

Historical Folks

*Being a Collection of Templates of Various Interesting Professions,
albeit Non-Adventuring Ones, for use with the Generic Universal
Roleplaying System™ published by Steve Jackson Games, though In
No Way affiliated with or endorsed by That Company*



Compiled by Brian C. Smithson

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Compiled and Edited by Brian C. Smithson

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Introduction

With the introduction of character templates to the *GURPS* line, new players no longer have to feel overwhelmed at the sheer magnitude of options involved in character creation. Character templates can guide them through step by step. *GURPS Wizards* devotes itself entirely to templates, and its successors, *GURPS Warriors* and *GURPS Rogues*, complete coverage of most of the “adventurous” character types.

Wizards, warriors and rogues . . . That covers everyone, right? Wrong! A cry went out from *GURPS* fans for a template book that would cover everyone *else*. Where could a player turn to create a blacksmith, a shepherd or a scholar? Enter this book.

GURPS Historical Folks follows in the spirit of *Rogues*, *Warriors* and *Wizards*, but instead of providing templates for ultra-competent adventurers, this book covers members of everyday professions at Tech Levels 0-3. By keeping the point totals low, these templates may be used “as-is” for characters in low-powered games or by GMs to create “average” members of the professions in a matter of seconds. Of course, players in higher-point-value campaigns can still use these templates as the basis for more powerful characters.

Using This Book

Historical Folks contains 116 templates, each with a description of the character type, a list of appropriate advantages, disadvantages and skills (along with an explanation of why these were chosen), and a few ideas on how to customize the template to different campaigns or settings. Each template is accompanied by a sample character that the GM can use as a “generic” member of the profession.

A few other notes:

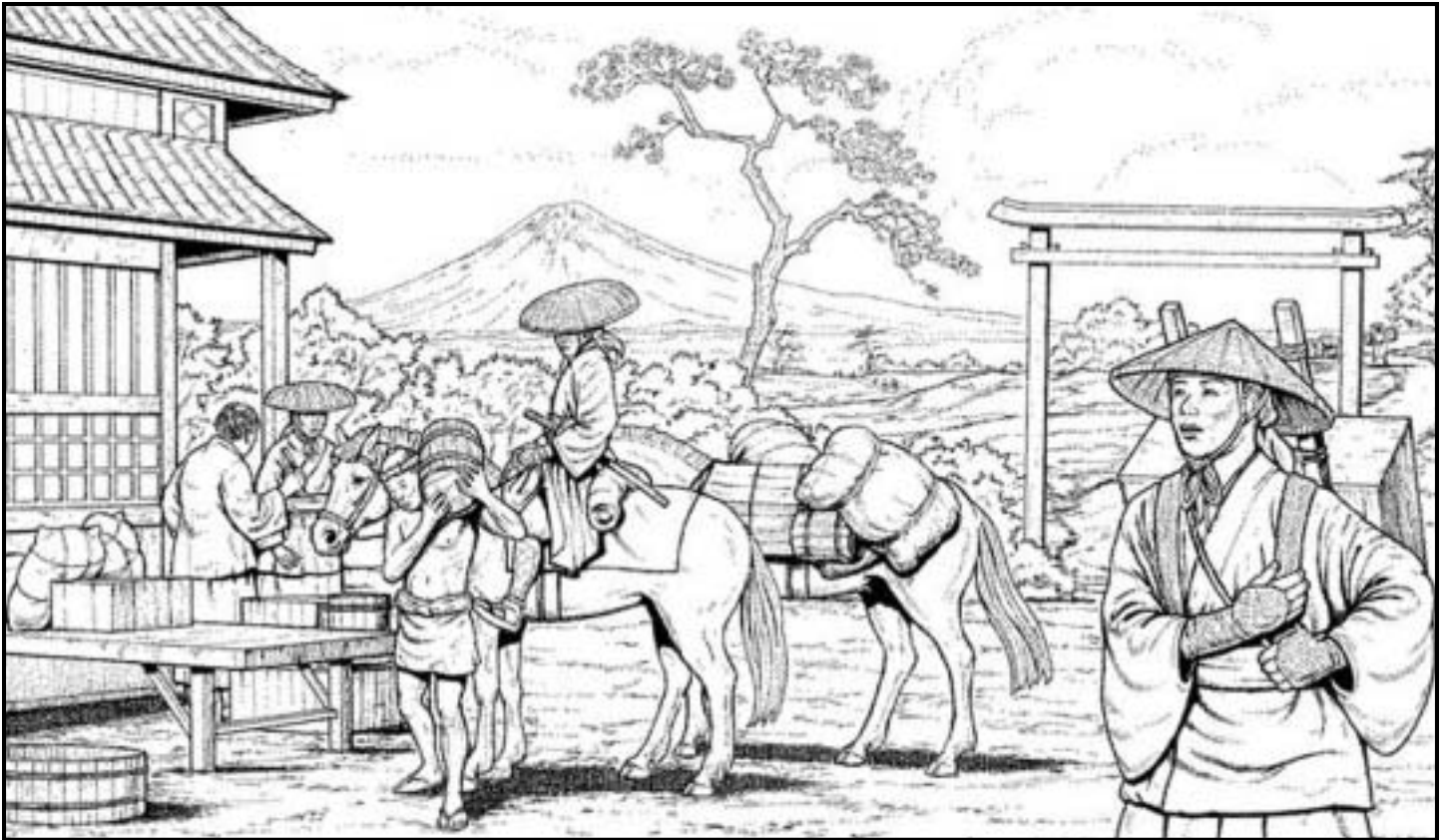
- For the most part, these templates are designed to work in a low-powered campaign (50 points or less) or as a basis for higher-point-value characters.
- The sample characters are derived from the templates and not necessarily constrained by them. These characters may be used as “generic” members of their professions, but they are not *boring* characters, and GMs should be sure to read over them before dropping them into a game.

A few new rules and clarifications are necessary to bring these “mundane” occupations to a *GURPS* campaign.

About the Compiler

Brian C. Smithson is a graphic artist and freelance writer living in Bossier City, Louisiana (in the “Texas half” of the state.) Brian is responsible for such *GURPS* landmarks as the creation of the Regurgitation maneuver (p. WWii100) and stats for the Big Bad Wolf. Were his roommate not allergic to cats, Brian would no doubt have two of them.





Advantages

Ally Group; Claim to Hospitality

see p. CI19 and 21

Either or both of these advantages may represent medieval guild membership. Such membership is often a nebulous concept, however, so guild members in some areas may have no advantage beyond the legal right to ply their trade. Some guilds require a Duty (usually money) or a Code of Honor (see below) from members.

Literacy

see p. B21

Illiteracy is assumed to be the norm for these templates. Therefore, if a character type requires Literacy, that is a mandatory, 10-point advantage. Sample characters may vary from this rule depending on the status of Literacy in their home culture.

Disadvantages

Bad Back

see p. CI80

Constant repetition of the same motions (hammer on anvil, saw through tree trunk, etc.) causes many tradesmen to suffer back ailments.

Code of Honor

see p. B31

Some tradesmen follow the Professional Code of Honor for -5 points. This requires them to do only their best work *no matter what*, to support their guild and its laws (if such exist), and to be honest in dealings with others.

Merchants or other who sell goods might follow their own Code of Honor for -5 points. This code mandates that a deal is a deal, debts must be paid and contracts honored. Cheating a client is unacceptable.

Dependents

see p. B38

Almost any low-tech template could offer Dependents, but the disadvantage appears only on those templates where Dependents are a likely outcome of the job (e.g., courtesans), a possible reason to take the job (e.g., mourners) or an extremely common feature of the job (e.g., cloth workers).

Ignorance

see p. CI78

In most low-tech societies, women who do not know at least *one* of Needlecraft, Sewing, Spinning or Weaving receive this disadvantage.

Social Stigma

see p. B27

Historically, women in most (though not all) societies beyond the hunter/gatherer level have suffered some form of Social Stigma. Therefore, those templates specifically intended for women feature a mandatory Social Stigma for -5 points. In many societies, the point value for this stigma should *increase*.

Youth

see p. B29

Early civilizations did not have child labor laws; many “tradesmen” were actually young children. However, *GURPS Basic Set* only allows up to three levels of Youth which creates problems for those wishing to create very young characters.

Therefore, Youth may be taken at further levels. This represents the fact that the character must buy attributes up from the “Children” table on p. B14. As the character ages and buys off levels of Youth, the attributes rise accordingly until they reach 10 at age 15. These values change for non-human characters, of course.

Skills

Animal Handling

see p. B46

Historically, most people take an optional specialization of this skill (p. B43). Such specialization *does* count as a prerequisite for Packing or Teamster, but only with the beast in question.

Farmers and herders selectively breed animals as part of their day-to-day living, so Animal Handling is also the skill of animal husbandry. Familiarity penalties (p. B43) certainly apply.

Freight Handling/TL

see p. B46

For teamsters, sailors and boatmen, the ability to safely and quickly load and unload cargoes is of vital importance; a mistake can cause a cart to topple or a vessel to capsize! Therefore, Freight Handling may be taken by characters *before* TL6. Loading cargo on a beast of burden requires Packing (p. B46) instead.

Psychology

see p. B62

True psychology is rudimentary at early Tech Levels, so GMs may wish to forbid the skill to early characters in non-cinematic games.

Weaving

see p. C1137

The vast majority of societies use Weaving as a Physical/Easy skill rather than Mental/Easy, so that difficulty is used throughout this book whenever Weaving is offered.

New Skills

Beekeeping (Mental/Average)

Defaults to IQ-5

See p. RU40.

Butcher (Mental/Average)

Defaults to IQ-5

This skill allows one to slaughter animals quickly and easily while maintaining the maximum amount of edible meat. Cooking might allow you to pull meat off of bones, but cooks are *not* butchers.

This skill also covers knowledge of cultural taboos that, if violated, make meat ritually unclean or inedible. Treat meat preparation taboos as Cultural Familiarities (p. B43). A

priest with Performance/Ritual skill may still be needed to bless the meat, however.

Childcare (Mental/Easy)

Defaults to IQ-2

This is the Professional Skill of tending children and caring for babies. A childcare worker understands children both physically and psychologically. Most parents never raise this skill above default level, but professional nannies and childcare workers usually put points in it, if only through “on the job” training (p. B82 and B193).

Execution (M/E)

Defaults to IQ-3

This is the skill of both torture and execution. A skilled executioner knows how to operate and maintain torture and execution equipment such as pillories, guillotines, racks, etc., as well as how to execute in the quickest and most painless – or slowest and most *painful* – way possible. Note that this skill is only necessary for specialized torture or execution methods; beating someone senseless or throwing him off a cliff are just as effective and don't require this skill.

This is *not* Interrogation (p. B66). Most torture is performed for reasons other than extracting confessions. However, interrogators may use this skill to gain the bonuses described on p. B66.

In some settings, executioners often take an optional specialization of this skill (p. B43). For example, a hangman would take Execution specialized in hangings.



This is the skill of operating a mill. Such structures are typically used to grind grain into flour, but they may also be used to full cloth, tan leather or perform other useful tasks. This skill also allows the miller to perform basic maintenance on the mill, but Mechanic (Millwork) is needed for complex repairs.

Mortician (Mental/Average)

Defaults to IQ-5, (other Mortician)-4 or Thanatology-5

See p. UNI09.

Sewing (Physical/Easy)

Defaults to DX-4 or Needlecraft-2

This is the ability to sew or mend garments, linens, draperies or other useful objects appropriate to one's culture. It is *not* the same as Professional Skill (Fashion Design) which is the skill of developing new and innovative forms of clothing; however, a fashion designer would need Sewing to actually *create* clothing he'd designed.

Spinning (Physical/Easy)

Defaults to DX-2

This is the craft of creating thread from fiber. This requires no equipment (the spinner's palm and a smooth surface can suffice), but a spindle and distaff speed the process considerably, and a spinning wheel even more. Skill at spinning is almost universal among low-tech women as it is simple and can be done while chatting, watching the children or doing other common tasks.

Thatching (Mental/Easy)

Defaults to IQ-3

This is the ability to build structures from reeds and grass. In some societies, thatching is the primary means of construction; in others, thatchers work side-by-side with carpenters and masons (often as roofers).



The Templers

“When you do the common things in life in an uncommon way, you will command the attention of the world.”

- George Washington Carver



Actor

In some societies, actors forge a link to the gods by dressing as supernatural beings and acting out religious scenes or rituals; in others, they're simply entertainers. Though they're often disdained by those who work "normal" jobs, audiences flock to performances, thus proving the actors' cultural importance.

Design Notes

Attributes: No bonuses are needed.

Advantages: Absolute Timing helps in dances, and scripts require Literacy. Other advantages help impress the audience.

Disadvantages: Actors are often stigmatized, leading some to relish the limelight and company. Some prefer tried and true methods to dramatic innovation. Other disadvantages are common among performers.

Primary Skills: The actor must be able to perform. Other skills represent various types of drama.

Secondary Skills: These represent other tasks an actor may perform, such as Cyphering to help keep time in dances.

Background Skills: These cover various "behind the scenes" activities or represent areas of knowledge an actor might pick up on the side.

Actor [20 points]

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

Advantages: A total of 15 points chosen from among Absolute Timing [5]; Ally Group (troupe) [varies]; Charisma [5/level]; Literacy or Semi-Literacy [10 or 5]; Musical Ability [1/level]; Patron [varies]; Reputation [varies]; Versatile [5] and Voice [10].

Disadvantages: A total of -15 points chosen from: Cowardice [-10]; Congenial, Chummy or Gregarious [-1, -5 or -10]; Disciplines of Faith [varies]; Dull, Hidebound or Obdurate [-1, -5 or -10]; Duty [varies]; Glory Hound [-15]; Jealousy [-10]; Poverty [varies]; Proud [-1]; Reputation [varies]; Social Stigma [varies] and Status [-5/level].

Primary Skills: Performance (M/A) IQ+2 [6]-I2 and 6 points in <I>one<I> of Bard (M/A); Dancing (P/A); Professional Skill (Puppetry) (M/A) or Singing (P/E; HT).

Secondary Skills: A total of 5 points in any of: Acting (M/A); Bardic Lore (M/H); Combat/Weapon Art (varies); Cyphering (M/E); Directing (M/H); Gesture (M/E); Musical Instrument (any) (M/H); Performance/Ritual (any) (M/A); Savoir-Faire (M/E); Stage Combat (P/A) and further Primary Skills.

Background Skills A total of 3 points in any of: Acrobatics (P/H); Area Knowledge (M/E); Artist (M/H); Carpentry (M/E); Choreography (M/A); Craft (Puppet Making) (M/A); Disguise (M/A); Engineer (special effects equipment)/TL (M/H); Fight Choreography (M/A); Hairdressing (M/A); Juggling (P/E); Literature (M/H); Make-Up/TL (M/E); Mechanic (special effects equipment)/TL (M/A); Musical Composition (M/H); Musical Notation (M/E); Needlecraft (P/A); Philosophy (any) (M/H); Poetry (M/A); Sewing (P/E); Scene Design (M/A); Sculpting (P/A); Theology (M/H); Woodworking (P/A) and Writing (M/A).

Customization Notes

- Non-puppeteer East Asian actors should take Singing or Dancing as a Primary Skill; Greek actors should take Bard or Singing. Medieval and Roman actors may choose any listed skill.
- Background Skills vary with culture. For example, oriental drama rarely features much scenery, so Stage Design is generally inappropriate. However, Medieval drama emphasizes scenery and costume, so Scene Design and Sewing are good choices.
- Rarely, an actor may gain celebrity constituting Reputation and Wealth. Most times, however, actors are Struggling at best.

— Brian C. Smithson

GURPS Japan

Kanenuma Teruse (20 points)

Age 22; 5'8", 130 lbs.; a slender Japanese man with shaved forehead, dressed in *nob* garb.

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

Basic Speed 5.25; Move 5.

Dodge 5.

Advantages: Literacy [5]; Patron (samurai; 9-) [10]; Versatile [5].

Disadvantages: Chummy [-5]; Duty (samurai; non-hazardous; 12-) [-5]; Odious Personal Habit (talking about his "talents") [-5]; Reputation -3 (non-conformist, from courtiers) [-5]; Struggling [-10].

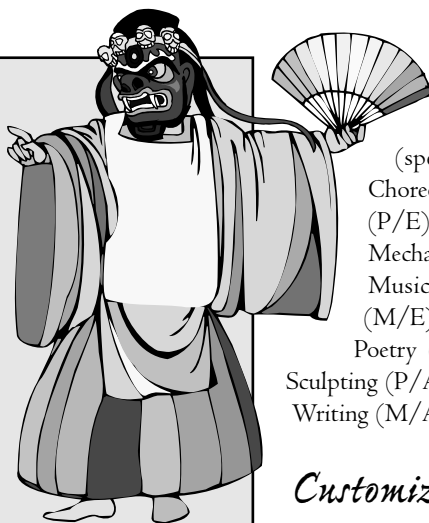
Quirks: Disdains *physical* labor; Enjoys playing *tengu*; Fancies himself a playwright; Prefers *kyogen* to *nob*; Wants a reputation as a ladies' man [-5].

Skills: Bardic Lore-11 [4]; Cyphering-11 [1]; Dancing-12 [4]; Directing-10 [1]; Leadership-12 [4]; Musical Instrument (taiko)-10 [1]; Performance-13 [6]; Sculpting (masks)-9/14 [1]; Singing-12 [2]; Writing-11 [1].

Languages: Japanese (native)-11 [0].

Equipment: Costumes, masks.

When a family feud turned ugly, Teruse joined a traveling *nob* troupe. They made their way into the patronage of a samurai, and they frequently perform for him. Teruse is growing tired of the same plays each night, though, and he has staged a few of his own. This causes a minor court scandal each time, which suits Teruse just fine — he's still provincial at heart.



Alchemist

Proto-chemist, philosopher, mystic . . . the alchemist is all these. He seeks perfection of mind, body and spirit through laboratory work, spiritual pursuits and meditation on symbology. Goals vary by culture and range from transforming lead into gold, creating medicines or obtaining immortality.



Design Notes

Attributes: Alchemists are thinkers, so we raise IQ to 11.

Advantages: Alchemists often rely on wealthy patrons (perhaps seeking immortality or medicines for themselves) or independent wealth. They may plumb ancient texts for secrets, and they commonly write treatises of their own (Literacy). Some societies respect them as great scholars (Reputation). Other advantages help in the laboratory.

Disadvantages: Alchemists may be ostracized for being strange, or worse, condemned as heretics (Reputation, Excommunicated). The solitary life can handicap social abilities.

Primary Skills: Chemistry, Philosophy, Naturalist and Meditation are all important to the alchemist.

Secondary Skills: More esoteric alchemists might know Theology or Occultism while more practical ones learn Metallurgy and Medical Skills. Celestial alignments are important to some experiments, so we include Astrology. Measuring and creating precise formulas requires Cyphering and Distilling.

Background Skills: Alchemists rely on symbols and drawings during the course of their work, so we include Artist. Glassblowing and Pottery allow the alchemist to create some of his own equipment. Research and Writing help to find and pass on knowledge.

Alchemist [25 points]

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

Advantages: A total of 10 points chosen from: Acute Taste/Smell [2/level]; Less Sleep [3/level]; Lightning Calculator [5]; Literacy or Semi-Literacy [10 or 5]; Mathematical Ability [10]; Patron [varies]; Reputation [varies]; Resistant to Poison [5]; Single-Minded [5]; Status [5/level]; Temperature Tolerance [1/level] and Wealth [varies].

Disadvantages: A total of -15 points chosen from: Absent-Mindedness [-15]; Bad Smell [-10]; Curious [-5 to -15]; Excommunicated [-5 or -10]; Loner, Reclusive or Uncongenial [-5, -10 or -1]; Obsession [-5 to -15]; Odious Personal Habit [-5 to -15]; Reputation [varies]; Shyness [-5 to -15]; Stubbornness [-5]; Unfit or Very Unfit [-5 or -15] and Workaholic [-5].

Primary Skills: Chemistry/TL (M/H) IQ+I [6]-12; Philosophy (any) (M/H) IQ [4]-11 and a total of 2 points in any of:

Naturalist (M/H) and Meditation (M/VH)

Secondary Skills: A total of 5 points in any of: Astrology/TL (M/H); Cyphering (M/E); Diagnosis/TL (M/H); Distilling (M/A); Herbalist/TL (M/H); Metallurgy/TL (M/H); Occultism (M/A); Pharmacy/TL (M/H); Poisons (M/H); Theology (M/H) and further Primary Skills.

Background Skills: A total of 3 points in any of: Artist (M/H); Glassblowing (P/H); Pottery (M/A); Research (M/A) and Writing (M/A).

Customization Notes

- Some alchemists are also renowned healers or sorcerers. Characters may wish to combine this template with that of the Physician (p. 87) or Diviner (p. 44).
- Even in fantasy worlds, alchemists such as this might exist, exploring the frontiers of chemical- rather than magical-based science. However, for an alchemist with truly supernatural abilities, see p. WII6.

— Kieran Turley

GURPS China

Ko Pan (25 points)

Age 55; 4'11", 98 lbs.; a rail-thin Chinese gentleman of advancing years with a long, thin beard, waist-length, gray hair and six-inch fingernails, usually dressed in ornate silk robes.

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

Basic Speed 5; Move 5.

Dodge 5.

Advantages: Single-Minded [5]; Less Sleep 2 [6]; Literacy [10].

Disadvantages: Age 55 [-15]; Obsession (obtain immortality) [-10]; Shyness (mild) [-5]; Unfit [-5].

Quirks: Kowtows far too much; Looks at his shoes when meeting new people; Prefers simple foods; Slightly agoraphobic; Tugs hair from his beard when bored [-5].

Skills: Astrology/TL3-12 [6]; Chemistry/TL3-13 [8]; Cyphering-10 [1/2]; Herbalist/TL3-12 [6]; Meditation-11 [4]; Metallurgy/TL3-11 [3 1/2]; Philosophy (Taoism)-12 [6].

Languages: Mandarin Chinese (native)-11 [0].

Equipment: Lab equipment, healing supplies.

Ko Pan's life is in crisis. In recent years the practice of *wai tan*, chemical alchemy, has fallen into disfavor (mainly due to the poisoning of many patients). Ko Pan lost his patron and his faith in the ancient ways of his youth. He knows his death is near, so he has turned to *nei tan* alchemy. By balancing *yin* and *yang* forces through meditation, gymnastic and sexual exercises, Ko Pan hopes to achieve immortality.

Animal Handler

Animal handlers range from the common (e.g., drovers, groomsmen and mahouts) to the unusual (e.g., bear baiters, bird trainers and flea circus proprietors). All these jobs require the absolute understanding – and controlling – of animal behavior; this, in turn, require sensitivity, patience and experience.

Design Notes

Attributes: Intelligence and sensitivity are useful, so we choose IQ II.

Advantages: Handlers often have Patrons and Reputations to uphold. Training and overseeing animals requires patience and discipline (Strong Will, Less Sleep). Handlers often interact with dangerous creatures (Fearlessness, Common Sense) and shrug off bites (Toughness, High Pain Threshold).

Disadvantages: Some disadvantages represent devotion to animals and to the trade (Stubbornness, Obsession, Sense of Duty). Others reflect a poorly respected profession.

Primary Skills: Animal Handling is essential.

Secondary Skills: These differ with circumstances and occupation. While stable owners might have Area Knowledge and Merchant, masters of hunting hounds have Naturalist and Veterinary.

Background Skills: These vary widely; those listed are only suggestions. A mahout has Riding (elephant) and possibly Packing, while a traveling entertainer with a menagerie of monkeys might add Performance.

Animal Handler

[20 points]

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

Advantages: A total of 10 points chosen from: Alertness [5/level]; Animal Empathy [5]; Common Sense [10]; Fearlessness [2/level] or Composed [5]; High Pain Threshold [10]; Less Sleep [3/level]; Patron [varies]; Reputation [5/level]; Single-Minded [5]; Strong Will [4/level] and Toughness [varies].

Disadvantages: A total of -15 points

chosen from: Duty [varies]; Loner or Uncongenial [-5 or -1]; Obsession [-5 to -15]; Overconfidence [-10]; Pacifism [varies]; Poverty [varies]; Reputation [varies]; Sense of Duty [varies]; Shyness [-5 to -15]; Social Stigma [varies]; Stubbornness [-5] and Truthfulness [-5].

Primary Skill: Animal Handling (M/H) IQ+I [6]-12.

Secondary Skills: A total of 5 points in any of: Agronomy/TL (M/A); Area Knowledge (any) (M/E); Herbalist/TL (M/H); Merchant (M/A); Naturalist/TL (M/H) and Veterinary/TL (M/H).

Background Skills: A total of 4 points in any of: Butcher (M/A); Hiking (P/A; HT); Leatherworking (M/E); Mimicry (type) (P/H; HT); Packing (M/H); Performance (M/A); Riding (type) (P/A); Teamster (M/A); Tracking (M/A) and further Secondary Skills.



Customization Notes

- An optional specialization of Animal Handling (p. B43) is a good way to save points for a character who only deals with a specific type of creature.
 - Handlers of large animals (such as farriers) often need improved ST.
 - Handlers often breed animals with an eye to improving the species as a whole. Animal Handling covers such tasks, but familiarity penalties (p. B43) apply.
 - There are numerous defaults to Animal Handling and Naturalist among the suggested skills. Teamster and Packing require Animal Handling as a prerequisite.
 - Falconers substitute Falconry (M/A) for Animal Handling in Primary Skills (Animal Handling becomes a Secondary Skill). Optionally, falconry may be treated as an optional specialization of Animal Handling.
 - Herders are essentially animal handlers, but because of their commonness through history, they warrant their own template (p. 55).

GURPS Aztecs

Axayácatl (20 points)

Age 41; 5'4", 155 lbs.; a plump merchant dressed in a greasy maguery-fiber loincloth and cloak, unadorned save for a turquoise bracelet.

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

Basic Speed 5; Move 5.

Dodge 5.

Advantages: Comfortable [10]; Patron (noble customers; 6-) [8]; Reputation +I (skilled breeder) [5].

Disadvantages: Odious Personal Habit (self-deprecating) [-5]; Overweight [-5]; Sense of Duty (noble customers) [-10].

Quirks: Devoted to Huitzilopochtli; Dreams of supplying the imperial court; Dresses below his station; Refuses to eat puppies; Treats his dogs like people [-5].

Skills: Animal Handling-12 [8]; Broadsword-10 [1]; Carousing-9 [2]; Merchant-II [4]; Naturalist-9 [2]; Savoir-Faire-10 [1]; Shield-10 [1/2]; Veterinary/TLI-10 [3 I/2].

Language: Náhuatl (native)-10 [0].

Equipment: Walking stick, fiber collars and leads.

Axayácatl is a wealthy dog breeder, with large kennels of both *Xoloitzcuintli* and *Itzcuintli*. Well-bred *Xoloitzcuintli* are in great demand for ritual sacrifice, particularly during ceremonies honoring Huitzilopochtli. *Itzcuintli*, a species of hairless dog, are prized for their meat. Axayácatl has a successful business catering to several noble families in his home town of Iztapalapa and nearby Tenochtitlán.

– Jason Morningstar

Apothecary

As the creator of drugs, potions, antidotes and poultices, the apothecary is the ancient equivalent of the pharmacist. He may be found in different guises in wide-ranging societies, but his primary role is always as a purveyor of medicines for his customers' ailments.

Design Notes

Attributes: The apothecary is usually quite intelligent and well-educated, so we increase IQ by 1.

Advantages: He may attend the rich and powerful, and he makes a good living at his trade. Recipes and instructions for use are usually written down and require concentration. The apothecary typically enjoys some standing, and he might be a member of a guild.

Disadvantages: The apothecary might be unwilling to try new ideas, relying instead on tried and trusted recipes. Having seen suffering on a daily basis for so long, he may be inured to the problems of others. On the other hand, the apothecary may follow a Code of Honor or some sort or feel obligated to help those who need him.

Primary Skills: The apothecary knows the basics of identifying and treating illness with pills and poultices.

Secondary Skills: He is a merchant, so he should be skilled in the day-to-day running of a shop. He may also know poisons or basic laboratory procedures.

Background Skills: He usually grows at least some of the herbs he requires himself, and he sometimes finds himself treating the most important patients or even animals.

Apothecary [25 points]

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

GURPS Arabian Nights

Saleh Abu Malek (20 points)

Age 28; 5'6", 140 lbs.; a bearded Arab man with short hair and expressive eyes, dressed in immaculate robes.

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

Basic Speed 5; Move 5.

Dodge 5.

Advantages: Literacy [10]; Status I [5]; Reputation +I (generous and holy) [5].

Disadvantages: Code of Honor (professional ethics) [-5]; Compulsive Behavior (bathing) [-5]; Selfless [-10].



Advantages: A total of 10 points chosen from: Claim to Hospitality [1 to 10]; Single-Minded [5]; Literacy or Semi-Literacy [10 or 5]; Patron [varies]; Status [5/level] and Wealth [varies].

Disadvantages: A total of -15 points chosen from: Callous [-6]; Code of Honor [-5 to -15]; Duty (non-hazardous) [varies]; Hidebound or Obdurate [-5 or -15]; Humble or Selfless [-1 or -10]; Proud, Selfish or Self-Centered [-1, -5 or -10]; Sense of Duty [-5 to -15] and Stubbornness [-5].

Primary Skills:

Diagnosis (M/H)-12 IQ+1 [6] and <I>either<I> Herbalist/TL (M/H) IQ+1 [6]-12 <I>or<I> Pharmacy/TL (M/H) IQ+1 [6]-12.

Secondary Skills:

A total of 5 points in any of: Chemistry/TL (M/H); Cyphering (M/E); Merchant (M/A); Poisons (M/H) and further Primary Skills.

Background Skills: A total of 3 points in any of: Agronomy/TL (M/A); Area Knowledge (any) (M/E); Gardening (M/E); Politics (M/A); Savoir-Faire (M/E) and Veterinary/TL (M/H).

Customization Notes

- The choice between Pharmacy and Herbalist largely depends on the character's culture, though the two skills *can* co-exist. Pharmacists generally deal with various ingredients not easily gathered by one person, so they tend to congregate in cities, while herbalists serve in rural areas. The Physician (p. 87) is a more patient-oriented healer.
- Some apothecaries specialize in a particular kind of medicine (see p. B43). For example, an apothecary in a settlement of aging Roman veterans might produce only painkillers.
- To create a poison specialist, substitute Poisons for Herbalist or

Pharmacy. Depending on his clientele, such a character may need to take Streetwise and a Secret.

— Kieran Turley

Quirks: Always wears lavender perfume; Likes animals; Likes stories; Proud of his beard; Wishes for adventure [-5].

Skills: Area Knowledge (Jerusalem)-11 [1]; Diagnosis/TL3-11 [4]; Herbalist/TL3-10 [2]; Merchant-11 [2]; Pharmacy/TL3-12 [6].

Languages: Arabic (native)-11 [0].

Equipment: Writing implements; apothecary's kit.

Saleh is a respected apothecary with a shop in Jerusalem. He could go further if he would only pay attention to his shop, but he spends at least three hours a day at the bathhouse, and he frequently gives away cures to those unable to afford them.

Apprentice

When schools teaching actual job skills are rare (historical primary and secondary schooling consists of literacy, basic mathematics, and little else), a child hoping to become a tradesman has to start off as an apprentice.

Apprenticeship typically begins in the very early teens, though anywhere from seven to fifteen is possible (or even younger if the child is apprenticed to a family member). Money may change hands; the parents may pay the craftsman to train their child, or the craftsman may pay the parents to compensate them for the loss of the child.

The apprentice is a full-time worker. He does menial work at first: sweeping, washing and running errands. At the same time, he learns his craft by observing his master and doing increasingly important small tasks related to the main work. He ceases to be an apprentice when he's ready to work on his own, a determination left up to his master or a committee of working craftsmen, and usually the occasion of ceremony and celebration. However, the determination can be a point of contention, with a hot-headed young man yearning to be free of the rule of an old codger.

Design Notes

Attributes: Like his master, an apprentice is likely smart or nimble.

Advantages: However, he has little going for him save room and board and the promise of a useful education.

Disadvantages: Apprentices are very much subject to all the problems of youth.

Primary Skills: An apprentice has some skill in his future profession, but not much.

Secondary Skills: He probably knows his way around, perhaps better than his master, if he runs many errands.

Background Skills: He may have prior knowledge of another trade, or he may be trained in the school of hard knocks.

Apprentice [5 points]

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

Advantages: A total of 15 points chosen from: +1 to DX or IQ [10]; Literacy or Semi-Literacy [10 or 5]; Patron [varies]; Pitiably [5] and Sanctity [5].

Disadvantages: A total of -15 points chosen from: Bad Temper [-10]; Curious [-5 to -15]; Distractible or Short Attention Span [-1 or -10]; Impulsiveness [-10]; Laziness [-10]; Overconfidence [-10]; Poverty [varies]; Stubbornness [-5] and Youth [-2/level].

Primary Skills: A total of 2 points in any appropriate Craft or Professional Skill (varies).

Secondary Skills: A total of 2 point in any of: Area Knowledge (any) (M/E) or Streetwise (M/A).

Background Skills: A total of 1 point in any of: Agronomy/TL (M/A); Brawling (P/E) and any Craft Skill (varies).

Customization Notes

- This template reflects a very young apprentice. An older apprentice resembles the Artisan template (p. 15).

— Matt Riggsby



GURPS Middle Ages 1

Edgar, the wainwright's boy (15 points)

Age 10; 4'8", 80 lbs.; a gangly boy with straw-colored hair and green eyes.

ST 7 [0]; DX 9 [0]; IQ 9 [10]; HT 8 [0].

Basic Speed 5; Move 5.

Dodge 5.

Advantages: Patron (master, 12 -) [20]; Semi-Literacy [5].

Disadvantages: Laziness [-10]; Youth (10) [-12].

Quirks: Likes to catch frogs, then let them go indoors [-1].

Skills: Brawling-10 [1]; Carpentry-9 [1]; Streetwise-8 [1].

Languages: Middle English (native)-9 [0].

Equipment: Wooden tops, small knife, cloth bag for frogs.

To call Edgar the bane of his master's existence would, of course, be exaggerating. He's a clever boy, he knows his letters as well as can be expected, and he seems to be taking well to his chosen trade. However, like many boys of his age, he seems disinclined to apply himself properly. He's not willfully disobedient, but if he is left alone for too long, he always seems to make his way to a quiet corner or the banks of the river, and if he goes out for an errand, there's no telling how long it will take for him to come back.

Architect

For most of history, architects, or as they are usually known, master builders, are working craftsmen in the building trade, usually masons (but occasionally carpenters) who have worked their way to a position of respect. They are also administrators who hire and coordinate crews of masons, carpenters and other craftsmen. The master builder works out the overall building design in cooperation with the sponsors of the building, although precise details of decoration and construction are left to subordinates and the work crew itself.

Design Notes

Attributes: Anyone reaching this status is probably smarter than average.

Advantages: As a senior craftsman, a master builder has some Wealth and Status in his community, and more often than not, he's literate. He often relies on his reputation for his next job.

Disadvantages: An architect may be old, partly disabled by accidents (lifting rocks with rope cranes is a hazardous job), or may have disadvantages associated with craftsmen . . . and people used to getting their way.

Primary Skills: In addition to his primary craft skills, the architect must be able to design.

Secondary Skills: In addition to artistic skills, he must coordinate labor and have some knowledge of subsidiary trades. Mathematics may be a trade secret.

Background Skills: Finally, the architect must be able to sell his services to the wealthy people who can afford them.

Master Builder [60 points]

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

Advantages: Comfortable [10]; Literacy [10]; Status 2 [10] and a total of 10 points chosen from: Reputation [varies]; Versatile [5] and further Wealth [varies].

Disadvantages: A total of -20 points chosen from: Age [-3/year], Bad Back [varies]; Bad Sight [varies]; Bad Temper [-10]; Dependents [varies]; Greed [-15]; Hidebound [-5]; Missing Digit [-2 or -5]; Obdurate [-10]; One Eye [-15]; One Hand [-15]; Stubbornness [-5]; Proud, Selfish or Self-Centered [-1, -5 or -10] and Workaholic [-5].

Primary Skills: Architecture/TL (M/H) IQ+1 [6]-12; *either* Carpentry (M/E) IQ+3 [6]-14 and Masonry (P/E) DX [1]-10 *or* Carpentry (M/E) IQ [1]-11 and Masonry (P/E) DX+3 [6]-13; and Cyphering (M/E) IQ+1 [2].

Secondary Skills: Administration (M/A) *or* Leadership (M/A) IQ+1 [4] -12; Artist (M/H) IQ-I [2]-10; Mathematics (M/H) IQ-I [2]-10; Sculpting (P/A) DX [2]-10 *or* Woodworking (P/A) DX [2]-10 and total of 4 points in any of: Merchant (M/A); Savior-Faire (M/E) and Thatching (M/E).

Background Skills: A total of 3 points in any of: Area Knowledge (any) (M/E); Theology (M/H) and further Secondary Skills.

