Racial Advantages:* Acute Taste/Smell +1 [2]; Alertness [5]; DR +2 [6]; Enhanced Strength 16/12 [50]; Extra Hit Points +2 [10]; High Pain Threshold [10]; HT +2 [20]; Magic Resistance +1 [2]; Night Vision [10]. *Personal Advantages:* Rapid Healing [5].

*Disadvantages: Racial Disadvantages:* DX -1 [-10]; Intolerance [-10]; IQ -3 [-20]; Odious Racial Habit (Eats other sentients) [-15]; Ugly Appearance [-10]; Uneducated [-5]. *Personal Disadvantages:* Bully [-10]; Code of Honor (Secret Society) [-10]; Duty (Thieves' Guild; 12 or less) [-10]; Status -2 (Underworld) [-10].

*Quirks:* Sucks the marrow from bones; Not embarrassed by flatulence; Likes to scare children; Mildly gullible; Afraid of tabby kittens [-5].

*Skills:* Area Knowledge (City)-11 [2]; Axe/Mace-14 [8]; Brawling-14 [4]; Climbing-10 [½]; Intimidation-10 [2]; Scrounging-8 [½]; Shadowing-9 [2]; Streetwise-10 [4]; Survival (Urban)-10 [2];

*Languages:* Common (native)-9 [0].

*Equipment:* Mace (3d+2 cr); Scale armor over areas 9-11, 17-18 (PD 3, DR 4); Boots (PD 2, DR 2).

Kargan is an "accounts payable specialist" for a Thieves' Guild in a large city. That means he breaks the arms, legs, and eventually the heads of debtors who can't make their payments to the Guild. It's something he, as a half-ogre, is well suited for. He's also the muscle behind a rather profitable protection racket being run by the Guild in the poorer section of the Merchant District.

Kargan started out trying to run his own extortion scheme in the city a few years ago, but just wasn't bright enough to make the operation work. Too often, clever merchants were able to swindle him! At first, the Guild ignored him, but eventually decided to give his muscle a little professional guidance. Since he's begun working with the Guild, the organization has seen a tremendous decrease in the number of people attempting to default on their debts. Most believe that's directly due to the fact that Kargan is allowed to *eat* anyone he kills in the course of his duties.

# STREET TOUGH

This warrior is adapted to the rough-and-tumble environment of the lower levels of urban society. In many ways, he's the city equivalent of the scout. He is able to survive in his world and move freely within its confines. A street tough can be an enforcer for a syndicate kingpin, a gunman in service to a warlord, a gang member, or a loner just too plain mean for anyone else to cross. Other real-world examples of this type of warrior include Mafia strongmen, Somalian *mooryan* gunmen, and the *Front Pour L'Avancement et le Progres Haitien* (FRAPH) in Haiti.

The typical tough relies on muscle first, and brains second . . . or not at all. Even if he's smart, he's basically a thug, by definition. If he ever starts using his head as anything but a battering ram, he'll have graduated from "street tough" status. Of course, some very dangerous people, on both sides of the law, got their start as mere gang muscle. You can use this template to create a young punk, and then add another 50 points or so of experience and connections to depict him in his older years, as a gang boss, cop, soldier, private investigator, or other character who has to some degree transcended his violent youth.

In an odd parallel to the knight, the street tough lives in a culture where his understanding of the surrounding social structure is nearly as important as is his ability in combat. As in the world of the aristocracy, a serious error in etiquette often holds dire consequences. But, unlike his upper-class counterpart who only faces loss of status, the street tough may suffer physical harm for his mistakes! It's no surprise, then, that often such intricate social structures develop Codes of Honor and Duties resembling twisted versions of chivalry or other feudal obligations – at least with regard to others of the tough's organization or class.

Not all street toughs are criminals, in spite of appearances. In many neighborhoods, the "good guys" are every bit as hard as the crooks. In fact, this template could be used to create a cop – either a street-smart veteran or a rough young rookie – or a private eye who has contacts (and hard-earned credibility) on the mean streets.

## Design Notes

*Attributes:* A tough must have fast hands and quick feet to last on the streets, so we've chosen DX 12. Decent physical condition is also a plus – we settle on both ST and HT at 11.

*Advantages:* The advantages available include a keen nose for trouble (Alertness, Danger Sense, and Combat Reflexes), physical conditioning (High Pain Threshold and Toughness), and an extra "edge" (Daredevil and Luck). An Ally Group formed from fellow gang members, and Contacts on the street or with the authorities, are also appropriate. So is a gang boss or underworld kingpin as a Patron.

*Disadvantages:* A wide array of disadvantages are appropriate to this type of warrior. We've chosen
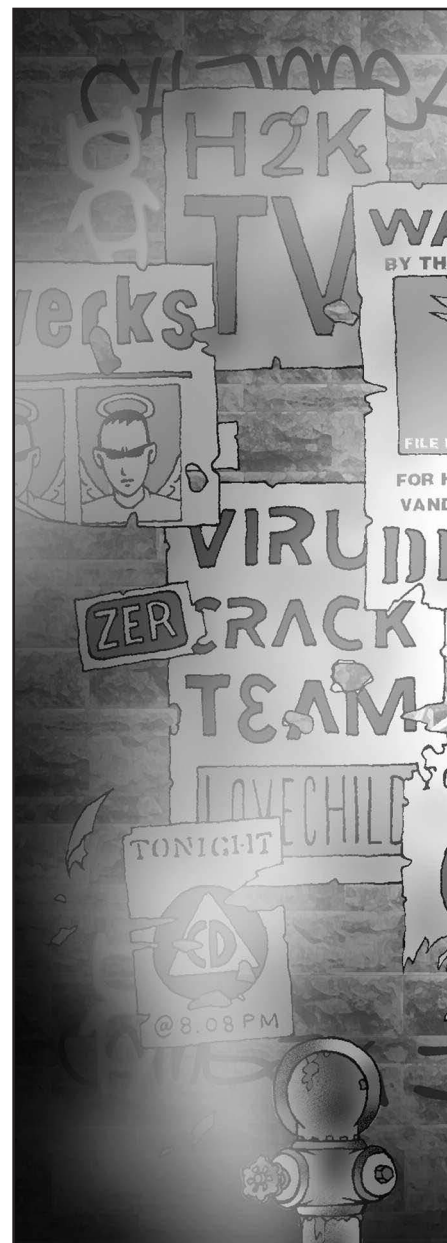
ones to reflect low social class (Social Stigma, low Wealth, and low Status), poor education (Semi/Illiteracy and Uneducated), gang ties (Code of Honor, Duty, Enemy, Sense of Duty, and Trademark), brashness (Bully, Impulsiveness, and Overconfidence) and the effects of his lifestyle on his body and mind (Addiction, Callous, and Edgy/Paranoia). We've also given a few disadvantages that reflect a scarred or even intentionally unattractive appearance (Appearance, Odious Personal Habit, and Unnatural Feature).

*Primary Skills:* Area Knowledge and Streetwise allow the street tough to get along on his turf – and avoid that of others. Most toughs rely on bare-knuckle (Brawling) or knife fighting (Knife) to settle their disputes. A few invest the time to learn a true martial art (Karate and Judo). Finally, for when fists aren't enough, we've provided an option of another Combat/Weapon skill, but we've left the exact choices open to allow customization of the template to the campaign setting.

*Secondary Skills:* Intimidation complements Streetwise in rough company, and Survival (Urban) rounds out the tough's ability to handle a city environment.

*Background Skills:* Street toughs often supplement their income through questionable "endeavors" (Climbing, Filch, Pickpocket, and Stealth), by serendipity (Scrounging) or out-right mugging (Shadowing).

## Domino Vegas        (100 points)

Age 20; 5'10", 157 lbs.; black hair, brown eyes, light bronze skin; fake leather jacket; red bandanna.

**ST** 11 [10], **DX** 12 [20], **IQ** 12 [20], **HT** 12 [20]

Basic Speed 6.00, Move 6.
Dodge 6, Parry 9.

*Advantages:* Ally Group (3 75-point gang members; 9 or less) [10]; Zeroed [10].

*Cyberwear:* Claws (+2 to unarmed damage) [15].

*Disadvantages:* Addiction (Dryad) [-5]; Code of Honor (Pirate's) [-5]; Impulsiveness [-10]; Status (Street op) [-10]; Trademark (Graffiti tag) [-10].

*Quirks:* Curses people in Spanish; Bully when on her turf; Insists her gang is the toughest; Distrusts "suits"; Scratches luxury car paint with her claws [-5].

*Skills:* Area Knowledge (Los Angeles)-13 [2]; Brawling-14 [4]; Broadsword-12 [2]; Guns/TL8 (Light Automatic)-14* [1]; Guns/TL8 (Pistol)-14* [1]; Intimidation-12 [2]; Running-12 [4]; Scrounging-12 [1]; Stealth-12 [2]; Streetwise-13 [4]; Survival (Urban)-12 [2]; Whip-13 [4].

*Includes +2 for IQ 12.

*Languages:* Spanish (native)-12 [0]; English-10 [½].

*Maneuvers: (Streetfighting)* Eye Gouging-6 [1]; Face Attacks-10 [1]; Feint (Brawling)-15 [1]; Head Butt-10 [1]; Hit Location (Brawling)-12 [1]; Kicking-13 [1]; Knee Strike-15 [1]; Neck Snap-8 [1]; Rabbit Punch-13 [1]; Roundhouse Punch-13 [1]; Stamp Kick-13 [½].

*Equipment:* Machine pistol; Section of motorcycle chain (1d+2 cr); Medium monocrys jacket (PD 2, DR 16; PD 1, DR 2 vs. impaling); Boots (PD 2, DR 2); Can of spray paint.

Domino is the young leader of a very small street gang, the Rakers, in the L.A.-Tiajuana sprawl. What her gang lacks in size, it tries to make up for in enthusiasm. Unfortunately, all the enthusiasm in the world doesn't even the odds when you're outnumbered 10 or 15 to one, so the Rakers are forced to exercise discretion far more often than not. The gang places almost no restrictions on her time, however. Domino performs a number of odd jobs around the sprawl – anything from slightly less-than-legal courier work to surveillance for local private detectives. She also brings in some additional money by hiring out the gang as muscle for other street ops.

## Raymond Elmore  (100 points)

Age 43; 5'10", 184 lbs.; light brown hair, brown eyes, weathered skin; balding; tired gray sport coat.

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

Basic Speed 5.75, Move 5.
Dodge 5, Parry 10.

*Advantages:* Alertness +2 [10]; Contact (Police; skill -15, 9 or less, somewhat reliable) [3]; Contact (Street; skill-15, 12 or less, somewhat reliable) [3]; Deep Sleeper [5]; Luck [15].

*Disadvantages:* Addiction (Tobacco) [-5]; Callous [-6]; Code of Honor (Mercenary's) [-5]; Edgy [-5]; Struggling Wealth [-10]; Unluckiness [-10].

*Quirks:* Talks in a monotone; Pessimist; Sleeps in his suit occasionally; Always late on his rent; Not excitable [-5].

*Skills:* Area Knowledge (Chicago)-13 [2]; Armoury/TL6 (Rifles and Handgun)-12 [1]; Brawling-15 [8]; Criminology/TL7-13 [2]; Detect Lies-12 [2]; Fast-Talk-13 [2]; First Aid/TL6-13 [1]; Forensics/TL7-13 [4]; Guns/TL6 (Pistol)-16* [4]; Interrogation-13 [2]; Intimidation-13 [2]; Lockpicking/TL6-12 [1]; Shadowing-13 [2]; Stealth-11 [1]; Streetwise-14 [4]; Survival (Urban)-13 [2].

*Includes +2 for IQ 13.

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

*Equipment:* S&W "Military & Police" .38 revolver; Six extra .38 rounds; Handkerchief; Notepad and pencil.

Elmore is a down-on-his-luck private investigator in 1920s Chicago. His cases always seem to wind up far more complicated than he'd expected, and clients stiff him so often that he's barely able to pay his rent on his office. He had to give up his apartment months ago, and now sleeps in a small back room at work. His luck seems drastically fickle – one minute a bullet ricochets off his belt buckle and the next his car is rolling off a pier! But without a doubt, his worst turn of luck came not two weeks ago when a client dropped a strange statue off at his office and asked him to locate the original owner. Within a matter of days, the client was dead and the police were looking at Elmore as their prime suspect. They haven't figured out how he could have melted the man's bones, but that's never stopped Chicago cops when they've got it in their head a man's guilty!

# Street Tough [75 points]

**Attributes:** ST 11 [10], DX 12 [20], IQ 11 [10], HT 11 [10].

**Advantages:** A total of 20 points in Alertness [5/level], Ally Group (Gang) [varies], Combat Reflexes [15], Contact (Police; Skill-15, 9 or less, somewhat reliable) [3], Contact (Street; Skill-15, 12 or less, usually reliable), Danger Sense [15], Daredevil [15], High Pain Threshold [10], Luck [15], Patron [varies], and Toughness (DR 1) [10].

**Disadvantages:** A total of -20 points chosen from Addiction [varies], Appearance (Unattractive or Ugly) [-5 or -10], Bully [-10], Duty (Gang; 12/15 or less) [-10 or -15], Callous [-6], Code of Honor [-5 to -15], Edgy or Paranoia [-5 or -10], Enemy (Rival Gang) [varies], Impulsiveness [-10], Overconfidence [-10], Sense of Duty (any) [-5 to -15], Semi-Literacy or Illiteracy [-5 or -10], Social Stigma (Outlaw) [-15], Status [-5/level below 0], Struggling Wealth or Poverty (-10 or -20), Trademark (Graffiti Tag) [-5 or -10], Uneducated [-5], and Unnatural Feature [-5/feature].

**Primary Skills:** Area Knowledge (City) (M/E) IQ+1 [2]-12, Streetwise (M/A) IQ+1 [4]-12, 8 distributed among Brawling (P/E), Judo (P/H), Karate (P/H), and Knife (P/E), and 4 more points in Combat/Weapon skills.

**Secondary Skills:** Intimidation (M/A) IQ [2]-11 and Survival (Urban) (M/A) IQ [2]-11.

**Background Skills:** A total of 3 points spent among Climbing (P/A), Filch (P/A), Pickpocket (P/H), Scrounging (M/E), Shadowing (M/A), and Stealth (P/A).



NORTHCOTT '99

## Customization Notes

- Because street toughs are usually found in urban environments, local Control Ratings (see p. B249) affect what weapons they are likely to use. Toughs in a highly restrictive region will probably resort to makeshift weapons like clubs, chains, or knives; those in areas of near anarchy may have access to virtually anything!
- Armor is likewise affected by the tough's area of operation. To avoid drawing the attention of the authorities, street toughs wear heavy armor only in the most unrestricted regions. Easily concealed or unobtrusive armor like leather or Kevlar vests is a better choice for a warrior of this sort.
- Some street toughs formally study martial arts. *GURPS Martial Arts* provides a wide range of options for such training. Even if the street tough hasn't studied an unarmed style under a master, one style is a perfect choice for this type of warrior – Streetfighting, detailed on p. MA102.

## Using This Character

The street tough template is designed for just about any standard 100-point campaign – although *GURPS Ice Age* might be a stretch! The GM can also use it to represent experienced NPC gang members or thugs with out further modification.

# SONNY HENSLEY

## (500 POINTS)

Age 30; 5'11", 173 lbs.; fair-skinned, blond, with sunglasses and a loose-fitting tropical shirt and trousers.

**ST:** 22 [20]  **IQ:** 15 [30]  **Speed:** 8.00

**DX:** 16 [20]  **HT:** 16 [10]  **Move:** 8

**Dodge:** 9  **Parry:** 11

### Advantages

*Racial:* ST +10 [110]; DX +4 [45]; IQ +2 [20]; HT +5 [60]; Empathy [15]; In-Betweener Invulnerability [60]; Initiate 3rd Level [40]; Instant Regeneration [100]; Unaging [15]. *Personal:* Ally Group (5 75-point gang members; 12 or less) [20]; Combat Reflexes [15]; Contact (Police; skill-18, 9 or less, usually reliable) [6]; Contact (Street; skill-18, 9 or less, usually reliable) [6]; Spirit Advisor (9 or less) [10]; Status 1 (free from Wealth) [0]; Wealthy [20].