Customization Notes

- Because of Status, the architect gets Savior-Faire at IQ+2 for free.

— Matt Riggsby

Medieval Italy

Carlo Buoncampo (25 points)

Age 50; 5'2", 130 lbs.; a slightly stout Italian, bald but bearded.

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

Basic Speed 5.25; Move 5.

Dodge 5.

Advantages: Literacy [10]; Status 2 [10].

Disadvantages: Bad Sight (farsighted, correctable) [-10]; Bad Temper [-10]; Workaholic [-5].

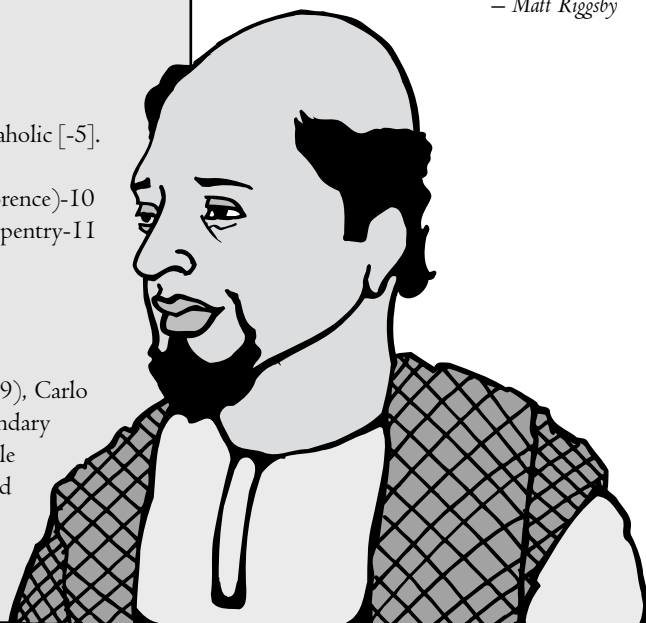
Quirks: Carries yardstick as a cane and pokes at everything with it [-1].

Skills: Administration-13 [6]; Architecture/TL3-13 [6]; Area Knowledge (Florence)-10 [1/2]; Area Knowledge (Napoli)-10 [1/2]; Area Knowledge (Rome)-11 [1]; Carpentry-11 [1]; Masonry-13 [8]; Merchant-12 [4]; Sculpting-12 [6].

Languages: Italian (native)-11 [0].

Equipment: Surveying equipment, account books.

Older and slower but at least more knowledgeable than in his youth (see p. 29), Carlo has reached the top of his profession by dint of unceasing effort. Despite a legendary temper, he is a solidly competent mason, an able administrator and an unstoppable force on the work site. Working all over southern and central Italy, his churches and villas have proved both sturdy and attractive. He may never direct the construction of a grand cathedral, but he's still got many a nobleman's home or chapel in him.



Armorer

Armorers make weapons, shields and armor and range from Neolithic flint knappers, slave laborers in Roman arms factories to revered Japanese swordsmiths. By late TL3, well-known armorers supervise huge factories and supply arms to kings.

Design Notes

Attributes: Regular physical labor makes the armorer strong, so we raise ST to I2.

Advantages: Armorers might have a good Reputation, noble Patrons and Wealth. Physical labor makes Fit possible. They learn to ignore small cuts and burns suffered while working with metal and near a forge.

Disadvantages: Hard of Hearing (or bad Reputation from the neighbors) might result from the noise of hammer on the anvil. Years of breathing dust or fumes can cause Unfit. Various Social Disadvantages represent craftsmen more at home with tools than people.

Primary Skills: Armoury is mandatory.

Secondary Skills: Merchant and Cyphering help sell goods. Artist, Blacksmith and Woodworking allow the armorer to sketch plans and work with different materials. Accounting and Administration allow him to run a large shop or oversee a factory. Scrounging and Naturalist find raw materials, and Savoir-Faire helps him to deal with noble clientele.

Background Skills: Armorers may travel, thus learning Area Knowledge and other skills. An armorer might learn to use the goods he makes.

Armorer [30 points]

Attributes: ST I2 [20]; DX I0 [0]; IQ I0 [0]; HT I0 [0].

Advantages: A total of 10 points chosen from: +I to DX or IQ



[10]; Fit [5]; High Pain Threshold [10]; Literacy or Semi-Literacy [10 or 5]; Patron [varies], Reputation [varies]; Single-Minded [5]; Status [5/level]; Temperature Tolerance [1/level] and Wealth [varies].

Disadvantages: A total of -15 points chosen from: Bad Back [varies]; Bad Temper [-10]; Hard of Hearing [-10]; Odious Personal Habits [-5 to -15]; Overconfidence [-10]; Reputation [varies]; Stubbornness [-5]; Unfit [-5] and Workaholic [-5].

Primary Skills: Armoury/TL (M/A) IQ+2 [6]-I2.

Secondary Skills: A total of 5 points in any of: Accounting (M/H); Administration (M/A); Artist (M/H); Blacksmith/TL (M/A); Cyphering (M/E); Leatherworking (M/E); Mechanic (Locks)/TL (M/A); Mechanic (Simple Machines)/TL (M/A); Merchant (M/A); Metallurgy/TL (M/H); Naturalist (M/H); Savoir-Faire (M/E); Sewing (P/E); Scrounging (M/E); Tanning (P/A) and Woodworking (P/A).

Background Skills: A total of 4 points in any of: Animal Handling (M/H); Area Knowledge (any) (M/E); Buckler (P/E); Fast-Talk (M/A); Heraldry (M/A); Hiking (P/A; HT); Riding (any) (P/A); Shield (P/E); Teamster (any) (M/A) and any Weapon Skill (varies).

Customization Notes

- Armorers may be warriors as well, so this template can be combined with one from *GURPS Warriors*.
- An independent armorer is also a merchant (p. 70) or a vendor (p. 115).
- An optional specialization of Armoury (p. B43) can make the armorer very good in a specific niche.

— Thomas Barnes

GURPS Imperial Rome

Brennus Flavius (20 points)

Age 35; 5'10", 170 lbs.; a pale-skinned, clean-shaven Gaul with green eyes and dark hair cut in Roman fashion, dressed in dirty clothes and a traveler's cloak.

ST I2 [20]; DX I0 [0]; IQ I2 [20]; HT 0 [0].

Basic Speed 5.5; Move 5.

Dodge 5.

Advantages: High Pain Threshold [10].

Disadvantages: Code of Honor (Barbarian) [-10]; Duty (patron, 6-) [-2]; Horrible Hangovers [-1]; Social Stigma (Outsider) [-15]; Struggling [-10]; Stubbornness [-5].

Quirks: Dislikes gladiatorial games; Uncomfortable with Roman

culture; Wipes his hands on his tunic; Wishes he could get beer; Worships Celtic and Roman gods interchangeably [-5].

Skills: Armoury/TL2 [2]-I2; Artist-I0 [1]; Blacksmith/TL2 [1]-I0; Brawling-II [2]; Broadsword-I0 [2]; Cyphering-I2 [1]; Leatherworking-II [1/2]; Merchant-I2 [2]; Metallurgy/TL2-I0 [1]; Savoir-Faire-II [1/2]; Shield-I0 [1]; Tanning-I0 [1]; Tactics-I0 [1].

Languages: French Gallic (native)-I2 [0]; Latin-I2 [2].

Equipment: Personal basics, light club.

Brennus Flavius was captured during one of Caesar's campaigns in Northern France then sold to a gladiatorial "stable." He repaired arms and armor there for 11 years until his owner fell on hard times and freed him. He now works for his former master and occasionally does a little dirty work on his behalf. At heart, though, Brennus really just wants to go home. He drowns his sorrows with wine, which does not agree with him, though he claims he doesn't have problems with beer. If only he could find it.

Artisan

The professional craftsman is first and foremost a city-dweller; few villages or small towns can supply him with enough customers to support himself. Unlike peasants and poorer city-dwellers, artisans often have significant political rights as a consequence of guild membership. For most artisans, this means something like a preferred legal position and the right to vote. Artisans also have responsibilities. Specifically, they face disciplinary action from their guild if they sell substandard merchandise, must pay dues and special taxes, and must bring up the next generation of craftsmen.

An artisan usually supports not just his family, but also a handful of apprentices (p. 12).

Design Notes



Attributes: An artisan is probably smart and perhaps nimble.

Advantages: A professional craftsman may be a respected member of his community and have an education. He probably knows at least the rudiments of literacy. Single-Minded and Versatile help him create his wares.

Disadvantages: He may also be pushy, ambitious, mindful of his privileges or just weighed down by his obligations. Bad Back is a common result of a life of exacting work.

Primary Skills: An artisan must have a demonstrated ability to work his craft, whatever that may be.

Secondary Skills: He is also an independent businessman.

Background Skills: He may also have some political ability or a broader understanding of his craft.

Artisan [25 points]

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

Advantages: A total of 20 points chosen from: +1 to IQ or DX [10]; Ally Group [varies]; Claim to Hospitality [1 to 10]; Literacy or Semi-Literacy [10 or 5]; Manual Dexterity [+3/level]; Reputation [varies]; Single-Minded [5]; Status [varies]; Versatile [5] and Wealth [varies].

Disadvantages: A total of -15 points chosen from: Bad Back [varies]; Bad Temper [-10]; Code of Honor (Professional) [-5]; Dependents [varies]; Greed [-15]; Stubbornness [-5] and Workaholic [-5].

Primary Skills: A total of 10 points in any Craft and Professional Skills, with at least one skill at 12.

Secondary Skills: A total of 6 points in any of: Administration (M/A) and Merchant (M/A).

Background Skills: A total of 4 points in any of: Politics (M/A); Savior-Faire (M/A) and any supporting skills appropriate to specialization (varies).

Customization Notes

- This template represents a “generic” craftsman and leaves many skills undefined. Several other templates in this book represent specific types of artisans; be sure to consult them when creating an artisan character.

— Matt Riggsby

GURPS Middle Ages I

Thomas Wainwright (30 points)

Age 40; 5'10", 155 lbs.; a stocky, mostly bald man with hazel eyes and pale, ruddy skin, often covered with wood shavings.

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

Basic Speed 5.25; Move 5.

Dodge 5.

Advantages: Comfortable [10]; Semi-Literacy [5].

Disadvantages: Code of Honor (Professional) [-5]; Dependent (apprentice, acquaintance, 12-) [-12]; Workaholic [-5].

Quirks: Only attends midnight mass [-1].

Skills: Administration-10 [2]; Animal Handling (oxen)-9/14 [2]; Carpentry-13 [4]; Cyphering-11 [1]; Mechanic (wagons)/TL3-12 [4]; Merchant-12 [4]; Teamster (oxen)-11 [2].

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

Equipment: Carpentry tools, leather apron

Thomas the wainwright is sometimes called the busiest man in London by his friends. Up before dawn, he works without break until well after sundown. In fact, he keeps himself so busy during daylight hours that he doesn't bother to go to church until well after dark, maintaining that God created light for a reason. Even on Sunday, he can be found polishing, planing, and doing other delicate work. But his busy schedule does appear to be paying off. His work isn't fancy, but people who know these things go to Thomas for a good, sturdy wagon that won't develop a wobble or cracks during changes in the weather. He drives a hard but fair bargain and provides good value for money.

Artist

Artists create religious works, propaganda and portraiture. Rulers pay masters of popular styles to tutor their craftsmen, and conquerors and missionaries bring art and artists with them. Most all cultures place strict rules on artistic representation from which few deviate.

Medieval France

Thierry le Tailleur (25 points)

Age 52; 5'3", 138 lbs.; a ruddy Frenchman with shoulder-length brown hair, a bushy mustache and a dour expression, usually dressed in a workman's tunic and apron.

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

Basic Speed 5.25; Move 5.

Dodge 5.

Advantages: Manual Dexterity +3 [9]; Reputation +3 (talented artist, from artists) [5]; Status I [5].

Disadvantages: Age (52) [-6]; Bad Temper [-10]; Obdurate [-10]; Workaholic [-5].

Quirks: Dislikes heights; Feels guilty when he swears; Outdoor enthusiast; Skeptical of youth; Strokes his mustache while thinking [-5].

Skills: Appreciate Beauty-10 [4]; Architecture/TL3-II [2]; Area Knowledge (France)-II [1]; Artist-15* [6]; Carpentry-II [1]; Cyphering-12 [2]; Masonry-12 [2]; Sculpting-15* [4].

*Includes +3 for Manual Dexterity.

Languages: Old French (native)-II [0].

Equipment: Hammers and chisels, stylus and parchment.

Thierry le Tailleur ("the Carver") has contributed to several French cathedral projects, and although he prefers the styles of his youth, he has forced himself to learn the "Gothic" style. He is currently working on the cathedral project in Chartres where he leads a small work team. The others respect him, but his unhealthy work ethic and taciturn manner irritate them. As far as Thierry is concerned, the youngsters could learn a thing or two about good art.

Design Notes

Attributes: Artists must be astute, so we raise IQ to 11.

Advantages: Artists may enjoy renown and reliable commissions (Reputation, Wealth and Patron). Text often accompanies art (Literacy). Other advantages aid in the artistic process.

Disadvantages: Some disadvantages represent an artist's commitment to his work (Obsession and Workaholic) or strict adherence to canon (Hidebound and Obdurate). Solitary work can handicap social abilities (Loner and Shyness). Other disadvantages represent the "artistic temperament."

Primary Skills: Even sculptors draw out plans, so we require Artist. Artists need one of Mosaics, Production Artist or Sculpting, depending on specialty. Canons require Cyphering.

Secondary Skills: A range of skills represent various artistic media.

Background Skills: Creating art for religion or propaganda allows artists to pick up some of these disciplines. Artists also erect scaffolding (Carpentry), create paints (Dyeing), travel (Area Knowledge), judge other's works (Appreciate Beauty) and understand anatomy (Physiology/TL).



Artist [25 points]

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

Advantages: A total of 10 points chosen from: Acute Vision [2/level]; Less Sleep [3/level]; Lightning Calculator [5]; Literacy or Semi-Literacy [10 or 5]; Manual Dexterity [3/level]; Mathematical Ability [10]; Patron [varies]; Reputation [varies]; Single-Minded [5]; Versatile [5] and Wealth [varies].

Disadvantages: A total of -15 points chosen from: Bad Temper [-10]; Hidebound [-5]; Jealousy [-10]; Loner or Uncongenial [-5 or -1]; Obdurate [-10]; Obsession [-5 to -15]; Odious Personal Habits [-5 to -15]; Shyness [-5 to -15]; Stubbornness [-5] and Workaholic [-5].

Primary Skills: Artist (M/H) IQ+I [6]-12; Cyphering (M/E) IQ [1]-11 and a total of 4 points in any of: Mosaics (M/A); Professional Skill (Production Artist) (M/A) and Sculpting (P/A).

Secondary Skills: A total of 5 points in any of: Blacksmith/TL (M/A); Calligraphy (P/A); Cartography/TL (M/A); Glassblowing (P/H); Illumination (P/A); Jeweler/TL (M/H); Picture-Writing (M/H); Pottery (M/A); Tattooing (M/A); Weaving (P/E); Woodworking (P/A) and further Primary Skills.

Background Skills: A total of 4 points in any of: Appreciate Beauty (M/VH); Architecture/TL (M/A); Area Knowledge (M/E); Carpentry (M/E); Dyeing (M/A); Glassblowing (P/H); Performance/Ritual (any) (M/A); Philosophy (any) (M/H); Physiology (any)/TL (M/VH); Professional Skill (Advertising)/TL (M/A) and Theology (M/H).

Customization Notes

- Don't forget that Calligraphy and Illumination both default to Artist-2!
- In some societies, sculptors come from backgrounds as masons. Use the Builder template (p. 29) but emphasize Sculpting skill and advantages listed above.
- Characters can save points by taking an optional specialization (p. B43) of a Primary Skill, such as a Muslim artist specializing in abstraction, since representational artwork was often outlawed in much of Arabia.

— Brian C. Smithson

Astronomer

ground and some skills useful in the manufacture of pre-telescopic astronomical instruments.

Astronomer [35 points]

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

Advantages: Literacy [10] and a total of 10 points chosen from: Acute Vision [2/level]; Clerical Investment or Religious Rank [5/level]; Less Sleep [3/level]; Mathematical Ability [10]; Night Vision [10]; Patron [variable] and Status [5/level].

Disadvantages: A total of -15 points chosen from: Age [-3/year]; Attentive [-1]; Clueless [-10]; Curious [-5/level]; Duty [variable]; Hidebound [-5]; Insomniac [-10]; Loner [-5]; Overweight [-5]; Selfish or Self-Centered [-5 or -10]; Stubbornness [-5]; Unfit [-5] and Workaholic [-5].

Primary Skills: Astronomy/TL (M/H) IQ+I [6]-12 and Mathematics (M/H) IQ+I [6]-12 <I>or<I> Astronomy/TL (M/H) IQ-I [2]-10; Astrology/TL (M/H) IQ+I [6]-12 and Mathematics (M/H) IQ [4]-11.

Secondary Skills: A total of 5 points in any of: Abacus (M/A); Fortune-Telling (M/A); Language (varies); Navigation/TL (M/H); Philosophy (any) (M/H); Theology (M/H) and further Primary Skills.

Background Skills: A total of 3 points in any of: Artist (M/H); Blacksmith/TL (M/A); Calligraphy (P/A); Diagnosis/TL (M/H); History (M/H); Literature (M/H); Naturalist (M/H); Occultism (M/A); Physics/TL (M/H); Physiology (any)/TL (M/VH); Politics (M/A); Research (M/A); Teaching (M/A); Woodworking (P/A) and Writing (M/A).

Customization Notes

- Common market-place astrologers generally have little understanding of true astronomy. Treat such characters as diviners (p. 44).

– Jamie Revell



Astronomers are an important part of many ancient societies, for they are able to determine religious calendars and predict the seasonal rising of rivers. From at least Babylonian times, the sister art of astrology has also been used to predict more nebulous events and determine auspicious days for various undertakings. Therefore, both astronomers and astrologers often find themselves employed in royal courts or temples.

Design Notes

Attributes: Astronomy is a complex subject, so we raise IQ to 11.

Advantages: As educated specialists, all astronomers are Literate. We also provide advantages useful to someone who must work at night and which reflect the status of astronomers in ancient societies.

Disadvantages: We provide a range of disadvantages to reflect the stereotypical “ivory tower” academic and a possible Duty to a patron.

Primary Skills: We provide sufficient skill in Mathematics to properly utilize spherical geometry and to derive astronomical tables, as well as skill in Astronomy itself.

Secondary Skills:

Astronomers are likely employed as navigators or astrologers in addition to, or instead of, their ostensible profession, and they often need a knowledge of religious cosmology (Philosophy, Theology) and the ability to read ancient texts in foreign languages.

Background Skills:

We provide a range of skills that reflect a general academic back-

GURPS Arabian Nights

Farid ibn-Musa (35 points)

Age 38; 5'7", 185 lbs.; a portly man with graying black hair and a short beard.

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

Basic Speed 5.0; Move 4.

Dodge 4.

Advantages: Literacy [10]; Patron (mosque, 9-) [10].

Disadvantages: Duty (to mosque, non-hazardous, 12-) [-5]; Overweight [-5].

Quirks: Checks and rechecks his calculations almost obsessively; Cheerful; Disbelieves all astrology; Kind-hearted; Splutters when annoyed [-5].

Skills: Abacus-10 [1]; Astronomy/TL3-12 [6]; Calligraphy-9 [1]; History-9 [1]; Mathematics-12 [6]; Research-10 [1]; Theology-II [4].

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

Equipment: Quadrant, cross-staff, hour-glasses, geometrical instruments, astrolabe, astronomy books.

Farid is a *muwaqqit*, an astronomer employed at a mosque to calculate the correct times for prayer, the dates of the lunar Islamic calendar and other related duties. Of a naturally scholarly bent, he turned his back on a potentially high-paying astrological post in order to take this more secure religious position. Like many *muwaqqit*, his interests range across the whole field of astronomy, and he is always hungry for any information about Greek or Indian innovations. He sometimes lends his expertise for little or no charge to those who convince him of the justice of their cause.

Athlete

Virtually every culture plays sports for ceremony, recreation, exercise or spectacle. Even the lowliest peasant enjoys a ball game, and the king himself might be an avid archer. When competitions are common or rewards substantial, professional athletes can thrive.

Design Notes

Attributes: Intense training grants athletes some bonuses.

Advantages: Fitness comes with the athletes' lifestyle, and toned bodies can grant Appearance. Some advantages keep athletes on their toes, and others represent their role as celebrities. Promising newcomers might have Patrons.

Disadvantages: These reflect athletes as team players or glory hounds. Strict adherence to rules might indicate Honesty; throwing matches purposefully Secret. Disciplines of Faith are appropriate in religious competitions.

Primary Skills: Athletes must be competent in at least one sport.

Secondary Skills:

Professional fighters might know Body Language or Intimidation. Leadership helps to coordinate a team, and Performance helps to put on a good show. Knowing rules and customs requires Savoir-Faire (Dojo) or Tournament Law.

Background Skills: Athletes frequently travel between competitions (Area Knowledge). First Aid helps to mend injuries while Gesture helps communicate with teammates secretly. Carousing and Bard reflect athletes accustomed to parties and speeches to fans. Some athletes learn more combat-effective versions of their skills.

Athlete [40 points]

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

Advantages: Fit [5]; a total of 20 points chosen from: +I or +2 to ST, DX or HT and a total of 15 points chosen from: Acute Senses [2/level]; Alertness [5/level]; Ally Group (teammates) [varies]; Animal Empathy [5]; Appearance [varies]; Charisma [5/level]; Combat Reflexes [15]; Daredevil [15]; Extra Fatigue [3/level]; Patron [varies];

Reputation [varies]; upgrade Fit to Very Fit [10] and Wealth [varies].

Disadvantages: A total of -15 points chosen from: Chummy or Congenial [-5 or -1]; Disciplines of Faith [varies]; Enemy (rival) [varies]; Glory Hound or Overconfidence [-15 or -10]; Honesty [-10]; Jealousy [-10]; Proud, Selfish or Self-Centered [-1, -5 or -10]; Secret (corrupt) [varies] and Workaholic [-5].

Primary Skills: A total of 8 points in any of: Boating (P/A); Bow Sport (P/H); Boxing Sport (P/A); Bullfighting (P/A); Judo Sport (P/H); Jumping (P/E); Karate Sport (P/H); Lifting (P/H; ST); Riding (any) (P/A); Running (P/H; HT); Skating (P/H); Skiing (P/H); Spear Throwing Sport (P/E); Sports (any) (P/A); Sumo Wrestling Sport (P/A); Swimming (P/E); Throwing (P/H) and Wrestling Sport (P/A), with at least one skill at level 12.

Secondary Skills: A total of 5 points in any of: Body Language (M/H); Intimidation (M/A); Leadership (M/A; ST); Performance (M/A); Savoir-Faire (Dojo) (M/E); Tournament Law (any) (M/E) and further Primary Skills.

Background Skills: A total of 2 points in any of: Area Knowledge (any) (M/E); Bard (M/A); Carousing (P/A; HT); First Aid/TL (M/E); Gesture (M/E) and any non-Sport version of a Combat/Weapon Primary Skill (varies).

Customization Notes

• Professional athletes are historically rare. For a skilled amateur, remove the mandatory attribute adjustment and choose only one or two Primary Skills at about level 10. Amateurs likely have another job and should meet at least the Primary Skill requirements of another template.

• Older athletes often become trainers. Such characters might have lower physical attributes with more skill in Teaching, Savoir-Faire (Dojo) and Tournament Law.

— Brian C. Smithson

GURPS India

Apurva Thakar (25 points)

Age 24; 5'11", 210 lbs.; a clean-shaven Gujarati man dressed in tight-fitting clothes.

ST 12 [20]; DX 10 [0]; IQ 9 [-10]; HT 10 [0].
 Basic Speed 5; Move 5.
 Dodge 5.

Advantages: Attractive [5]; Fit [5]; Reputation +I (champion) [5].

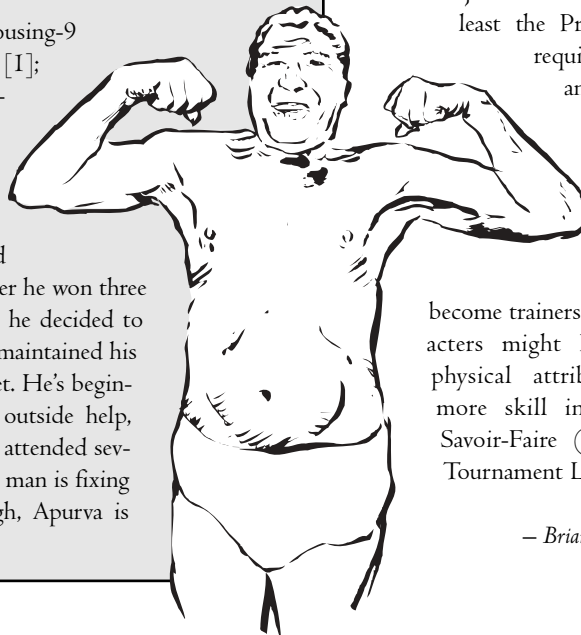
Disadvantages: Glory Hound [-15]; Selfish [-5].

Quirks: Enjoys bachelorhood; Laughs after victory; Nominally religious; Smiles constantly; Trying to learn to sign his name [-5].

Skills: Agronomy-8 [1]; Carousing-9 [1]; Lifting-13 [8]; Performance-8 [1]; Tournament Law (weightlifting)-10 [2]; Wrestling Sport-10 [2].

Languages: Gujarati (native)-9 [0].

Apurva always enjoyed wrestling and weightlifting, but after he won three amateur competitions in one year, he decided to go professional. Apurva has so far maintained his winning streak and made ends meet. He's beginning to wonder if he's receiving outside help, though; a well-known criminal has attended several matches, and rumors claim the man is fixing the competitions. For now, though, Apurva is relishing his stardom.



Banker

Bankers and money changers make the life of a traveling merchant possible by exchanging foreign money or holding on to currency for safe-keeping and for investment. They might also loan money. Of course, all of these actions are only done at a substantial interest rate. By the Middle Ages, a thin line separated the banker from the usurer, who charges higher rates and might belong to an ethnic or religious minority. The banker's activity can fuel economic growth, and even kings might be indebted to him.



Design Notes

Attributes: The banker needs to be bright and aware, so we require IQ II.

Advantages: Bankers are generally better off than most, so Comfortable Wealth is required. The banker needs to be able to read, and Mathematical Ability is useful. Contacts, Reputation and Status are also possible.

Disadvantages: The stereotypical banker suffers from Greed, Miserliness or Selfish, but good bankers might have Honesty or Sense of Duty. They were never popular and might be a member of a minority group (Enemy, Reputation, Social Stigma, Status).

Primary Skills: Finance is the Professional Skill of banking, lending and money-changing. Cyphering and Merchant are also required.

Secondary Skills: Accounting lets the banker keep records, Area Knowledge lets him know his clients, and Administration and Economics

are useful. Social skills are needed to deal with the public.

Background Skills: Politics and Law help the banker find a job and keep it. Forgery and Streetwise are for a *different* set of clients. Gambling is for calculating odds.

Banker [35 points]

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

Advantages: Comfortable [10]; Literacy [10] and a total of 10 points chosen from: Common Sense [10]; Contacts [varies]; Lightning Calculator [5]; Mathematical Ability [10]; Reputation [varies]; Single-Minded [5]; Status [5/level] and further Wealth [varies].

Disadvantages: A total of -25 points chosen from: Enemy [varies]; Greed [-15]; Honesty [-10]; Incurious [-5]; Miserliness [-10]; Proud, Selfish or Self-Centered [-1, -5 or -10]; Reputation [varies]; Sense of Duty (to clients) [-5 to -10]; Social Stigma [-5 to -20]; Status [-5/level] and Workaholic [-5].

Primary Skills: Cyphering (M/E) IQ+I [2]-12; Merchant (M/A) IQ-I [1]-10 and Professional Skill (Finance) (M/H) IQ [6]-12.

Secondary Skills: A total of 6 points in any of: Abacus (M/A); Accounting (M/H); Administration (M/A); Area Knowledge (any) (M/E); Diplomacy (M/H); Detect Lies (M/H); Economics (M/H); Fast-Talk (M/A); Savoir-Faire (M/E) and further Primary Skills.

Background Skills: A total of 5 points in any of: Forgery/TL (M/H); Gambling (M/A); Languages (varies); Law (M/H); Mathematics (M/H); Politics (M/A) and Streetwise (M/A).

Customization Notes

Ancient Persia

Aristarchos Agathos (30 points)

Age 44; 5'2", 130 lbs.; a lame, bald Greek with small black eyes.

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

Basic Speed 2; Move 2.

Dodge 2.

Advantages: Contact (local smuggler, street, connected, usually reliable, 9-) [6]; Lightning Calculator [5]; Literacy [10]; Wealthy [20].

Disadvantages: Greed [-15]; Lame (crippled leg) [-15]; Miserliness [-10].

Quirks: Acts like a salesman; Discreet; Dislikes barbarians; Loves figs; Suspicious [-5].

Skills: Administration-II [2]; Area Knowledge (Aegean)-II [1]; Detect Lies-II [4]; Economics-I0 [2]; Fast-Talk-13 [6]; Gambling-II [2]; Law (minting regulations)-9/15 [2]; Merchant-12 [4]; Metallurgy/TLI-II [4]; Professional Skill (Finance)-12 [6]; Savoir-Faire-12 [2].

Languages: Greek (native)-II [0].

Aristarchos was a sea-faring merchant until he injured his leg. When his city became part of a Persian satrapy, he seamlessly adapted and went on doing business as usual, charging his usual percentage. He's hawk-eyed, and he never accepts a debased or "shaven" coin, not to mention a fake! When his greed gets the better of him, he's careful not to cheat too much, and especially not with powerful or savvy merchants.

- Usurers are typically members of religious or ethnic minorities, and thus should have Social Stigma. They almost universally have a bad Reputation, as well.
- For a money changer, add Metallurgy/TL, possibly specialized (p. B43) in currency, to Primary Skills.

— Michele Armellini

Barbarian

Although fantasy barbarian tribes often include elite warriors (see p. WA24-27), most tribesmen are of less heroic stature. This template describes a more “typical” fantasy barbarian, albeit one from a tribe that possesses a strong warrior ethos.

Design Notes

Attributes: Barbarians lead a strenuous life, so we raise ST to 11.

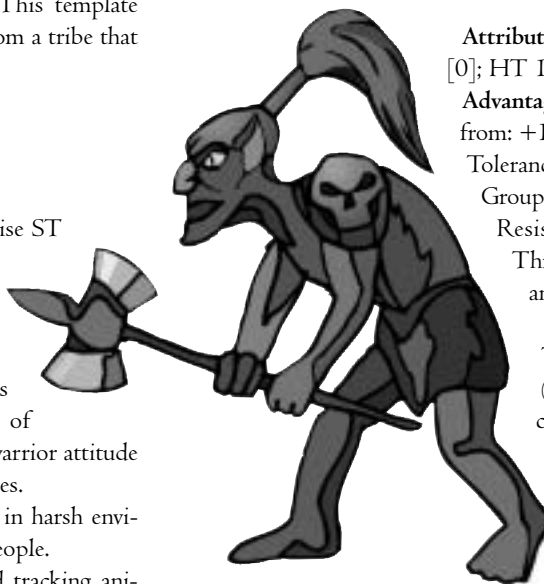
Advantages: We provide advantages suitable for a member of a warrior culture, especially those which emphasize physical hardiness and brawn.

Disadvantages: By definition, barbarians have less technology than their neighbors, so we provide a level of Primitive, as well as disadvantages that reflect the typical warrior attitude as well as cultural differences from more “civilized” peoples.

Primary Skills: A barbarian must be able to survive in harsh environments and fight with the traditional weapons of his people.

Secondary Skills: We provide skills for stalking and tracking animals for food as well as those suitable for more nomadic tribes.

Background Skills: These skills allow the barbarian to be self-reliant.



Barbarian [10 points]

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

Advantages: A total of 10 points chosen from: +1 to ST, DX or HT [10]; Alcohol Tolerance [5]; Alertness [5/level]; Ally Group (tribe or clan) [varies]; Disease Resistant [5]; Fit [5]; High Pain Threshold [10]; Rapid Healing [5] and Toughness [varies].

Disadvantages: Primitive (-1 TL) [-5]; Social Stigma (Barbarian) [-15] and -10 points chosen from: Bloodlust [-10]; Bully [-10]; Callous [-6]; Odious Personal Habit (odd cultural behavior) [varies]; Overconfidence [-10]; Phobia (superstitious omens) [varies]; further levels of Primitive [-

5/level] and Uneducated [-5].

Primary Skills: Survival (any) (M/A) IQ+2 [6]-12 and a total of 4 points in any of: Axe/Mace (P/A); Bow (P/H); Broadsword (P/A); Shield (P/E); Spear (P/A) and Spear Throwing (P/E).

Secondary Skills: Stealth (P/A) DX [2]-10 and a total of 4 points in any of: Animal Handling (M/H); Camouflage (M/A); Hiking (P/A; HT); Knife (P/E); Riding (P/A); Running (P/H) and Tracking (M/A).

Background Skills: A total of 4 points in any of: Boating (P/A); Brawling (P/E); Climbing (P/A); Cooking (M/E); any Craft Skill (varies); First Aid/TL (M/E); Fishing (M/E); Mimicry (any) (P/H); Traps/TL (M/A) and Weather Sense/TL (M/A).

Customization Notes

- This template represents a barbarian character in a “civilized” land. Many of these disadvantages (Primitive, Social Stigma) are not appropriate for a barbarian in his home culture.
- Characters created from this template will primarily be typical male fantasy barbarians or women from egalitarian or “Amazon” tribes. For more realistic barbarians, use the Gatherer (p. 51) Hunter (p. 57) or Scavenger (p. 98) templates, or simply add Primitive and Social Stigma to a template such as the Peasant (p. 84) or Herder (p. 55).

– Jamie Revell

GURPS Fantasy

Gurklesh Green-Turks (25 points)

Age 19; 5’5”, 150 lbs.; a young, dark-skinned, hairy orc with discolored teeth, dressed in dirt-stained leathers.

ST 11 [10]; DX 11 [10]; IQ 8 [0]; HT 12/13 [0].

Basic Speed 6; Move 6.

Dodge 6.

Advantages: Acute Hearing +2 [-]; Alertness +1 [5]; Fit [5].

Disadvantages: Bloodlust [-10]; Intolerance [-]; Orc [-10]; Primitive -1 [-5]; Reputation -3 (orc) [-].

Quirks: Belches loudly after eating; Carries “lucky” knucklebones; Never washes; Performs victory “dances” after battle; Thinks metal armor is for the weak.

Skills: Axe/Mace-II [2]; Brawling-12 [1]; Camouflage-10 [4]; Climbing-II [2]; First Aid/TL2-9 [2]; Hiking-12 [1]; Shield-II [1]; Spear Throwing-13 [4]; Stealth-12 [4]; Survival-II [8]; Tracking-10 [6].

Languages: Orcish (native)-8 [0].

Equipment: Axe, two throwing spears, medium wooden shield, “lucky” knucklebones, necklace of animal teeth.

Gurklesh belongs to a remote tribe of orcs that has little contact with advanced civilization. Though they can work iron, they possess none of the advances common to the mainstream societies of Yrth. Gurklesh is a typical tribesman, and he uses his skills to bring down big game more frequently than he uses them to kill sentient foes. Despite how little he knows of civilized peoples, he hates them, believing them to be soft and cowardly, hiding behind walls of stone and suits of iron.

Barber

Barbers, naturally, cut hair, but they do much more by providing a place for their customers to discuss news, philosophy or gossip. In some cultures, barbers perform a number of medical duties in addition to cutting hair, acting as herbalists or surgeons.

Design Notes

Attributes: Barbers have no particular strengths or weaknesses in this area.

Advantages: Cutting hair is a social profession, so barbers can benefit from some Charisma. Fashion Sense keeps stylists ahead of the trends. Surgeon-barbers need strong stomachs and nerves (Cool, Composed).

Barbers frequently have loyal apprentices or slaves to help them in their work (Allies).

Disadvantages: Some cultures consider the touching of bodily fluids or hair to be unclean (Reputation) and reserve such activities for minority groups (Social Stigma). Surgeon-barbers may become removed from the suffering of others (Callous). Barbers may come to resemble their high-class clientele.

Primary Skills: Hairdressing is the obvious professional skill.

Secondary Skills: Barbers are usually found operating shops (Cyphering, Merchant). In many societies, they have secondary duties as herbalists or surgeons (Herbalist, Diagnosis, Surgery).

Background Skills: Barbers are constantly exposed to new people and so might come to know their surroundings quite well (Area Knowledge, Languages). Other skills make barbers lively conversationalists or allow them to treat diverse clientele (Bard, Savoir-Faire). Some may use their tools for more than cutting hair (Knife).