### Disadvantages

*Racial:* Murder Addiction [-60]. *Personal:* Bully [-10]; Greed [-15]; Obsession (Become the most powerful drug lord on the Caribbean) [-15]; Overconfidence [-10]; Sadism [-10]; Secret (In-Betweener) [-30]; Stubbornness [-5].

### Quirks

Intolerant of stupidity; Very diplomatic; Claims to dislike violence; Bets on pro football; Likes to drive fast [-5].

### Skills

Accounting-13 [1]; Area Knowledge (Miami)-16 [2]; Fast-Draw (Clip)-15 [½]; Fast-Draw (Pistol)-15 [½]; Guns/TL7 (Light Automatic)-18* [1]; Guns/TL7 (Pistol)-18* [1]; Intimidation-16 [4]; Karate-16 [4]; Knife-16 [1]; Knife Throwing-16 [1]; Merchant-15 [2]; Occultism-15 [2]; Savoir-Faire-15** [0]; Shadowing-15 [2]; Shortsword-16 [2]; Speed-Load (Automatic Pistol)-15 [½]; Speed-Load (Submachine Gun)-15 [½]; Stealth-15 [1]; Streetwise-16 [4]; Survival (Urban)-15 [2]; Theology (Voodoo)-15 [4].

*Includes +2 for IQ 15.

**Free from Status.

### Languages

English (native)-14 [1]; French-13 [½]; Spanish-13 [½].

### Equipment

IMI Uzi submachine gun; Machete (4d+1 cut); Rolex watch; Corvette convertible.

Sonny appears to be a law-abiding yuppie living in one of Miami's more upscale neighborhoods. That's only a cover for his true identity. Beneath the façade, he's actually one of the most ruthless drug dealers on the Caribbean coast. He controls a small gang of hoods and has connections to a number of Columbian and Central American drug cartels. He's got ties to the local police department, which helps him stay one step ahead of the authorities in his dealings. He's systematically eliminating his competitors through blackmail and buyouts. A number of the other drug dealers know of Sonny's involvement in the local underworld, but none seem to be able to take action against him.

What no one – not even his own gang members – knows is that Sonny is not human at all. He's able to assume virtually any human form, but his natural shape is a horrid skinless mass with exposed bloody muscle tissue (Fright Check at -3). Normally, he hides this under his "Sonny" skin. He has a number of others stored in liquid-filled jars in a closet at home. This unique talent has allowed him to manipulate other drug dealers in the area according to his plans. Faced with a stubborn competitor, Sonny kills him, skins the body, and assumes his identity long enough to transfer his holdings to Sonny's own. A number of Sonny's former enemies' skins are now housed on the shelves in his closet!

Sonny also has a number of other powers as a result of his race. His In-Betweener Invulnerability causes him to take only 1 point per die of damage from bullets and impaling weapons (modified by bullet type), and is detailed fully on p. VO99. His spirit advisor is a minor petro loa which provides him with warnings and information on his enemies. Thanks to his drug connections, his Murder Addiction is easily sated by preying on illegal immigrants or junkies.

Sonny is designed as a *powerful* opponent in a modern-day *GURPS Voodoo* campaign. His In-Betweener powers combined with his criminal connections make him very dangerous to all but the most cautious foes. He's also well suited to any modern *Horror* setting. To make full use of his abilities, the *Voodoo* worldbook is necessary.

## Charles LaMoreaux    (100 pts)

Age 31; 5'7", 145 lbs.; curly black hair and mustache; blue eyes and fair skin.

**ST** 11 [10], **DX** 14 [45], **IQ** 12 [20], **HT** 11 [10]

Basic Speed 6.25, Move 6.
Dodge 7, Parry 11.

*Advantages:* Ambidexterity [10]; Charisma +1 [5]; Combat Reflexes [15].

*Disadvantages:* Compulsive Carousing [-5]; Extravagance [-10]; Impulsiveness [-10]; Overconfidence [-10]; Sense of Duty (Friends) [-5].

*Quirks:* Something of a fop; Always polite to ladies; Style is *always* more important than substance; Flexible morals – particularly about banditry; Proud. [-5].

*Skills:* Acrobatics-13 [2]; Brawling-15 [2]; Climbing-14 [2]; Fast-Draw Knife-14 [1]; Fast-Draw Sword-14 [1]; Fencing (Saber)-15 [4]; Guns/TL5 (Flintlock Pistol)-16* [1]; Jumping-15 [2]; Main Gauche-15 [4]; Navigation/TL4-11 [2]; Sailor/TL4-11 [1]; Savoir-Faire-12 [2]; Seamanship/TL4-12 [1]; Stealth-12 [½]; Streetwise-11 [1]; Swimming-13 [½]; Tactics-11 [2].

*Languages:* French (native)-12 [0]; English-10 [½]; Spanish-10 [½].

*Equipment:* Naval pistol, .50 flintlock; Fencing saber (1d+2 cut, 1d imp); Main-Gauche (1d-2 cut, 1d imp); Nice clothing; Snuff box.

Charles LaMoreaux is a swashbuckling swordsman from the Age of Sail. He loves to sail the sea, visiting new lands and meeting new peoples. He has worked several voyages to the Caribbean (where he has had more than one run-in with pirates) and has crisscrossed the Mediterranean more times than he can remember. He's also made the voyage around Cape Horn to India and hopes to eventually sail the South Seas as well.

Charles is a pretty good sailor, but most of his shipboard skills are a result of his travels rather than through any real effort to pick up a trade.

Charles' swordsmanship plays as big a role in securing him a berth as his seamanship. He's a good man to have aboard if pirates attack! If he has a failing in combat, it's his reluctance to fire his pistol. Because it's only good for one shot once the battle's been joined, he often goes an entire fight without using it. No matter, though; his trusty saber always does the job – and never needs reloading.

# SWORDSMAN

The swordsman, in many guises, is a familiar figure to readers of fantasy fiction, history, and literature. There is the broadsword-wielding adventurer of pulp fantasy, the swashbuckling fencer from the Age of Sail, and the taciturn kenjutsu master of Japan. To each, the sword is as much an extension or statement of personality as it is a weapon. The swordsman is a kindred spirit to the gunslinger – another warrior defined by his choice of weapon. The sword, like the pistol, holds a certain mystique for the people of its time. Those who are adept at its use draw on that power.

Unlike the heavy foot soldier or the knight, the swordsman is not well suited to massed battles. It's not that his skill isn't up to such a fight; he's simply neither trained nor experienced in fighting in concert with others. While the swordsman's style of melee combat is well suited to the light foot soldier, he is seldom skilled with a suitable missile weapon. All of this is not to say the swordsman is incapable of finding employment as a mercenary. He simply finds the structured life of a soldier – like the structured tactics – isn't compatible with his style.

A swordsman is likely to be more independent in thought and deed than a more soldierly man-at-arms. Perhaps more so than any other warrior of their era, swordsmen are likely to seek the life of an adventurer. There, they find an application for their skill with the blade without the confining rules of the military.

When designing a swordsman, take care to note the culture and time period of the campaign setting. A katana-wielding hero is a bit out of place in the Age of Sail; a rapier fencer probably isn't appropriate to a campaign set during the early Crusades. As a rule of thumb, the shortsword is available before the broadsword, which in turn predates the fencing weapons of saber, smallsword, and rapier. Skilled users of the katana are restricted to Japan, except in a few rare instances.
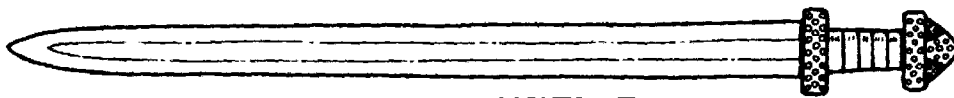
## Design Notes

*Attributes:* A high DX is indispensable to a swordsman, and we decide on a 13. We've also given the template ST, IQ and HT 11, since swordsman are usually depicted as being clever and in good physical shape.

*Advantages:* Quick reflexes (Combat Reflexes) or plain old-fashioned luck (Daredevil, Danger Sense, and Luck) are an integral part of the swordsman's mystique, so we make one of these a mandatory selection. We provide additional options to reflect the hero's charm (Appearance and Charisma), physical conditioning (Fit/Very Fit, High Pain Threshold, and Toughness), skill with his weapon (Ambidexterity and Enhanced Parry) and an ability to detect foes behind him (Peripheral Vision).

*Disadvantages:* The disadvantages we've selected depict the swordsman's ego (Jealousy, Overconfidence/Glory Hound, and Self-Centered/Selfish), lifestyle (Compulsive Carousing and Extravagance), personal ethics (Code of Honor, Sense of Duty, and Vow), and an Enemy for good measure.

*Primary Skills:* A one-handed sword is required (Broadsword, Fencing, Force Sword, Katana, and Shortsword), as is the ability to get it out and into play quickly (Fast-Draw). Options for a backup weapon or unarmed combat style are provided (Brawling, Knife, Main-Gauche, Karate, and Judo) as well.

*Secondary Skills:* We give the template a wide range of social skills (Fast-Talk, Intimidation, Savoir-Faire, and Streetwise), because a swordsman can be found at virtually any level of society. Similarly, we provide a range of additional movement skills allowing options from flamboyance (Acrobatics, Climbing, and Jumping) to pragmatism (Riding and Running).

## Lisanne Sakariya (250 pts)

Age 28; 5'11", 164 lbs.; braided sandy blond hair, brown eyes and lightly tanned skin; loose-fitting tunic, wrapped leggings and soft boots.

**ST** 12 [20], **DX** 14 [45], **IQ** 12 [20], **HT** 12 [20]
  Basic Speed 6.50, Move 6.
  Dodge 7, Parry 12.

*Advantages:* Combat Reflexes [15]; Daredevil [15]; Enhanced Parry (Force sword) [6]; Psychokinesis (Telekinesis only)-10 [40]; Telepathy-10 [50]; Weapon Master [20].

*Disadvantages:* Impulsiveness [-10]; Overconfidence [-10]; Sense of Duty (Empire) [-10]; Vow (Own no more than she can carry) [-10].

*Quirks:* Headstrong; A little gullible; Thinks of herself as world-wise; Generous to a fault; Shy around handsome men. [-5]

*Skills:* Acrobatics-14 [4]; Armoury/TL11 (Hand Weapons)-11 [1]; Beam Weapons/TL11 (Blasters)-16* [½]; Driving/TL11 (Contragrav)-13 [1]; Fast-Draw (Sword)-14 [1]; Jumping-13 [½]; Karate-15 [4]; Katana (Force Sword)-15 [4]; Katana Art (Force Sword)-14 [2]; Savoir-Faire (Dojo)-12 [1]; Tactics-11 [2].
  *Includes +2 for IQ 12.

*Languages:* Galactic Standard (native)-12 [0].

*Psionic skills:* Emotion Sense-11 [2]; Psi Sense-11 [2]; Telekinesis-11 [2]; Telesend-11 [2].

*Cinematic Skills:* Blind Fighting-9 [1]; Flying Leap-10 [1]; Kiai-12 [1]; Mental Strength-10 [1]; Parry Missile Weapons (Beams)-12 [1]; Power Blow-12 [4]; Precognitive Parry-10 [1].

*Maneuvers: (Force-Swordsmanship)* Feint (Force Sword)-17 [2]; Hit Location (Force Sword)-13 [1]; Off-Hand Weapon Training (Force Sword)-13 [1].

*Cinematic Maneuvers: (Force-Swordsmanship)* Whirlwind Attack-11 [1].

*Equipment:* Force Sword (8d(5) cut, 4d(5) imp); Blaster pistol; Autograpnel and spinneret.

Lisanne studied the art of force-swordsmanship for a few years as a young adult. Her psionic ability made her a desirable pupil for the masters of the force-sword, but her impulsive nature proved a hindrance. She had raw talent, but lacked the personal discipline necessary to become a true adept with the weapon. Now, armed with her sword and more than enough skill to be dangerous, she travels the Empire seeking adventure. Fortunately, her masters did instill a strong sense of responsibility, and Lisanne uses her abilities to aid and protect others. Ironically, by doing so, she may even contribute more to the good of the Empire than the cloistered monks of the martial academy!

*Background Skills:* To round out the character, we've given the swordsman Armoury to maintain his weapon, Stealth for those times when the less-direct approach is best, and Body Language and Tactics to depict experience in combat.

# Swordsman [90 points]

**Attributes:** ST 11 [10], DX 13 [30], IQ 11 [10], HT 11 [10].

**Advantages:** *One* of Combat Reflexes, Daredevil, Danger Sense, Peripheral Vision [15], *or* Luck, all [15], and an additional 10 points from among Attractive Appearance [5], Ambidexterity [10], Charisma [5/level], Enhanced Parry [6 or 10], Fit [5], High Pain Threshold [10], and Toughness (DR 1) [10].

**Disadvantages:** A total of -20 points chosen from Code of Honor [-5 to -15], Compulsive Carousing [-5 or -10], Enemy [varies], Extravagance [-10], Impulsiveness [-10], Jealousy [-10], Overconfidence or Glory Hound [-10 or -15], Selfish or Self-Centered [-5 or -10], Sense of Duty [-5 to -15], and Vow [-5 to -15].

## Wallace One-Sword    (100 pts)

Age 29; 5'9", 154 lbs.; brown hair, brown eyes and tanned skin; warrior carrying a hand-and-a-half sword and wearing chainmail shirt and dark blue cloak.

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

Basic Speed 7.75, Move 6.
Dodge 6, Parry 8.

*Advantages:* Combat Reflexes [15]; Fit [5].

*Disadvantages:* Callous [-6]; Code of Honor (Mercenary's) [-5]; Loner [-5]; Greed [-15]; Overconfidence [-10].

*Quirks:* Taciturn; Somewhat flashy in battle; Scowls a lot; Soft spot for children; Doesn't let anyone touch his sword [-5].

*Skills:* Acrobatics-11 [2]; Armoury/TL3-11 [2]; Brawling-15 [4]; Broadsword-15 [8]; Broadsword Art-13 [2]; Climbing-12 [1]; Fast-Draw Sword-13 [1]; First Aid/TL3-11 [1]; Hiking-12 [2]; Intimidation-12 [4]; Jumping-13 [1]; Riding-13 [2]; Running-11 [2]; Two-Handed Sword-14 [4].

*Languages:* Anglish (native)-11 [0].

*Equipment:* Thrusting bastard sword, one-handed (2d cut, 1d+2 imp), two-handed (2d+1 cut, 1d+3 imp); Knife (1d-1 cut, 1d-1 imp); Chainmail shirt (PD 3, DR 4; PD 1, DR 2 vs. impaling); Boots (PD 2, DR 2).

Wallace wanders across Ytarria, relying on his skill with his sword to both protect and provide for him. He sometimes takes employment with a mercenary company or in the retinue of a Megalan lord's private army, but he finds military life far too stifling to make a living at it. Also, his style of fighting is ill-suited to the structured tactics used by most soldiers. He spends much of his time in search of adventure or unusual jobs requiring a skilled warrior. Because of the nature of his work, he seldom remains in any area for long. It's not that he's necessarily involved in any criminal activities, but adventuring swordsmen seldom find long-term positions in a local economy. While he's a man of few words, Wallace's personality seems to transform in a sword-fight. He handles his large sword with a finesse most wouldn't expect from such a sour-faced warrior, switching between one to two-handed grips from moment to moment, twirling the blade for effect, and even performing an acrobatic maneuver or two.

**Primary Skills:** *One* of Broadsword, Fencing, Force Sword, Katana, or Shortsword (all P/A) DX+2 [8]-15, Fast-Draw (Sword) P/E DX [1]-14, and 4 points in any of Brawling, Knife, and Knife Throwing (all P/E); Main Gauche (P/A); and Karate and Judo (both P/H).

**Secondary Skills:** A total of 4 points distributed among Fast-Talk (M/A), Intimidation (M/A), Savoir-Faire (M/E), and Streetwise (M/A). An additional 6 points spent in Acrobatics (P/H), Climbing (P/A), Jumping (P/E), Riding (any) (P/A), and Running (P/H).