Barber [25 points]

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

Advantages: A total of 10 points chosen from: Allies or Ally Group [variable]; Charisma [5/level]; Cool, Composed or Collected [1 or 5]; Fashion Sense [5] and Manual Dexterity [3/level].

Disadvantages: A total of -10 points chosen from: Callous [-6]; Chummy [-5]; Extravagance [-10]; Proud, Selfish or Self-Centered [-1, -5 or -10]; Reputation (unclean) [varies]; Social Stigma [varies]; Stubbornness [-5]; Unfit [-5] and Workaholic [-5].

Primary Skills: Professional Skill (Hairdressing) (M/A) [6]-12.

Secondary Skills: A total of 5 points in any of: Cyphering (M/E); Diagnosis/TL (M/H); Herbalist/TL (M/H); Merchant (M/A); Surgery/TL (M/H) and further Primary Skills.

Background Skills: A total of 4 points in any of: Area Knowledge

(any) (M/E); Bard (M/A); Knife (P/E); Languages (varies); Philosophy (any) (M/H) and Savoir-Faire (M/E).



Customization Notes

- Medical skills are common among Dark Ages, Medieval and Arab barbers, but not Classical ones. East Asian barbers commonly have Herbalist instead.
- Dressing the hair of high-status women is typically a duty of slaves or servants. See the Domestic Servant (p. 45).

— Kieran Turley

GURPS Greece

Telemicus the Barber (25 points)

Age 52; 5'3", 130 lbs.; a slim Athenian with shoulder-length, well-oiled brown hair, clean-shaven with a welcoming smile, dressed in an average-quality toga (so as not to outshine his customers).

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

Basic Speed 5; Move 5.

Dodge 5.

Advantages: Charisma +2 [10]; Reputation +1 (pleasant fellow, from male Athenians) [5]; Status I [5].

Disadvantages: Workaholic [-5].

Quirks: Constantly fiddles with objects; Dabbles in politics; Gestures too much when speaking; Grins stupidly when nervous; Likes fine art [-5].

Skills: Area Knowledge (Athens)-12 [4]; Bard-9 [1]; Merchant-10 [2]; Politics-10 [2]; Professional Skill (Hairdressing)-12 [6].

Languages: Greek (native)-10 [0].

Equipment: Shears; oils; combs; brushes.

Telemicus feels like the happiest man in the world; his barbershop is the social hub where many of Athens' movers and shakers gather to hear the latest rumors and gossip. Telemicus wishes he could go into politics, but for all his popularity he is not a great orator and simply cannot seem to sit still for long. Perhaps that Plato fellow that comes in from time to time can help . . .

Barkeep

In most every society, people go to taverns to see familiar faces, have fun and exchange rumors; the barkeep provides all three. He keeps the customers happy, keeps them buying drinks and makes sure things don't get out of hand. Sometimes he prepares food, as well, though larger pubs usually keep a cook on staff.

GURPS Imperial Rome

Vitius (25 points)

Age 38; 5'3", 190 lbs.; a short, round, balding man with full, red cheeks, rarely seen without his worn woolen cap.

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

Basic Speed 4.75; Move 2.

Dodge 2.

Advantages: Charisma +2 [10]; Reputation +2 (from travelers, as a good bartender and listener) [5].

Disadvantages: Chummy [-5]; Fat [-10].

Quirks: Always polishes mugs while listening (even if they're clean); Never goes without his cap; Trouble with names [-3].

Skills: Area Knowledge (Pompeii)-14 [6]; Bartender-15 [10]; Beverage Making-12 [2]; Brawling-9 [1]; Carousing-9 [1]; Cooking-II [1]; Cyphering-II [1]; History-II [4].

Languages: Latin (native)-II [0]; Italian Gallic-II [2].

Equipment: Woolen cap, knife.

Vitius is a clear, entertaining speaker with a lot of knowledge. As he has gotten older, however, he's realized that the less he talks, the more people consider him a great conversationalist. Vitius has become a favorite listening ear for Pompeii locals and travelers across the Roman Empire, and when he does speak, the advice is invariably valuable. In fact, it is often overlooked that Vitius is also an excellent bartender.

Design Notes

Attributes: We make no change to attributes; barkeeps are average people.

Advantages: Barkeeps are generally friendly and talkative, and they offer good advice (Charisma, Sensitive, Common Sense). They have to keep their calm when things do get out of hand (Composed, Collected). Alcohol Tolerance is helpful – it's not uncommon for the barkeep to have a few pints with the patrons, and no one wants a drunk barkeep. Good, friendly barkeeps can become well known and trusted among locals and travelers (Contacts, Reputation). A bouncer may be an Ally.

Disadvantages: Spending all day or night in a pub can lead to a particular fondness of food, drink and carousing (Compulsive Carousing,

Overweight, Gluttony). Barkeeps are usually social creatures (Chummy).

Primary Skills: Bartender is required. The barkeep's responsibilities don't always end at alcohol, so Cooking and Beverage-Making may be necessary.

Secondary Skills: Barkeeps are usually knowledgeable about the area and other random facts (Area Knowledge, History, Literature), and languages common to travelers come in handy. Patrons appreciate a barkeep who knows how to have a good time (Carousing, Gambling). In order to handle money, barkeeps need Cyphering.

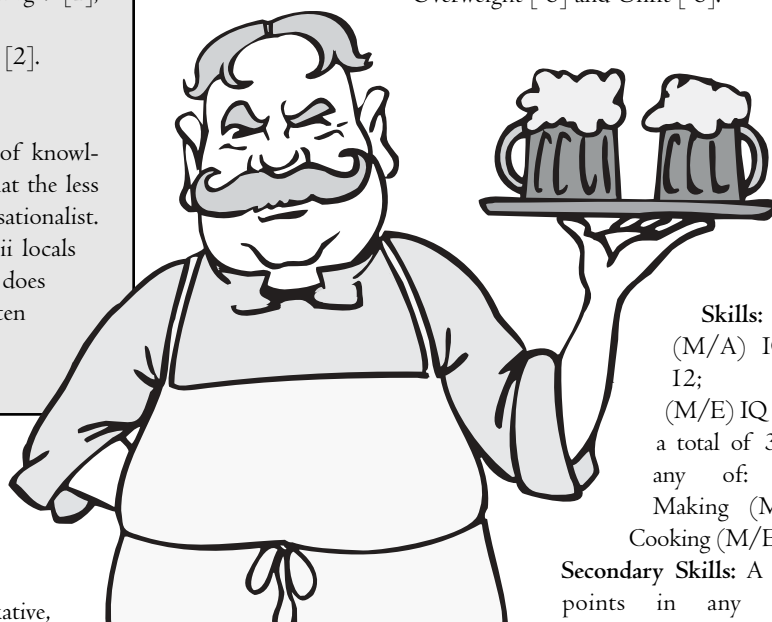
Background Skills: Despite the barkeep's best intentions, barroom brawls do happen, and they can quickly turn nasty. For this reason, we choose Diplomacy, Intimidation and combat skills. Distilling may be learned on the side.

Barkeep [25 points]

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

Advantages: A total of 10 points chosen from: Alcohol Tolerance [5]; Allies [varies]; Charisma [5/level]; Collected or Composed [5]; Common Sense [10]; Contacts [varies]; Literacy or Semi-Literacy [10 or 5]; Reputation [varies] and Sensitive [5].

Disadvantages: A total of -5 points chosen from: Chummy [-5]; Compulsive Carousing [-5]; Gluttony [-5]; Overweight [-5] and Unfit [-5].



Primary Skills: Bartender (M/A) IQ+2 [6]-12; Cyphering (M/E) IQ [1]-10 and a total of 3 points in any of: Beverage-Making (M/E) and Cooking (M/E).

Secondary Skills: A total of 5 points in any of: Area Knowledge (any) (M/E); Carousing (P/A; HT); Gambling (M/A); History (M/H); Languages (varies) and Literature (M/H).

Background Skills: A total of 5 points in any of: Brawling (P/E); Diplomacy (M/H); Distilling (M/A); Intimidation (P/E); Short Staff (P/H); Staff (P/H) and Wrestling (P/A).

– Duff McCourt

Barmaid

Where there are people to buy drinks, there are also people to serve them. Taverns, tea-houses, inns and other establishments often employ women to take care of the customers. At times, a tavern girl is almost synonymous with a prostitute (under Roman law, a barmaid couldn't be charged with adultery; sex with customers was considered part of the job), but elsewhere she might be just as chaste as anybody else. Often there is little else that she *can* do for a living; barren fields, a poor household or familial obligations might keep her in unglamorous work, or she might simply have no skills to offer a potential employer. The barmaid mingles with the rougher elements of society, or at least respectable elements in less guarded, restrained moments, so she might know more than their humble position implies.



IQ+2 [4]-12. Ignorance [-5/skill]; Incompetence [-I/skill]; further Poverty [varies]; Reputation [varies]; higher Social Stigma [varies]; Status [-5/level]; Undiscriminating [-I]; Uneducated [-5]; Unfit [-5] and Youth [-2/level].

Primary Skills: Professional Skill (Server) (M/E) IQ+2 [4]-12.

Secondary Skills: A total of 6 points in any of: Bartender (M/A); Beverage-Making (M/E); Carousing (P/A; HT); Cooking (M/E); Distilling (M/A); Sex Appeal (P/A) and Streetwise (M/A).

Background Skills: A total of 5 points in any of: Craft Skill (varies); Gambling (M/A); Gardening (M/E); Needlework (P/A); Pickpocket (P/H); Sewing (P/E); Spinning (P/E) and Weaving (P/E).

Customization Notes

- In specialized, upper-class establishments, barmaids may add skills like Savior-Faire and Tea Ceremony to the list of Secondary Skills.

– Matt Riggsby

Design Notes

Attributes: A barmaid is generally average.

Advantages: A barmaid might have some personal charm, or at least physical or mental durability, particularly when it comes to alcohol. Night Vision helps in a dimly lit tavern.

Disadvantages: However, barmaids are usually poor with little status.

Primary Skills: First and foremost, a barmaid serves drinks.

Secondary Skills: She might also make the fare her tavern serves, help customers have fun, or entice customers to spend money on additional services.

Background Skills: A barmaid also knows how to raise a little money on the side.

Barmaid [0 points]

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

Advantages: A total of 10 points chosen from: Alcohol Tolerance [5]; Appearance [varies]; Charisma [5/level]; Less Sleep [3/level]; Light Hangover [3]; Night Vision [10]; No Hangover [5] and Strong Will [4/level].

Disadvantages: Social Stigma (Second-Class Citizen) [-5]; Struggling [-10] and a total of -10 points chosen from: Alcohol-Related Quirks [-1]; Broad-Minded [-1]; Chummy or Gregarious [-5 or -

GURPS Middle Ages I

Bridget O'Hara (0 points)

Age 20; 5'2"; 130 lbs.; a sturdily built woman with a pale complexion, brown eyes and long red hair.

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

Basic Speed 5.25; Move 5.

Dodge 5.

Advantages: Charisma +I [5]; No Hangover [5].

Disadvantages: Reputation -2 (fallen woman) [-10]; Social Disease [-5]; Social Stigma (Second-Class Citizen) [-5]; Struggling [-10].

Quirks: Dresses and addresses herself as though she were married [-1].

Skills: Bartender-II [4]; Carousing-II [2]; Cooking-II [2]; Professional Skill (Server)-12 [4]; Sex Appeal-10 [1]; Streetwise-II [4]; Weaving-II [2].

Languages: Gaelic (native)-10; Middle English-10 [2].

Equipment: Small knife, capacious apron.

Bridget is a nice girl, really. An orphan when she was brought back from Ireland by a passing knight, she found herself adrift in a foreign country and was lucky to find mostly honest work serving mugs of beer. She's not notably pretty, but she's sweet and knows how to show the men who come into Edmund's tavern in Cornwall a good time – too good a time, at least once, which left her with a persistent problem which prevents her from being as physically affectionate as she once was, at least with patrons who know her well enough. She knows how people look at her, so she tries to wrap herself in an air of at least moderate respectability, dressing modestly and introducing herself as "Mistress O'Hara." Patrons usually play along, even if most people call her a jumped-up strumpet behind her back.

Beekeeper



Even prehistoric humans collect wild honey, but it takes permanent settlements to support professional apiculturalists. Beekeepers in most cultures must endure countless stings, but Mayan beekeepers enjoy stingless bees! No matter what his culture, the beekeeper's honey finds its way into everything from food and drink to medicine and make-up, and his wax in everything from sealant to lost-wax sculpture. In fact, the great utility of wax and honey make the beekeeper a respected citizen in any society.

Design Notes

Attributes: Generally, beekeepers are average people with average attributes.

Advantages: Acute senses help a beekeeper locate wild hives and sample their offerings. Animal Empathy adds to Beekeeping skill. Some advantages help resist the inevitable sting. A good beekeeper may develop a Reputation.

Disadvantages: Beekeeping is not a hard life, and it is often done alone, so we offer various physical and social disadvantages. Some beekeepers may become too attached to their honey or its products (Gluttony, Addiction).

Primary Skills: Beekeeping skill covers hive location, management and basic construction.

Secondary Skills: Beekeepers must place their hives near pollen sources (Agronomy, Area Knowledge, Gardening). Some beekeepers may learn advanced construction techniques related to hivemaking (Carpentry, Pottery, Weaving). Beekeepers must sell their wares (Cypering, Merchant). Honey is commonly used in religious rituals (Performance/Ritual, Sacrifice).

Background Skills: Beekeepers may gain some skill in producing various products from their honey and wax.

Beekeeper [15 points]

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

Advantages: A total of 10 points chosen from: Acute Hearing [2/level]; Acute Taste and Smell [2/level]; Animal Empathy [5]; High Pain Threshold [10]; Reputation [varies]; Resistant to Poison [5] and Toughness [varies].

Ancient Maya

Nicteha (0 points)

Age 33; 5'0", 110 lbs.; a Mayan man dressed only in a loincloth and sandals, often with a dazed or unfocused expression.

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

Basic Speed 5.25; Move 5.

Dodge 5.

Advantages: Acute Taste and Smell +2 [4]; Animal Empathy [5].

Disadvantages: Addiction (psychoactive honey, cheap, hallucinogenic, legal) [-15].

Quirks: Always saves a bit of balch<\#142> for himself; Hates being barefoot; Scared of being bitten by flies; Thinks his psychoactive honey lets him see the gods [-4].

Skills: Agronomy/TL1-9 [1]; Beverage-Making-10 [1]; Carpentry-10 [1]; Distilling-10 [2]; Gardening-11 [2]; Performance/Ritual (Maya)-10 [2]; Professional Skill (Beekeeping)-13* [1].

*Includes +4 from Animal Empathy.

Languages: Quich<\#142> (native)-10 [0].

Equipment: Various beekeeping tools.

Though he enjoys beekeeping just fine, Nicteha enjoys the benefits even more. There's always the balch<\#142> he brews, of course, but then there's the honey itself. When Nicteha's bees visit his flowers, the honey they produce has unusual side effects. His wife worries that he eats too much of the strange honey, but Nicteha sees it as a portal to the gods . . .

Disadvantages: A total of -10 points chosen from: -1 to any Attribute [-10]; Addiction (psychoactive honey) [varies]; Gluttony [-5]; Loner or Uncongenial [-5 or -1]; Oblivious [-3]; Odious Personal Habits [-5 to -15]; Poverty [varies]; Shyness [-5 to -15] or Unfit [-5].

Primary Skills: Beekeeping (M/A) IQ+2 [6]-12.

Secondary Skills: A total of 6 points in any of: Agronomy/TL (M/A); Area Knowledge (M/E); Carpentry (M/E); Cyphering (M/E); Gardening (M/E); Merchant (M/A); Naturalist (M/H); Performance/Ritual (any) (M/A); Pottery (M/A); Sacrifice (M/H) or Weaving (P/E).

Background Skills: A total of 3 points in any of: Beverage-Making (M/E); Cooking (M/E); Distilling (M/A); Dyeing (M/A); Herbalist (M/H); Pharmacy/TL (M/H); Professional Skill (Chandler) (M/A); Professional Skill (Mortician) (M/A) or Sculpting (P/A).

Customization Notes

- Beekeepers usually share the Status of farmers, so be sure to check individual worldbooks.
- In primitive societies without beekeeping, someone might still seek out *wild* honey. Use the Gatherer template (p. 51) for such a character.
- In some cultures, beekeepers drive their bees from hive to hive. See the Herder template (p. 55) for ideas on how to customize such a beekeeper.

— Brian C. Smithson

Beggar

Beggars are a consistent feature of urban life, and in low-tech societies with limited “safety nets,” falling to this state is all too easy. Many religions encourage charity, but this is unreliable and often begrudged, while laws against vagrancy can be harsh. This template represents a character who has lasted a while on the streets and picked up some basic survival skills.

Design Notes

Attributes: Increases here would suggest someone who could do better than begging, but we allow some optional improvements.

Advantages: A beggar with real advantages could probably escape this state, but we include some possibilities for color.

Disadvantages: A beggar is (almost) by definition penniless and socially despised. He may have authentic mental, social or physical problems, or have been battered by hardship. He may be addicted to some cheap escape from his misery.

Primary Skills: Beggars must know how to beg and survive on the street or in the woods between villages.

Secondary Skills: Living on the streets or back-roads implies knowing their layout.

Background Skills: A down-and-out may have to escape unwanted attention or assaults and may resort to petty crime. Faked injuries or witty backchat can earn some extra coins.

Beggar [-40 points]

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

Advantages: A total of 10 points chosen from: +1 to DX or HT [10]; Alertness [5/level]; Deep Sleeper [5]; Disease-Resistant or Immunity to Disease [5 or 10]; Pitiableness [5]; Rapid Healing [5] and Toughness [varies].

Disadvantages: Dead Broke [-25]; Status -2 [-10] and a total of -25 points chosen from: -1 or -2 to any Attribute [-10 or -15]; Absent-Mindedness [-15]; Addiction [varies]; Age [-3/level]; Alcoholism [-15 or -20]; Appearance [varies]; Bad Back [-15 or -25]; Bad Smell [-10]; Bowlegged [-1]; Careful, Edgy or Paranoia [-1, -5 or -10]; Compulsive Lying [-15]; Confused [-10]; Distractible or Short Attention Span [-1 or -10]; Dull [-1]; Flashbacks [-5 to -20]; Hunchback [-10 or -15]; Incurious [-5]; Indecisive [-10]; Lame [varies]; Laziness [-10]; Low Self-Image [-10]; Manic-Depressive [-20]; Missing Digit [-2 or -5]; Mute [-25]; Nightmares [-5]; Odious Personal Habits [-5 to -15]; One Arm [-20]; One Eye [-15]; One Hand [-15]; Skinny [-5]; further Status [-5/level]; Stuttering [-10]; Uneducated [-5]; Unfit [-5]; Unluckiness [-10] and Voices [-5 to -15].

Primary Skills: Panhandling (M/E) IQ+1 [2]-11 and Survival (urban or woodlands) (M/A) IQ-I [1]-9.

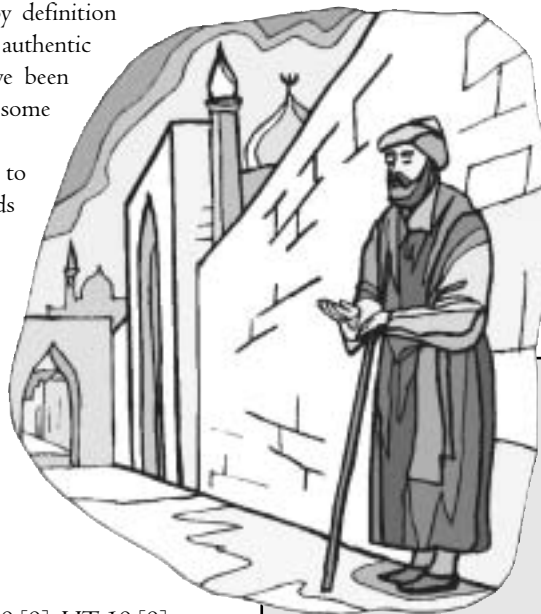
Secondary Skills: Area Knowledge (M/E) IQ [1]-10.

Background Skills: A total of 6 points in any of: Acting (M/A); Brawling (P/E); Fast-Talk (M/A); Filch (P/A); Holdout (M/A); Knife (P/E); Make-Up/TL (M/E); Pickpocket (P/H); Running (P/H; HT); Scrounging (M/E); Stargazing (P/E); Stealth (P/A); Streetwise (M/A) and further Primary or Secondary Skills.

Customization Notes

- Worse physical disadvantages than listed above (such as Blindness) are possible. A beggar who used to be something else probably has residual skills.
- Well-off cynics like to believe that many beggars are fakes, or that they are organized and trained by someone. This view implies higher Wealth and skills, and perhaps a Patron.
- Some beggars act as spotters or look-out men for low-grade criminals (justifying Contacts). If such exist, they may be associated with underworld “guilds.”

— Phil Masters



GURPS Arabian Nights

Blind Muq̄la (-60 points)

Age 30; 5'7", 130 lbs.; a ragged, blind city Arab.

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

Basic Speed 5; Move 5.

Dodge 5.

Advantages: Disease-Resistant [5]; Pitiableness [5]; Secret Patron (courtier, 6-) [3].

Disadvantages: Blindness [-50]; Careful [-1]; Dead Broke [-25]; Status -2 [-10]; Undiscriminating [-1].

Quirks: Dislikes cats; Enjoys telling jokes; Likes Turkish music [-3].

Skills: Agronomy/TL3-8 [1/2]; Area Knowledge (Baghdad)-11 [2]; Bard-12 [6]; Fast-Talk-11 [4]; Panhandling-11* [1 1/2]; Survival (urban)-10 [2].

*Defaults from Fast-Talk.

Languages: Arabic (native)-10 [0].

Equipment: Walking-stick, begging-bowl.

Born a peasant, Muq̄la was blinded in an accident and ended up on the streets of Baghdad. He has a fair memory and turn of phrase, and one passer-by always gives generous alms in exchange for jokes and street tales. In fact, this fellow is the Caliph's court storyteller, and those jokes and tales are currently the court's favorite entertainment.

Boatman

Because crossing a river on a boat or line ferry is simpler and cheaper than building a bridge, and anchoring in a harbor is safer and cheaper than mooring at a wharf, the boatman makes his living carrying passengers and goods, especially at port and island cities. Boatmen often own their vessel and propel it by rowing, poling, pulling on a line or, less often, sailing.

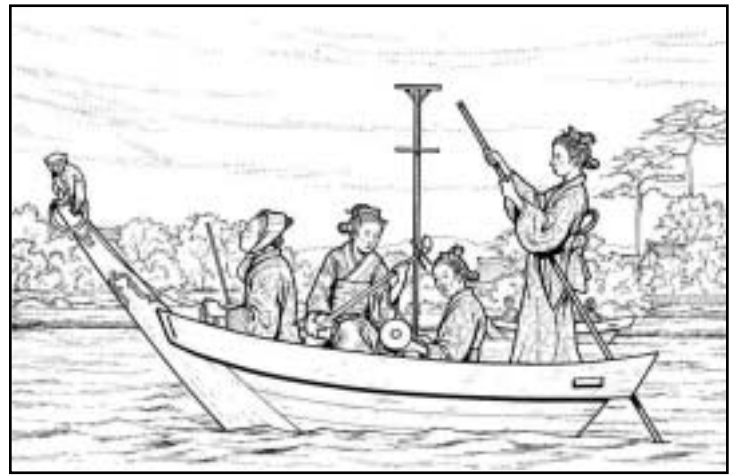
Design Notes

Attributes: Rowing and pulling give the boatman ST II.

Advantages: Fit is common, and Alertness and Acute Senses are useful. Absolute Direction is invaluable on foggy days and Absolute Timing during tides. A ferry owner can be a key local figure (Contacts, Favors, Reputation).

Disadvantages: Boatmen may be poor with low Status and burdened with Dependents; they might even be slaves. Harbor boatmen are often thought to be greedy and dishonest (Reputation). Certain ferry operators have an around-the-clock Duty. Various mental flaws seem to go with the job.

Primary Skills: The boatman needs Boating and Area Knowledge



– boatmen know their waters.

Secondary Skills: Boatmen are often self-employed and must negotiate with clients (Merchant). Freight Handling is for stacking cargo without unbalancing the vessel (critical failure may capsize the boat! See p. VE150). Navigation is helpful for large harbors. Weather Sense and Sailor have their applications, too.

Background Skills: Swimming may seem primary, but not all those who work over water can get in it. We also provide Seamanship (covering experience with larger vessels), Carpentry (for repairs) and Jumping. “Taxi” boatmen can have many kinds of customers (Savoir-Faire, Streetwise).

Boatman [25 points]

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

Advantages: A total of 10 points chosen from: Absolute Direction [5]; Absolute Timing [5]; Acute Hearing or Vision [2/level]; Alertness [5/level]; Contacts [varies]; Favor [varies]; Fit [5]; Manual Dexterity [3/level] and Reputation [varies].

Disadvantages: A total of -15 points chosen from: Bad Temper [-10]; Dependents [varies]; Duty (non-hazardous) [varies]; Greed [-15]; Loner or Uncongenial [-5 or -1]; Odious Personal Habits [-5 to -15]; Phobia (mild claustrophobia) [-15]; Poverty [varies]; Reputation [varies]; Social Stigma [varies] and Status [-5/level].

Primary Skills: Area Knowledge (river/harbor and landings) (M/E) IQ+1 [2]-12 and Boating (P/A) DX+2 [8]-12.

Secondary Skills: A total of 6 points in any of: Freight Handling/TL (M/A); Merchant (M/A); Navigation/TL (M/H); Sailor/TL (M/A) and Weather Sense/TL (M/A).

Background Skills: A total of 4 points in any of: Carpentry (M/E); Jumping (P/E); Savoir-Faire (M/E); Seamanship/TL (M/E); Streetwise (M/A); Survival (any) (M/A) and Swimming (P/E).

Customization Notes

- A ferryman might take Merchant specialized in transit fares (see p. B43), but a harbor boatman might be a full-fledged peddler, selling fresh water, vegetables and other goods to ship crews (see the Vendor, p. I15, for ideas).
- A boatman gets Weather Sense +2 in his own area.

Byzantine Empire

Georgios (30 points)

Age 26; 5'9", 155 lbs.; a tall, broad-shouldered, tanned man with long black hair and a peaceful expression, bare-chested.

ST II [10]; DX II [0]; IQ 10 [0]; HT 10 [0].

Basic Speed 5.25; Move 5.

Dodge 5, Parry 5.

Advantages: Acute Vision +3 [6]; Fit [5]; Strong Will +1 [4]; Unfazeable [15].

Disadvantages: Honesty [-10]; Loner [-5]; Pacifism (self-defense only) [-15]; Struggling [-10].

Quirks: Dislikes horses; Fatalistic; Loves his job; Modest; Thinks he's a good singer [-5].

Skills: Area Knowledge (Constantinople's harbors and docks)-II [2]; Boating-I3 [8]; Fishing-I0 [1]; Freight Handling/TL3-II [4]; Knife-I2 [2]; Sailor/TL3-I0 [2]; Streetwise-I0 [2]; Survival (urban)-9 [1]; Swimming-II [1]; Weather Sense/TL3-I0 [2].

Languages: Byzantine Greek (native)-I0 [0].

Equipment: Small knife.

Georgios works on a lighter in the Hormisdas Harbor. His mates and employer think he's a dependable, competent crewman and a good man, if a bit weird (he's way too honest and actually likes his work). Nothing ever bothers him, and he keeps to himself. Some peg him as an easy mark, but they soon discover that he can fend for himself in the seediest docks.

Brewer/Distiller/Vintner

Brewers, distillers and vintners have created alcoholic beverages since before recorded history. By providing beer, wine and hard liquor, distillers have served the needs of religions, communities without ready access to clean water and carousers the world over.

Design Notes

Attributes: Creating alcoholic drinks and repeatedly achieving the same results requires a good memory, so we raise IQ to II.

Advantages: Any beverage maker finds Acute Taste and Smell helpful. An experienced brewer, distiller or vintner may acquire Alcohol Tolerance, and a popular one may enjoy a Patron, Wealth or Reputation.

Disadvantages: A drink maker may be obsessed with his work (Workaholic) or afraid to abandon traditional methods of production (Obdurate). He may also owe a Duty to a guild or Patron. Greed and Miserliness are flaws stereotypically attributed to drink sellers. Alcoholism is particularly destructive. Brewers are frequently women (Social Stigma).

Primary Skills: All brewers, distillers and vintners must know how to make alcoholic beverages (Distilling).

Secondary Skills: Storing drinks (and maintaining vessels) requires Pottery or Cooperage. Agronomy or Beekeeping is necessary for the drink maker to identify or grow useable raw materials. Merchant is useful to most drink makers, and Theology may be necessary if they supply religious institutions. A distiller needs to know Glassblowing, Blacksmith or Mechanic to build and maintain his still. Cyphering is necessary for dealing with large quantities of inventory and money.



Background Skills: Distillers might know how to make specific drinks (Beverage Making, Bartender). Trade with foreign merchants allows brewers, distillers and vintners to learn about foreign lands and languages.

Brewer/Distiller/Vintner [10 points]

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

Advantages: A total of 10 points chosen from: Acute Taste and Smell [2/level]; Alcohol Tolerance [5]; Contacts [varies]; Light Hangover [2]; No Hangover [5]; Patron [varies]; Reputation [varies] and Wealth [varies].

Disadvantages: A total of -15 points chosen from: Alcoholism [varies]; Alcohol-Related Quirks [-1]; Duty [varies]; Greed [-15]; Incurious, Obdurate or Staid [-1, -10 or -5]; Miserliness [-10]; Social Stigma [varies] and Workaholic [-5].

Primary Skills: Distilling (M/A) IQ+1 [4]-12.

Secondary Skills: *Either* Agronomy/TL (M/A) IQ-2 [1/2]-9 or Beekeeping (M/A) IQ-2 [1/2]-9; *either* Cooperage (M/E) IQ-1 [1/2]-10 or Pottery (M/A) IQ-2 [1/2]-9 and a total of 5 points chosen from: Blacksmith/TL (M/A); Cyphering (M/E); Glassblowing (P/H); Mechanic (distilling equipment)/TL (M/A); Merchant (M/A) and Theology (M/H).

Background Skills: A total of 5 points chosen from: Animal Handling (M/H); Area Knowledge (any) (M/E); Language (varies); Packing (M/H); Sailor/TL (M/A); Seamanship/TL (M/E) and Teamster (any) (M/A).

Customization Notes

- Drink makers can save points by specializing Distilling in a particular beverage, such as mead or ale.

— Eric Nail

GURPS Egypt

Kha'y (25 points)

Age 35; 5'5", 140 lbs.; an Egyptian male with weathered skin, wine-stained hands; straight black hair, dark brown eyes and a ready smile, dressed in a workman's linen kilt.

ST 10 [0]; DX 10 [0]; IQ 11 [10]; HT 10 [0]

Basic Speed 5; Move 5.

Dodge 5

Advantages: Comfortable [10]; Acute Taste and Smell +2 [6]; Patron (father, 9-) [10].

Disadvantages: Dependent (wife, loved one, 6-) [-12]; Sense of Duty (to family and family business) [-5].

Quirks Enjoys watching sunsets; Laughs readily; Likes small children; Nervous in deep water; Plays Senet in his spare time [-5].

Skills: Agronomy/TLI-10 [1]; Area Knowledge (Lower Egypt)-11 [1]; Cyphering-10 [1/2]; Distilling-12 [4]; Merchant-12 [4]; Seamanship/TLI-10 [1/2]; Theology-9 [1].

Languages: Egyptian (native)-11 [0]; Phoenician-10 [1].

Equipment: Wine jars, sealing and pottery clay, scrubbing brush, syphon tubes, mixing paddles, fermentation vessels and clay stamps for marking containers.

Kha'y grew up in his father's vast wineries where he learned the art of the vintner. He is pleased with his life, especially his beautiful wife, but sometimes he wishes he, rather than his older brother, would inherit control of the family estates when his father dies. Kha'y is curious about the world and often volunteers for jobs that will bring him into contact with people from other cultures. His wife is pressuring him to start a family, but Kha'y secretly yearns to travel the world, something a large family would make impossible.

Brothel Keeper

The brothel keeper owns and manages a house of prostitution. He usually lives in the brothel and collects a portion of his employees' earnings (sometimes a large portion); in turn, the prostitutes gain protection and a place to work and sleep. This job doesn't discriminate by sex, and the keeper could be from virtually any strata of society: clergyman, noble, freeman, ex-slave or ex-prostitute.

Design Notes

Attributes: There are no particular attribute requirements for this profession.

Advantages: Brothel keepers are usually wealthy and may have some degree of Status. The brothel gives ample opportunity to gain blackmail material on individuals (Contacts, Favor, Unwilling Ally). An ex-prostitute might still be quite attractive (Appearance), and employees or a bouncer might be an Ally. Brothels often have odd hours, so Less Sleep is handy.

Disadvantages: In some cases the brothel keeper may be a social outcast (Social Stigma, Reputation). He is probably more liberal in his thinking (Broad-Minded), possibly to the point of perversion (Sadism, Lecherousness). Depending on how he treats his employees, the brothel keeper may suffer from Bully and Callous or Charitable and Sense of Duty.

Primary Skills: Merchant and Administration allow for the day-today running of the brothel.

Secondary Skills: Knowledge of local laws and procedures helps the shadier brothels (Law). Wise brothel keepers can stop a fight with a glance and know what's happening on the streets (Intimidation, Streetwise). Savoir-Faire comes in useful when dealing with high-class clients.

Background Skills: Keepers might pick up a thing or two from their employees (Sex Appeal, Fast-Talk, Carousing). Brothel keepers can learn a lot just from chatting with clients and listening at keyholes (Area Knowledge, Politics).

Brothel Keeper [25 points]

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

Advantages: A total of 15 points chosen from: Ally or Ally Group (possibly Unwilling) [varies]; Appearance [varies]; Contacts [varies]; Favors [varies]; Less Sleep [3/level]; Reputation [varies]; Status [5/level] and Wealth [varies].

Disadvantages: A total of -15 points chosen from: Broad-Minded [-1]; Bully [-10]; Callous [-6]; Charitable [-15]; Chummy or Gregarious [-5 or -10]; Greed [-15]; Lecherousness [-10]; Odious Personal Habit [-5 to -15]; Reputation [varies]; Sadism [-10]; Sense of Duty [-5 to -15] and Social Stigma [varies].

Primary Skills: Administration (M/A) IQ+2 [6]-12; Cyphering (M/E) IQ+2 [4] and Merchant (M/A) IQ+2 [6].

Secondary

Skills: A total of 5 points in any of: Law (M/H); Intimidation (M/A; ST); Savoir-Faire (M/E); Streetwise (M/A) and further Primary Skills.

Background

Skills: A total of 4 points in any of: Area Knowledge (any) (M/E); Carousing (P/A; HT); Courtesan (M/A); Fast-Talk (M/A); Politics (M/A); Professional Skill (Prostitute) (M/A) and Sex Appeal (M/A; HT).

GURPS Imperial Rome

Quintus Lucundis (23 points)

Age 32; 5'4", 130 lbs.; an olive-skinned, clean-shaven man with short black hair and a slight squint, commonly dressed in a simple, white tunic.

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

Basic Speed 5; Move 5.

Dodge 5.

Advantages: Wealthy [10]; Less Sleep I [3]; Status I [0].

Disadvantages: Lecherousness [-10].

Quirks: Fantasizes about citizenship; Loves gladiatorial matches; Nasty sense of humor; Pretends to like slaves; Swears oaths by Venus [-5].

Skills: Administration-12 [6]; Area Knowledge (Pompeii)-10 [1]; Fast Talk-10 [2]; Intimidation-10 [2]; Law-9 [2]; Merchant-12 [6]; Politics-10 [2]; Savoir-Faire-12 [0]; Sex Appeal-10 [2]; Streetwise-10 [2].

Languages: Latin (native)-10 [0].

Equipment: Sap.

Quintus is an ex-slave who gained his freedom by saving his master from assassination. He used the money he had saved to buy a small house in Pompeii and convert it into a brothel. Quintus has made a fortune from his business (especially since he started using slaves), but what he really wants is status and prestige. He intends to save enough to sponsor a gladiatorial spectacle at the arena and hopefully have his name remembered for generations.



Customization Notes

- Owners of high-class establishments (where one might find courtesans – see p. 40) are more likely to have additional skills such as Artist, Bard, Singing, Musical Instrument and Philosophy (along with Teaching to pass them on to the employees).

– Kieran Turley

Builder

From pyramids to cathedrals, no great building can exist without somebody to put it together. Masons and carpenters are similar in a number of ways. They both build things, and unlike most tradesmen, they both are mobile. You can only build so many churches and keeps in one town before you have to move on, so the builder lives in one place for a while, then moves on as his projects finish. On the other hand, a large project like a cathedral or mausoleum can employ a builder and a generation or two of descendants. Members of the lower classes usually build their own homes, so professional builders are largely employed by the upper and middle classes to build urban homes, country estates, fortifications and public buildings such as churches and guild halls.

Background Skills: Because a builder is usually an independent businessman, he has the skills to run a small shop or sell his labor. Because he travels, he may also know a great deal about a number of different places. Some skills are allied trades.



Builder [5 points]

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

Advantages: A total of 10 points chosen from: + to DX or ST [10]; Ally Group [varies]; Claim to Hospitality [varies] and Reputation [varies].

Disadvantages: A total of -15 points chosen from: Bad Back [varies]; Dependents [varies]; Greed [-15]; Honesty [-10]; Proud, Selfish or Self-Centered [-1, -5 or -10]; Stubbornness [-5] and Workaholic [-5].

Primary Skills: Masonry (P/E) DX+2 [4]-12 or Carpentry (M/E) IQ+2 [4]-12.

Secondary Skills: Sculpting (P/A) DX [2]-11 or Woodworking (P/A) DX [2]-11

Background Skills: A total of 4 points in any of: Administration (M/A); Area Knowledge (any); Blacksmith/TL (M/A); Leadership (M/A); Lifting (P/H; ST); Mechanic (simple machines)/TL (M/A); Merchant (M/A) and Thatching (M/E).

Design Notes

Attributes: A builder is, generally, an average man, but he may be a little stronger or more dextrous than average.

Advantages: Depending on local legalities, a builder may benefit from guild membership, although guild organization is rather nebulous. He may be well known.

Disadvantages: A builder may be a greedy businessman, a stiff-necked professional or just a man with a family or apprentices to take care of.

Primary Skills: Masonry is necessary for a mason and Carpentry for a carpenter.

Secondary Skills: A working craftsman also has a bit of skill with delicate, artistic work: Sculpting for a mason, Woodworking for a carpenter.

Medieval Italy

Carlo Buoncampero (15 points)

Age 27; 5'2", 130 lbs.; a slightly stout Italian man with olive skin, prematurely balding and clean-shaven.

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

Basic Speed 5.25; Move 5.

Dodge 5.

Advantages: None.

Disadvantages: Dependent (apprentice, acquaintance, 9-) [-6]; Stubbornness [-5]; Workaholic [-5].

Quirks: Tries to impress his "betters" with technical talk [-1].

Skills: Area Knowledge (Rome)-11 [1]; Area Knowledge (Napoli)-11 [1]; Masonry-13 [4]; Merchant-11 [2]; Sculpting-12 [2].

Languages: Roman Italian (native)-10 [0].

Equipment: Hammers, chisels, level.

It's a good time to be a mason. Carlo has been up and down Southern Italy, his young apprentice Marco in tow, working on churches with the wealth flowing from church and private coffers, and he has already seen more than many of his relatives ever will. Carlo is a good man at heart, but ambitious and very conscious of his prerogatives as a member of his guild, such as they are. He is also thoroughly dedicated to his work and can usually be found carefully chipping, polishing and aligning stones from dawn to dusk.

Customization Notes

- Masons and carpenters often specialize (see p. B43). For example, a carpenter may work exclusively as a joiner, cooper or framer, while a mason might work exclusively as a quarry-man or builder.
- Village carpenters specialize in making farm implements and likely have some skill in Agronomy. Such carpenters often work in concert with smiths (p. 102).

— Matt Riggsby

Bureaucrat

Bureaucrats, though often vilified as inefficient time servers, run the state machine. Both autocratic and elected rulers need managers to write reports, count coins and take care of tiresome details. Often bureaucrats have something that sets them apart as a caste: they might be freed slaves in imperial Rome, clerics (p. 92) in Medieval Europe or eunuchs (p. 82) in Asia. Unless his superior chooses a hands-on approach, a bureaucrat can unofficially wield considerable power.

Design Notes

Attributes: Bureaucrats should be bright (in theory) but can get by with average attributes.

Advantages: The job requires Administrative Rank and Literacy. Accounting bureaucrats benefit from Lightning Calculator and Mathematical Ability. They often rely on connections to get things done (Contacts, Favor).

Disadvantages: Bureaucrats may have typical flaws (Bully, Laziness, Stubbornness). Hidebound or Odious Personal Habit represent pedantry. Since they often manage state funds, money-related disadvantages can be interesting. Physical disadvantages are also possible.

Primary Skills: Administration is required. Depending on their main tasks, bureaucrats may need Accounting, Law or Politics.

Secondary Skills: A bureaucrat may have to deal with the public (Social skills), with archives and reports (Calligraphy, Research, Writing), and with the state economy (Economics).

Background Skills: These may represent the broader knowledge of a bureaucrat and his ability in gathering information and haggling; Forgery is useful for corrupt bureaucrats.

Bureaucrat [25 points]

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

Advantages: Administrative Rank I [5]; Literacy [10] and a total of 15 points chosen from: further Administrative Rank [5/level]; Contacts [varies]; Favor [varies]; Lightning Calculator [5]; Mathematical Ability [10]; Patron [varies]; Reputation [varies]; Status [5/level]; Strong Will [4/level] and Wealth [varies].

Disadvantages: A total of -20 points chosen from: Bully [-10]; Delusion [varies]; Enemy [varies]; Eunuch [-5]; Greed [-15]; Hidebound

[-5]; Honesty [-10]; Laziness [-10]; Miserliness [-10]; Obdurate [-10]; Reputation [varies]; Secret (corrupt) [varies]; Sense of Duty [-5 to -20]; Social Stigma [-5 to -20]; Stubbornness [-5] and any Physical Disadvantage [varies].

Primary Skills: Administration (M/A) IQ+2 [6]-12 and a total of 4 points in any of: Accounting (M/H); Law (M/H) and Politics (M/A).

Secondary Skills: A total of 6 points in any of: Area Knowledge (M/E); Calligraphy (P/A); Diplomacy (M/H); Economics (M/H); Fast-Talk (M/A); Research (M/A); Savoir-Faire (M/E); Writing (M/A) and further Primary Skills.

Background Skills: A total of 4 points in any of: Astrology/TL (M/H); Detect Lies (M/H); Forgery/TL (M/H); Heraldry (M/A); History (M/H); Interrogation (M/A); Languages (varies); Mathematics (M/H); Merchant (M/A) and Performance/Ritual (any) (M/A).

— Michele Armellini

GURPS Egypt

Sinhue the Scribe (30 points)

Age 24; 5'1", 155 lbs.; a plump, serious young man with olive skin, black hair and long, ink-stained fingers.

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

Basic Speed 5; Move 5.

Dodge 5.

Advantages: Administrative Rank I [5]; Literacy [10]; Reputation +I (Scribe) [5]; Scribal Powers* [15].

*Equivalent of Status 3; see p. EG80.

Disadvantages: Honesty [-10]; Obsession (reach a top position at court) [-10]; Overweight [-5]; Workaholic [-5].

Quirks: Annoyed by incompetence; Dislikes the military; Gourmet tastes; Little sense of humor; Zealous [-5].

Skills: Accounting-10 [2]; Administration-13 [6]; Calligraphy-10 [2]; Cooking-II [1]; History-10 [2]; Law-10 [2]; Merchant-II [2]; Research-10 [1]; Savoir-Faire-13* [0]; Writing-11 [2].

*Free from Status.

Languages: Egyptian (native)-11 [0].

Equipment: Stylus, papyri, ink jars.

Sinhue is zealous, deadly earnest, honest . . . and obsessively ambitious. After years of training, he's now enjoying his respected status as a scribe. But he has two problems. First, he's been posted as deputy manager for a stone quarry *very* far from court; he should be leaving for the deep South in a few days. Second, he can barely conceive adulation, corruption or even favors: he believes he'll have a brilliant career just through honest hard work. It's difficult to imagine what will happen if (or when) he's proven wrong.



Butcher

Butchers slaughter animals and prepare the meat for human consumption. This is difficult work because many religions place strict guidelines on meat preparation. Handled incorrectly, meat may be considered inedible, negating the efforts of hunters, trappers and butchers alike.

Design Notes

Attributes: Butchers must be strong, so we raise ST to II.

Advantages: Slaughtering is strenuous work, so butchers may be Fit. Some butchers earn the respect of their community (Reputation), which can lead to Wealth. They are also able to make Contacts among the people they serve. In cultures that greatly enjoy food or attach religious significance to how meat is prepared, butchers may enjoy increased Status. Fearlessness and Unfazeable help keep the butcher from flinching.

Disadvantages: Butchers may have Odious Personal Habits (such as being gore-stained) while others may grow Callous because of the nature of their job. They may be considered ritually unclean or impure (Reputation). Butchers who work alone for long periods of time may become Loners or Workaholics. Greed or Miserliness apply to butchers who over-emphasize financial concerns. Slaughtering is a smelly job, so Anosmia may actually be *useful!*

Primary Skills: Butchers must be able to determine the edibility of animals and to cut and prepare their meat in a way acceptable to their community, so Butcher is mandatory.

Secondary Skills: Merchant skill is useful for dealing with customers and, depending on the culture served, Performance/Ritual may be necessary for proper preparation of meat. Animal Handling helps deal with recalcitrant or terrified beasts. Cyphering is necessary if the butcher routinely deals with large numbers of animals.

Background Skills: Butchers usually stay in one place, so Area Knowledge in a home area is likely. They might also learn rudimentary herding or hunting skills through association with their meat suppliers. Other skills allow the butcher to determine the edibility of exotic species (Naturalist, Poisons, Veterinary, Zoology) or use the meat (Cooking, Sacrifice).

Butcher [25 points]

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

Advantages: A total of 15 points chosen from: Contacts [varies]; Fearlessness [2/level]; Fit [5]; Reputation [varies]; Status [5/level]; Unfazeable [15] and Wealth [varies].

Disadvantages: A total of -15 points chosen from: Callous [-6];

Ancient Israel

Joab, son of Horea (15 points)

Age 18; 5'9", 142 lbs.; a tanned, wiry Hebrew with curly brown hair and hazel eyes; usually dressed in robes and a leather apron.

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

Basic Speed 5; Move 5

Dodge 5

Advantages: Fit [5]; Reputation +2 (skilled and honest butcher, from local townspeople) [5].

Disadvantages: Callous [-6]; Dependent (wife, loved one, 6-) [-12]; Workaholic [-5].

Quirks: Fingers the tassels on his robe when thinking; Keeps the Sabbath faithfully; Shy about speaking in public; Trying to grow a beard; Worries about Roman influence on Hebrew way of life [-5].

Skills: Butcher-12 [6]; Merchant-12 [6]; Performance/Ritual (Hebrew)-11 [4]; Animal Handling-9 [2]; Area Knowledge (Hebron)-10 [2]; Veterinary/TL2-9 [2].

Languages: Hebrew (native)-10 [0]; Latin-9 [1].

Equipment: Knives, chopping blocks, whetstone, tubs for salting meat.

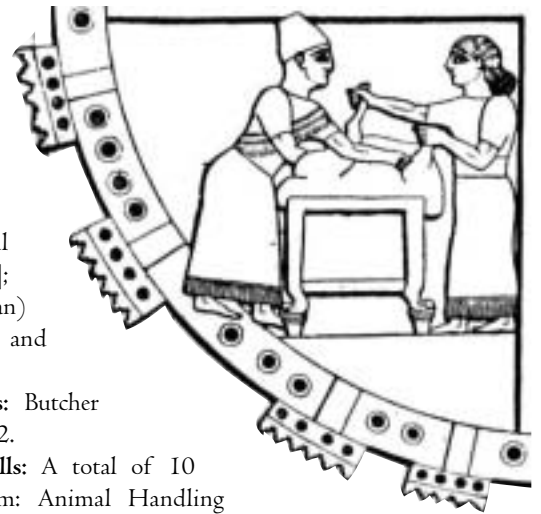
Joab lives in Hebron where he was recently married. He just finished an apprenticeship to his uncle, a successful butcher in Jerusalem, who taught him *Shecitta*, the complex rules governing how kosher meat must be handled and prepared, before being allowed to go into business for himself. The people of the city seem to respect him so far, but Joab is still a bit unsure of himself.

Dependents [varies]; Greed [-15]; Loner or Uncongenial [-5 or -1]; Miserliness [-10]; No Sense of Smell/Taste [-5]; Odious Personal Habits [-5 to -15]; Reputation (unclean) [varies] and Workaholic [-5].

Primary Skills: Butcher (M/A) IQ+2 [6]-12.

Secondary Skills: A total of 10 points chosen from: Animal Handling (M/H); Cyphering (M/E); Merchant (M/A) and Performance Ritual (any) (M/A).

Background Skills: A total of 5 points chosen from: Area Knowledge (any) (M/E); any Combat/Weapon Skill (varies); Cooking (M/E); Naturalist (M/H); Physiology (animal type)/TL (M/H); Poisons (M/H); Riding (any) (P/A); Sacrifice (M/H); Stealth (P/A); Tracking (M/A); Veterinary/TL (M/H) and Zoology/TL (M/H).



– Eric Nail

Caravan Leader

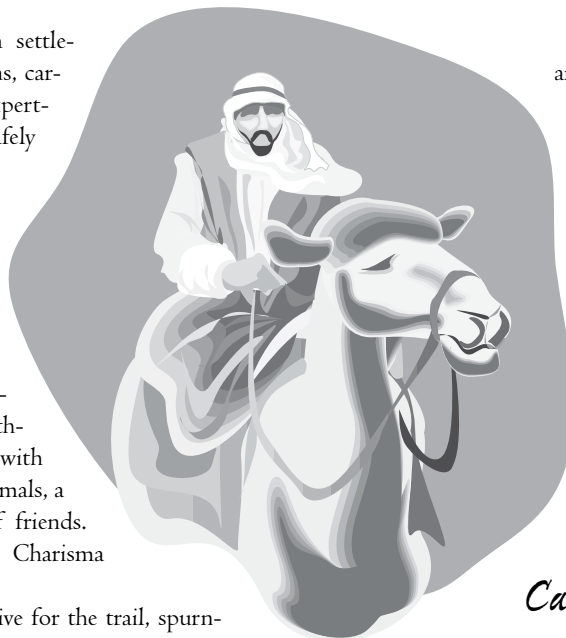
Caravan leaders guide convoys from settlement to settlement. Much like ship captains, caravan leaders are respected figures whose expertise is relied upon to bring their caravans safely to their destinations.

Design Notes

Attributes: Caravan leaders must be smart to survive, so we choose IQ II.

Advantages: They sometimes enjoy elevated fame and Status. They're usually weather-hardened with a nose for danger, and with experience, they can gain a rapport with animals, a good sense of direction and a network of friends. Of course, a certain amount of natural Charisma never hurts.

Disadvantages: Caravan leaders may live for the trail, spurning friends and developing irascible personalities. A Code of Honor to always aid fellow caravaneers and to leave oases and inns in good shape is common. A single bad trip can ruin a Reputation.



Primary Skills: Knowing the terrain ahead and how to deal with it is a caravan leader's job so we require Survival and Area Knowledge. Most caravaneers ride, and knowledge of nature is sometimes necessary.

Secondary Skills: Animals are integral to caravans, so skill dealing with them are important. Skill at Languages helps in foreign territory. Leadership keeps the caravan together.

Background Skills: Bandits and wild animals are common on the trail, making at least moderate proficiency in combat and First Aid useful. Hunting skills help when food spoils. Navigational ability is priceless when traveling unfamiliar trails.

Caravan Leader [30 points]

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

Advantages: A total of 15 points chosen from: +1 to HT [10]; Absolute Direction [5]; Acute Senses [2/level]; Alertness [5/level]; Animal Empathy [5]; Charisma [5/level]; Claim to Hospitality [1 to 10]; Contacts [varies]; Danger Sense [15]; Extra Fatigue [3/level]; Fit or Very Fit [5 or 15]; Less Sleep [3/level]; Reputation [varies]; Status [5/level]; Temperature Tolerance [1/level] and Toughness [varies].

Disadvantages: A total of -15 points chosen from: Bad Temper [-10]; Callous [-6]; Code of Honor [-5 to -15]; Loner or Uncongenial [-5 or -1]; Proud, Selfish or Self-Centered [-1, -5 or -10]; Reputation [variable]; Sense of Duty (caravan) [-5]; Stubbornness [-5] and Workaholic [-5].

Primary Skills: Area Knowledge (caravan route) (M/E) [2]-12; Survival (any) (M/A) [2]-11 and a total of 8 points in any of: further Area Knowledge (any) (M/E); Naturalist (M/H); Riding (any) (P/A); further Survival (any) (M/A) and Weather Sense/TL (M/A).

Secondary Skills: A total of 4 points in any of: Animal Handling (M/H); Languages (varies); Leadership (M/A; ST); Packing (M/A); Veterinary/TL (M/H) and further Primary Skills.

Background Skills: A total of 4 points in any of: Combat/Weapon Skill (varies); First Aid/TL (M/E); Fishing (M/E); Navigation/TL (M/H); Orienteering/TL (M/A); Shield (P/E); Tracking (M/A) and Traps/TL (M/A).

Customization Notes

- Caravans also employ Animal Handlers (p. 10) and Laborers (p. 64). Virtually *anyone* might find himself traveling with a caravan, but Merchants (p. 70) and Pilgrims (p. 88) are most common.

— Kieran Turley

GURPS China

Lai Chang (25 points)

Age 30; 5'3", 120 lbs.; a wiry, weather-beaten man with a pony-tail on his shaved head, wearing travel-stained clothes.

ST 10 [0]; DX 10 [0]; IQ II [10]; HT 10 [0].

Basic Speed 5; Move 5.

Dodge 5.

Advantages: Absolute Direction [5]; Alertness +1 [5]; Charisma +1 [5]; Temperature Tolerance I [1].

Disadvantages: Alcoholism [-10]; Reputation -2 ("Bad Luck Lai") [-10].

Quirks: Dislikes being ordered around; Hates camels; Laughs for no reason; Prefers the outdoors; Thinks silk is for women [-5].

Skills: Animal Handling-10 [2]; Area Knowledge (Silk Road)-13 [4]; Area Knowledge (Western China)-12 [2]; Axe/Mace-II [4]; Naturalist-II [4]; Riding (horse)-II [4]; Survival (desert)-12 [4].

Languages: Tang Chinese (native)-II [0].

Equipment: Horse; riding gear; hand axe.

Chang was a renowned caravaneer until a run of bad luck five years ago when for two years straight bandits destroyed almost every caravan he lead, leaving only Chang to tell the tale. Rumors circulated that Chang was bad luck or in league with the brigands. Nobody wanted to hire "Bad Luck Lai," and Chang took to drowning his sorrows in wine. Lai could probably still be a great caravan leader if only given the opportunity.

Cartographer



Cartographers produce maps based on observation, calculation and the accounts of others. Professionals find employment under a wide range of powerful patrons, since detailed maps help decide borders, taxation and other important matters. Others set up shop independently, supplying travelers and adventurers with maps of faraway places.

Design Notes

Attributes: Cartography is a cerebral profession, so we raise IQ to 11.

Advantages: Cartographers may gain Reputation and Wealth from powerful Patrons. Mapmaking requires lettering and difficult mathematical calculations (Literacy, Lightning Calculator). Vision and guesswork also play a part (Absolute Direction, Acute Vision).

Disadvantages: Cartographers may be Jealous of others' work or success. If maps are proven inaccurate, cartographers may be discredited (Reputation). Duties to local rulers are another possibility.

Primary Skills: Cartography is, of course, required, but Surveying, Cyphering and Mathematics may also be needed.

Secondary Skills: In addition to being useful tools, maps are often works of art (Artist, Calligraphy, Illumination). An understanding of the terrain the cartographer draws may emerge (Area Knowledge). Orienteering and Navigation allow the cartographer to take the field on occasion.

Background Skills: Cartographers often encounter foreigners and so might learn foreign Languages. Many run shops selling maps (Merchant), and others create their own inks and paints (Dyeing).

Cartographer [25 points]

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

Advantages: A total of 10 points chosen from: Absolute Direction [5]; Acute Vision [2/level]; Lightning Calculator [5]; Literacy or Semi-Literacy [10 or 5]; Manual Dexterity [3/level]; Mathematical Ability [10]; Patron [varies]; Reputation [varies] and Wealth [varies].

Disadvantages: A total of -15 points chosen from: Duty [varies]; Hidebound or Obdurate [-5 or -15]; Jealousy [-10]; Loner, Reclusive or Uncongenial [-5, -10 or -1] and Reputation [varies].

@TEXT-CSTATS:Primary Skills: Cartography/TL (M/A) [4]-12 and a total of 7 points in any of: Cyphering (M/E); Mathematics (M/H) and Surveying/TL (M/A).

Secondary Skills: A total of 5 points in any of: Area Knowledge

(any) (M/E); Artist (M/H); Calligraphy (P/A); Illumination (P/A); Navigation/TL (M/H); Orienteering/TL (M/A) and further Primary Skills.

Background Skills: A total of 4 points in any of: Dyeing (M/A); Languages (varies) and Merchant (M/A).

Customization Notes

- Characters would do well to make use of the fact that Calligraphy and Illumination both default to Artist-2 since many ancient maps feature beautifully rendered lettering.
- Because maps are often created based on second- or third-hand accounts and guesswork, truly competent cartographers should possess Literacy and skill at Cyphering to create *accurate* maps.
- Surveyors are similar to cartographers, yet distinctive enough to warrant their own template. See p. 00.

— Kieran Turley

Empire of Aksum, Ethiopia

Abba Zagwe (25 points)

Age 26; 5'8", 138 lbs.; a slim North African with short brown hair, sun-burnt skin and a contemplative gaze, usually dressed in simple garb that protects him from the sun.

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

Basic Speed 5; Move 5.

Dodge 5.

Advantages: Acute Vision +I [2]; Literacy [10]; Status I [5].

Disadvantages: Curious [-10]; Loner [-5]; Sense of Duty (the empire) [-10].

Quirks: Always carries a spear although he cannot use it; Exercises every morning; Often draws in the dirt; Proud of his nation; Prefers to travel by foot [-5].

Skills: Area Knowledge (Aksum Empire)-12 [2]; Artist-10 [2]; Cartography/TL2-12 [4]; Cyphering-12 [2]; Surveying/TL2-11 [2]; Navigation/TL2-10 [2].

Languages: Ge'ez (native)-11 [0]; Amharic-12 [4].

Equipment: Spear; drawing and mapmaking materials.

Abba Zagwe is the cartographer to the Emperor of Aksum, Ezana. Zagwe's duties involve mapping the borders of the expanding empire so that Ezana can properly divide and tax it. Nevertheless, Zagwe hates his job. He longs to travel the empire himself, as he can't fight the urge to find out just what is out there *firsthand*. If it were not for his sense of obligation to his nation, Zagwe might have left to chase the setting sun years ago. For the time being, though, he eagerly awaits contact from surveyors and travelers whose tales he uses to create his maps.

Charioteer

Charioteers drive light horse-drawn carriages. Because chariots are a safer and more stately way of exploiting horse power than early saddles, some charioteers serve royalty for war, hunting and ceremonial processions. Other charioteers are athletes (see p. 18) in popular races – so popular that they give star status to charioteers and even spark riots.



Design Notes

Attributes: We need no special attributes.

Advantages: Animal Empathy is useful. Some advantages help in risky situations (Alertness, Combat Reflexes, Collected). A racer might be rich and famous, and Peripheral Vision helps him keep an eye on his competition. The king or team owner may be a Patron.

Disadvantages: A king's charioteer may have various duties to his lord while a sportsman might be treated like a gladiator (Duty, Status, Social Stigma). Both might have other problems, including Impulsiveness, Overconfidence or Glory Hound. Staple bad-guy charioteers have Bloodlust or Bully.

Primary Skills: The charioteer needs Teamster (with a required specialization) and its prerequisite, Animal Handling.

Secondary Skills: Riding, Tactics and Veterinary are helpful. Whip or another weapon skill is common. Performance is useful in the circus and Tracking on the hunt.

Background Skills: A war charioteer will need other weapon skills and First-Aid, while a circus charioteer can use Area Knowledge, Brawling and Streetwise. They both might be able to repair their chariots.

Charioteer [25 points]

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

Advantages: A total of 25 points chosen from: Alertness [5/level]; Animal Empathy [5]; Collected or Composed [5]; Combat Reflexes [15]; Daredevil [15]; Fearlessness [2/level]; Fit [5]; Luck [15]; Patron

[varies]; Peripheral Vision [15]; Reputation [varies]; Toughness [10/25]; and Wealth [varies].

Disadvantages: A total of -20 points chosen from: Bloodlust [-10]; Bully [-10]; Code of Honor [-5 to -15]; Duty [varies]; Impulsiveness [-10]; On the Edge [-15]; Overconfidence or Glory Hound [-10 or -15]; Poverty [varies]; Sense of Duty [-5 to -20]; Social Stigma [-5 to -20]; Status [-5/level]; Uneducated [-5] and Vow [varies].

Primary Skills: Animal Handling (specialize, see p. B43) (M/H) IQ [1]-7/13 and Teamster (same specialization) (M/A) IQ+2 [6]-12.

Secondary Skills: A total of 7 points in any of: Leatherworking (M/E); Performance (M/A); Riding (any) (P/A); Shortsword (P/A); Spear (P/A); Tactics (M/H); Tracking (M/A); Veterinary/TL (M/H) and Whip (P/A).

Background Skills: A total of 6 points in any of: Area Knowledge (any) (M/E); Brawling (P/E); any Combat/Weapon Skill (varies); First-Aid/TL (M/E); Gambling (M/A); Knife (P/E); Mechanic (chariots)/TL (M/A); Spear Throwing (P/E) and Streetwise (M/A).

Customization Notes

- Remember that a high Animal Handling skill gives good defaults for Riding and Veterinary.
- Most charioteers have Teamster (horses), though early ones might have Teamster (donkeys) or (onagers). For more exotic team animals, see p. 90-100 of *GURPS Discworld Also*.
- For chariot maneuvers, see p. LT52 and LT75.

– Michele Armellini

GURPS Celtic Myth

Olwen (25 points)

Age 20; 5'7", 132 lbs.; a red-haired, limber young man trying to grow a mustache; wearing checkered trousers and a cheap wristband.

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

Basic Speed 5.25; Move 5.

Dodge 6*, Parry 6* (Knife), 9* (Brawling).

* Includes +1 for Combat Reflexes.

Advantages: Animal Empathy [5]; Combat Reflexes [15]; Patron (King Fediad, 6-) [5].

Disadvantages: Code of Honor (Celtic) [-10]; Destiny (minor) [-5]; Duty (to King, 15-) [-15]; Stuttering [-10].

Quirks: Excitable; Hates having to talk; Loves races; Restless; Thin skin [-5].

Skills: Animal Handling-15* [4]; Brawling-12 [2]; Carousing-9 [1]; Knife-12 [2]; Leatherworking-12 [2]; Mechanic (chariots)/TL2-11 [2]; Spear-11 [2]; Tactics-10 [2]; Teamster (horses)-17* [6]; Whip-11 [2].

*Includes +4 for Animal Empathy.

Languages: Gaelic (native)-11 [0].

Equipment: Knife, whip, leather scraps.

Olwen is the young but gifted charioteer and kennel keeper of King Fediad. He likes his job; he's more at ease with animals than with people, who often tease him for his stuttering (because of this, he is used to fights). Olwen, however, doesn't know he's fated to fail at some key turn of events. Maybe his speech problem will prevent him from uttering a critical warning . . .

Clock-maker

Clock-maker [70 points]

Low-tech clock-making requires an unusual combination of talents. First, it calls for considerable practical skills; a clock is likely the most complex gadget in the clock-maker's society. However, it is also bleeding-edge *science*, embodying physics and applied mathematics. However, many low-tech scholars disdain practical skills, and few craftsmen receive an academic education. A scholar might find other people to work from his designs, but this template assumes that the clock-maker does at least some of the building himself.

Clocks are often built for ritual purposes (plotting horoscopes, scheduling religious services), so the template includes optional features appropriate to a priest, monk or astrologer.

Design Notes

Attributes: Good IQ is required. Good DX would be nice, but a craftsman can get by with Manual Dexterity.

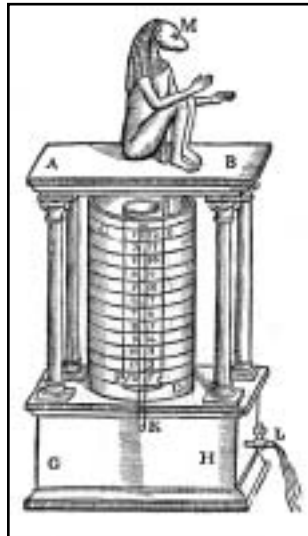
Advantages: Manual Dexterity is mandatory, as is Literacy. Clock-making may also bring prestige or a little wealth. Other options reflect ritual activities or technical aptitude.

Disadvantages: These reflect either the mild eccentricity that might drive this choice of career, or that possible ritual/priestly background.

Primary Skills: The basis for this job is some mixture of theory and application.

Secondary Skills: These are based on what the character has picked up along the way. In the absence of pre-existing clocks, astronomy provides the best available source of chronometric information.

Background Skills: These are things that a craftsman, scientist, priest, monk or astrologer might happen to have studied.



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

Advantages: Literacy [10]; Manual Dexterity +2 [6] and a total of 15 points chosen from: Administrative Rank [5/level]; Clerical Investment [5/level]; Less Sleep [3/level]; Lightning Calculator [5]; extra Manual Dexterity [3/level]; Mathematical Ability [10]; Patron [varies]; Single-Minded [5]; Status [5/level] and Versatile [5].

Disadvantages: A total of -15 points chosen from: Absent-Mindedness [-15]; Attentive [-1]; Clueless [-10]; Curious or Staid [-5 to -15; or -1]; Disciplines of Faith [varies]; Dreamer [-1]; Duty [varies]; Oblivious [-3]; Obsession [-5 to -15]; Poverty [varies]; Shyness [-5 to -15]; Stubbornness [-5]; Unfit [-5] and Workaholic [-5].

Primary Skills: Cyphering (M/E) IQ [1]-13 and *either* Engineer (clockwork)/TL (M/H) IQ+1 [6]-14 and Mechanic (clockwork)/TL (M/A) IQ [2]-13 *or* Engineer (clockwork)/TL (M/H) IQ-I [2]-12 and Mechanic (clockwork)/TL (M/A) IQ+2 [6]-15.

Secondary Skills: Astrology (M/H) IQ-I [2]-12; Mathematics (M/H) IQ-2 [1]-11 and Carpentry (M/E) IQ [1]-13.

Background Skills: A total of 11 points in any of: Abacus (M/A); Appreciate Beauty (M/VH); Architecture/TL (M/A); Artist (M/H); Blacksmith/TL (M/A); Climbing (P/A); Engineer (other specializations)/TL (M/H); Languages (varies); Masonry (P/E); Mechanic (other specializations)/TL (M/A); Metallurgy (M/H)/TL; Performance/Ritual (any) (M/A); Philosophy (any) (M/H); Teaching (M/A); Theology (M/H); Woodworking (P/A) and further Primary or Secondary Skills.

Customization Notes

- True clocks are at the limits of TL3 technology; realistically, this template should be unavailable at lower tech levels. In cinematic games, Gadgeteer or High Technology might be added.

— Phil Masters

<p>Late Medieval Germany</p> <p><i>Brother Martin (85 points)</i></p> <p>Age 37; 5'7", 150 lbs.; a stocky, one-eyed German monk.</p> <p>ST 13 [30]; DX 11 [10]; IQ 13 [30]; HT 10 [0]. Basic Speed 5.25; Move 2. Dodge 2.</p> <p>Advantages: Literacy [10]; Manual Dexterity +2 [6]; Patron (Abbot, 12-) [20].</p> <p>Disadvantages: Disciplines of Faith (monasticism) [-10]; Duty (to Abbot, non-hazardous, 15-) [-10]; Lame (crippled leg) [-15]; One Eye [-15].</p> <p>Quirks: Dislikes remembering his military career; Has a stern conscience; Jokes about clocks to the novices [-3].</p>	<p>Skills: Astrology/TL3-12 [2]; Blacksmith/TL3-14 [4]; Brawling-11 [1]; Carpentry-14 [2]; Cyphering-14 [2]; Engineer/TL3 (clockwork)-12 [2]; Gunner/TL3 (cannon)-13 [2]; Mathematics-11 [1]; Mechanic/TL3 (clockwork)-15 [6]; Mechanic/TL3 (wagons)-14 [4]; Metallurgy/TL3-11 [1]; Polearm-10 [1]; Savoir-Faire (Military)-13 [1]; Theology-12 [2].</p> <p>Languages: German (native)-13 [0]; Latin-12 [1].</p> <p>Equipment: Small hammers, tongs, pry-bars, etc.</p> <p>Martin became a soldier to get away from farming and an artilleryman to get away from hand-to-hand combat. Then, the week after the army he was in sacked a church, Martin's cannon blew up, leaving him maimed. He took that as a sign from God and joined a monastery. Now, he finds his quick mind called on by his abbot, who's obsessed with these new-fangled <i>clocks</i>.</p>
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Clothworker

Turning raw materials into fabric involves many steps: spinners create yarn, weavers turn yarn into cloth (alternatively, felters boil and beat fibers together), fullers soak and beat cloth to thicken it and remove grease, and embroiderers add finishing touches. Dyers color fabric at various stages of production.

Clothworker [10 points]

Design Notes

Attributes: All are left at 10.

Advantages: Ambidexterity and Manual Dexterity are invaluable to spinners and weavers, and High Pain Threshold protects against needles. Good workers gain Reputations. Clothmaking is arduous, so Less Sleep and Single-Minded are useful. Large groups often work together and grow close (Ally Group, Claim to Hospitality). Access to rare materials may make someone wealthy. Other advantages pertain to aged “spinstresses.”

Disadvantages: Clothworkers are usually female with a Social Stigma. When merchants control the industry, clothworkers may suffer Poverty and low Status. Other disadvantages fit the “spinstress” image or reflect the tedious, social and sedentary aspects of the job. Dye vats are hot and may stain skin, and smelly chemicals may make Anosmia *useful* to dyers and fullers!

Primary Skills: Several skills cover the stages of cloth production.

Secondary Skills: Clothworkers might shear sheep (Animal Handling), grow fibrous plants (Agronomy), raise silkworms (Sericulture), run factories (Administration) or sell wares (Merchant).

Background Skills: Some skills cover finishing touches or allied trades. Clothworkers pass the time gossiping (Carousing) or singing. Naturalist allows dyers to find pigments.



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

Advantages: A total of 10 points chosen from: Ally Group [varies]; Ambidexterity [10]; Claim to Hospitality [1 to 10]; Common Sense [10]; Fashion Sense [5]; High Pain Threshold [10]; Less Sleep [3/level]; Pitiable [5]; Reputation [varies]; Sanctity [5]; Single-Minded [5]; Temperature Tolerance [1/level] and Wealth [varies].

Disadvantages: A total of -15 points chosen from: Age [-3/year]; Attentive [-1]; Bad Back [varies]; Chummy or Gregarious [-5 or -10]; Dependents [varies]; Dull or Hidebound [-1 or -5]; No Sense of Smell/Taste [-5]; Nosy [-1]; Obdurate [-10]; Poverty [varies]; Social Stigma [varies]; Unfit or Very Unfit [-5 or -15]; Unnatural Feature [-5] and Workaholic [-5].

Primary Skills: A total of 8 points including <I>one</I> of Craft (Felting or Fulling) (M/E) IQ+2 [4]-12; Dyeing (M/A) IQ+2 [6]-12; Needlecraft (P/A) DX+2 [6]-12; Sewing (P/E) DX+2 [4]-12; Spinning (P/E) DX+2 [4]-12 or Weaving (P/E) DX+2 [4]-12 and the remainder spent on further Primary Skills.

Secondary Skills: A total of 4 points in any of: Administration (M/A); Agronomy/TL (M/A); Animal Handling (M/H); Cyphering (M/E); Merchant (M/A); Professional Skill (Sericulture) (M/A) and further Primary Skills.

Background Skills: A total of 3 points in any of: Appreciate Beauty (M/VH); Area Knowledge (M/E); Carousing (P/A; HT); Featherworking (M/A); Leatherworking (M/E); Naturalist (M/H); Picture-Writing (M/H); Professional Skill (Fashion Design or Milling) (M/A); Savoir-Faire (M/E) and Singing (P/E; HT).

Sub-Saharan Africa

Nigesa, wife of Wambua (5 points)

Age 18; 5'8", 140 lbs.; a striking Masai woman, tall and thin with closely cropped hair, dressed in bright red clothing.

ST 8 [-15]; DX 10 [0]; IQ 10 [0]; HT 9 [-10].

Basic Speed 4.75; Move 4.

Dodge 4.

Advantages: Acute Vision +4 [8]; Beautiful [15]; Single-Minded [5].

Disadvantages: Social Stigma (Valuable Property) [-10]; Unnatural Feature (red-stained hands) [-5].

Quirks: Annoyed by children; Brags about the cloth she dyes; Prefers bloodless milk; Talks to her-

self; Tries to hide her stained hands [-5].