**Background Skills:** A total of 2 points in Armoury/TL (M/A), Body Language (M/H), Tactics (M/H), and Stealth (P/A).
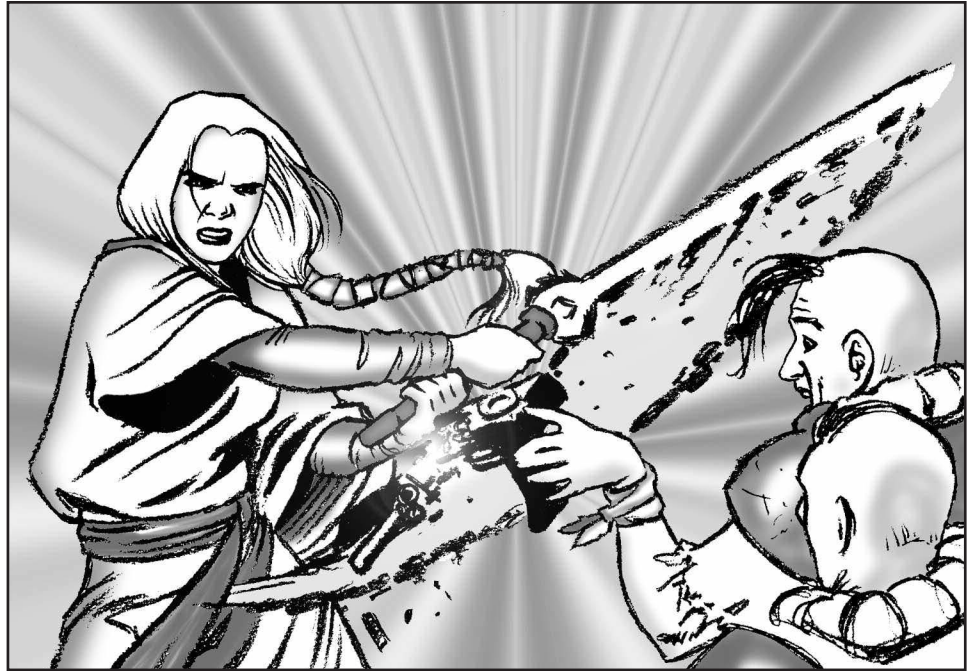


## Customization Notes

- This template, along with the Barbarian, Heavy Foot Soldier, Knight, and Scout, is very appropriate to use for the common "fantasy warrior" often depicted in literature.
- A swordsman's most important purchase is his sword – this isn't a good place to skimp and buy a *cheap* weapon! Purchase the best quality sword you can afford for the character. A reliable second or off-hand weapon is a good idea as well.
- A swordsman may want to consider learning a few maneuvers to augment his skills. Close Combat, Dual-Weapon Attack, Feint, Hit Location, and Off-Hand Weapon Training are all appropriate to sword-fighting. Maneuvers and their use are detailed on pp. CI162-172.
- Although martial arts don't immediately come to mind when describing swordsmen, *GURPS Martial Arts* lists a few styles that may be of particular interest to this type of warrior. French Fencing, pp. MA80-81, Italian Rapier Fencing, pp. MA84-85, Kendo, pp. MA88-89, and Force-Swordsmanship, pp.114-115, are appropriate for swordsmen.

## Using This Character

The swordsman is suited to any 100-point historical or fantasy campaign. The template may also be appropriate for certain cinematic science-fiction – or space opera – campaigns.

# Val'kii Pat'ak  (150 points)

Age 24; 5'7", 131 lbs.; green-skinned, bald goblin dressed in fashionable clothes, sword and dagger at his side.

| | | |
|---|---|---|
| **ST:** 11 [30] | **IQ:** 14 [30] | **Speed:** 6.25 |
| **DX:** 14 [30] | **HT:** 11 [10] | **Move:** 6 |
| **Dodge:** 7 | **Parry:** 8 | |

## Advantages

*Racial:* Night Vision [10]. *Personal:* Combat Reflexes [15]; Fashion Sense [5]; Luck [15]; Rapier Wit [5].

## Disadvantages

*Racial:* Impulsiveness [-10]. *Personal:* Delusion (Believes himself to be an important noble shape-shifted by a wizard) [-10], Enemy (Secret) (100-point base value, 9 or less) [-15], Overconfidence [-10].

## Quirks

Eats only the best meals available; Baits his opponents with puns and insults; Courteous to ladies; Often forgets he looks like a goblin; Lacks typical goblin interest in magic [-5].

## Skills

Acrobatics-15 [8]; Bard-15 [6]; Brawling-15 [2]; Diplomacy-13 [2]; Escape-13 [2]; Fast-Talk-15 [4]; Hobby Skill (Riddling)-14 [2]; Intimidation-13 [1]; Jumping-15 [2]; Main-Gauche-16 [8]; Savoir-Faire-15 [2]; Shortsword-16 [8]; Stealth-13 [1]; Tactics-13 [2].

## Languages

Anglish (native)-14 [0].

## Equipment

Shortsword (1d+1 cut, 1d-1 imp); Main-Gauche (1d-2 cut, 1d-1 imp); Chainmail vest, covers areas 9-11, 17-18 (PD 3, DR 4; PD 1, DR 2 vs. impaling); Broad-brimmed hat; Soft boots.

---

Val'kii is certain he's a prince in line to inherit one of the important houses of Megalos. He doesn't know which one, but he will as soon as his memory returns completely. Then, he'll gather his father's forces and track down the wizard who transformed him into a goblin and left him in the gutters of Yibyorak to die in obscurity. Or, at least, so he hopes.

The truth is Val'kii has no memory of his life before a year or so ago. That's when he woke up in a sewer trough in the provincial capital of Yibyorak with tattered clothing, a bad bump on his head and nothing else. None of the local inhabitants looked familiar, although many *claimed* to know him as Val'kii Pat'ak, a long-time resident of the goblin city. Val'kii didn't just fall off the turnip wagon (well, actually, he may have, but he doesn't remember). He saw through the clever deception. Obviously, the locals were lying – paid by some powerful opponent who had conspired to rob Val'kii of his birthright. All he has to do is figure out exactly what that birthright is!
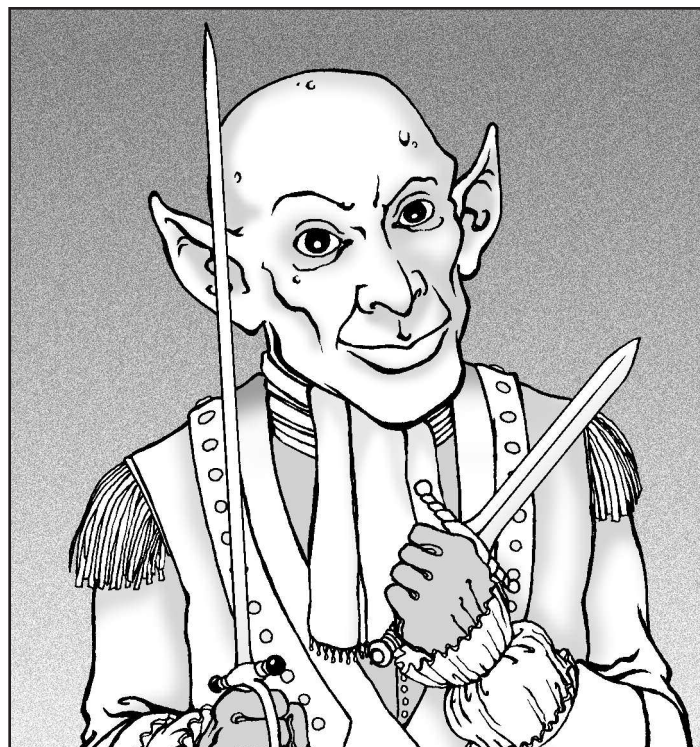
Since that time, Val'kii has taken up the noble profession of adventuring to fund his efforts to reclaim his heritage. He's become quite skilled with his sword – a fact he chalks up to his training as a young noble – but enjoys taunting and ridiculing his opponents far more than besting them in mortal combat. As a result, he's not amassed as great a fortune as he'd hoped; after all, it's not all that easy to pun a bandit into giving up his treasure!