Skills: Animal Handling (cattle)-6/12 [1/2]; Area Knowledge (tribal territory)-12 [4]; Carpentry (hutbuilding)-8/14 [1/2]; Cooking-9 [1/2]; Dyeing (red dye)-8/14 [1]; Naturalist-7 [1/2]; Needlecraft-12 [8]; Spinning-10 [1]; Survival (plains)-12 [6].

Languages: Masai (native)-10 [0].

Equipment: Cloth, beads, dyeing supplies.

Nigesa has a fabulous eye for color, so her husband, Wambua, allows her to stay home most of the day to prepare clothing and body paint for the tribe. Wambua is gaining respect throughout the tribe, and Nigesa suspects he will soon take a second wife. She is subtly spreading rumors about his lack of sexual prowess in the hopes of keeping him to herself.

Customization Notes

- Dyers may also gain some skill in Fishing, Naturalist, Beekeeping or Prospecting to help find dyeing ingredients.

— Brian C. Smithson

Commander

Commanders lead soldiers and plan and coordinate operations. They are often the only ones capable of maintaining unity in ragtag bands of followers.

Design Notes

Attributes: Commanders generally excel in *something*.

Advantages: Besides Military Rank, commanders often have other status. Ally soldiers and Patron superiors are possible. Bravery, charisma and the ability to gauge morale are useful. Other advantages represent a skilled planner or warrior.

Disadvantages: Duty is necessary. Some disadvantages are side-effects of a stressful job, a warrior's life or patriotism. Some commanders are "by-the-book" – or plunderers.

Primary Skills: Commanders lead men and administer operations. One of Strategy or Tactics is necessary.

Secondary Skills: Commanders fight and train. Knowing terrain and getting there quickly are crucial. "Pep talks," dealing with enemies or politicians, or supplementing Strategy and Tactics require other skills.

Background Skills: These are learned campaigning or represent further specialties.

Commander [50 points]

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

Advantages: +I to any attribute [10]; Military Rank 3 [15] and a total of 15 points chosen from: +I to any attribute [10]; Administrative Rank [5/level]; Ally or Ally Group [varies]; Charisma [5/level]; Collected or Composed [5]; Combat Reflexes [15]; Common Sense [10]; Danger Sense [15]; Daredevil [15]; Empathy or Sensitive [15 or 5]; Fearlessness [2/level]; Fit [5]; Imperturbable [10]; Intuition [15]; Literacy or Semi-Literacy [10 or 5]; further Military Rank

[5/level]; Patron [varies]; Reputation [varies]; Single-Minded [5]; Status [5/level]; Unfazeable [15]; Versatile [5] and Wealth [varies].

Disadvantages: Duty (to superior, 12-) [-10] and a total of -20 points chosen from: Alcoholism [-15 or -20]; Bad Temper [-10]; Bloodlust [-10]; Bully [-10]; Callous [-6]; Chummy or Gregarious [-5 or -10]; Code of Honor [-5 to -15]; Duty (increased frequency or Extremely Hazardous) [varies]; Edgy or Paranoia [-5 or -10]; Enemies [varies]; Fanaticism [-15]; Greed [-15]; Hidebound [-5]; Intolerance [-5 or -10]; Obsession [-5 to -15]; Overconfidence or Glory Hound [-10 or -15]; any Physical Disadvantage [varies]; Proud, Selfish or Self-Centered [-1, -5 or -10]; Reputation [varies] and Sense of Duty [-5 to -20].

Primary Skills: Administration (M/A) IQ+2 [6]-12; *either* Intimidation (M/A) ST+2 [6]-12 *or* Leadership (M/A) ST+2 [6]-12 and *either* Strategy (M/H) IQ+2 [8]-12 *or* Tactics (M/H) IQ+2 [8]-12.

Secondary Skills: A total of 6 points in any Combat/Weapon Skill (varies) and a total of 8 points in any of: Area Knowledge (any) (M/E); Bard (M/A); Carousing (P/A; HT); further Combat/Weapon skills (varies); Cyphering (M/E); Fast-Talk (M/A); Diplomacy (M/H); Heraldry (M/A); Hiking (P/A; HT); Intelligence Analysis/TL (M/H); Navigation/TL (M/H); Orienteering/TL (M/A); Politics (M/A); Psychology (M/H); Riding (any) (P/A); Savoir-Faire (M/E); Savoir-Faire (Military) (M/E); Teaching (M/A); Weather Sense/TL (M/A) and further Primary Skills.

Background Skills: A total of 6 points in any of: Armoury/TL (M/A); Camouflage (M/E); Cooking (M/E); Cryptanalysis/TL (M/H); Cryptography/TL (M/H); Detect Lies (M/H); First Aid/TL (M/E); History (M/H); Interrogation (M/A); Languages (varies); Scrounging (M/E); Survival (any) (M/A) and Writing (M/A).

Customization Notes

- Lower-level commanders are generally Soldiers (p. 103) with Military Rank.
- Commanders are often Bureaucrats (p. 30), Feudal Noblemen (p. 47), Politicians (p. 90) or Rulers (p. 96), as well. Naval commanders should be competent Sailors (p. 97).
- Military Rank often grants free Status (see p. CI29).

– Brian C. Smithson

GURPS China

Xin Zang (55 points)

Age 29; 5'9", 155 lbs.; a tanned Chinese man with a thin beard.

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

Basic Speed 5.25; Move 5.

Dodge 5.

Advantages: Charisma +1 [5]; Composed [5]; Military Rank 3 [15].

Disadvantages: Duty (to Sun Ce, 12-) [-10]; Overconfidence [-10]; Sense of Duty (to Suns) [-10].

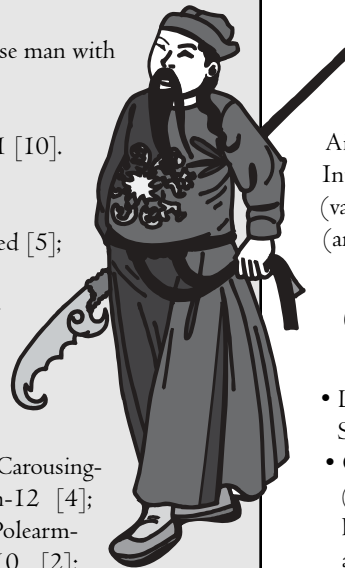
Quirks: Sarcastic [-1].

Skills: Administration-12 [4]; Area Knowledge (Wu)-11 [1]; Brawling-13 [6]; Carousing-12 [1]; First Aid-11 [1]; Intimidation-12 [4]; Leadership-12 [4]; Orienteering-10 [1]; Polearm-12 [8]; Riding (horse, stirrupless)-10 [2]; Scrounging-11 [1]; Survival (plains)-11 [2]; Tactics-12 [6].

Languages: Wu Chinese (native)-11 [0].

Equipment: Polearm, horse.

Xin Zang joined a peasant rebellion for an excuse to plunder. When Sun Ce defeated him, however, he accepted a command under the warlord and traded his greed for a sense of duty. He now fights happily for the conquests of his lord.



Concubine

Wealthy men often keep concubines, women with whom they might have sex but to whom they aren't necessarily married. Though primarily intended as a companion or sexual partner, a concubine is often (over-romanticized pictures of harems aside) a more-or-less productive member of the household; she cares for children, cooks, sews clothing, tends gardens and small animals and practices "womanly" arts. She might be young and pretty, but she is functionally equivalent to any full-fledged wife in a sexist society – only with much lower status.

Large harems, particularly those belonging to important rulers, can breed fierce internal politics as senior concubines ruthlessly work to keep their prestige and the favor of their consort. However, with isolation and a daily routine of housework, harem inmates are often mostly motivated by boredom.



(M/E); Musical Instrument (any) (M/H); Needlecraft (P/A); Savoir-Faire (M/E); Sewing (P/E); Singing (P/E; HT); Spinning (P/E) and Weaving (P/E).

Background Skills: A total of 4 points in any of: Administration (M/A); Bard (M/A); Erotic Art (P/H) and Politics (M/A).

Customization Notes

- In the popular Western image where a concubine is more eye-candy than a working member of the household, she might have Extra Sleep [-3/level], Laziness [-10] and possibly the Entrhancement skill (M/VH) to keep her consort beguiled with stories all night.
- Male concubines are rare, but are not unheard-of. They use the same template.

– Matt Riggsby

Design Notes

Attributes: Attributes are generally average, although a man might have a preference for a certain look (e.g., low HT and ST for small, willowy women).

Advantages: Concubines likely have physical beauty or an indefinable attractiveness. Their consort may be rather fond of them.

Disadvantages: Concubines are, at best, valuable property.

Primary Skills: Good concubines are alluring before all else.

Secondary Skills: They are also capable of performing a range of household tasks or providing entertainment.

Background Skills: Long-time harem inmates acquire skills in running a household and holding their own position, or perhaps more specialized skills.

Concubine [10 points]

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

Advantages: Total of 15 points chosen from: Appearance [varies]; Charisma [5/level]; Patron [varies]; Pitiable [5] and Sanctity [5].

Disadvantages: Social Stigma (Valuable Property) [-10] and a total of -10 points chosen from: Bad Temper [-10]; Bully [-10]; Dependents [varies]; Gullibility [-10]; Intolerance [-5 or -10]; Jealousy [-10]; Phobia (mild squeamishness) [-10]; Proud, Selfish or Self-Centered [-1, -5 or -10]; Sense of Duty [varies]; Unfit [-5] and Youth [-2/level].

Primary Skills: Sex Appeal (P/A; HT) HT+1 [4]-11 and Carousing (P/A) HT [2]-10.

Secondary Skills: A total of 5 points in any of: Animal Handling (M/H); Childcare (M/E); Cooking (M/E); Dancing (P/A); Gardening

GURPS Arabian Nights

Mihrumah al-Jamila [0 points]

Age 19; 4'10", 90 lbs.; a petite Arab women with smooth skin and long, shiny hair, dressed in fine clothing with much jewelry.

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

Basic Speed 5; Move 5.

Dodge 5.

Advantages: Attractive [5]; Charisma +2 [10]

Disadvantages: Shyness (mild) [-5]; Social Stigma (Valuable Property) [-10].

Quirks: Bites her hair when nervous; Uses lots of spice when cooking [-2].

Skills: Carousing-I0 [2]; Cooking-II [2]; Gardening-II [2]; Needlecraft-II [2]; Sex Appeal-II [4].

Languages: Persian (native)-10 [0].

Equipment: Needles, pins and thread.

Small, pretty and quiet, Mihrumah is the twelfth concubine and the newest addition to the harem of the emir of Shaktapur, part of a gift from the caliph in Baghdad. As such, she has been lost in the shuffle. The emir is elderly and usually busy with his current favorite, so he has little time for Mihrumah. The other women of the harem find her pleasant enough, but her reticence is making it hard for her to truly make friends. For her part, Mihrumah hopes that her service to the household will get her noticed, vastly underestimating her own personal charm.

Cook

Since dining is the high point of the day in many cultures, cooks are often highly skilled and sought-after professionals. A good cook on staff can win prestige for his employer, since a professionally prepared and presented meal might seal deals and win friends. Bakers are specialized cooks, dealing primarily with bread-based products, pastries and pies. Where the cook forms the heart of an inn or private residence, the baker frequently works out of his own shop.

Design Notes

Attributes: Cooks need no increases.

Advantages: Cooks should have an idea of what is good to eat and a tolerance for alcohol (fre-

quently used and consumed while cooking). Working in a hot kitchen requires stamina. A good cook never lacks for sponsors, and cooks can be quite famous in their own right. Guild membership may bring benefits for bakers.

Disadvantages: Cooks can work into old age if they direct kitchen staff to do the harder jobs (though their notorious tempers can earn them bad Reputations from the help). Constant contact with food and alcohol can cause disadvantages related to them. Cooks have certain Duties concerning the kitchen, meals or guild regulations.

Primary Skills: Cooking is the obvious choice.

Secondary Skills: Cooks may organize the kitchen staff and stores, buy food or run a shop or inn. The presentation of the meal is often as important as the cooking itself. Cooks may be in charge of producing beverages as well as meals. Butcher and Milling are intrinsically linked with preparing meat and bread, respectively. Cooks should be able to make a good impression on guests and patrons.

Background Skills: The kitchen can be a dangerous place, so cooks may know how to deal with injuries. Cooks may travel, and some may be deft with a knife.

GURPS Imperial Rome

Carinus Marcus Lucius (25 points)

Age 40; 5'7", 200 lbs.; an obese Roman with short, greasy brown hair and a continual leer on his unshaven face, usually dressed in a stained tunic and apron.

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

Basic Speed 5; Move 5.

Dodge 5.

Advantages: Acute Taste/Smell +2 [4]; Alcohol Tolerance [5]; Reputation +3 (from Roman senators, as a gifted chef) [5].

Disadvantages: Bad Temper [-10]; Lecherousness [-10]; Overweight [-5].

Quirks: Dislikes the army; Misquotes Plato; Rubs his stomach when talking to people; Spits in senators' food; Tells stories of his time in Gaul [-5].

Skills: Administration-12 [2]; Area Knowledge (Gaul)-13 [2]; Artist (food presentation)-11/16 [4]; Bartender-12 [2]; Cooking-15 [6]; Detect Lies-10 [1]; Knife-10 [1]; Merchant-12 [2]; Savoir-Faire-12 [1].

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

Equipment: Knife.

Casius was a soldier in Gaul when he discovered his knack for cooking and his food-loving commander ordered the inept soldier from the front lines. Once in Rome, Casius entered the service of his commander, now a senator, and earned a fine reputation in the city. Casius' terrible temper and lecherous behavior towards the slaves are largely ignored due to his great talent.

Cook [15 points]

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

Advantages: A total of 15 points chosen from: Acute Taste/Smell [2/level]; Alcohol Tolerance [5]; Ally Group [varies]; Claim to Hospitality [1 to 10]; Extra Fatigue [3/level]; Patron [varies]; Reputation [varies] and Temperature Tolerance [2/level].

Disadvantages: A total of -15 points chosen from: Age [-3/year]; Alcoholism [-10 or -15]; Alcohol-Related Quirks [-1]; Bad Temper [-10]; Bully [-10]; Code of Honor (professional ethics) [-5]; Duty (non-hazardous) [varies]; Fat or Overweight [-10/-20 or -5]; Gluttony [-5] and Lecherousness [-10].

Primary Skills:

Cooking (M/E) [4]-12.

Secondary Skills: A total of 6 points in any of: Administration (M/A); Artist (specialized in food presentation; see p. B43) (M/H); Beverage-Making (M/E); Butcher (M/A); Cyphering (M/E); Distilling (M/A); Merchant (M/A); Milling (M/A); Professional Skill (Server) (M/E); Savoir-Faire (M/E) and Savoir-Faire (Servant) (M/E).

Background Skills: A total of 5 points in any of: Area Knowledge (any) (M/E); First Aid/TL (M/E); Languages (varies); Knife (P/E) and Knife Throwing (P/E).

Customization Notes

- Bakers can save 3 1/2 points by taking Cooking (Baking)-9/14 for only 1/2 point.

— Donal Fallon



Courtesan

Not all paid “companions” are harlots; affluent societies give rise to more sophisticated professionals, too. Such women primarily offer entertainment and companionship in addition to (or instead of) sex. The ladies are often cultured and might be rich and influential, or they may simply be women with expensive tastes who can pass as ladies and entertain high-class guests. They often accept costly gifts from their “customers” rather than cash payments.

Design Notes

Attributes: High HT is useful, but not compulsory.

Advantages: Appearance is a boon, but a courtesan may attract men through other assets. Courtesans aren't loners and may achieve Wealth and Status. Acquiring a Patron is often a major goal. Resistance to diseases helps when one has many sexual partners.

Disadvantages: Courtesans often have humble origins, and they may become courtesans due to Laziness or lack of self-esteem. Vices are common, and Dependents and Social Disease are job hazards.

Primary Skills: Courtesan is required; Sex Appeal lures customers. Savoir-Faire is needed in high society.

Secondary Skills: Carousing, Fast-Talk and Make-Up are useful; Erotic Art covers special techniques.

Background Skills: These add a touch of class. Others represent “woman's work” done on the side.

Courtesan [20 points]

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

Advantages: A total of 25 points chosen from: +1 or +2 to HT [10 or 20]; Ally [varies]; Appearance [varies]; Charisma [5/level]; Contacts [varies]; Disease-Resistant or Immunity to Disease [5 or 10]; Double-Jointed [5]; Empathy or Sensitive [15 or 5]; Fashion Sense [5]; Favor [varies]; High Pain Threshold [10]; Musical Ability [1/level]; Patron [varies]; Reputation [varies]; Status [5/level]; Voice [10] and Wealth [varies].

Disadvantages: A total of -20 points chosen from: Alcoholism [-15 or -20]; Chummy or Gregarious [-5 or -10]; Dependents [varies]; Duty (non-hazardous) [varies]; Gullibility [-5]; Jealousy [-10]; Laziness [-10]; Lecherousness [-15]; Low Self-Image [-10]; Poverty [varies]; Reputation [varies]; Secret [varies]; Social Disease [-5]; further Social Stigma [varies]; Status [-5/level]; Sterile [-3] and Weak Will [-8/level].

Primary Skills: A total of 10 points in any of: Acting (M/A); Courtesan (M/A); Savoir-Faire (M/E) and Sex-Appeal (M/A; HT).

Secondary Skills: A total of 5 points in any of: Area Knowledge (any) (M/E); Carousing (P/A; HT); Erotic Art (P/H); Make-Up/TL (M/E); Fast-Talk (M/A) and further Primary Skills.

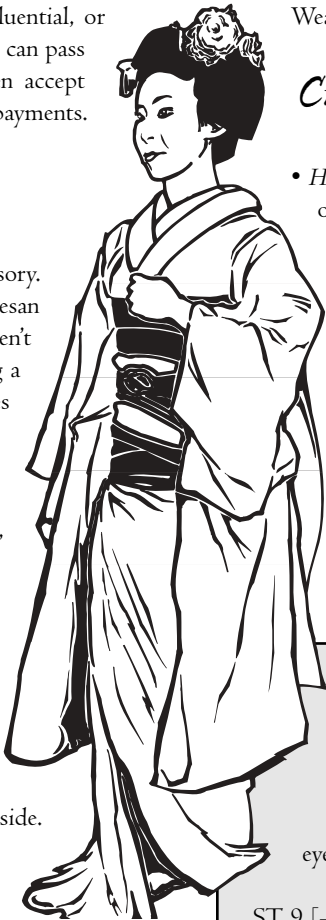
Background Skills: A total of 5 points in any of: Appreciate Beauty

(M/VH); Bard (M/A); Dancing (P/A); Fast-Talk (M/A); Gambling (M/A); Games (any) (M/E); Musical Instrument (M/H); Performance (M/A); Sewing (P/E); Singing (P/E; HT); Spinning (P/E) and Weaving (P/E).

Customization Notes

- *Hetairai* and *geisha* have access to additional advantages: Literacy or Semi-Literacy [10 or 5]; Manual Dexterity [3/level] and Musical Ability [1/level]. They may have skills from: Artist (M/A); Calligraphy (P/A); Flower Arranging (M/E); Literature (M/H); Origami (M/E); Performance (M/A); Philosophy (any) (M/H); Poetry (M/A) and Tea Ceremony (M/H). See p. GR68 and JA56-57 for more information.
- For a common street prostitute, see p. RO88-91.

— Andrea Kotter



GURPS Greece

Phano (35 points)

Age 24; 5'4", 122 lbs.; a slender woman with black hair and eyes, wearing a gauze tunic.

ST 9 [-10]; DX 10 [0]; IQ 12 [20]; HT 11 [10].

Basic Speed 5.25; Move 5.

Dodge 5.

Advantages: Beautiful [15]; Charisma +2 [10]; Patron (Theophrastes, 9-) [10]; Reputation +3 (refined hetaira, from aristocracy) [5].

Disadvantages: Duty (to Theophrastes, non-hazardous, 12-) [-5]; Obsession (gaining influence) [-10]; Reputation -2 (uppity, meddling slave, from average citizens) [-5]; Status -4 [-20].

Quirks: Dainty; Devious; Loves poetry; Nosy; Oversleeps [-5].

Skills: Acting-12 [2]; Area Knowledge (Athens)-12 [1]; Courtesan-12 [2]; Dancing-10 [2]; Fast-Talk-12 [2]; Make-Up/TL1-12 [1]; Musical Instrument (flute)-11 [2]; Philosophy (Classical)-10 [1]; Poetry-12 [2]; Savoir-Faire-12 [1]; Sex-Appeal-12 [4]; Singing-12 [2].

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

Phano served as flute player and “companion” at banquets until the powerful Theophrastes noticed her. Now she entertains and impresses his guests with her beauty and intelligence; her sexual duties are now restricted to Theophrastes and his best friend, Aristeides. Phano is ambitiously building a reputation with important people. Since Theophrastes isn't easily manipulated, she's trying to convince Aristeides to buy her. Then *he'll* become *her* tool.

Medieval France

Christian de Tournais (30 points)

Age 25; 5'9", 150 lbs.; a handsome man with a goatee, dressed in fine clothing.

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

Basic Speed 5.25; Move 5.

Dodge 5.

Advantages: Attractive [5]; Status +2 [10].

Disadvantages: Compulsive Carousing [-5]; Lecherousness [-15].

Quirks: Boasts about non-existent estates; Collects ribbons, locks of hair, and mementos of his "conquests;" Tries to suppress yawns in public [-3].

Skills: Carousing-II [4]; Fast-Talk-II [4]; Fencing-II [2]; Gambling-II [2]; Savoir-Faire-I3* [0]; Sex Appeal-II [4]; Streetwise-II [2].

*Free from Status.

Languages: Old French (native)-II [0].

Christian grew up in Paris, the son of a scandalously libertine mother and a profligate father. Since inheriting the withered remains of his father's mortgaged estates and the full measure of his mother's appetites, he has made a living as a hanger-on to people more powerful than he. Currently, he's a drinking companion of the Abbe Malraux, a powerful clergyman who regards his vows as a suggestion rather than a rule. Christian is always on hand to pour the wine, arrange introductions to pretty girls and shout at the servants. Someday, he hopes to persuade the Abbe to help him recover his family's lost estates. He's not a bad man, but he's more than a little shallow.

Where there's wealth and power, there's inevitably hangers-on. Such courtiers may be nobility who don't stand to inherit, poor nobles with no power or position, career functionaries, socialites, mistresses, wealthy merchants who can afford to hobnob with aristocrats or anybody who manages to engage the interest of the powerful. They act as a sort of "celebrity entourage," providing support and companionship in return for reflected glory and access to powerful friends. They may deliver sensitive letters, back their patron up in a fight, make arrangements for parties or make sure rooms and carriages are ready by ordering the servants around. They do the work of flunkies, but they do it with grace and style.



Courtier

Design Notes

Attributes: Being quick on one's feet or in one's mind is a great advantage, but by no means mandatory.

Advantages: A courtier already has some position and may also have more status, wealth, friends or charm.

Disadvantages: A courtier can have any number of vices. Indeed, the point of getting wealth and power may be to indulge them freely.

Primary Skills: To be successful, a courtier must first and foremost be charming and agreeable.

Secondary Skills: A courtier must also be useful, if only as a sporting partner or casual entertainer. Male courtiers may have to serve as soldiers in times of war.

Background Skills: There are a number of other social skills a courtier can have to make his mark and advance himself.

Courtier [20 points]

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

Advantages: +1 to DX or IQ [10]; Status I [5] and a total of 10 points chosen from: Appearance [varies]; Charisma [5/level]; Contacts [varies]; Fashion Sense [5]; Patron [varies]; further Status [5/level] and Wealth [varies].

Disadvantages: A total of -20 points chosen from: Compulsive Behavior [-5 to -15]; Duty [varies]; Greed [-15]; Intolerance [-5 to -15]; Laziness [-10]; Lecherousness [-15]; Overconfidence [-10] and Reputation [varies].

Primary Skills: Carousing (P/A) HT+I [4]-11.

Secondary Skills: A total of 6 points in any of: any Combat/Weapon Skill (varies); Fast Talk (M/A); Gambling (M/A); Musical Instrument (any) (M/H); Needlecraft (P/A); Sports (any) (P/A); Sewing (P/E) and Sex Appeal (M/A; HT).

Background Skills: A total of 5 points in any of: Acting (M/A); Appreciate Beauty (M/VH); Dancing (P/A); Politics (M/H) and Streetwise (M/A).

Customization Notes

- Because of Status, courtiers get Savoir-Faire at IQ+2 for free.
- Since courtiers are the footsoldiers of court intrigue, they are less likely to acquire personal enemies than their patrons. However, if they are companions to someone with enemies, they may effectively have the same enemy, albeit at a lower frequency of appearance and correspondingly lower cost.
- Courtiers differ from sycophants (p. 107) because they are actually friends of their lord while sycophants are merely toadies. The two may overlap to some degree.

— Matt Riggsby

Diplomat

Diplomats are rare in early times and might only be courtiers or merchants familiar with a foreign culture. The wartime diplomat's job isn't coveted; enemies occasionally signal rejection of terms by killing the emissaries!

Design Notes

Attributes: Diplomats must be intelligent, so we choose IQ 12.

Advantages: As government representatives, diplomats have. Some advantages allow them to make good impressions. Some cultures may grant them Claim to Hospitality or Diplomatic Immunity. Literacy is handy for communicating home.

Disadvantages: Deadly politics qualifies the diplomat for Duty. Some disadvantages represent personal drives or feelings of cultural superiority. Diplomats in foreign lands often have Social Stigma or bad Reputation.

Primary Skills: Diplomats need Diplomacy, Savoir-Faire and the language of their host country.

Secondary Skills: Social and communication skills are useful, administrative skills allow the running of an embassy, and business skills help in trade negotiations. Espionage skills might be crucial.

Background Skills: These allow safe travel or represent former occupations.



Immunity [10]; Empathy or Sensitive [15 or 5]; Favors [varies]; Intuition [15]; Language Talent [2/level]; Literacy or Semi-Literacy [10 or 5]; Military Rank [5/level]; Patron [varies]; Reputation [varies]; Sanctity [5]; further Status [5/level]; Voice [10] and Wealth [varies].

Disadvantages: Duty (employer, 6-) [-2 points] and -15 points chosen from: Code of Honor [-5 to -15]; increased Duty [varies]; Fanaticism [-15]; Intolerance [-5 to -10]; Jealousy [-10]; Odious Personal Habits [-5 to -15]; Overconfidence [-10]; Pacifism [varies]; Reputation [varies]; Sense of Duty [varies] and Social Stigma [varies].

Primary Skills: Diplomacy (M/H) IQ [4]-12; Language (M/A) IQ [2]-12 and Savoir-Faire (M/E) IQ [1]-12.

Secondary Skills: 9 points in any of: Accounting (M/H); Acting (M/A); Administration (M/A); Bard (M/A); Calligraphy (P/A); Carousing (P/E; HT); Cryptanalysis/TL (M/H); Cryptography/TL (M/H); Cryptology/TL (M/H); Cyphering (M/E); Detect Lies (M/H); Falconry (M/A); Fast-Talk (M/A); Heraldry (M/A); History (M/H); Intelligence Analysis/TL (M/H); Interrogation (M/A); further Languages (varies); Law (M/H); Leadership (M/A); Psychology (M/H); Sex Appeal (M/A; HT); Singing (P/E; HT) and Writing (M/A).

Background Skills: 6 points in any of: Animal Handling (M/H); Area Knowledge (any) (M/E); any Combat/Weapon Skill (varies); Forgery/TL (M/H); Games (any) (M/E); Hiking (P/A; HT); Merchant (M/A); Packing (M/A); Politics (M/A); Riding (any) (P/A); Streetwise (M/A); Tactics (M/H); Teamster (any) (M/A) and Theology (M/H).

Diplomat [25 points]

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

Advantages: Status I [5] and 15 points chosen from: Administrative Rank [5/level]; Appearance [varies]; Charisma [5/level]; Claim to Hospitality [1 to 10]; Contacts [varies]; Danger Sense [15]; Diplomatic

Customization Notes

- Ambassadors from powerful empires might function as viceroys with administrative, political and financial skills.

— Thomas Barnes

Medieval France

Fulk de Chalones (40 points)

Age 20; 5'8", 160 lbs.; a clean-shaven Frenchman with shoulder-length blonde hair and blue eyes, dressed in a sideways tabard that hides his missing arm.

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

Basic Speed 5; Move 5.

Dodge 5.

Advantages: Charisma +I [5]; Claim to Hospitality (heralds) [5]; Diplomatic Immunity [20]; Language Talent +I [2]; Literacy [10]; Status I [5].

Disadvantages: Broad-Minded [-1]; Code of Honor (herald's) [-5]; Duty (employer, 6-) [-2]; Honesty [-10]; Odious Personal Habit (stickler for protocol) [-5]; One Arm [-15].

Quirks: Describes designs in heraldic terms; Dislikes

Englishmen; Enjoys fish, especially eel; Fashion-conscious; Swears by St. Germain [-5].

Skills: Area Knowledge (France)-12 [1]; Artist-10 [1]; Bard-12 [2]; Broadsword [1/2]-8; Calligraphy-10 [1 1/2]; Cyphering-12 [1]; Diplomacy-12 [4]; Fast Talk-11 [1]; Heraldry-12 [2]; History (French nobility)-9/14 [1]; Riding (Horse)-9 [1]; Savoir Faire-14 [0]; Tactics-10 [1]; Tournament Law (jousts)-12 [1].

Languages: Old High French (native)-13* [0]; Medieval Latin-12* [1]; Middle English-12* [1]; Old High German-12* [1]

* Includes +I for Language Talent.

Equipment: Horse, painting and writing equipment.

Fulk couldn't become a knight because he was born with one arm, nor a priest as he's the only son. He impressed the Count of Anjou who took him into his service as a pursuivant. He's since been entrusted with messages between the warring armies of England and France. He's still unsure of his skills, so he's careful to do things "by the book."

Diver

Diving is dangerous but rewarding, as it affords access to the treasures of the sea – seafood, sponges, shells, pearls and more. Nevertheless, many divers work only part-time, since waters are often too cold or barren during most of the year.

Design Notes

Attributes: Holding one's breath (p. B91) is governed by HT, so we raise this to I2.

Advantages: Peripheral Vision helps eyesight while using an awkward reed snorkel. Other advantages help the diver find his way, stay under longer, avoid problems and remain calm in dangerous situations.

Disadvantages: Solitary work can cause social abilities to suffer. Constant exposure to saltwater can lower Appearance, and water pressure can damage hearing.

Primary Skills: Divers know their territory and how to move about underwater. Breath-Holding is mandatory.

Secondary Skills: Divers gain familiarity with ocean life (Naturalist, Fishing) and sell their booty (Merchant). Team members communicate through Gesture.

Background Skills: Some divers go out to sea before submerging (Boating). They must make and maintain their equipment and tend to injuries, and they may learn to use their tools as weapons.

Diver [35 points]

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

Advantages: A total of 15 points chosen from: +1 to any Attribute [10]; Absolute Direction [5]; Acute Vision [2/level]; Breath-Holding [2/level]; Collected or Composed [5]; Common Sense [10]; Extra Fatigue [3/level]; Fit or Very Fit [5 or 15]; Peripheral Vision [15]; Single-Minded [5]; Strong Will [4/level]; Temperature Tolerance [1/level] and Wealth [varies].

Disadvantages: A total of -20 points chosen from: Appearance [varies]; Attentive [-1]; Careful [-1]; Gullibility [-



10]; Hard of Hearing [-10]; Loner or Uncongenial [-5 or -1]; Oblivious [-3]; Odious Personal Habits [-5 to -15]; Shyness [-5 to -15]; Stubbornness [-5] and Uneducated [-5].

Primary Skills: Area Knowledge (underwater coasts) (M/E) IQ+2 [4]-12; Breath Control (M/VH) IQ [4]-10; Survival (Ocean) (M/A) IQ [2]-10 and Swimming (P/E) DX+2 [4]-12.

Secondary Skills: A total of 3 points in any of: Fishing (M/E); Gesture (M/E); Merchant (M/A) and Naturalist (M/H).

Background Skills: A total of 3 points in any of: Armoury/TL (M/A); Boating (P/A); Cooking (M/E); First Aid/TL (M/E); Knife (P/E); Net (P/H); Netmaking (P/E); Scrounging (M/E); Sewing (P/E); Spear (P/A); Spinning (P/E); Sports (Diving) (P/A) and Weaving (special).

GURPS Japan

Kiyotomo no Shirihama (10 points)

Age 27; 5'1", 102 lbs.; a lean Japanese woman, tanned and weathered, with long, black hair tied under a kerchief.

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

Basic Speed 5.5; Move 5.

Dodge 5.

Advantages: Breath-Holding 2 [4]; Composed [5]; Fit [5]; Temperature Tolerance I [1].

Disadvantages: Dependent (daughter, loved one, 6-) [-16]; Illiteracy [-5]; Loner [-5]; Odious Personal Habit (coarse manners) [-5]; Social Stigma (Valuable Property) [-10]; Status -1 [-5]; Stubbornness [-5]; Unattractive [-5].

Quirks: Henpecks her husband; Likes cold water; Loves the sea; Not superstitious; Proud to be an *ama* [-5].

Skills: Agronomy/TL3-10 [1]; Area Knowledge (underwater Shirahama coasts)-12 [2]; Breath Control-12 [12]; Cooking-II [1]; Fishing-II [1]; Merchant-10 [1]; Netmaking-10 [1]; Scrounging-II [1]; Survival (Ocean)-11 [2]; Swimming-12 [4].

Languages: Japanese (native)-11 [0].

Equipment: Net, knife.

Kiyotomo is an *ama*, a female diver of Japan. During much of the year, Kiyotomo watches her daughter and helps tend the farm, but in diving season, she joins the *ama* in free-diving for seafood, shells and *pearls*. Kiyotomo loves the freedom of the vast, frigid sea, and she is extremely proud of her underwater prowess. Her husband worries that she is not quite feminine enough . . . just not when she is around.

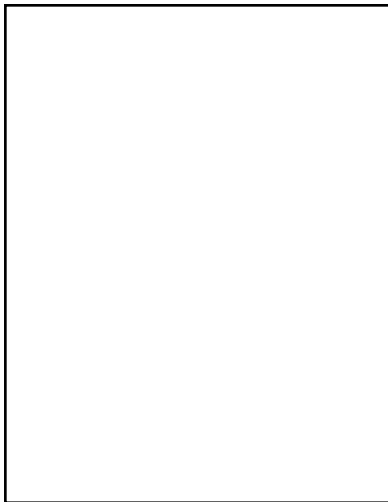
Customization Notes

- The Diver is in many ways the underwater equivalent of the Gatherer (p. 51); see that template for further ideas.
- Divers are often used in military capacities; combine this template with one from *GURPS Warriors* for such a character.
- Breath-Holding is *extremely* useful, and players should seriously consider taking as many levels as the GM allows.
- There is some evidence that experimental diving equipment was developed in late TL3. At the GM's option, Hard-Hat Diving may substitute for Breath-Holding in this era.

— Brian C. Smithson

Diviner

Diviners foretell the future or interpret the gods' will. They take many forms, from oracles to wise women to priests, but if real divination is impossible, their rituals are empty and they are either charlatans exploiting gullibility and superstition or deluded mystics victimized by their own misperceptions.



Background Skills: Area Knowledge and Psychology are useful. Fortune Telling, Hidden Lore, Occultism and Savoir-Faire complete the character. A real show-off might have other skills.

Diviner [30 points]

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

Advantages: A total of 20 points chosen from: Charisma [5/level]; Clerical Investment [5/level]; Danger Sense [15]; Empathy or Sensitive [15 or 5]; Intuition [15]; Legal Immunity [5 to 20]; Literacy or Semi-Literacy [10 or 5]; Luck [15]; Patron [varies]; Pious [5]; Reputation [varies]; Sanctity [5]; Status [5/level] and Voice [10].

Disadvantages: A total of -20 points chosen from: Addiction [varies]; Compulsive Lying [-15]; Delusion [varies]; Disciplines of Faith [varies]; Duty [varies]; Enemy [varies]; Extravagance [-10]; Fanaticism [-15]; Flashbacks [-5 to -20]; Greed [-15]; Laziness [-10]; Nightmares [-5]; Obsession [-5 to -15]; Reputation [varies]; Secret [varies]; Selfish [-5]; Split Personality [-10 or -15]; Trickster [-15]; Voices [-5 to -15] and Vow [-5 to -15].

Primary Skills: Performance/Ritual (any) (M/A) IQ+I [4]-12 and a total of 6 points in any of: Acting (M/A); Bard (M/A); Fast-Talk (M/A) and Theology (M/H).

Secondary Skills: A total of 5 points in any of: Astrology (M/H); Bard (M/A); Dancing (P/A); Literature (M/H); Oral Literature (M/H); Metallurgy/TL (M/H); Poetry (M/A); Rune-Lore (M/VH); Singing (P/E; HT); Writing (M/A); Zoology (M/H) and further Primary Skills.

Background Skills: A total of 5 points in any of: Area Knowledge (any) (M/E); Fast-Talk (M/A); Fortune Telling (M/A); Hidden Lore (any) (M/A); Occultism (M/A); Philosophy (any) (M/H); Mimicry (human speech) (P/H); Psychology (M/H); Savoir-Faire (M/E); Snake Charming (M/A) and Ventriloquism (M/H).

Design Notes

Attributes: Diviners must be astute, so we raise IQ to 11.

Advantages: Diviners may be clerics (Clerical Investment, Status, Legal Immunity, Patron). Charisma, Empathy, Luck and Sensitive help impress others and gain good "readings." Reputation is possible.

Disadvantages: True believers have Delusions or Split Personality and may see visions as a result of drug addiction, Flashbacks, Nightmares or Voices. Fakes may have Compulsive Lying, Enemy, Greed, Laziness, Selfish or Trickster. Clerics have disadvantages common among the religious.

Primary Skills: Performance/Ritual covers the motions. Charlatans have Acting and Fast-Talk; others have Bard and Theology.

Secondary Skills: Various divination methods require additional skills. Bard, Poetry and Writing help deliver impressive prophecies.

GURPS Imperial Rome

Sibylla Antiqua (5 points)

Age 53; 5'1", 105 lbs.; a small, old woman in rags with deep black eyes and white hair.

ST 8 [-15]; DX 10 [0]; IQ 11 [10]; HT 9 [-10].

Basic Speed 4.75; Move 4.

Dodge 4.

Advantages: Charisma +2 [10]; Danger Sense [15]; Luck [30]; Reputation +I (powerful prophetess) [5]; Sensitive [5].

Disadvantages: Age (53) [-9]; Delusion (she speaks for the god) [-5]; Disciplines of Faith (Asceticism) [-15]; Extravagance [-10]; Social Stigma (Second-Class Citizen) [-5]; Vow (never lie about visions) [-5].

Quirks: Preaches the benefits of monasticism; Never hurried; Touches people before talking to them; Tries to be unpredictable; Unassuming [-5].

Skills: Acting-13 [6]; Area Knowledge (Faesulae)-11 [1]; First-Aid/TL2-11 [1]; Fortune Telling-12 [4]; Herbalist/TL2-10 [2]; Naturalist-10 [2]; Performance/Ritual (soothsaying)-12 [2]; Poetry-12 [4]; Singing-10 [2].

Languages: Latin (native)-11 [0].

Equipment: Bones, herbs.

Sibylla the hag lives in a cave near Faesulae where she tells fortunes. She believes her self-induced "visions" are messages from "the god" (she never says *which* god), but thanks to a combination of extraordinary perceptions, sheer luck, convincing rituals and common superstition, her clients are almost always satisfied. On rare occasions, her danger sense worked as a warning for others, too, contributing to her fame.

Customization Notes

- Mythical oracles and prophets are Blessed and often have Pious, Reputation and Sanctity – but their gift may cause Blindness, Destiny, Duty, Enemy, Jinxed, Obsession, Unluckiness, Cursed or Vow. Other supernatural diviners might have the Divination spell (p. M55) or Precognition (p. B174). Also see the Seer template (p. WII04).

– Michele Armellini

Domestic Servant

Household servants perform simple but unglamorous tasks their masters deem too tedious or objectionable: sweeping, laundry, emptying chamber pots, setting tables, making beds, dressing the family, etc. They enjoy little job security; some might travel with their masters, but many are simply dismissed until the lord returns home. Wealthy families often employ dozens of servants, but even the most elaborate manors cram them into small (often communal) quarters. The job isn't coveted and offers little leisure time, but it is often the only choice for those seeking to escape a peasant's life.

Design Notes

Attributes: Servants need no attributes over 10.

Advantages: Servants might bond with one another (Ally) or with their master (Patron). They rise early and retire late (Less Sleep). Sensitive helps give that personal touch, and Sanctity reflects the servants' "invisibility." Other advantages represent the popular, stiff-lipped image of the servant.

Disadvantages: Domestics are on call most of the time (Duty). They aren't rich or influential (Struggling, Status). Other disadvantages represent a naive peasant upbringing (Gullibility, Ignorance, Uneducated), a willingness to serve (Humble, Sense of Duty) or a lack of physical activity (Fat, Unfit). Servants are often slaves (Social Stigma).

Primary Skills: Servants must know how to serve.

Secondary Skills: Specialized servants likely do most of the cooking and animal tending, but a domestic might be asked to help. They are often entrusted with the household shopping (Cyphering, Merchant) or gardening. Savoir-Faire is useful when most everyone is your better.

Background Skills: Servants are often women who may sew for their mas-

ter or prostitute on the side. Domestics might travel about town or abroad (Area Knowledge), and they might help in the fields (Agronomy).

Senior servants might run their masters' affairs (Administration). Carousing reflects the servants' most popular pastime.

Domestic Servant [-15 points]

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

Advantages: A total of 10 points chosen from: Ally [varies]; Common Sense [10]; Composed [5]; Less Sleep [3/level]; Patron [varies]; Sanctity [5]; Sensitive [5] and Unfazeable [15].

Disadvantages: Duty (to master, non-hazardous, 12-) [-5]; Status -I [-5]; Struggling [-10] and a total of -15 points chosen from:

Age [-3/year]; Chummy or Gregarious [-5 or -10]; Dependent [varies]; Dull or Hidebound [-I or -5]; higher frequency of Duty [varies]; Fat or Overweight [varies or -5]; Gullibility [-10]; Humble [-I]; Ignorance [-5/skill]; Low Self-Image [-10]; Odious Personal Habits [-5 to -15]; further Poverty [varies]; Sense of Duty [varies]; Shyness [-5 to -15]; Social Stigma [varies]; further Status [-5/level]; Uneducated [-5]; Unfit [-5] and Youth [-2/year].

Primary Skills: Savoir-Faire (Servant) (M/E) IQ+2 [4]-12.

Secondary Skills: A total of 3 points in any of: Animal Handling (M/H); Beverage-Making (M/E); Cooking (M/E); Cyphering (M/E); Gardening (M/E); Merchant (M/A); Professional Skill (Server) (M/E) and Savoir-Faire (M/E).

Background Skills: A total of 3 points in any of: Administration (M/A); Agronomy/TL (M/A); Area Knowledge (any) (M/E); Carousing (P/A; HT); Sewing (P/E); Sex Appeal (M/A; HT); Spinning (P/E) and Weaving (P/E).

Customization Notes

- This template is perfectly suited for the stay-at-home wife of a wealthy merchant or noble, as well. Housewives swap negative for positive Status and suffer no Poverty or Duty.

— Brian C. Smithson

Inca

Samyukta (-5 points)

Age 16; 5'2", 95 lbs.; a pretty Inca girl wearing a simple tunic.

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

Basic Speed 5; Move 5.

Dodge 5.

Advantages: Attractive [5]; Empathy [15].

Disadvantages: Duty (to Zopahua, non-hazardous, 12-) [-5]; Gullibility [-10]; Humble [-I]; Social Stigma (Second-Class Citizen) [-5]; Status -3 [-15].

Quirks: Secretly hates Zopahua [-I].

Skills: Animal Handling-10 [I]; Beverage-Making-12 [I]; Cooking-12 [I]; Savoir-Faire (Servant)-12 [I]; Sewing-10 [I]; Spinning-10 [I]; Weaving-12 [I].

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

Samyukta hated Zopahua from the day he bought her. The merchant ostensibly purchased her to cook and tend house, but she knows it's only a matter of time until he forces her to perform less agreeable "duties." So far, Zopahua's only preyed on her gullibility to get her into embarrassing situations, but Samyukta's hidden a knife under her mattress, just in case.

Explorer

Low-tech explorers journey across unknown terrain to seek out new resources or territories, to increase the glory of their patrons, or, most often, for sheer personal gain. Foreign cultures are often little more than obstacles, and most can only be seen as completely alien.

Design Notes

Attributes: Explorers come from all walks of life, so we leave all stats at 10.

Advantages: Explorers need the means to undertake the expense of exploration (Status, Wealth, Patron). Maps usually require Literacy. Sharp wits, caution, friends, physical fitness, an uncanny sense of direction or an understanding of alien cultures also contribute to success.

Disadvantages: Explorers often have strong beliefs and abrasive personalities. Various motivators drive them to leave home, but Greed is perhaps the most common.

Primary Skills: Explorers must find their way. Other skills cover the actual traveling.

Secondary Skills: Climbing and Swimming help the independent traveler pass difficult terrain. First Aid, Tracking and Traps help keep the explorer alive. Expedition heads have Leadership.

Background Skills: Long journeys allow some facility with Naturalist, Animal Handling and Packing. Academic sidelines include Astronomy, Research and Diplomacy. Savoir-Faire is useful to avoid offending foreign sensibilities and Fast-Talk for when they already have been. Experienced explorers know Languages and Area Knowledge.

Explorer [25 points]

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

Advantages: A total of 20 points chosen from: +1 or +2 to any Attribute [10 or 20]; Absolute Direction [5]; Acute Senses [2/level]; Alertness [5/level]; Ally or Ally Group [varies]; Charisma [5/level]; Claim to Hospitality [1 to 10]; Common Sense [10]; Contacts

[varies]; Danger Sense [15]; Disease-Resistant or Immunity to Disease [5 or 10]; Fit or Very Fit [5 or 15]; Literacy or Semi-Literacy [10 or 5]; Patron [varies]; Single-Minded [5]; Status [5/level]; Wealth [varies]; Language Talent [2/level] and Temperature Tolerance [1/level];

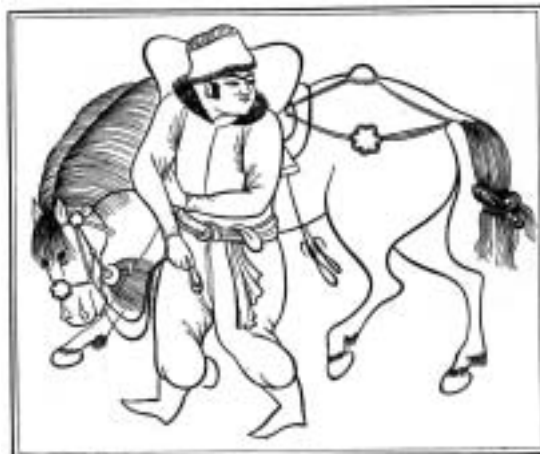
Disadvantages: A total of -20 points chosen from: Curious [-5 to -15]; Fanaticism [-15]; Greed [-15]; Gullibility [-10]; Intolerance [-5 or -10]; Obsessions [-5 to -15]; Overconfidence or Glory Hound [-10 or -15]; Proud, Selfish or Self-Centered [-1, -5 or -10]; Sense of Duty [-5 to -15]; Stubbornness [-5] and Workaholic [-5].

Primary Skills: *Either* Navigation/TL (M/H) [8]-12 or Orienteering/TL (M/A) [8]-13; Survival (any) (M/A) [4]-11 and a total of 2 points in *one* of: Boating (P/A); Hiking (P/A; HT); Riding (any) (P/A); Seamanship/TL (M/E) and Teamster (any)* (M/A).

Secondary Skills: A total of 6 points in any of: Climbing (P/A); First Aid/TL (M/E); Fishing (M/E); Leadership (M/A; ST); Swimming (P/E); Tracking (M/A); Traps/TL (M/A) and further Primary Skills.

Background Skills: A total of 5 points in any of: Animal Handling (M/H); Area Knowledge (any) (M/E); Astronomy/TL (M/H); Cartography/TL (M/A); Diplomacy (M/H); Fast-Talk (M/E); Languages (varies); Naturalist (M/H); Packing (M/A); Research (M/A) and Savoir-Faire (M/E).

*Requires Animal Handling.



Mongolia

Huang (23 points)

Age 21; 5'9"; 152 lbs.; a lean, weather-beaten Mongol warrior, obviously more used to the saddle than the ground.

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

Basic Speed 5.25; Move 5.

Dodge 5.

Advantages: Absolute Direction [5]; Alertness +2 [10]; Fit [5].

Disadvantages: Bowlegged [-1]; Curious [-10]; Loner [-5]; Overconfidence [-10]; Proud [-1].

Quirks: Calls all his horses "Firelight"; Carries a "lucky" waterskin; Dislikes cities; Suspicious of Christians; Won't buy foreign maps [-5].

Skills: Animal Handling-9 [2]; Bow-12 [8]; Broadsword-10 [1]; Climbing-10 [2]; First Aid/TL2-11 [2]; Naturalist-9 [2]; Orienteering/TL2-12 [4]; Riding (horse)-12 [4]; Survival (steppe)-10 [2].

Languages: Mongol (native)-10 [0].

Equipment: Horse; bow; scimitar; "lucky" waterskin.

Huang has proven his valor several times in battle with his bow, but his talent really shines as a long-range scout. He happily roams the steppes of Central Asia, reporting home only rarely.

Customization Notes

- Seagoing explorers should probably meet the requirements of the Sailor template (p. 97), as well.
- Depending on their goals, explorers may need further skills (e.g., Merchant for a trader, Prospecting for a speculator or Theology for a missionary).

— Donal Fallon

Feudal Nobleman

Rulers who lack bureaucratic machinery to administer an entire kingdom often transfer some authority to feudal noblemen, typically in return for tax revenues and military service. In turn, these noblemen may delegate power to *lesser* noblemen, and so on. The nobleman becomes a government in miniature.

Feudal lords emphasize their martial functions, but they are administrators and judges, too, assessing taxes and hearing court cases. As the owners of vast farmlands, they are ultimately important farmers whose decisions strongly influence how peasants till their own fields. Balancing their martial, agricultural and judicial duties is not an easy task.

Design Notes

Attributes: Noblemen enjoy adequate food and exercise which leave them in good physical condition.

Advantages: Noblemen have status and (usually) money.

Disadvantages: However, they may be coarse or arrogant (feudal armies are notoriously hard to control on the battlefield) despite their obligations. Duty is required.

Primary Skills: Their most important skills are those of the battlefield.

Secondary Skills: However, some realize they must provide leadership and direction, too.

Background Skills: Noblemen also have time to develop skills in their favorite amusements.

Feudal Nobleman [25 points]

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

Advantages: +1 ST or +1 HT [10]; Status +2 [10] and a total of 10 points chosen from: Ally Group [varies]; Charisma [5/level]; Heir [5]; Literacy or Semi-Literacy [10 or 5]; Patron [varies]; Reputation [varies]; further Status [5/level] and Wealth [varies].

Disadvantages: Duty (to lord, 9-) [-5] and a total of -20 points in any of Compulsive Behavior (particularly carousing or gambling) [varies]; Bad Temper [-10]; Bully [-10]; Code of Honor [-5 to -15]; Impulsiveness [-10]; Overconfidence [-10]; Selfish or Self-Centered [-5 or -10] and Sense of Duty [-5 to -20].

Primary Skills: Riding (horse) (P/A) DX+1 [4]-11 and 6 points in Combat/Weapon Skills (varies).

Secondary Skills: A total of 6 points in any of: Administration (M/A); Agronomy/TL (M/A); Law (M/H); Leadership (M/A); Strategy (M/H) and Tactics (M/H).

Background Skills: A total of 4 points in any of: Carousing (P/A; HT); Falconry (M/A); Gambling (M/A); Heraldry (M/A) and Tracking (M/A)

Customization Notes

- Given their rambunctious hobbies and dangerous occupation, an older or somewhat unlucky feudal nobleman may have disadvantages resulting from physical injury, such as One Eye, Lame and missing or permanently disabled limbs.
- In some cases, a nobleman could avoid a Duty to his lord by paying tribute or sending someone to fight in his stead.
- As feudal systems break down, feudal lords may turn their physical resources to trade, coming to resemble merchants (p. 70), or leave the countryside for the big cities, coming to resemble politicians (p. 90) or courtiers (p. 41).

— Matt Riggsby

GURPS Middle Ages I

Roger of Coverly (45 points)

Age 32; 5'11"; 165 lbs.; a tall, lean man with a narrow face, a number of scars, and hair going gray prematurely.

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

Basic Speed 5.5; Move 5.

Dodge 5.

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

Disadvantages: Bad Temper [-10]; Duty (to liege lord, 9-) [-5]; Impulsiveness [-10].

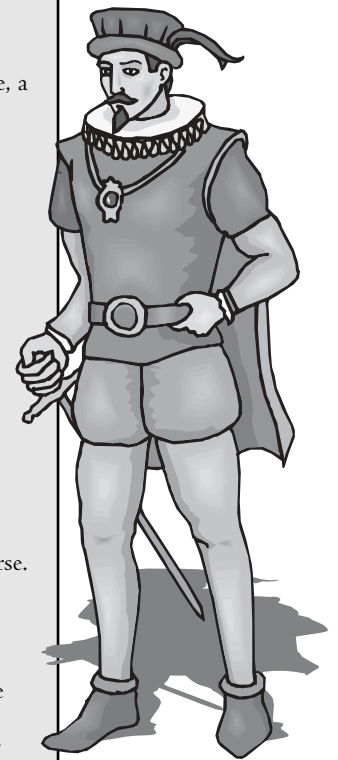
Quirks: Avid hunter; Keeps his sword polished; Smashes his mug after a particularly good ale [-3].

Skills: Agronomy/TL3-10 [2]; Brawling-12 [2]; Broadsword-12 [4]; Law-9 [1]; Leadership-10 [2]; Riding (horse)-12 [4]; Shield-12 [2]; Tactics-9 [2]; Tracking-11 [4].

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

Equipment: Mail suit, broadsword, large shield, trusty warhorse.

Roger is largely typical of his class: bluff, blustery and always ready for a fight. He's vaguely aware that he should be taking care of his small holdings (a village and some fields in the English Midlands), but he's easily frustrated and really only has patience for two things: fighting and hunting. He's the veteran of several small battles and has been able to develop his tendency to shout angrily into something resembling a leadership style. Every week, he mediates disputes between feuding peasants or hears requests for permission to marry or for relief from taxes. But as soon as he can, he's off to the woods to hunt.



Firefighter

In wooden cities, fires are a constant hazard. Most cultures let fires run their course or fight them with volunteer bucket brigades, but some, like Ancient Rome, employ true firefighters, publicly or privately run gangs who often extort money from unlucky blaze victims before rendering services. The Roman *vigiles*, a highly efficient corps of firefighter/watchmen, represent the epitome of ancient firefighting potential. Fantasy cities might use professional firefighters as well.

Design Notes

Attributes: Firefighters need decent but not exceptional attributes.

Advantages: Advantages help the firefighter detect a blaze, get to the scene quickly, make quick decisions and actually fight the fire. Other advantages help heal burns quickly or prevent them altogether.

Disadvantages: Firefighters are prone to some noble disadvantages such as Code of Honor and Guilt Complex. On the other hand, some refuse to act until a victim hands over money or property (Callous, Greed). Other disadvantages reflect injuries suffered on the job.

Primary Skills: One skill covers the basics of firefighting.

Secondary Skills: The firefighter must get to the scene quickly, avoid smoke inhalation and keep his equipment in order.

Background Skills: A firefighter might learn techniques to allow more daring rescues (Climbing, Firewalking, Lifting). Other skills reflect experience with buildings (Architecture), working as a team (Leadership) or helping burn victims (First Aid). An adventurous firefighter might use his axe or hooked pole as a weapon. An unscrupulous one might learn Intimidation.

Firefighter [15 points]

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



Comic Fantasy

Sooty Dalrimple (35 points)

Age 43; 5'9", 150 lbs.; a thick, ruddy man with thinning red hair, a bulbous nose, squinty eyes and a perpetually soot-covered face.

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

Basic Speed 5.25; Move 5.

Dodge 5.

Advantages: Acute Taste and Smell +2 [4]; Cool [1]; Night Vision [10]; Status I [5].

Disadvantages: Bad Back [-15]; Greed [-15]; Reputation (cold-hearted) [-5]; Unattractive [-5].

Quirks: Asks for more money for fires caused by utter stupidity; Careful; Soft spot for children [-3].

Skills: Animal Handling-12 [4]; Area Knowledge (Chime Hollow)-12 [1]; Fire Walking-

Advantages: A total of 15 points chosen from: +1 to any attribute [10]; Absolute Direction [5]; Acute Senses [2/level]; Alertness [5/level]; Ally Group (fellow firefighters) [varies]; Breath-Holding [2/level]; Common Sense [10]; Composed or Cool [5 or 1]; Danger Sense [15]; Daredevil [15]; Intuition [15]; Legal Enforcement Powers [5 to 15]; Night Vision [10]; Rapid Healing [5]; Reputation [varies]; Temperature Tolerance [1/level] and Toughness [varies].

Disadvantages: A total of -15 points chosen from: Appearance [varies]; Bad Back [varies]; Callous [-6]; Careful [-1]; Code of Honor [-5 to -15]; Duty [varies]; Greed [-15]; Guilt Complex [-5]; Missing Digit [-2 or -5]; Reputation [varies] and Sense of Duty [varies].

Primary Skills: Professional Skill (Firefighting) (M/A) IQ+2 [6]-12.

Secondary Skills: A total of 5 points in any of: Area Knowledge (M/E); Breath Control (M/VH); Mechanic (Fire Engine)/TL (M/A) and Teamster (any) (M/A)*.

Background Skills: A total of 4 points in any of: Architecture/TL (M/A); Axe/Mace (P/A); Climbing (P/A); Fire Walking (M/E); First Aid/TL (M/E); Intimidation (M/A); Leadership (M/A); Lifting (P/H; ST) and Shortsword (P/A).

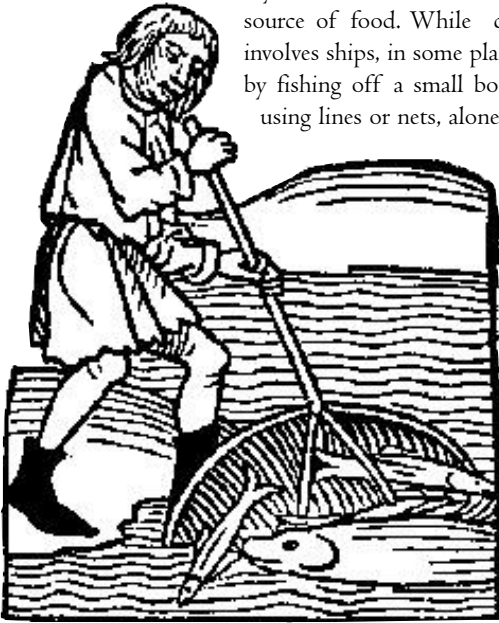
*Requires Animal Handling-12.

Customization Notes

- Asphyxiation by smoke can be simulated by tear gas (p. B132) and the asphyxiation rules (p. B91).
- For an example of a primitive fire engine, see p. LT62.

— Brian C. Smithson

Fisherman



Any culture that knows the sea knows it can be a source of food. While commercial fishing often involves ships, in some places and times, people live by fishing off a small boat, seashore or riverbank using lines or nets, alone or in small groups.

Design Notes

Attributes: Nothing is mandatory, although we permit optional improvements.

Advantages: Fishermen *might* be robust, deft, sharp-witted, healthy or sensible. Other possibilities reflect hard work and sea air.

Disadvantages: Fishermen may be naïve, stolid or surly. Beach-front fishing especially may be hard and lonely, with little income or social position.

Primary Skills: One skill defines this job; others may be necessary.

Secondary Skills: Fishermen should know their territory and be able to repair equipment.

Background Skills: Fishermen might be able to get a good price for a catch and may get onto or into the water occasionally. They may learn to navigate, scrounge up supplies, use nets as weapons or recognize local wildlife.

Fisherman [5 points]

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

Advantages: A total of 10 points chosen from: +I to any Attribute [10]; Common Sense [10]; Deep Sleeper [5]; Disease-Resistant or Immunity to Disease [5 or 10]; Fit [5]; Night Vision [10]; Pitiable [5]; Rapid Healing [5] and Single-Minded [5].

Disadvantages: A total of -15 points chosen from: Appearance [varies]; Attentive [-1]; Bad Smell [-10]; Dull or Hidebound [-1 or -5]; Gullibility [-10]; Humble [-1]; Incurious or Staid [-5 or -1]; Jealousy [-10]; Loner or Uncongenial [-5 or -1]; Low Self-Image [-10]; Oblivious [-3]; Odious Personal Habits [-5 to -15]; Phobias (mild demophobia or claustrophobia) [-15]; Poverty [varies]; Shyness [-5 to -15]; Skinny [-5]; Status [-5/level]; Stubbornness [-5]; Truthfulness [-5] and Uneducated [-5].

Primary Skills: Fishing (M/E) IQ+2 [4]-12.

Secondary Skills: Area Knowledge (fishing grounds) (M/E) IQ [1]-10 and Netmaking (P/E) DX [1]-10.

Background Skills: A total of 4 points in any of: Cooking (M/E); Lifting (P/H; ST); Merchant (M/A); Naturalist (M/H);

Navigation/TL (M/H); Net (P/H); Scrounging (M/E); Stone Knapping (M/A); Survival (island/beach) (M/A); Swimming (P/E); Weather Sense/TL (M/A) and further Primary and Secondary Skills.

Customization Notes

- At TL0, sea-going vessels are mostly unknown, and shore fishermen are probably as well-off as most (Average Wealth, Status 0). By TL3, beach fishing is marginal with reduced Wealth and Status almost certain, while sea-going fishing fleets travel impressive distances.
- Small-craft fishermen add Boating (P/A) DX+2 [8]-12; sea-going fishermen add Seamanship/TL (M/E) IQ+2 [4]-12 and Sailor/TL (M/A) IQ+1 [4]-11. Fishing with divers, trained animals, poisons or explosives requires other skill sets.
- Fishermen in folklore often find magic rings, djinn bottles, talking fish and other wonders in their nets. Destiny and other weird, fate-related advantages may be appropriate.

– Phil Masters

Arabian Nights

Farid ibn Farrukh Abu-Farrukh (0 points)

Age 43; 5'6", 135 lbs.; a nondescript city Arab with a lined face and salt-stained clothes.

ST 10/11 [3]; DX 10 [0]; IQ 10 [0]; HT 11 [10].

Basic Speed 5.25; Move 5.

Dodge 5.

Advantages: Deep Sleeper [5]; Pitiable [5]; Single-Minded [5].

Disadvantages: Dependent (son, "friend," 12-) [-12]; Dependent (wife, loved one, 6-) [-12]; Humble [-1]; Status -I [-5]; Struggling [-10].

Quirks: Always talking about family history [-1].

Skills: Area Knowledge (fishing grounds)-II [2]; Fishing-14 [8]; Netmaking-II [2]; Survival (island/beach)-8 [1/2]; Swimming-9 [1/2].

Languages: Arabic (native)-10 [0].

Equipment: Nets, gutting knife, baskets to carry his catch.

The son and grandson of fishermen, Farid never expected to be anything else. He has become a *good* fisherman, but it is not a life in which a man may grow rich. His son, Farrukh, has noticed this, and refuses to learn fishing. This distresses Farid, but the boy, who has started to run with a gang of rogues, seems to think he has a destiny. Of course, he may be right – but not all destinies are *good*.

(Farid's wife Badra rarely gets into trouble, so Farid rarely has to worry about her. Farrukh *does* get into trouble, but Farid has given up trying to save him from more than the worst of it.)

Gardener

Gardens in the broadest sense date to the beginning of small-scale agriculture, and decorative gardening is as old as royal palaces and great houses, going back millennia in Egypt and China. However, little is known about gardening as a profession before the explosion of literacy at TL4. This template represents a plausible working low-tech gardener with some knowledge of technical details, *not* an upper-class hobbyist (and not the artistic landscape gardeners who appear at TL4 or TL5).

Design Notes

Attributes: Gardening is healthy outdoor work, but there isn't much other reason to modify attributes.

Advantages: The gardener is an ordinary fellow, but we allow something here for personalization.

Disadvantages: Some gardeners are monks or similar mystics. Their secular counterparts do not usually find their work overpaid. Otherwise, here too, the options given are mostly for flavor. The Gardener may be a little too stolid or may have chosen outdoor work for personal reasons.

Primary Skills: Gardening represents the necessary core skills of the occupation.

Secondary Skills: We assume that the Gardener has

one specific focus to his work. He may have a broad knowledge of practical plant-growing, of botany or of nature generally, he may grow plants mostly for medical or decorative use, or he may just be employed for heavy lifting.

Background Skills: These mostly represent possible uses for materials and tools found around a garden.



Gardener [10 points]

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

Advantages: Any one of Composed; Deep Sleeper; Disease-Resistant; Fit; Pious; Plant Empathy; Sanctity or Single-Minded [all 5].

Disadvantages: Disciplines of Faith (Monasticism or Mysticism) [-10] or Struggling [-10] and -5 points from: Attentive [-1]; Dull or Hidebound [-1 or -5]; Incurious or Staid [-5 or -1]; Loner or Uncongenial [-5 or -1]; Oblivious [-3]; further Poverty [varies]; Shyness [varies] and Status [-5/level].

Primary Skills: Gardening (M/E) IQ+2 [4]-12.

Secondary Skills: One of Agronomy (M/A) IQ [2]-10; Botany/TL (M/H) IQ-I [2]-9; Flower Arranging (M/E) IQ+I [2]-11; Herbalist/TL (M/H) IQ-I [2]-9; Herbarium/TL (M/VH) IQ-2 [2]-8; Lifting (P/H; ST) ST-I [2]-9 or Naturalist (M/H) IQ-I [2]-9.

Background Skills: A total of 4 points in any of: Appreciate Beauty (M/VH); Axe/Mace (P/A); Camouflage (M/E); Carpentry (M/E); Masonry (P/E); Polearm (P/A); Scrounging (M/E); Staff (P/H); Surveying/TL (M/A); Throwing (P/H) and further Secondary Skills.

Customization Notes

- Professional gardeners can range from dull-witted laborers to elegant artists, but the best of them will be thoughtful and observant; raising IQ is not unreasonable.
- A lifetime of work in one field can build impressive skill levels. A head gardener is often a highly capable fellow, respected in his miniature kingdom.
- In some empires, the stolid, reliable, brawny palace gardeners double as guards or even executioners. To represent this, add some ST, a Duty, and some combat skills.

— Phil Masters

GURPS Middle Ages I

Brother Cedric (65 points)

Age 44; 5'8", 155 lbs.; A quiet, sun-browned monk, his habit usually stained with soil.

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

Basic Speed 5.25; Move 5.

Dodge 5.

Advantages: Disease-Resistant [5]; Literacy [10]; Manual Dexterity +2 [6].

Disadvantages: Disciplines of Faith (Monasticism) [-10]; Shyness (Mild) [-5].

Quirks: Dislikes cats; Likes to listen quietly to travelers' tales [-2].

Skills: Agronomy/TL3-10 [1/2]; Cyphering-12 [1]; Gardening-14 [4]; Herbalist/TL3-11 [2]; Herbarium/TL3-12 [8]; Masonry-10* [1/2]; Theology-9 [1/2].

*Includes +2 for Manual Dexterity.

Languages: Middle English (native)-12 [0]; Latin-10 [1/2].

Equipment: Good selection of simple gardening tools.

Brother Cedric took his vows as a monk when young and now looks after the garden and herbarium of an English monastery on a major pilgrimage route (which means that, despite his shyness, he meets a fair number of interesting pilgrims). The garden is used for religious contemplation, and Cedric keeps it very well. He also works closely with the monastery's physicians, who tend to any travelers who have taken ill, and hence he has acquired a fair working knowledge of healing herbs and medicines.

Gatherer

Food gathering has been the greater part of subsistence for most of human history. While hunting returns high-quality protein, it's often hit-or-miss. Gatherers – women, in most societies – keep the group alive when hunters return empty-handed.

Design Notes

Attributes: Gathering does not demand exceptional attributes.

Advantages: A social activity like hunting, gathering can bring a good Reputation or high Status to the lucky or diligent. Successful gatherers are often Alert or Single-Minded, and a High Pain Threshold is always valuable in a TL0 setting.

Disadvantages: Beyond social disadvantages, anything that might hinder the food-collection effort is a serious problem for a gatherer. Absent-Mindedness, Impulsiveness and Gluttony are all appropriate, and many gatherers have one or more Dependents as well.

Primary Skills: Gatherers rely on Area Knowledge and Survival to locate food sources and collect them safely. Multiple specializations of Survival are for more nomadic groups, or those living in areas with wide seasonal extremes.

Secondary Skills: These skills relate to practical experience and specialties based on the local environment. Others are possible; for example, if birding cliffs abound, gatherers may have Climbing to collect eggs, and coastal gatherers might have Boating.

Background Skills: Village life includes learning essential crafts and those skills needed to tend to the medicinal and ceremonial needs of the community.

Gatherer [10 points]

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

Advantages: A total of 10 points chosen from: Acute Senses [2/level]; Alertness [5/level]; Single-Minded [5];



High Pain Threshold [10]; Reputation [varies] and Status [5/level].

Disadvantages: A total of -15 points chosen from: Absent-Mindedness [-15]; Compulsive Behavior [-5 to -15]; Curious [-5 to -15]; Dependent [varies]; Gluttony [-5]; Impulsiveness [-10]; Overweight [-5]; Reputation [varies]; Selfish or Self-Centered [-5 or -10]; Sense of Duty [varies]; Status [-5/level]; Workaholic [-5] and Youth [-2/level].

Primary Skills: Area Knowledge (village surroundings) (M/E) IQ+2 [4]-12 and Survival (any) (M/A) IQ+2 [6]-12.

Secondary Skills: A total of 3 points in any of: Botany/TL (M/H); Climbing (P/A); Fishing (M/E); Knife (P/E); Naturalist (M/H); Survival (further specializations) (M/A); Swimming (P/E); Traps/TL (M/A) and Weather Sense/TL (M/A).

Background Skills: A total of 2 points in any of: Bow and Palette (P/A); Carpentry (M/E); Cooking (M/E); Herbalist (M/H); Needlecraft (P/A); Netmaking (P/E); Oral Literature (M/H); Performance/Ritual (any) (M/A); Sewing (P/E); Spinning (P/E) and Thatching (M/E).

Pre-Contact Nova Scotia

Napuskwa (10 points)

Age 54; 5'5", 150 lbs.; a grey-haired, weathered old woman with facial tattoos, dressed in doeskin and wearing a sinew necklace of copper ornaments.

ST 9 [-10]; DX 10 [0]; IQ 12 [20]; HT 9 [-10].

Speed 4.5; Move 4.

Dodge 4.

Advantages: Reputation +1 (wise elder, from villagers) [5]; Status I [5].

Disadvantages: Age (54) [-12]; Gluttony [-5]; Sense of Duty (village) [-5].

Quirks: Hides morsels of food for later; Horrible gossip; Loves children; Messy eater; Scandalous flirt [-5].

Skills: Acting-II [1]; Area Knowledge (village surroundings)-I3 [2]; Area Knowledge (Algonkian nations)-II [1/2]; Botany/TL0-10 [1]; Bow and Palette-10 [2]; Carousing-8 [1]; Cooking-12 [1]; Diplomacy-II [2]; Fast Talk-II [1]; Herbalist-12 [4]; Knife-10 [1]; Merchant-10 [1/2]; Needlecraft-9 [1]; Oral Literature-12 [4]; Performance/Ritual (Micmac)-II [1]; Savoir-Faire-14* [0]; Survival (woodlands)-12 [2]; Weather Sense/TL0-II [1]; Weaving-10 [1].

* Free from Status.

Languages: Micmac (native)-12 [0]; Algonkian Trade Pidgin-II [1/2].

Equipment: Personal tools, dentalium necklace, assorted medicinal herbs.

Napuskwa ("Strings Beads") is an Algonkian Micmac from southern Nova Scotia. Her sharp tongue and keen wit have outlasted two husbands, and at age 54, she is simply "Grandmother" to the village. She makes the most of this arrangement, inviting herself to share meals and "borrowing" food from younger women. After a hunt, she has a knack for being the first to greet the hunters and to graciously accept their gifts. Napuskwa has seen and done many things, and her tribe tolerates her, and ultimately respects her, for her wisdom.

Customization Notes

- Don't forget that Survival defaults to Naturalist -3 and that TL0 Weather Sense includes a +2 in the local area.
- Secondary Skills depend on local resources, and Background Skills are culture-specific.
- See p. LT12 for advanced gathering rules.

– Jason Morningstar

Government Inspector

When empires are large and communications bad, rulers often appoint investigators to remote provinces to insure that local governors aren't trying to usurp their sovereign. Such "king's eyes" may have bureaucratic, military or clerical backgrounds and travel in small groups. They are often auditors, royal representatives or spies – and often all of the above.

Government Inspector [50 points]



Design Notes

Attributes: Inspectors must be savvy and alert, so we select IQ 11.

Advantages: Government inspectors are powerful men; Legal Enforcement Powers are required, and Status and Rank are likely. Other advantages help get the job done or represent various perks.

Disadvantages: Duty is required, and Enemies are possible. Dedicated inspectors may have Code of Honor, Fanaticism or Sense of Duty. Other disadvantages fit the archetype, and Paranoia may be *reasonable!* Some inspectors work undercover (Secret).