Lately, Val'kii has found himself the target of mysterious attacks. Assassins stalk him on deserted streets, steal into his rented room late at night and hurl daggers from shadowy doorways and alleys. This really comes as no surprise to Val'kii, as he's convinced he moves one step closer each day to recovering his memory. His wizardly nemesis obviously realizes this and fears his righteous wrath. It's only to be expected the cowardly sorcerer would send lackeys to attempt to finish his dirty work!

Val'kii is designed as a light-hearted, but surprisingly competent, NPC in a ***GURPS Fantasy*** campaign on the world of Yrth. He's equally adaptable to a generic fantasy setting where goblins and humans live in relative peace. His Delusion and Secret Enemy can serve as a plot hook into a slightly less serious adventure. Or, if the GM is feeling really devilish, Val'kii's Delusion may actually be amnesia and his claims true! In that case, the PCs will find themselves in the midst of a tangled web of sorcerous (and somewhat silly) court intrigue.

## Lt. Clarence Yates  (100 pts)

Age 36; 5'10", 162 lbs.; black hair, brown eyes and fair skin; middle-aged U.S. Army lieutenant with a weary look on his face.

**ST** 10 [0], **DX** 12 [20], **IQ** 14 [45], **HT** 11 [10]

Basic Speed 5.75, Move 5.
Dodge 5.

*Advantages:* Combat Reflexes [15]; Military Rank 3 [15].

*Disadvantages:* Code of Honor (Officer's) [-10]; Fanaticism (Patriotism) [-15]; Honesty [-10]; Intolerance (Nazis) [-5].

*Quirks:* Reminisces about home; Gives financial advice to his men for after the war; Doesn't like lewd cartoons on planes or vehicles; Jealous of superior German equipment; Somewhat naïve [-5].

*Skills:* Accounting-14 [4]; Administration-13 [1]; Armoury/TL6 (Rifles and Handguns)-12 [½]; Armoury/TL6 (Vehicle Weaponry)-12 [½]; Camouflage-14 [1]; Electronics Operation/TL6 (Communications)-15 [4]; Engineering/TL6 (Combat)-12 [1]; First Aid/TL6-14 [1]; Forward Observer/TL6-13 [1]; Gunner/TL6 (Machine Gun)-14* [2]; Guns/TL6 (Pistol)-15* [2]; Guns/TL6 (Rifle)-14 [1]; Leadership-14 [2]; Mathematics-12 [1]; Mechanic/TL6 (Sherman tank engine)-14 [2]; Merchant-13 [1]; NBC Warfare/TL6-13 [1]; Orienteering/TL6-15 [4]; Savoir-Faire (Military)-14 [1]; Strategy-12 [1]; Tactics-15 [6]; Teaching-12 [½]; Throwing-10 [1].

*Includes +2 for IQ 12.

*Languages:* English (native)-14 [0]; French-12 [½].

*Equipment:* Colt M1911 .45 automatic; Two Mk II "Pineapple" grenades; M1 "steel pot" helmet (PD 3, DR 4); Binoculars.

Lt. Yates was a reasonably successful accountant before the United States entered World War II. He volunteered for the U.S. Army because he believed in his country's cause. He also believed that the Nazis are the closest thing to true evil mankind has produced in centuries.

He and his crew were assigned an M4 Sherman tank just prior to D-Day. At first, they were thrilled with the armored vehicle, but after watching several other Shermans literally explode into balls of flame after being hit by a round, they've lost much of their initial enthusiasm. Worse yet, the little Shermans are hopelessly outgunned by the German Tiger tanks – Lt. Yates has seen one Tiger take out ten or more Shermans. Fortunately for his men, he's a fair tactician and has managed to keep them alive and in one piece so far.

# VEHICLE CREW

Vehicle crew man both ground fighting vehicles and large aircraft. While a ground vehicle crewed by a single person is covered by this template, pilots of fighter aircraft are handled by the Aviator template (see p. 20) instead. Use this template for members of larger, multi-crew aircraft. Because of the variety of specialties and vehicles covered by this template, we've provided a short list of sample vehicles and the crew types found aboard each. The specialties correspond with those found in the primary skills section of the main template.

## Ground Vehicles

*Main Battle Tanks (Tracked):* Ground vehicle commander, gunner, ground vehicle driver, and loader (gunner). Sometimes there is also a communications operator.

*Main Battle Tanks (Hover and Contragrav):* Ground vehicle commander, gunner, sensor operator/communications operator (dual position) and ground vehicle driver.

*Infantry Fighting Vehicles (Tracked):* Ground vehicle commander, gunner and ground vehicle driver.

*Infantry Fighting Vehicles (Hover and Contragrav):* Ground vehicle commander, gunner/sensor operator (dual position), and ground vehicle driver.

*Scout Vehicles (Wheeled or Tracked):* Ground vehicle commander, gunner, and ground vehicle driver.

*Scout Vehicles (Hover or Contragrav):* Ground vehicle commander, gunner, sensor operator/communications operator (dual position), and ground vehicle driver.

## Aircraft

*Light Bombers:* Use the Aviator template.

*TL6 Medium Bombers:* Pilot ×2, communications operator, gunner ×3-4, and bombadier (use Gunner).

*TL6 Heavy Bombers:* Pilot ×2, navigator, communications operator, gunner ×4-5, and bombadier (use Gunner).

*TL7+ Medium Bomber:* Pilot ×2 and navigator/communications operator (dual position). Pilots also fill the roles of bombadier and sensor operator.

*TL7+ Heavy Bomber:* Pilot ×2, navigator/communications operator, sensor operator/gunner (dual position). Duties of bombadier are shared by pilots.

*TL7+ Airborne Detection Aircraft:* Pilot, navigator or second pilot, sensor operator ×2-4, and communications operator.

*Helicopter Crew.* Pilot ×2 and 1-2 gunners (cargo or utility helicopters), or pilot and gunner (attack helicopters). For a one-man helicopter, use the Aviator template instead.

# Design Notes

*Attributes:* A good DX helps the crewman control the vehicle in and out of combat, so we provide a score of 12. As technology advances, so does the complexity of the equipment, and we decide on IQ 12 to support the mental skills necessary to operate vehicular systems. Although ST isn't particularly important, a long haul in any sort of fighting vehicle can be taxing on the crew; HT 11 helps them cope with the stress of extended driving or fighting.

*Advantages:* The advantages we've provided represent mental acuity (Alertness), military background (Reputation), combat experience (Combat Reflexes and Fearlessness), fellow crew (Ally Group), and general fortitude (Fit/Very Fit, High Pain Threshold, and Toughness).

*Disadvantages:* For disadvantages, we select those that develop as a result of a military background (Code of Honor, Chummy/Gregarious, Intolerance, Fanaticism,

Intolerance, and Sense of Duty), from exposure to combat (Callous, Bloodlust, Overconfidence, and Post-Combat Shakes), and as a result of the loud interior of many vehicles (Hard of Hearing).

*Primary Skills:* In addition to a personal weapon (Guns or Beam Weapons), we've placed all position-specific skills in this section. Ground vehicle commanders are trained in Tactics and Orienteering, as well as operating communications (Electronics Operation) and manning a secondary weapon on the vehicle (Gunner) – often an anti-aircraft machine gun. Drivers and pilots need control (Aviation, Driving, and Piloting), and navigational (Orienteering and Navigation) skills. Gunners use (Gunner) and maintain (Armoury) vehicle weapons. Comm specialists operate communications equipment (Electronics Operation) and monitor traffic (Traffic Analysis). On certain aircraft, a dedicated navigator plots courses (Cartography and Navigation) and serves as a backup pilot (Piloting). Sensor operators, usually found on advanced aircraft or some high-tech ground vehicles, monitor detection equipment (Electronics Operation and Cartography), and provide electronic counter-measures (SIGINT Collection/Jamming).

*Secondary Skills:* Because most vehicles of this size lack dedicated engineers, the crew must perform basic maintenance themselves (Mechanic), and all have a basic understanding of communications procedures (Electronics Operation). Finally, Savoir-Faire (Military) is a part of life in the service.