Primary Skills: Inspectors are bureaucrats (Administration, Law). They extract information (Detect Lies, Interrogation, Intimidation) and analyze it (Intelligence Analysis, Politics).

Secondary Skills: We offer social skills and possible specialties the inspector may take.

Background Skills: Inspectors may have an upper-class education or some combat skills.

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

Advantages: Legal Enforcement Powers [10]; a total of 20 points chosen from: Administrative, Military or Religious Rank [5/level], Patron [varies] and Status [5/level]; and a total of 15 points chosen from: Acute Senses [2/level]; Alertness [5/level]; Ally [varies]; Ally Group [varies]; Contacts [varies]; Language Talent [2/level]; further Legal Enforcement Powers [varies]; Legal Immunity [varies]; Less Sleep [3/level]; Literacy or Semi-Literacy [10 or 5]; further Rank [5/level]; Single-Minded [5]; further Status [5/level]; Strong Will [4/level] and Wealth [varies].

Disadvantages: Duty (to government or lord, 12-) [-10] and a total of -20 points chosen from: Callous [-6]; Code of Honor [-5 to -20]; higher frequency of Duty [-5]; Edgy or Paranoia [-5 or -10]; Enemy [varies]; Fanaticism [-15]; Intolerance [-5 or -10]; Obsession [-5 to -15]; Reputation [varies]; Secret [varies]; Sense of Duty [-5 to -20]; Stubbornness [-5] and Workaholic [-5].

Primary Skills: A total of 4 points in any of: Administration (M/A); Law (M/H) and Politics (M/A); and a total of 8 points in any of: Detect Lies (M/H); Interrogation (M/A); Intimidation (M/A) and Intelligence Analysis/TL (M/H).

Secondary Skills: A total of 8 points in any of: Accounting (M/H); Acting (M/A); Area Knowledge (any) (M/A); Diplomacy (M/H); Riding (any) (P/A); Savoir-Faire (M/E); Writing (M/A) and further Primary Skills.

Background Skills: A total of 5 points in any of: any Combat/Weapon Skill (varies); Cryptography/TL (M/H); Cyphering (M/E); Fast-Talk (M/A); Forgery/TL (M/H); Heraldry (M/A); History (M/H) and Languages (varies).

Customization

Notes

- Some inspectors might come from backgrounds as bureaucrats (p. 30), feudal noblemen (p. 47) or priests (p. 92).

– Andrea Kotter

Ancient Persia

Dashak, son of Cyarxes (45 points)

Age 36; 5'7", 145 lbs.; a black-haired Mede with glaring eyes, wearing a bejeweled court dress.

ST 9 [-10]; DX 9 [-10]; IQ 12 [20]; HT 10 [0].

Basic Speed 4.75; Move 4.

Dodge 4.

Advantages: Administrative Rank 4 [20]; Comfortable [10]; Legal Enforcement Powers [10]; Literacy [10]; Patron (Darius, 6-) [8]; Single-Minded [5]; Status 2* [5].

* Includes +I from Administrative Rank.

Disadvantages: Duty (to Darius, 12-) [-10]; Intolerance (corrupt officials) [-5]; Paranoia [-10]; Reputation -3 (ruthless, from officials) [-7]; Sense of Duty (to Darius) [-5]; Workaholic [-5].

Quirks: Dislikes horses; Distrusts Greeks; Hard-nosed; Sensitive about his clumsiness; Stiff [-5].

Skills: Accounting-II [2]; Administration-12 [2]; Area Knowledge (Western Satrapies)-13 [2]; Detect Lies-12 [4]; History-II [2]; Intelligence Analysis/TL2-II [2]; Interrogation-12 [2]; Intimidation-12 [2]; Law-II [2]; Savoir-Faire-14 [0]; Shortsword-8 [1]; Writing-II [1].

Languages: Persian (native)-12 [0]; Greek-12 [2].

Equipment: High-class traveling gear.

As a minor Mede noble, Dashak discarded his military career for obvious reasons. Now a feared "king's eye," his relentlessness in eradicating conspiracies and corruption has earned him the patronage of the king. He patrols the western satrapies with a small retinue of bodyguards and slaves to closely oversee the satraps and their administrations. Even for a king's eye, Dashak might be a bit too zealous. Subtlety and diplomacy definitely aren't his forte.

Guildmaster



Guildmasters, managers of guilds, typically rise from the ranks of the guild itself. Important qualifications include being a master (see the Artisan, p. 15) and demonstrating a high level of skill. Ultimately, however, the other masters of the guild select their leader (after payment of appropriate fees, of course). Sometimes, this results in generational conflicts as older masters refuse to elevate junior guildsmen in order to preserve their own power.

The masters typically act as a committee when performing guild business, though they might elect chairmen or treasurers to handle administrative tasks. Within the guild, the power of the masters is nearly absolute. The masters have sole authority to induct new members, discipline troublemakers and collect taxes levied on the guild by civic and regional rulers. The power and status of guildmasters outside the guild depends on the power of the guild itself. In some societies, guilds are organized largely to make tradesmen easier to tax, the guilds themselves holding little power. In others, guilds are powerful players in civic politics. Like modern unions, they can and do inconvenience rulers by striking, and guildmasters are often guaranteed seats on advisory councils.

GURPS Middle Ages I

Edelbert of Liverpool (25 points)

Age 48; 5'11", 180 lbs.; a large, pale man with thinning brown hair and coarse features.

ST 10 [0]; DX 10 [0]; IQ 12 [20]; HT 9 [-10].

Basic Speed 4.75; Move 3.

Dodge 3.

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

Disadvantages: Bad Temper [-10]; Fat [-10]; Greed [-15]

Quirks: Never drinks beer on the grounds that it is made with inferior water [-1].

Skills: Administration-13 [4]; Fast-Talk-11 [1]; Law-12 [4]; Merchant-13 [4]; Politics-13 [4]; Spinning (rope making)-11/16 [4]

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

Equipment: Writing implements.

Edelbert is a mean one to cross. He's not the most senior member of the cordwainers' guild, but he's one of the most ambitious. He's also got a terrible temper and has been known to hurl crockery, bits of wood and anything else that comes to hand at those who displease him. It's not surprising that he does it to servants and apprentices (beating apprentices comes with the territory); the remarkable part is that he does it to colleagues and other tradesmen as well. Strangely enough, he seems to get away with it more often than not. When he's calmed down, he's got a sharp mind for compromise and knowledge of law and custom which keeps him on top.

Design Notes

Attributes: A guildmaster is probably smarter than average.

Advantages: He is certainly literate, and he probably has a certain standing in the community, well-placed friends and some money.

Disadvantages: However, he may be very mindful of his station. He may be responsible for a large, demanding family or workshop, or he may just be getting fat, lazy and worn-down in his old age.

Primary Skills: A guild master must be a skilled craftsman, but he can make up for lack of technical skills with a measure of political ability.

Secondary Skills: He must also be a successful businessman.

Background Skills: Finally, he may have supporting technical or social abilities

Guildmaster [40 points]

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

Advantages: Literacy [10]; Status 1 [5] and a total of 15 points chosen from: Allies or Ally Group [varies]; Claim to Hospitality [1 to 10]; Contacts [varies]; Reputation [varies]; further Status [5/level] and Wealth [varies].

Disadvantages: A total of -25 points chosen from: Age [-3/year]; Bad Back [varies]; Bad Sight [varies]; Bad Temper [-10]; Code of Honor (Professional) [-5]; Dependents [varies]; Fat or Overweight [-10, -20 or -5]; Greed [-15]; and Stubbornness [-5].

Primary Skills: A total of 14 points in any of: any Craft Skill (varies); Politics (M/H) and any Professional Skill (varies), with at least two skills at 12.

Secondary Skills: A total of 7 points in any of: Administration (M/A) and Merchant (M/A).

Background Skills: A total of 4 points in any of: Diplomacy (M/H); Fast Talk (M/A); Law (M/H); Savior-Faire (M/E) and supporting skills from another template.

— Matt Riggsby

Herald

Heralds are tournament referees and pageant organizers hired to proclaim the praises of their employers. They wear tabards embroidered with their lords' coats of arms, or if freelance, with the arms of past patrons.

Design Notes

Attributes: Tournament organization requires intelligence, so we raise IQ to II.

Advantages: As masters of ceremonies, heralds find Voice and Charisma useful. Successful heralds may have Reputations or Patrons.

Disadvantages: Herald's low Status and Poverty of other wanderers. Attachment to a noble household may constitute a Duty. Many heralds follow a unique Code of Honor that requires them to keep secrets, bear messages even at personal risk, encourage nobles to settle differences non-violently, refrain from spying, truthfully record battle outcomes, bury fallen nobles, and help impoverished nobles get home.

Primary Skills: Heraldry is mandatory, of course. Area Knowledge gets them from tourney to tourney, and Tournament Law lets them referee. Since they literally shout the praises of their employer, heralds also have Bard.

Secondary Skills: Savoir-Faire, Fast Talk and Diplomacy allow heralds to deal with nobles. Cyphering and Language skills are part of their basic education. Artist allows them to draw heraldic designs. Other skills let them double as actors or musicians.

Background Skills: Herald's travel constantly, so they may have Riding, Hiking and survival skills. By associating with knights and soldiers, they can pick up combat skills.

Herald [15 points]

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

Advantages: A total of 15 points chosen from: +I IQ [10]; Charisma [5/level]; Language Talent [2/level]; Literacy or Semi-Literacy [10 or 5]; Patron [varies]; Reputation [varies]; Sanctity [5] and Voice [10].

Disadvantages: Status -I [-5]; Struggling [-10] and -15 points chosen from: Alcoholism [varies]; Code of Honor (Herald) [-5]; Duty [varies]; Gluttony [-5]; Greed [-15]; Jealousy [-10]; Odious Personal Habits [-5 to -15]; Overconfidence [-10]; Pacifism [varies]; Sense of Duty [varies] and further Poverty [varies].

Primary Skills: Bard (M/A) IQ [2]-II; Heraldry (M/A) IQ+I [4]-I2 and Tournament Law (Jousts) (M/E) IQ+I [2]-I2.

Secondary Skills: Area Knowledge (area of operations) (M/E) IQ [1]-II; Savoir-Faire (M/E) IQ [1]-II and 5 points in any of: Acting (M/A); Administration (M/A); Artist (M/H); Calligraphy (P/A); Cyphering (M/E); Diplomacy (M/H); Fast-Talk (M/A); Languages

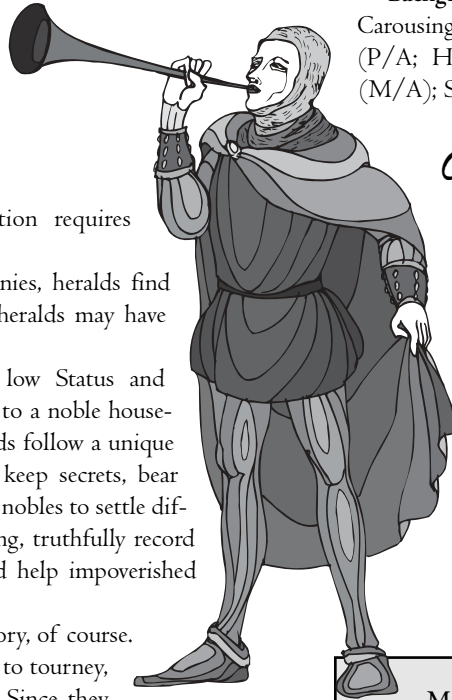
(varies); Musical Instrument (any) (M/H); Performance (M/A); Poetry (M/A) and Singing (P/E; HT).

Background Skills: 5 points in any of: Animal Handling (M/H); Carousing (P/A; HT); any Combat/Weapon Skill (varies); Hiking (P/A; HT); Riding (any) (P/A); Scrounging (M/E); Streetwise (M/A); Survival (any) (M/A) and Tactics (M/H).

Customization Notes

- Unscrupulous heralds might have Thief/Spy Skills, especially Filch, Detect Lies and Intelligence Analysis.
- By the 13th century, some heralds had become well-to-do diplomats; use the Diplomat template (p. 42) for such a herald.
- Many non-European cultures had professional praise-singers. They have the culturally appropriate skill (such as Bardic Lore) instead of Heraldry.

— Thomas Barnes



Medieval France

Jean Va-Nu-Pied (15 points)

Age 25; 5'4", 145 lbs.; a clean-shaven Frenchman with shoulder-length brown hair and blue eyes, wearing ragged, once-fashionable clothes and a cloak painted with the arms of former employers.

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

Basic Speed 5; Move 5.

Dodge 5.

Advantages: Charisma +I [5]; Voice [10].

Disadvantages: Alcoholism [-15]; Code of Honor (Herald) [-5]; Poor [-15]; Status -I [-5].

Quirks: Dislikes his nickname; Likes pageantry; Looking for a patron; Opportunistic; Tries to dress fashionably [-5].

Skills: Area Knowledge (France)-13 [2]; Bard-15 [2]; Brawling-10 [1]; Carousing-10 [1]; Cyphering-13 [2]; Diplomacy-14 [2]; Fast-Talk-12 [2]; Heraldry-12 [2]; Hiking-10 [1]; Performance-12 [1/2]; Savoir-Faire-13 [1/2]; Singing-12 [1]; Streetwise-12 [2]; Tournament Law (Jousts)-12 [1].

Equipment: Personal basics, small knife.

Jean sees the fad for tournaments as his ticket to a good job in a noble household, but so far he has had no luck. He got his nickname ("barefoot") when he had to pawn his shoes before a tournament to pay his tavern bill. The incident made the lords remember his name, but that's not the impression he wants to make.

Herder

Herders have tended flocks since the dawn of animal domestication. Most herders are nomadic, roaming as the seasons dictate, but permanent settlements also support beasts and their keepers. Herders are usually respected members of their communities, and in some societies, they may be members of the upper classes.

Design Notes

Attributes: High attributes are not required, so we leave them alone.

Advantages: Animal Empathy is obviously useful. Herders must be alert for predators and bandits. Owning several animals can make a herder quite wealthy.

Disadvantages: Herders often feel an obligation toward their animals or their owners. Time alone can handicap social skills. Some cultures give herding duties to children.

Primary Skills: Herders must be able to herd their animals or command dogs and horses to do it for them. Moving from pasture to pasture requires knowledge of their layout and location.

Secondary Skills: Herders travel long distances, and they must be able to defend their animals from brigands and predators. Various outdoor skills aid in long-distance travel. Counting the animals in the herd requires Cyphering.

Background Skills: Herders must avoid overgrazing the land (Agronomy), build pens (Carpentry and Masonry), dress out slaughtered animals (Butcher or Cooking) and sell them (Merchant), ensure the future of their herds (Breeding), locate lost animals (Tracking) and survive their journeys. Ample free time allows the herder to learn other skills, as well.

Herder [20 points]

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

Advantages: A total of 15 points chosen from: Absolute Direction [5]; Acute Vision



[2/level]; Alertness [5/level]; Animal Empathy [5]; Danger Sense [15]; Extra Fatigue [3/level]; Fit [5]; Less Sleep [3/level]; Status [5/level] and Wealth [varies].

Disadvantages: A total of -20 points chosen from: Bowlegged [-1]; Careful or Edgy [-1 or -5]; Code of Honor (pay for lost animals) [-5]; Duty (to herd owners) [varies]; Guilt Complex [-5]; Loner or Uncongenial [-5 or -1]; Oblivious [-3]; Odious Personal Habits [-5 to -15]; Phobia (mild claustrophobia or demophobia) [-15]; Sense of Duty (herd) [-5]; Shyness [-5 to -15] and Youth [-2/level].

Primary Skills: Animal Handling (M/H) IQ+2 [8]-12 and Area Knowledge (pastures) (M/E) IQ+2 [4]-12.

Secondary Skills: Hiking (P/A; HT) HT [2]-10 or Riding (any) (P/A) DX [2]-10 and a total of 6 points in any of: any Combat/Weapon Skill (varies); Cyphering (M/E); Naturalist (M/H); Orienteering

(M/A); Veterinary/TL (M/H) and Weather Sense/TL (M/A).

Background Skills: A total of 5 points in any of: Agronomy/TL (M/A); Butcher (M/A); Carpentry (M/E); Cooking (M/E); Craft (Tent Making) (M/A); Masonry (P/E); Merchant (M/A); Musical Instrument (any) (M/H); Packing (M/A); Sacrifice (M/H); Sewing (P/E); Spinning (P/E); Survival (any) (M/A); Tracking (M/A); Weaving (P/E) and further Secondary Skills.

Ancient Israel

Ribqah (30 points)

Age 11; 4'7", 70 lbs.; a bright-eyed Hebrew girl with long, black hair, dressed in shepherd garb.
ST 7 [0]; DX 9 [0]; IQ 9 [10]; HT 9/7 [0].
Basic Speed 4.5; Move 4.
Dodge 4.

Advantages: Alertness +2 [10]; Animal Empathy [5]; Musical Ability +3 [3]; Patron (father, 15-) [30]; Pitiable [5].

Disadvantages: Sense of Duty (flock) [-5]; Shyness (mild) [-5]; Social Stigma (Valuable Property) [-10]; Youth (11 years) [-14].

Quirks: Collects pretty rocks; Frightened about marriage; Names her sheep after her friends; Nervous in crowds; Wants a dog [-5].

Skills: Animal Handling-13 [4]; Area Knowledge (pastures)-12 [6]; Cyphering-8 [1/2]; Hiking-8 [1]; Musical Instrument (harp)-11 [2]; Sling-7 [1]; Spinning-8 [1/2]; Veterinary/TL2-11 [1].

Languages: Hebrew (native)-9 [0].

Equipment: Harp, sling and pellets, walking stick.

Although her friends complain about herding, Ribqah enjoys the time she spends with her father's sheep and goats since she gets to be alone and practice her harp. Ribqah knows her parents are arranging her marriage, and the thought frightens her to no end. But she tries not to dwell on the future; she's got sheep to look after and music to play.

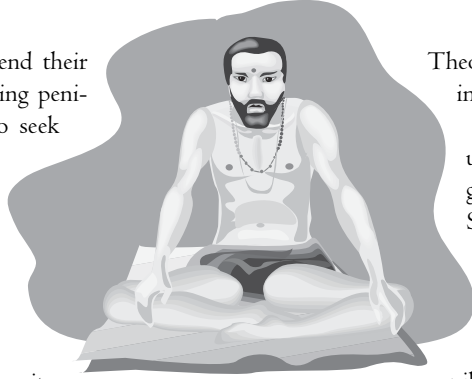
Customization Notes

- Herders enjoy a great deal of free time. Virtually any skill may be justified provided it is self taught (see p. B83).
- This template can be combined with several others in this book to create nomadic versions of those jobs.

— Brian C. Smithson

Hermit

Hermits are solitary ascetics who spend their time fasting, praying, meditating, performing penitence or sacrifice and receiving those who seek blessings or advice. Unlike ascetic monks, hermits isolate themselves from virtually all contact, even from fellow devotees.



Design Notes

Attributes: Severe asceticism makes hermits weak and sickly, so we lower ST and HT to 9. However, their contemplative lifestyle gives them added wisdom, so we raise IQ to 11.

Advantages: Hermits often exhibit rigorous self-discipline (Strong Will, Single-Minded), and the pious often admire them as holy (Reputation). Studying religious texts requires Literacy. Some are ordained clerics or demonstrate great piety and commitment (Pious, Pitiable, Sanctity). Visitors may be Contacts.

Disadvantages: Ascetics remove themselves from worldly cares to gain a closer understanding of the supernatural (Disciplines of Faith, Vows). The ravages of isolation and starvation can bring about other disadvantages.

Primary Skills: Asceticism requires controlling one's thoughts and appetites (Meditation) as well as basic survival (Survival, Panhandling).

Theology or Philosophy is appropriate for hermits continuing a lifelong path to enlightenment.

Secondary Skills: Wilderness living may give greater understanding of nature, and years of training might grant other skills (Literature, Performance/Ritual, Sacrifice). Training followers requires Teaching.

Background Skills: Most hermits come from another background, so Craft or Professional Skills are appropriate. Over time, they may develop a knack for speaking extemporaneously or for "analyzing" pilgrims (Psychology).

Hermit [25 points]

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

Advantages: A total of 40 points chosen from: Clerical Investment [5/level]; Contacts [varies]; Literacy or Semi-Literacy [10 or 5]; Pious [5]; Pitiable [5]; Reputation [varies]; Sanctity [5] and Strong Will [4/level].

Disadvantages: Discipline of Faith (Asceticism) or Vows [-15] and a total of -20 points chosen from: Age [-3/year]; Appearance [varies]; Charitable [-15]; Loner, Reclusive or Uncongenial [-5, -10 or -1]; Odious Personal Habits [-5 to -15] and Skinny [-5].

Primary Skills: Meditation (M/H) IQ+I [6]-12; *either* Panhandling (M/E) IQ+I [2]-12 *or* Survival (any) (M/A) IQ [2]-11 and *either* Philosophy (any) *or* Theology (both M/H) IQ+I [6]-12.

Secondary Skills: A total of 8 points in any of: Area Knowledge (any) (M/E); Botany/TL (M/H); Herbalist/TL (M/H); Literature (M/H); Naturalist (M/H); Performance/Ritual (any) (M/A); Sacrifice (M/H); Teaching (M/A); Zoology/TL (M/H) and further Primary Skills.

Background Skills: A total of 4 points in any of: Agronomy/TL (M/A); Bard (M/A); any Craft Skill (varies); Fishing (M/E); any Professional Skill (varies) and Psychology (M/H).

Customization Notes

- Many stories about ascetics grant them various supernatural abilities such as Blessed or Divine Favor. Animal Empathy or Beast-Kin also fit the legendary archetype.
- Some hermits may simply be extremely reclusive, in hiding, or even wizards. Such characters should take advantages such as Alertness, Awareness, Collected, Composed or Magery and disadvantages like Poverty, Vow, Secret or Enemy. They may be secretly keeping an eye on someone (Sense of Duty), and Bad Temper is particularly in character. Non-religious hermits might have more Knowledge Skills, Staff or spells.

— Ryan Crisp

Byzantine Syria

Gregorius the Stylite (25 points)

Age 35; 5'5", 125 lbs.; a thin, weathered man who looks much older than he is, dressed in a tattered hair shirt.

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

Basic Speed 4.5; Move 4.

Dodge 4.

Advantages: Literacy [10]; Pious [5]; Pitiable [5]; Reputation +2 (holy, from Beroeans) [5]; Strong Will +3 [12].

Disadvantages: Discipline of Faith (Asceticism) [-15]; Odious Personal Habit (never bathes) [-5]; Skinny [-5]; Unattractive [-5]; Uncongenial [-1].

Quirks: Laments past sins; Leans on chin when preaching; Rubs hands when meditating [-3].

Skills: Bard-II [2]; Meditation-13 [8]; Literature (Biblical)-10/14 [4]; Merchant-II [2]; Panhandling-13 [4]; Performance/Ritual (Christian)-12 [4]; Theology-12 [6].

Languages: Syriac (native)-II [0]; Greek-II [2].

Equipment: Chamber pot.

Though once a crooked merchant, when Gregorius visited a hermit who lived atop a column, he found himself entranced by the man's words — and fearing for his own soul. Gregorius returned to Beroea, erected his own column and began a new life. He now meditates on God, eating only what he can beg from the people below.

Hunter

The wilderness is a punishing environment, and those who rely on it for sustenance must be tough, resourceful and alert. By venturing out, the hunter faces not only elusive prey but also unpredictable weather, difficult terrain and even tribal enemies should he stray too far.

Design Notes

Attributes: Clumsy hunters go hungry, so we raise DX to 11.



Advantages: Hunters must be prepared for long voyages and sudden crises (Extra Fatigue, Collected, Composed). They are probably alert (Acute Vision, Alertness). Good hunters have Reputation or Status in the village.

Disadvantages: Hunters may develop compulsions of phobias related to their hazardous occupation. Tight-knit hunting parties may lead to social problems (Gregarious, Guilt Complex, Selfless, Overconfidence).

Primary Skills: Expertise with a preferred weapon is crucial; Tracking and Stealth are equally important. Hunters need Area Knowledge and Survival to find game and stay alive on the hunt.

Secondary Skills: The wide range of hunting styles makes these numerous – not all are appropriate for every environment and culture.

Background Skills: These reflect life in the community, social interaction and gathering experience.

Hunter [30 points]

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

Advantages: A total of 15 points chosen from: Acute Senses [2/level]; Alertness [5/level]; Collected or Composed [5]; Extra Fatigue [3/level]; Fit [5]; High Pain Threshold [10]; Reputation [varies]; Status [5/level] and Versatile [5].

Disadvantages: A total of -15 points chosen from: Bad Back [-15]; Chummy or Gregarious [-5 or -10]; Compulsive Behavior [varies]; Glory Hound or Overconfidence [-15 or -10]; Guilt Complex [-5]; Humble or Selfless [-1 or -10]; Motion Sickness

[-10]; Overweight [-5]; Phobia [varies] and Sense of Duty [varies].

Primary Skills: Area Knowledge (any) (M/E) IQ [1]; any Weapon Skill (varies) [4]; Stealth (P/A) DX+1 [4]; Survival (any) (M/A) IQ [2] and Tracking (M/A) IQ+2 [6].

Secondary Skills: A total of 5 points in any of: Animal Guise (M/A); Animal Handling (M/H); Armoury (any)/TL (M/A); Boating (P/A); Bolas (P/A); Bow (P/H); Camouflage (M/E); Fishing (M/E); Harpoon (P/H); Hiking (P/A; HT); Knife (P/E); Mimicry (any) (P/H; HT); Naturalist (M/H); Navigation/TL (M/H); Net (P/H); Orienteering (M/A); Poisons (M/H); Running (P/H; HT); Spear (P/A); Spear Thrower (P/A); Swimming (P/E) and Throwing (P/H).

Background Skills: A total of 3 points in any of: Bow and Palette (P/A); Butcher (M/A); Carpentry (M/E); Cooking (M/E); Herbalist (M/H); Needlecraft (P/A); Netmaking (P/E); Oral Literature (M/H); Performance/Ritual (any) (M/A); Scrounging (M/E); Seamanship/TL (M/E); Sewing (P/E); Shipbuilding/TL (M/H); Stone Knapping (M/A); Thatching (M/E) and Weather Sense/TL (M/A).

Customization Notes

- Survival defaults to Naturalist-3 and Weather Sense includes a +2 in the local area.
- Maritime hunters can substitute Boating and Harpoon for Stealth and Tracking as Primary Skills.
- See p. LT12 for advanced hunting rules.

– Jason Morningstar

Kodiak, Alaska, 1765

Nataqqurnat (35 points)

Age 20; 5'2", 144 lbs.; a stocky, muscular man with an ivory labret in his lower lip, wearing a weasel-skin shirt and leather leggings beneath a parka of animal intestine.

ST 10 [0]; DX 11 [10]; IQ 10 [0]; HT 11 [10].
Basic Speed 5.5; Move 5.

Dodge 5.

Advantages: Reputation +2 (good kayak-maker, from hunters) [5]; Versatile [5].

Disadvantages: Guilt Complex [-5]; Phobia (being alone at sea) [-10].

Quirks: Collects driftwood for boat making; Critical of his work; Humble; Nervous hunter; Pro-Russian. [-5]

Skills: Boating-12 [4]; Harpoon-11 [4]; Area Knowledge (Shelikov Strait)-10 [1]; Knife-10

[1/2]; Mimicry (animal sounds)-10 [2]; Scrounging-11 [2]; Stealth-10 [1]; Survival (ocean)-9 [1]; Swimming-10 [1/2]; Weather Sense/TL0-8 [1/2]; Shipbuilding/TL0-12 [8]

Languages: Koniag (native)-10 [0]; Russian-8 [1/2].

Equipment: Kayak, paddles, lines, floats, harpoons, tools, Russian baubles.

Nataqqurnat is a Kioniag hunter and kayak maker. He invests a piece of himself in every boat he makes and blames himself whenever a villager comes to harm in one. He is an affable but nervous young man with a well-known terror of being separated from a hunting party. Recently, an explorer named Stepan Glotov made contact with the Koniagmuit and taught Nataqqurnat Russian. Nataqqurnat is thrilled to act as an intermediary between the two groups, though Glotov seems strangely obsessed with sea otters

Innkeeper

Innkeepers provide safe lodging to travelers – in theory. In reality, inns are usually quite spartan and may be dens of cut-throats; sensible travelers likely lodge elsewhere. Innkeepers often employ a small staff or servers, cooks, grooms and bouncers.

Design Notes

Attributes: No bonuses are needed.

Advantages: Innkeepers need to identify trouble-makers, and a loyal bouncer may be an Ally. Other advantages help burn the midnight oil, get some sleep on a rowdy night or interact with patrons. Innkeepers may become quite wealthy.

Disadvantages: Innkeepers are often reputed to be greedy or miserly. Inn keeping isn't physical labor, so they may be Unfit or Fat, and they might fall prey to the services they provide (Alcoholism, Gluttony). The dangerous nature of many inns may cause Edgy, and interacting with raucous strangers can lead to Hard of Hearing, Xenophilia or Chummy. Dishonest innkeepers have a Secret.

Primary Skills: Innkeepers need Administration to run a business and Cyphering and Merchant to sell lodging.

Secondary Skills: Inns often offer more than just rooms. Travelers may be foreigners, so Languages are handy.

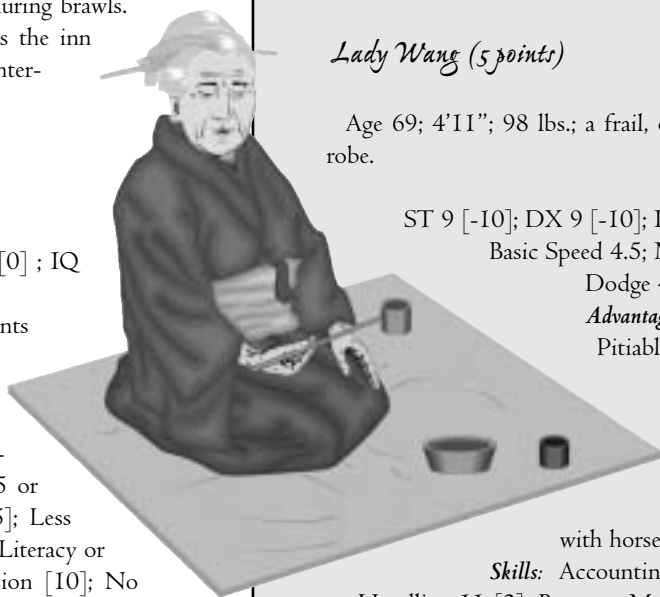
Background Skills: Innkeepers might build and repair the inn or defend themselves during brawls. Some skills represent further services the inn may provide or allow innkeepers to interact and carouse with patrons.

Innkeeper [15 points]

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

Advantages: A total of 15 points chosen from: Absolute Timing [5]; Alcohol Tolerance [5]; Alertness [5/level]; Allies [varies]; Danger Sense [15]; Deep Sleeper [5]; Disease-Resistant or Immunity to Disease [5 or 10]; Empathy or Sensitive [15 or 5]; Less Sleep [3/level]; Light Hangover [2]; Literacy or Semi-Literacy [10 or 5]; Night Vision [10]; No Hangover [5] and Wealth [varies].

Disadvantages: A total of -20 points chosen from: Alcoholism [-15 or -20]; Alcohol-Related Quirks [-1]; Broad-Minded or Xenophilia [-1 or -5 to -15]; Careful or Edgy [-1 or -5]; Chummy or Gregarious [-5 or -10]; Fat or Overweight [-10, -20 or -5]; Gluttony [-5]; Greed [-15]; Hard of Hearing [-10]; Miserliness [-10]; Reputation [varies]; Secret [varies]; Stubbornness [-5]; Unfit or Very Unfit [-5 or -15] and Workaholic [-5].



GURPS China

Lady Wang (5 points)

Age 69; 4'11"; 98 lbs.; a frail, old woman with few teeth, dressed in a gray robe.

ST 9 [-10]; DX 9 [-10]; IQ 12 [20]; HT 9 [-10].

Basic Speed 4.5; Move 4.

Dodge 4.

Advantages: Ally (bouncer, 12-) [10]; Longevity [5]; Pitiable [5]; Reputation +I (aged) [5]; Sensitive [5].

Disadvantages: Broad-Minded [-1]; Hard of Hearing [-10]; Unfit [-5]; Social Stigma (Valuable Property) [-10]; Ugly [-10].

Quirks: Bows a lot; Claims her inn was once visited by Sanzang; Hates dealing with horses [-3].

Skills: Accounting-11 [2]; Administration-13 [4]; Animal Handling-11 [2]; Beverage-Making-12 [1]; Cooking-13 [2]; Cyphering-12 [1]; Fast-Talk-10 [1/2]; Merchant-12 [2]; Packing-11 [2]; Professional Skill (Advertising)/TL3-10 [1/2]; Sewing-10 [2].

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

The Wang Inn has been in Lady Wang's family for generations, and tradition states that Tang Sanzang, the Buddhist pilgrim, once lodged there with his disciples. Lady Wang emphasizes this "fact," and it's paying off; her inn is now the most visited in several provinces. She even has an old chest, rumored to be where the pilgrims slept, in her cellar, that she shows for a small fee. The inn's not much, but the renewed business is helping to improve the accommodations considerably.

Customization Notes

- This template assumes that others tend bar, cook and serve food. If the innkeeper does it all, see the Barkeep (p. 22), Barmaid (p. 23) and Cook (p. 39) for more ideas.

– Brian C. Smithson

Interpreter

Interpreters are often retainers (or even slaves) of those who need them: noblemen, governors, merchants and generals traveling among, ruling over, doing business with, or fighting against foreigners. Negotiations often require immediate verbal interpreting, a task requiring intense language training; correspondence means written translations. Interpreters also serve as language teachers or secretaries.

Design Notes

Attributes: High IQ is useful, but we can get by with Language Talent.

Advantages: Most interpreters will have Language Talent. Literacy or Semi-Literacy are common. A feeling for people and for different cultures is a boon (Empathy, Sensitive, Cultural Adaptability). Characters who grow up in bi- or trilingual households have an Unusual Background!

Disadvantages: An interpreter might be attracted to foreign cultures (Curious, Xenophilia). He might be considered an inferior by his employers (Duty, Primitive, Social Stigma, Status). Overconfidence is dangerous in delicate negotiations.

Primary Skills: We require at least one language, but many interpreters are fluent in another and have basic knowledge of a couple more. Sign Language and Teaching may be important.

Secondary Skills: Interpreters may know foreign Literature, Research, Writing and social skills.

Background Skills: Bard helps convey a meaning with eloquence. Interpreters may have the skills of a secretary or traveler.

Interpreter [25 points]



GURPS Fantasy

Ibrahim ibn Abbas (20 points)

Age 41; 5'5", 135 lbs.; an ordinary-looking, expressionless Arab, conservatively dressed in an immaculate jallabiyah and small turban.

ST 10 [0]; DX 10 [0]; IQ 11 [10]; HT 9 [-10].
Basic Speed 4.75; Move 4.
Dodge 4.

Advantages: Acute Hearing +2 [4]; Language Talent +2 [4]; Literacy [10]; Status I [5].

Disadvantages: Color-Blindness [-10]; Curious [-10]; Xenophilia [-5].

Quirks: Avid reader; Dignified; Loves Sahudese poetry; Speaks softly; Wants to travel [-5].

Skills: Administration-II [2]; Area Knowledge (Tredroy)-II [1]; Bard-10 [1]; Law-9 [1]; Literature-II [4]; Savoir-Faire-13** [0]; Writing-II [2].

Languages: Arab (native)-13* [2]; English-12* [1]; Ladino-12* [1]; Latin-12* [1]; Maimaiyu-12* [1]; Patois-13* [1]; Sahudese-14* [6].

*Includes +2 for Language Talent.

*Free from Status.

Equipment: Stylus and parchment.

Ibrahim discovered his talent as a child. With it came an insatiable curiosity, especially for foreign *infidel* things, a fascination that has often gotten him punished by his teachers. Now he's a clerk of the Tredroy City Law Court, but he mainly works as a court interpreter. He's settled into a peaceful routine, working for a secular court, reading his beloved foreign scrolls – and becoming a lukewarm Muslim. A month ago, his father died; and lately, Ibrahim has found himself reading the Qu'ran and thinking about the Hajj.

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

Advantages: Language Talent +I [2] and a total of 25 points chosen from: Acute Hearing [2/level]; Alertness [5/level]; Collected [5]; Cultural Adaptability [25]; Empathy or Sensitive [15 or 5]; further Language Talent [2/level]; Literacy or Semi-Literacy [10 or 5]; Patron [varies]; Unusual Background [varies] and Versatile [5].

Disadvantages: A total of -20 points chosen from: Curious [-5 to -15]; Duty [varies]; Overconfidence [-10]; any Physical Disadvantage [varies]; Primitive [-5/level]; Social Stigma [varies]; Status [-5/level] and Xenophilia [-5 to -15].