*Background Skills:* Basic survival skills (First Aid, NBC Warfare, Parachuting, Survival, and Tactics), additional vehicle experience (Driving, Forward Observer, Gunner and Piloting), personal weapon skills (Guns and Beam Weapons) and improvisational logistics (Scrounging) round out the template.
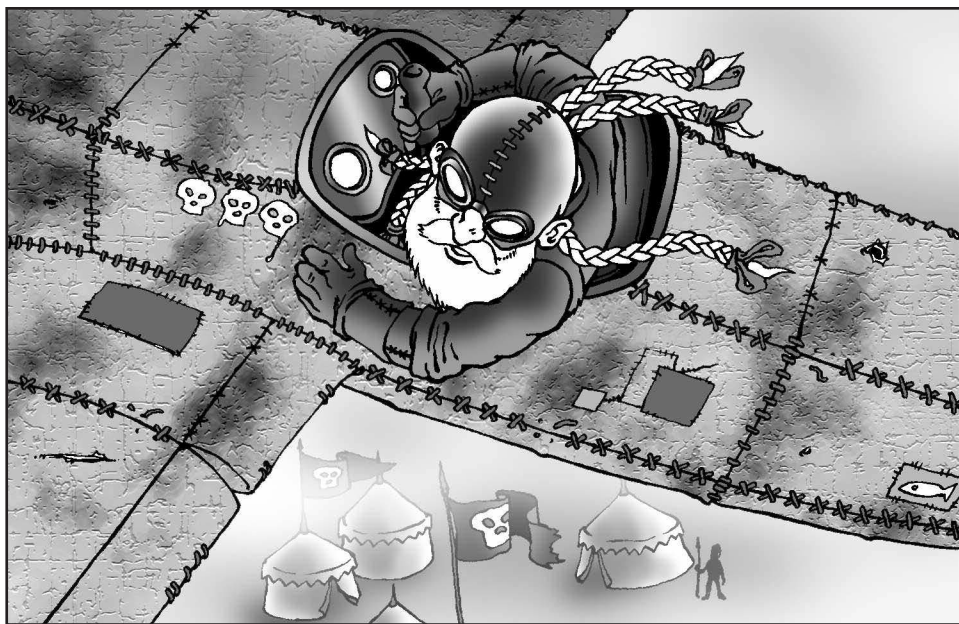
# Vehicle Crew [75 points]

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

**Advantages:** A total of 20 points in any of Alertness [5/level], Ally Group (2-5 75-point crew members; 9 or less) [10], Combat Reflexes [15], Fearlessness [2/level], Fit or Very Fit [5 or 15], High Pain Threshold [10], Reputation (Decorated) [varies], and Toughness (DR 1) [10].

**Disadvantages:** A total of -20 points chosen from Bloodlust [-10], Callous [-6], Chummy or Gregarious [-5 or -10], Code of Honor [-5 to -15], Fanaticism (Patriotism) [-15], Hard of Hearing [-10], Intolerance (enemy race or culture) [-5], Overconfidence [-10], Post-Combat Shakes [-5] and Sense of Duty [-5 to -15].

## Teth Greencloak (150 pts)

Age 59; 4'5", 223 lbs.; reddish-brown hair, brown eyes; somewhat slender dwarf in leather armor.

**ST** 12 [0], **DX** 13 [30], **IQ** 12 [20], **HT** 13 [30]
Basic Speed 6.50, Move 6.
Dodge 7, Parry 8, Block 8.

*Advantages: Racial (Dwarf):* Craft Skills +3 [18]; DR 1 [3]; Extended Life Span [5]; Extra Encumbrance [5]; Fatigue +2 [6]; Hard to Kill +1 [5]; Longevity [5]; Racial Skill: Axe/Mace (DX +1) [4]; Racial Skill: Merchant (IQ) [2]; ST +2 [20]. *Personal:* Combat Reflexes [15]; Daredevil [15]; Imperturbable [10]; Single-Minded [5].

*Disadvantages: Racial (Dwarf):* Greed [-15]; Intolerance (Orcs) [-5]; Miserliness [-10]; Reduced Move -1 [-5]. *Personal:* Callous [-6]; Honesty [-10]; Overconfidence [-10]; Sense of Duty (Clan) [-10]; Stubbornness [-5].

*Quirks: Racial (Dwarf):* Suspicious of elves and goblins; Never shave beard. *Personal:* Rebraids his beard every night; Likes to spit on orcs from the glider; Secretly wishes he was a berserker; Always wears a green cloak into battle; Ignores ideas he thinks are silly [-7].

*Skills:* Axe/Mace-14 [0]; Brawling-15 [4]; Carpentry-15 [1]; Crossbow-14 [2]; Engineer/TL3 (Vehicles)-10 [1]; First Aid/TL3-12 [1]; Gesture-13 [2]; Gunner/TL3 (Bombs)-16* [4]; Leatherworking-15 [1]; Mechanic/TL3 (Glider)-15 [2]; Merchant-12 [0]; Navigation/TL3-11 [2]; Piloting/TL3 (Glider)-15 [8]; Savoir-Faire (Military)-12 [1]; Scrounging-13 [2]; Shield-14 [2].

*Includes +2 for IQ 12.

*Languages:* Dwarvish (native)-12 [0]; Common-11 [1]; Orcish-11 [1].

*Equipment:* Throwing axe (1d+4 cut); Crossbow (1d+3 imp); Leather armor on body, arms, and legs (PD 2, DR 2); Leather helm (PD 2, DR 2); Boots (PD 2, DR 2); Quiver with 10 bolts.

Teth has a unique position in his clan – when he goes above ground, he really goes *above*! Teth and a few of his companions man cleverly constructed war gliders. The dwarves launch these from the mountainous cliffs above their stronghold's gates to drop bombs made from burning pitch onto orc attackers. Teth and his companions are viewed as either incredibly brave warriors or just plain foolish by their clansmen. The real trick is landing the glider intact after the air raid – and far enough away from the orcs so the vehicle and crew are safe!

## Marty Richards (100 pts)

Age 31; 5'10", 171 lbs.; black hair, blue eyes, tan skin; jeans and denim jacket.

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

Basic Speed 6.00, Move 3.
Dodge 3, Parry 8.

*Advantages:* Alertness +3 [15]; Hard to Kill +2 [10]; Toughness (DR 1) [10].

*Disadvantages:* Code of Honor (Mercenary's) [-5]; Edgy [-5]; Intolerance (Road Gangs) [-5]; Lame (Crippled leg) [-15]; Phobia (Sharp things) [-10].

*Quirks:* Calls motorcycle gangs "a target-rich environment"; Tries to make any haul a nonstop drive; Drives too fast for the conditions when on the job; Likes to swap stories in bars; Always friendly to mechanics [-5].

*Skills:* Brawling-12** [4]; Driving/TL8 (Heavy Wheeled)-15 [8]; Electronics Operation/TL8 (Communications)-12 [2]; First Aid/TL8-12 [1]; Forward Observer/TL8-11 [1]; Gunner/TL8 (ATGM)-15* [2]; Gunner/TL8 (Cannon)-15* [2]; Gunner/TL8 (Machine Gun)-15* [2]; Guns/TL8 (Light Automatic)-16* [2]; Guns/TL8 (Pistol)-15* [1]; Mechanic/TL8 (Fuel Cell/Electric Motor)-12 [2]; Orienteering/TL8-13 [4]; Streetwise-12 [2]; Survival (Mountains)-11 [1]; Survival (Woodlands)-12 [2]; Tactics-12 [4].

*Includes +2 for IQ 12.
**Includes -3 for Lame.

*Languages:* English (native)-12 [0].

*Equipment:* Assault rifle, 5.5mm; .38 snub-nose revolver in ankle holster; Light-intensifier goggles; Two spare clips for rifle; Trucker's wallet and chain; Bottle of caffeine pills.

Marty doesn't have his own rig, but there are always plenty of folks looking for a reliable driver willing to take cargo across bad stretches of highway. He travels from town to town either driving a rig or riding along as an extra gun. A few years back he stopped at a roadblock somewhere in the Pacific Northwest and was dragged from the vehicle. His cargo was ransacked, the rig gutted, and Marty was subjected to two days of torture from a gang of knife-wielding maniacs. Marty lived through the ordeal and managed to drag himself to the highway. Another trucker picked him up, but Marty's left leg was ruined. Whether he's behind the wheel or the gunsights, Marty doesn't cut slack for road gangs any longer.
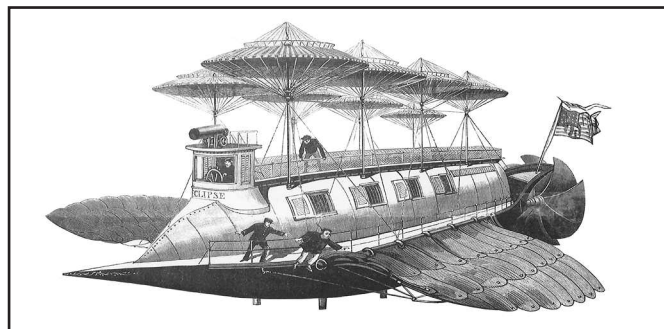
**Primary Skills:** Guns/TL (any) *or* Beam Weapons/TL (any) (both P/E) DX+3 [2]-15* and one of the following specialties:

*Ground Vehicle Commander: Either* Driving/TL (any) or Piloting/TL (Contragrav) (both P/A) DX [2]-12, Electronics Operation (Comm) (M/A) IQ [2]-12, Gunner/TL (any) (P/A) DX+2 [2]-14*, Orienteering/TL (M/A) IQ+1 [4]-13, and Tactics (M/H) IQ+1 [4]-13.

*Ground Vehicle Driver: Either* Driving/TL (any) *or* Piloting/TL (Contragrav) (P/A) DX+2 [8]-14, Gunner/TL (any vehicle-mounted) (P/A) DX+2 [2]-14*, and Orienteering/TL (M/A) IQ+1 [4]-13.

*Aircraft Pilot:* Piloting/TL (P/A) DX+2 [8]-14, Navigation/TL (M/H) IQ [4]-12, and Aviation/TL (M/A) IQ+1 [2]-12.

*Aircraft Navigator:* Navigation/TL (M/H) IQ+2 [8]-14, Cartography/TL (M/A) IQ+1 [4]-13 and Piloting/TL (P/A) DX [2]-12.

*Gunner:* Armoury/TL (any) (M/A) IQ+2 [6]-14 and *two* of Gunner (any vehicle-mounted) (P/A) DX+3 [4]-15*.

*Sensor Operator:* Cartography/TL (M/A) IQ+1 [4]-13, Electronics Operation/TL (Sensors) (M/A) IQ+1 [4]-13, and SIGINT Collection/Jamming/TL (M/H) IQ+1 [6]-13.

*Communications Operator:* Electronics Operation/TL (Comm) (M/A) IQ+2 [6]-14 and Traffic Analysis/TL (M/H) IQ+2 [8]-14.

**Secondary Skills:** Mechanic (any) (M/A) IQ [2]-12 and Savoir-Faire (Military) (M/E) IQ [1]-12.

**Background Skills:** A total of 6 points among First Aid/TL and Scrounging (both M/E); Electronics Operation (Comm), Forward Observer/TL, NBC Warfare/TL and Survival (any) (all M/A); Tactics (M/H); Guns/TL (any other), Beam Weapons/TL (any other) and Parachuting (all P/E); and Driving (any other), Gunner/TL (any other) and Piloting (any other) (all P/A).

*Includes +2 for IQ 12.

# Customization Notes

- To create an officer or NCO-type leader on a vehicle crew, use this template and then apply the lenses found on p. 10.
- This template assumes a vehicle crewman learned his skills in a military environment, however, this isn't always the case. For characters who've picked up their skills in the civilian world (e.g. *GURPS Autoduel*), substitute Carousing (P/A; HT), Savoir-Faire (M/E), Savoir-Faire (Dojo) (M/E), or Streetwise (M/A) for Savoir-Faire (Military) in the secondary skills section.
- Small vehicles may assign the duties of several positions to a single crewman. To reflect this, simply choose the additional specialties and apply them to the template as a lens. Each specialty costs an additional 14 points. Common combinations include sensors/communications, navigator/sensors, communications/driver, and pilot/gunner.
- Personal weaponry favored by vehicle crewmen tends to be small – the size of pistols and submachine guns. This is due primarily to space considerations inside the crew compartment. Crewmen commonly wear body armor and helmets to protect against shrapnel inside the vehicle during combat.



# Using This Character

This template is appropriate for building a character in any 100-point campaign setting in which vehicles are used in combat. This is most common in campaigns at TL6+, but magic and weird science are capable of producing similar equipment at lower tech levels.

# BRENT JAMES

Age 25; 5'10", 159 lbs.; dark-haired, fair-skinned young cowboy wearing a tan vest, brown hat, and work clothes.

| | | |
|---|---|---|
| **ST:** 11 [10] | **IQ:** 12 [20] | **Speed:** 6.00 |
| **DX:** 13 [30] | **HT:** 11 [10] | **Move:** 6 |
| **Dodge:** 7 | | |

## Advantages

Combat Reflexes [15]; Alertness +1 [5]; Toughness (DR 1) [10].

## Disadvantages

Chummy [-5]; Code of Honor (Cowboy's) [-10]; Hard of Hearing [-10]; Overconfidence [-10].

## Quirks

Misquotes old adages; Like to nap during the hot part of the day; Keeps a lucky piece of barb-wire; Talks about "the good old days" of being a cowboy; Pretends to be very experienced with life's trials and tribulations [-5].

## Skills

Armoury/TL5 (Vehicle Weapons)-14 [6]; Carousing-11 [2]; Driving/TL5 (Steam-Powered Coach)-13 [2]; First Aid/TL5-12 [1]; Gunner/TL5 (Mechanical Machine Gun)-16* [8]; Guns/TL5 (Pistol)-15* [1]; Guns/TL5 (Shotgun)-16* [2]; Mechanic/TL5 (Steam Engine)-12 [2]; Mechanic/TL5 (Wagon)-12 [2]; Riding (Horse)-13 [2]; Scrounging-12 [1]; Survival (Desert)-14 [6]; Tactics-12 [4].

*Includes +2 for IQ 12.

## Languages

English (native)-12 [0]; Spanish-11 [1].

## Equipment

S&W Schofield, .45 revolver; Double barrel break-open shotgun; Holster and cartridge belt for pistol; Box of 50 .45 pistol rounds; Box of 25 .12-gauge shotgun shells; Boots (PD 2, DR 2); Vest and work clothes; Cowboy hat.

---

Brent rides shotgun – or more appropriately Gatling gun – on the Tucson-to-Yuma steam coach. He's responsible for convincing any Apaches or bandits they'd be best off looking for easier pickings. Before hiring on with the company, Brent rode herd on cattle over in New Mexico and up into Colorado. He tired of the seasonal labor and moved west to get in on the silver rush near Tombstone. By the time he arrived, all the properties had been bought up, and he was left doing odd-jobs . . . until he got the job with the Ketchum Stage Company. While he's not an old man by any stretch,

Brent has been around a little, thanks to his days on the cattle trail. He likes to affect the air of a world-weary saddle tramp wise in the ways of life – a rather amusing trait, because he often confuses his proverbs and adages.

In his six months of riding with the Ketchum Stage Coach Company, he's not had any trouble with either robbers or raiders. He chalks this up to his own reputation as a "tough hombre," but the six .58 caliber barrels of the Gatling gun mounted on top of the reinforced coach are probably the real reason. The owner of the coach line had the gun installed after three coaches were held up in as many weeks. Since the installation, not a single bandit has tried to flag the coach down. Brent's not had to fire the gun even once in defense of the vehicle – but he sure is rough on the cacti between Tucson and Yuma.

The company has only the single stage and isn't likely to purchase more any time soon – at the current rate of income, it'll take the owner another two years to pay off the bank loan he had to take out to buy the contraption in the first place. The coach is slightly bigger than a regular stagecoach, but seats only four passengers inside; the rest of the space is taken up by the mid-sized steam engine and water tank. Over flat ground, the coach can keep a steady speed of nearly 25 miles per hour. Uphill it slows tremendously. The stage company had to build several watering stations along the route as the steam coach can only carry enough water in its tank to travel about 150 miles or so.

Brent is designed as a starting character or NPC in a 100-point *GURPS Old West* "steampunk" setting.

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