Primary Skills: *Either* Language (M/A) IQ+2 [6]-12 *or* Language (M/H) IQ+I [6]-11; and a total of 5 points in any of: other Languages (varies); Sign Language (any) (M/A) and Teaching (M/A).

Secondary Skills: A total of 3 points in any of: Diplomacy (M/H); Gesture (M/E); Literature (M/H); Research (M/A); Savoir-Faire (M/E); Writing (M/A) and further Primary Skills.

Background Skills: A total of 4 points in any of: Administration (M/A); Area Knowledge (M/E); Bard (M/A); Calligraphy (P/A); Hiking (P/A; HT) and Riding (any) (P/A).

Customization Notes

- Some interpreters, such as a native enslaved by invaders and forced to learn their language, might lack Language Talent.
- Linguistics (M/VH) is useful to an interpreter, but historically it does not become available until TL5. However, GMs might allow it in a cinematic or fantasy campaign.

– Michele Armellini

Jailer

In many ancient cultures prisons are few – dismemberment, exile and death are preferred methods of dealing with criminals. Jails are frequently small and run-down with the jailer as the sole employee. In turn, most jailers and dungeon guards are bitter men who enjoy the discomfort of their prisoners and the power their position affords them; the jailer who shows any compassion is a rare gem (at least where the criminals are concerned). Often despised by local criminals, a jailer's job can be a dangerous one.

Design Notes

Attributes: Jailers should be large and intimidating, which indicates ST or HT.

Advantages: Jailers must always be alert in case of an attempted escape (Alertness, Acute Senses, Night Vision). Less Sleep is handy because shifts are long. They should also be able to keep their calm under pressure (Composed, Fearlessness). At later tech levels, jailers may file paperwork, making Literacy necessary.

Disadvantages: Jailers frequently work day and night to keep criminals off the street (Duty, Workaholic). They often have bad Reputations among the underworld. Other disadvantages pertain to the temperaments mentioned above.

Primary Skills: Jailers are trained in Holdout to prevent concealed weapons and illegal items from entering the prison. They often question prisoners, as well.

Secondary Skills: Jailers usually have some skill at weapons or combat in case of an attempted jailbreak.

Background Skills: Jailers may pick up a variety of skills since they are frequently responsible for operating and maintaining the jail alone.

Jailer [25 points]

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

Advantages: *Either* +1 ST [10] *or* +1 HT [10] and a total of 15 points chosen from: Acute Senses [2/level]; Alertness [5/level]; Composed [5]; Fearlessness [2/level]; Less Sleep [3/level]; Literacy or Semi-Literacy [10 or 5] and Night Vision [10].

Disadvantages: A total of -20 points chosen from: Bully [-10]; Callous [-6]; Duty [varies]; Honesty [-10]; Intolerance [-5 or -10]; Loner or Uncongenial [-5 or -1]; No Sense of Humor [-10]; Overweight [-5]; Reputation [varies] and Workaholic [-5].

Primary Skills: Holdout (M/A) IQ+2 [6]-12 and a total of 5 points in any of: Diplomacy (M/H); Interrogation (M/A) and Intimidation (M/A).

Secondary Skills: A total of 4 points in any of: Brawling (P/E); Crossbow (P/E); Short-Staff (P/H); Staff (P/H); Whip (P/A) and Wrestling (P/A).

Background Skills: A total of 4 points in any of: Administration (M/A); Cooking (M/E); Execution (M/E); First Aid/TL (M/E); Professional Skill (Locksmith)/TL (M/A); Law (M/H); Professional Skill (Law Enforcement) (M/A) and Tattooing (M/A).

– Duff McCourt



GURPS Middle Ages I

Patrick "Paddy" O'Leary (25 points)

Age 31; 5'6", 158 lbs.; a short, stocky Irishman with tangled red hair and a large friendly smile, usually dressed in simple wool and leather.

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

Basic Speed 5.25; Move 5.

Dodge 5.

Advantages: Alertness +2 [10]; Night Vision [10]; Reputation +1 (fair and friendly man) [5]; Sensitive [5].

Disadvantages: Duty (to community, 12-) [-10]; Honesty [-10]; One Eye [-15].

Quirks: Constantly sings pub songs; Laughs heartily at the smallest joke; Treats the prisoners like equals [-3].

Skills: Brawling-10* [2]; Cooking-10 [1]; Diplomacy-12 [8]; Holdout-12 [6]; Interrogation-10 [2]; Short Staff-8* [2]; Singing-11 [1].

*Includes -1 for One Eye.

Languages: Gaelic (native)-10 [0]; Middle English-9 [1].

Equipment: Crossbow, bolts, short staff, key ring.

Paddy treats his prisoners with uncommon fairness, and many of them in fact consider him a friend. A few years back, a prisoner put out Paddy's left eye in an escape attempt, earning the convict the enmity of all of his fellow inmates. Paddy, however, never held it against him. Although not a heavy drinker, Paddy is a common face at the local pubs where he goes to relax, have a pint or two and sing a few songs.

Jester

In virtually every society, jesters, or fools, make others laugh. Because they may speak their mind without fear of retribution, some voluntarily become jesters. Many fools, however, are mentally or physically handicapped individuals given into the care of the nobility by their poor parents.

Design Notes

Attributes: No improvements are necessary.

Advantages: Jestors enjoy a comfortable lifestyle and a verbal freedom not unlike Bardic Immunity. They are often considered good luck since their deformities and sarcasm are thought to draw bad fortune from others. They may have talents for impressing and performing, and a bond can form between a fool and his lord.

Disadvantages: Jestors are viewed as little more than pets of their lords (Social Stigma, Status). Bully or Laziness might lead someone to become a fool. Various mental and physical handicaps represent a "natural" fool. Since they are at the beck and call of a master, Duty is required.

Primary Skills: These represent duties jesters might need to perform.

Secondary Skills: These reflect jesters as entertainers and supplement their Primary Skills.

Background Skills: These allow fools to interact with (and subtly influence) the nobility.

Jester [-5 points]

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

Advantages: Bardic Immunity [10]; Comfortable [10] and a total of 15 points chosen from: +1 to DX [10]; Charisma [5/level]; Musical Ability [1/level]; Patron [varies]; Pitiable [5]; Rapier Wit [5]; Reputation [varies]; Sanctity [5] and Versatile [5].

Disadvantages: Duty (to lord, non-hazardous, I2-) [-5]; Social Stigma (Valuable Property) [-10]; Status -1 [-5] and a total of -30 points chosen from: -1 or -2 to IQ [-10 or -15]; Appearance [varies]; Bowlegged [-1]; Broad-Minded or Undiscriminating [-1]; Bully [-10]; Cannot Learn [-30]; Clueless [-10]; Compulsive Behavior [-5 to -15];

Confused [-10]; Dwarfism [-15]; Gullibility [-10]; Hunchback [-10]; Ignorance [-5/skill]; Impulsiveness [-10]; Incompetence [-1/skill]; Klutz [-5 or -15]; Laziness [-10]; Oblivious [-3]; Odious Personal Habits [-5 to -15]; further Status [-5/level]; Short Attention Span [-10]; Stuttering [-10]; Truthfulness [-5] and Uneducated [-5].

Primary Skills: A total of 5 points in any of: Acrobatics (P/H); Bard (M/A); Performance (M/A) and Punning (M/A).

Secondary Skills: A total of 3 points in any of: Dancing (P/A); Juggling (P/E); Musical Instrument (any) (M/H); Poetry (M/A) and Singing (P/E; HT).

Background Skills: A total of 2 points in any of: Acting (M/A); Carousing (P/A; HT); Diplomacy (M/H) and Fast-Talk (M/A).

GURPS India

Ibhanan Vamana (-5 points)

Age 23; 3'7", 90 lbs.; an Indian dwarf with an oversized mustache and nose, dressed in a motley collection of cast-off noble clothing.

ST 8 [-15]; DX 12 [20]; IQ 11 [10]; HT 9 [-10].

Basic Speed 5.25; Move 4.

Dodge 5.

Advantages: Bardic Immunity [10]; Charisma +1 [5]; Comfortable [10]; Rapier Wit [5]; Reputation +1 (lucky) [5]; Sanctity [5].

Disadvantages: Duty (to lord, non-hazardous, 5-); Dwarfism [-15]; Impulsiveness [-10]; Social Stigma (Valuable Property) [-10]; Status -3 [-15]; Ugly [-10].

Quirks: Annoyed by staring; Flirtacious; Ridicules the king; Wonders about his parents [-4].

Skills: Acrobatics-11 [2]; Bard-10 [1]; Carousing-9 [2]; Musical Instrument (punji)-10 [2]; Punning-12 [4]; Singing-9 [1].

Languages: Hindi (native)-13 [2].

Equipment: Punji, props.

Ibhanan never knew the peasants who gave him up; instead, the dwarf jester of Pataliputra raised him as his son until his death. Ibhanan now entertains the king. At times, he resents the looks of revulsion that inevitably follow him, but he also relishes the verbal freedom his position grants. He thinks the king's a fool and tells him such on a daily basis.



Customization Notes

- Families might give up handicapped individuals for virtually any deficiency; only some disadvantages are listed above. Villagers might also keep an "idiot." Such individuals are peasants (p. 84) with disadvantages chosen from above.

- This template is biased toward jesters as courtly servants, but even TLO cultures have fools. Such individuals have no Social Stigma or negative Status.
- The idea that the jester had to make his lord laugh daily or face execution is a myth, but it may be true in some games. Treat this as Extremely Hazardous Duty.

— Brian C. Smithson

Jeweler

Jewelers are metalsmiths who work primarily with gold and silver or who work as lapidaries and cut gemstones. In addition to actually making jewelry, they may find employment as assayers determining the purity of metals and as supervisors of national mints. They are generally only found in larger cities.

Design Notes

Attributes: Jewelers are typical craftsmen, so we leave all attributes at 10.

Advantages: Jewelers are likely to be relatively well off, and they need good hand-eye coordination. Other advantages are suitable for skilled and artistic craftsmen.

Disadvantages: Jewelers share those disadvantages common among other craftsmen.

Primary Skills: Jeweler is the obvious primary skill.

Secondary Skills: A jeweler must be able to sell his wares. Other skills are associated with other aspects of the jeweler's profession.

Background Skills: These relate to business (Accounting), goldsmithing, metallurgy (Blacksmith, Chemistry, Prospecting), the evaluation of old jewelry (History) and the incorporation of heraldic designs into trinkets and coinage.

Jeweler [25 points]

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

Advantages: Comfortable [10]; Manual Dexterity +I [3] and a total of 10 points chosen from: Acute Vision [2/level]; Literacy or Semi-Literacy [10 or 5]; Patron [varies]; Reputation [varies]; Single-Minded [5]; Versatile [5] and

further Wealth [varies].

Disadvantages: A total of -15 points chosen from: Bad Back [varies]; Bad Temper [-10]; Code of Honor (Professional) [-5]; Dependents [varies]; Greed [-15]; Stubbornness [-5] and Workaholic [-5].

Primary Skills: Jeweler/TL (M/H) IQ+I [6]-12.

Secondary Skills: Merchant (M/A) IQ [2]-10 and a total of 6 points in any of: Appreciate Beauty (M/VH); Cyphering (M/E); Metallurgy/TL (M/H); Sculpting (P/A) and Woodworking (P/A).

Background Skills: A total of 3 points in any of: Accounting (M/H); Blacksmith/TL (M/A); Chemistry/TL (M/H); Heraldry (M/A); History (M/H) and Prospecting (M/A).

Customization Notes

- A lapidary might specialize Jeweler in gemcutting. A professional assayer swaps Jeweler with Metallurgy.
- A coin maker (including a counterfeiter!) should concentrate his points on Metallurgy, Cyphering and perhaps Accounting. He would also have Contacts (political or criminal. See the Banker (p.

19) for more ideas.

— Jamie Revell



GURPS Middle Ages I

Samuel the Goldsmith (30 points)

Age 42; 5'7", 185 lbs.; a slightly pudgy, bearded man, balding with graying hair, dressed in merchant's clothes.

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

Basic Speed 5; Move 4.

Dodge 5.

Advantages: Comfortable [10]; Literacy [10]; Manual Dexterity +2 [6].

Disadvantages: Overweight [-5]; Social Stigma (Minority Group) [-10].

Quirks: Hates getting dirty; Slightly avaricious; Talkative; Wary around strangers; Wishes he had children.

Skills: Accounting-9 [2]; Blacksmith/TL3-7 [1]; Chemistry/TL3-8 [1]; Jeweler/TL3-13 [10]; Merchant-II [4]; Metallurgy/TL3-10 [4].

Languages: English (native)-10 [0]; Hebrew-10 [2].

Equipment: A few gold and silver ingots, forging and engraving tools, partially completed items being made on commission.

Samuel is a member of the Jewish community in medieval London, a worker in precious metals who makes decorative items for nobles, wealthy merchants and their wives. His own wife died of illness ten years ago, and though he never remarried, he regrets that he has never been blessed with children and that he has no one to whom he can pass the family business. His status as a practicing Jew often makes life difficult for him, and, although he is generally affable, he has the sense to be cautious around strangers until he is sure they are not zealots or others who might wish him harm.

Judge

Judges administer justice and decide court cases. Those dealing with civil cases might be arbitrators who use their authority or rely on laws, precedents or a sense of equity to induce settlements. Criminal proceedings are often inquisitorial; judge and prosecutor can be the same person. Judges might be appointed, elected, drawn at random, chosen for their moral standing, learning, social status, or even old age! In many cultures, the ruler himself is a judge; medieval noblemen (p. 47) had judicial powers.

Many judges are feared (Reputation). Stubbornness is common, and an intolerant judge might be biased.

Primary Skills: Even primitive judges have Law, so it's required. Detect Lies is vital. Interrogating the accused is often a judge's task.

Secondary Skills: Diplomacy and Merchant help the judge make settlements. Some judges are fond of precedents (Research). Criminology and Psychology are useful but are subject to GM approval, since they are rudimentary at early TLs.

Background Skills: Judges are often learned in other subjects. Local magistrates have Area Knowledge.

Design Notes

Attributes: A judge *should* be intelligent, but often other considerations influence his appointment.

Advantages: Status I is required. Judges might have direct enforcement powers, Legal Immunity or Clerical Investment. Judges relying on their personal authority might have Charisma. Literacy, Reputation and Favors are common, and Advantages such as Common Sense, Empathy or Intuition are helpful.

Disadvantages: A judge's job might be a Duty. Honesty and Sense of Duty make for upstanding judges, but others have Bad Temper, Bloodlust, Bully or Secret (corrupt).



Judge [30 points]

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

Advantages: Status I [5] and a total of 25 points chosen from: Charisma [5/level]; Clerical Investment [varies]; Common Sense [10]; Empathy or Sensitive [15 or 5]; Favor [varies]; Intuition [15]; Legal Enforcement Powers [5 to 15]; Legal Immunity [varies]; Literacy or Semi-Literacy [15 or 5]; Reputation [varies]; Single-Minded [5]; Wealth [varies] and further Status [5/level].

Disadvantages: A total of -20 points chosen from: Age [-3/level]; Bad Temper [-10]; Bloodlust [-10]; Bully [-10]; Code of Honor [-5 to -15]; Hidebound [-5]; Honesty [-10]; Intolerance [varies]; Reputation [varies]; Secret [varies]; Sense of Duty [-5 to -20] and Stubbornness [-5].

Primary Skills: Cyphering (M/E) IQ+2 [4]; Law (M/H) IQ+2 [8]-12 and a total of 8 points in any of: Detect Lies (M/H) and Interrogation (M/A).

Secondary Skills: A total of 6 points in any of: Criminology/TL (M/A); Diplomacy (M/H); Intimidation (M/A); Merchant (M/A); Psychology (M/H) and Research (M/A).

Background Skills: A total of 5 points in any of: Area Knowledge (any) (M/E); Body Language (M/H); History (M/H); Literature (M/H); Performance/Ritual (any) (M/A); Philosophy (any) (M/H) and Theology (M/H).

Ancient Babylon

Ish-Eribam (35 points)

Age 54; 5'1", 118 lbs.; a bald, wrinkled old man wearing a white gown.

ST 8 [-15]; DX 10 [0]; IQ 13 [30]; HT 9 [-10].

Basic Speed 4.75; Move 4.

Dodge 4.

Advantages: Charisma +I [5]; Empathy [15]; Reputation +2 (fair and shrewd judge, from local people) [5]; Status 2 [10].

Disadvantages: Age (54) [-12]; Hard of Hearing [-10]; Honesty [-10].

Quirks: Annoyed when people shout; Clucks when disapproving; Dislikes bureaucrats; Dislikes liars; Loves the countryside [-5].

Skills: Agronomy/TLI-14 [4]; Area Knowledge (Warad)-14 [2]; Cyphering-13 [1]; Detect Lies-17* [4]; Diplomacy-15 [8]; Law-14 [6]; Merchant-12 [1]; Naturalist-12 [2]; Theology-13 [4].

*Includes +4 for Empathy.

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

Equipment: None.

Ish-Eribam is one of the town elders who traditionally act as judges. Nowadays his sons take care of the farm, while the other elders mainly defer to him – everybody knows you can't lie to Ish-Eribam. He's fair, and he's got a knack for people; strangers who underestimate him are in for a surprise. Ish-Eribam thinks it a shame that Hammurabi's edicts have made the way for court bureaucrats to progressively reduce the jurisdiction of the elders' council. He refuses to admit that he also feels jealous that they are all literate.

Customization Notes

- Randomly appointed judges probably have no Law knowledge, and politically appointed judges and basic arbitrators may have it at a low level.

– Michele Armellini

Laborer

The laborer is the engine of the pre-industrial world, an unskilled common man or slave who performs any task that requires a strong back or no particular skill. Depending on his exact duties, he may go by any of several names: dockworker, wood hauler, litter bearer and quarryman are a few, but there are countless others. One thing remains constant, however: his tasks require little more than the strength to perform them.

GURPS Azteks

Mazatl (-20 points)

Age 20; 5'4", 130 lbs.; a muscled Aztec man with short hair, calloused hands and a continual scowl, dressed only in a loincloth.

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

Basic Speed 5; Move 5.

Dodge 5.

Advantages: Fit [5].

Disadvantages: Duty (to master, non-hazardous, 15-) [-10]; Incurious [-5]; Poor [-15]; Status -3 [-15].

Quirks: Dislikes frivolity; Exercises every morning; Likes taking orders; Likes the feel of dirt under his toes; Takes satisfaction in physical labor [-5].

Skills: Agronomy/TLI-8 [1/2]; Area Knowledge (Tenochtitlán)-9 [1/2]; Lifting-12 [4].

Languages: Náhuatl (native)-10 [0].

Mazatl was a simple farmer, but he was enslaved for failing to pay his debts and forced into service as a litter bearer for a wealthy priest. Mazatl knows he retains the right to buy back his freedom, but he's actually come to enjoy his unthinking lifestyle. His master has recognized Mazatl's talent and dedication and has ordered special treatment for the ex-farmer.

Design Notes

Attributes: A life of hard labor may grant some increases here, but nothing is certain. Few if any of the laborer's duties require any intelligence, so we include the option of *lowering* IQ.

Advantages: These make laborers veritable "workhorses," able to toil for long hours and under any conditions. Laborers may be under the protection of an employer or master (Patron).

Disadvantages: Laborers are never rich, and they are nearly always from the lower classes, so we require Poverty and a reduction in Status. Few of them innovate, content instead to simply do what they're told (Hidebound). They may resist changes to age-old techniques or personal habits (Incurious, Stubbornness), or they may simply work themselves too hard (Workaholic). Laborers often hail from a stigmatized group, or their work itself may be shunned (Social Stigma, Uneducated, Reputation).

Primary and Secondary Skills: Unskilled labor is, well, unskilled.

Background Skills: Laborers can pick up the rudiments of any skill they help perform, so we offer some common ones. Workers often migrate from job to job, learning Hiking and Area Knowledge in the

process, and knowing who is in charge and how to act towards them helps further a career (Savoir-Faire). Other skills represent favorite off-hours pursuits (Carousing, Streetwise).

Laborer [5 points]

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

Advantages: A total of 10 points chosen from: +1 to ST or HT [10]; Acute Senses [2/level]; Common Sense [10]; Extra Fatigue [3/level]; Fit [5]; High Pain Threshold [10]; Less Sleep [3/level]; Manual Dexterity [3/level]; Patron [varies]; Single-Minded [5] and Temperature Tolerance [1/level].

Disadvantages: Status -1 [-5]; Struggling [-10] and a total of -10 points chosen from: -1 to IQ [-10]; Dull or Hidebound [-1 or -5]; Duty (non-hazardous) [varies]; Ignorance [-5/skill]; Incurious or Obdurate [-5 or -10]; Odious Personal Habits [varies]; further Poverty [varies]; Social Stigma [varies]; further Status [-5/level]; Stubbornness [-5]; Uneducated [-5] and Workaholic [-5].

Primary and Secondary Skills: None.

Background Skills: A total of 5 points in any of: Agronomy/TL (M/A); Animal Handling (M/H); Area Knowledge (any) (M/E); Carousing (P/A; HT); any Craft Skill (varies); Hiking (P/A; HT); Lifting (P/H; ST); any Professional Skill (varies); Savoir-Faire (M/E); Savoir-Faire (Servant) (M/E); Streetwise (M/A) and Survival (Urban) (M/A).

Customization Notes

- Physical labor takes its toll, and as a laborer ages, disadvantages such as Bad Back and Lame are real possibilities. Such injuries virtually eliminate a man's usefulness as a laborer, so he may find himself a Beggar (p. 25) – or starving to death.

– Donal Fallon



Lawyer

Lawyers offer legal counsel and represent their clients in civil and penal cases or in other dealings. Most importantly, they *speak* for their clients, a critical task when lawsuits can be decided by jurors who favor a convincing, entertaining speech over laws and precedents. In lands where political trials aren't uncommon, the state's fortunes can depend on the eloquence of an attorney. Good lawyers are worthwhile investments wherever the judicial system is formalized or complex.

Design Notes

Attributes: The intellectual and social nature of the job requires IQ II.

Advantages: Literacy is required. Lawyers may exploit their personal charm (Appearance, Charisma, Voice), become famous (Reputation) or enjoy Status and Wealth. They can usually count on "friends" (Ally, Contact, Favors).

Disadvantages: Good lawyers may have Sense of Duty to their clients. Others may fall prey to Alcoholism, Greed, Secret or Selfish. Some societies disdain them as pretentious. Orators love being on-stage (Glory Hound). Minor physical flaws are possible.

Primary Skills: We require Bard and Law. Diplomacy, Fast-Talk and Writing are also key.

Secondary Skills: Detect Lies, Gesture, Research and Savoir-Faire all aid an attorney. Lawyers often have a traditional education (History, Literature).

Background Skills: Lawyers are political creatures (Politics) who know their city (Area Knowledge). They may specialize in criminal cases (Criminology, Streetwise). They may know their own language very well.

Advantages: Literacy [I0] and a total of 10 points chosen from: Ally [varies]; Appearance [varies]; Charisma [5/level]; Contacts [varies]; Favor [varies]; Less Sleep [3/level]; Reputation [varies]; Sensitive [5]; Single-Minded [5]; Status [5/level]; Voice [I0] and Wealth [varies].

Disadvantages: A total of -25 points chosen from: Alcoholism [-15 or -20]; Bad Temper [-10]; Compulsive Lying [-15]; Glory Hound [-15]; Greed [-15]; Jealousy [-10]; Paranoia [-10]; any Physical Disadvantage [varies]; Reputation [varies]; Secret (corrupt) [varies]; Selfish [-5]; Sense of Duty (to clients) [-5 to -10] and Workaholic [-5].

Primary Skills: Bard (M/A) IQ+I [4]-I2; Law (M/H) IQ [4]-II and a total of 4 points in any of: Diplomacy (M/H); Fast-Talk (M/A) and Writing (M/A).

Secondary Skills: A total of 4 points in any of: Detect Lies (M/H); Gesture (M/E); History (M/H); Literature (M/H); Research (M/A); Savoir-Faire (M/E) and further Primary Skills.

Background Skills: A total of 4 points in any of: Area Knowledge (M/E); Criminology/TL (M/A); Language (native) (M/A); Merchant (M/A); Philosophy (any) (M/H); Politics (M/A); Psychology (M/H); Streetwise (M/A) and Theology (M/H).

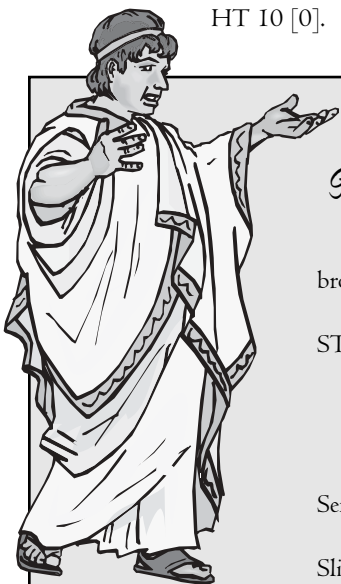
Customization Notes

- Lawyers usually specialize in a specific branch of Law (see p. B43).
- Criminology and Psychology were intuitive and rudimentary at early tech levels, and GMs may choose to forbid them.
- Behind a flashy speaker, there is often a bookish researcher; see the Scholar template (p. 99) for further customization ideas.

— Michele Armellini

Lawyer [25 points]

Attributes: ST 10 [0]; DX 10 [0]; IQ II [I0]; HT 10 [0].



GURPS Imperial Rome

Gaius Flavius Dentatus (20 points)

Age 25; 5'9", 155 lbs.; a tall young man with brown hair and eyes, wearing an elegant toga.

ST 10 [0]; DX 10 [0]; IQ II [I0]; HT 10 [0].

Basic Speed 5; Move 5.

Dodge 5.

Advantages: Charisma +2 [I0]; Status 4 [20].

Disadvantages: Glory Hound [-15]; Greed [-15]; Sense of Duty (to family and clients) [-10].

Quirks: Dislikes upstarts; Fastidious; Loves arguing; Slightly jealous; Superstitious [-5].

Skills: Area Knowledge (Rome)-12 [2]; Bard-15* [6]; Fast-Talk-12 [4]; Gesture-II [1]; Law-12 [6];

Literature-10 [2]; Politics-II [2]; Savoir-Faire-13** [0].

*Includes +2 for Charisma.

**Free from Status.

Languages: Latin (native)-12 [1]; Greek-10 [1].

Equipment: Law scrolls.

Gaius belongs to an impoverished branch of the Flavii. His family could not afford the expenses to give him a standard political career, and with only average wealth they are definitely risking their status due to the census laws. He has been looking for the usual solutions (the right marriage or patronage), but meanwhile, he's put his skill in rhetoric to the study of law. For now, he's still too young, obscure and unconnected. But, unbeknownst to him, some top players have noticed both his skill and his obvious need for money, so maybe he'll soon receive an offer he can't refuse.

Leatherworker

Man has used leather as a material since the Stone Age to make such wide-ranging items as saddles, shoes and boots, bags and flasks, bagpipes, bookbinding, raincoats, armor and wall hangings. Leatherworkers can vary from humble cordwainers to skilled artisans working with decorative stamps and gilding.

Design Notes

Attributes: Tanning is a smelly profession that requires a strong stomach, so we raise HT to 11.

Advantages: We provide some options to represent a skilled craftsman and the resistance to the foul chemicals in the tannery.

Disadvantages: In many societies, leatherworkers are looked down on as unclean, so we provide options that reflect this alongside some typical of craftsmen. No Sense of Smell/Taste is almost an advantage for a leather worker!

Primary Skills: Tanning and Leatherworking are the principle skills of the trade.

Secondary Skills: Leatherworkers need to sell their wares, and we add skills useful for using leather as decoration and for finding those rare tanning agents not covered by the Tanning skill. Leather is sometimes tanned in a mill.

Background Skills: A leather worker might learn some skills by helping to line armor (Armory), preparing riding tack (Animal Handling) or working with tanning agents (Chemistry). Some skills are of general use to a craftsman.

Leather worker [25 points]

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

Advantages: A total of 10 points chosen from: Manual Dexterity [3/level]; Reputation [varies]; Resistant to Poison [5]; Semi-Literacy [5]; Single-Minded [5]; Versatile [5] and Wealth [varies].

Disadvantages: A total of -15 points chosen from: Bad Back [varies]; Bad Smell [-10]; Hidebound [-5]; No Sense of Smell/Taste [-5]; Poverty [varies]; Social Status [-5/level]; Social Stigma [varies]; Uncongenial [-1] and Workaholic [-5].

Primary Skills: Leatherworking (M/E) IQ+2 [4]-12 and Tanning (P/A) DX+2 [8]-12.

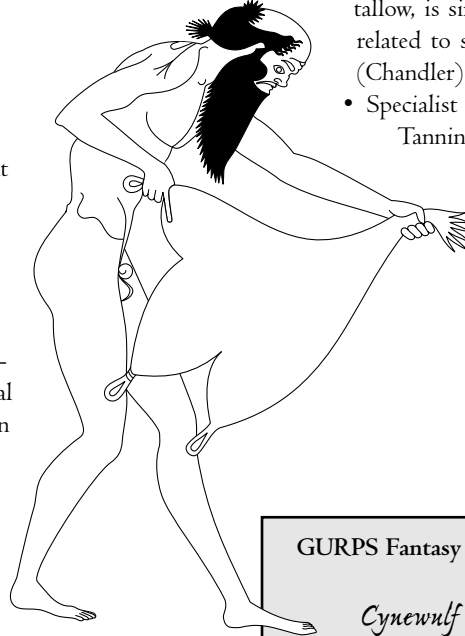
Secondary Skills: Merchant (M/A) IQ [2]-10 and a total of 3 points in any of: Artist (M/H); Blacksmith/TL (M/A); Carpentry (M/E); Dyeing (M/A); Jeweler/TL (M/H); Naturalist (M/H) and Professional Skill (Milling) (M/A).

Background Skills: A total of 3 points in any of: Animal Handling (M/H); Appreciate Beauty (M/VH); Area Knowledge (any) (M/E); Armoury/TL (M/A); Chemistry/TL (M/H); Cyphering (M/E); Sewing (P/E) and Woodworking (P/A).

Customization Notes

- The job of the early chandler, working with animal fat and tallow, is similar to that of a leather worker. Remove skills related to skilled craftsmanship and add Professional Skill (Chandler) to create such a character.
- Specialist parchment makers should concentrate on the Tanning skill.

— Jamie Revell



GURPS Fantasy

Cynewulf Uruksson (20 points)

Age 29; 5'6", 145 lbs.; a stocky dark-haired man with dusky skin and obvious orcish heritage, usually wearing a leather tunic over plain linen clothing and fine boots.

ST 10 [0]; DX 10 [0]; IQ 10 [10]; HT 12/13 [15].

Basic Speed 5.5; Move 5.

Dodge 5.

Advantages: Acute Hearing +2 [-]; Half-Orc [0]; Semi-Literacy [5]; Single-Minded [5].

Disadvantages: Appearance (Unattractive) [-5]; Reputation -2 (Half-Orc) [-]; Status -1 [-5]; Struggling [-10].

Quirks: Dislikes physical confrontation; Keeps a large, mangy dog and uses its dung to soften leather; Likes the taste of horse-meat; Resents his poverty; Thinks of himself as fully human [-5].

Skills: Area Knowledge (Minder)-10 [1]; Artist-9 [1]; Brawling-10 [-]; Carpentry-10 [1]; Cyphering-10 [1]; Dyeing-9 [1]; Leatherworking-12 [4]; Merchant-10 [2]; Tanning-12 [4].

Languages: English (native)-10 [0].

Equipment: Punches, half-moon knives, pommels and other tools, leather trade goods.

The child of two half-orc parents, Cynewulf has only ever known the human society of Cardiel. He is more intelligent and sensitive than most of his fellows, so rather than becoming a thug or mercenary, he apprenticed to learn a trade that few humans wanted. He recently acquired his own shop when the previous owner died of consumption, and he is determined to work hard to prove himself the equal of anyone else in Minder.

Locksmith

Lockmakers find work in even bronze-age societies, and their wares can be quite sophisticated by TL3 (combination locks appear as early as medieval China). Locksmiths might also design cunning traps, secret doors and other security measures, especially in fantasy campaigns.

Design Notes

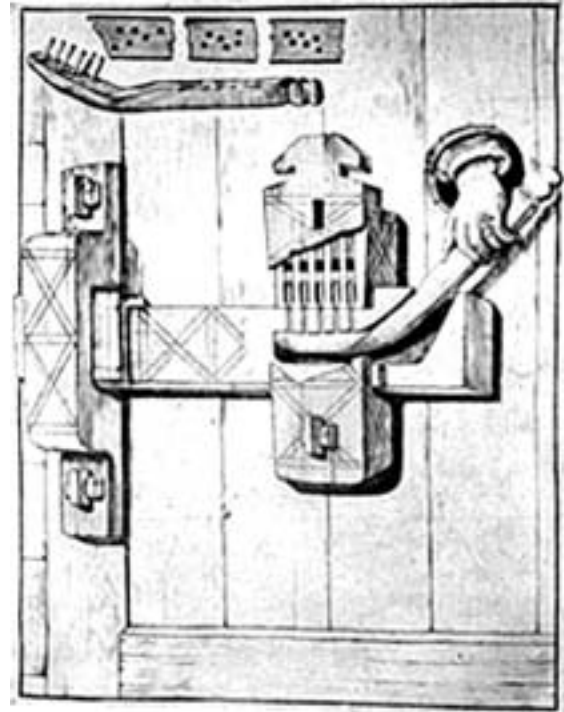
Attributes: Locksmithing is an often intricate and technical craft, so we raise IQ to II.

Advantages: We provide Manual Dexterity so that our locksmith can work with intricate mechanisms, and we offer a selection of advantages suitable to a skilled craftsman.

Disadvantages: Locksmiths suffer from many of the same problems as other craftsmen. Unscrupulous locksmiths may have patrons more interested in *breaking* security than in *keeping* it (Secret).

Primary Skills: A locksmith's primary job is to make and repair locks.

Secondary Skills: We provide skills related to the construction of locks and other mechanisms (Blacksmith, Lockpicking, Mechanic, Traps)



GURPS Fantasy

Anric Trel (40 points)

Age 34; 5'10", 140 lbs.; a slim, intense-looking man with dark hair and a short beard.

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

Basic Speed 5.25; Move 5.

Dodge 5.

Advantages: Literacy [10]; Manual Dexterity +I [3]; Resistant to Poison [5]; Versatile [5].

Disadvantages: Low Empathy [-15]; Miserliness [-10].

Quirks: Abstemious; Constantly drums his fingers when thinking hard; Dresses in gray; Keeps his workbench meticulously tidy; Naturally cautious [-5].

Skills: Cyphering-II [1]; Lockpicking/TL3-I3 [4]; Mechanic (mechanical devices)/TL3-I4 [8]; Poisons-II [4]; Professional Skill (Locksmith)/TL3-I4 [8]; Traps/TL3-I6 [12].

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

Equipment: Fine tools, grindstones, skeleton keys, lockpicks, wire, half-finished devices of all kinds.

Anric is a specialist designer of burglar alarms, trapped locks for treasure chests and the like. A thorough professional, he avoids socializing with his clients and is not picky about who he works for so long as they can pay. If offered the chance to fill an underground maze with complicated and lethal devices for any reason, he would leap at the intellectual challenge, but he is too mindful of his own personal safety to join a party which might want to use his expertise to disarm similar traps planted by someone *else* (though he might be willing to give verbal advice).

or the locksmith's role as a tradesman (Cyphering, Merchant).

Background Skills: We provide skills for working with wooden chests and door frames and with traditional high-fantasy "poison needle" traps. Some locksmiths also find their skills in demand in the underworld, so we offer Streetwise.

Locksmith [30 points]

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

Advantages: Manual Dexterity +I [3] and 10 points chosen from: Acute Vision [2/level]; Literacy or Semi-Literacy [10 or 5]; Patron [varies]; Reputation [varies]; Resistant to Poison [5]; Versatile [5] and Wealth [varies].

Disadvantages: A total of -15 points chosen from: Bad Temper [-10]; Code of Honor (Professional) [-5]; Dependents [varies]; Greed [-15]; Secret [varies]; Stubbornness [-5] and Workaholic [-5].

Primary Skills: Professional skill (Locksmith)/TL (M/A) IQ [2]-12.

Secondary Skills: A total of 4 points in any of: Blacksmith/TL (M/A); Cyphering (M/E); Lockpicking/TL (M/A); Mechanic (mechanical devices)/TL (M/A); Merchant (M/A) and Traps/TL (M/A).

Background Skills: A total of 1 point in any of: Carpentry (M/E); Poisons (M/H); Streetwise (M/A) and Woodworking (P/A).

— Jamie Revell

Majordomo

The majordomos is his master's chief servant who runs the household, manages the estates, provisions the court and offers advice.

Design Notes

Attributes: Managing the affairs of a large household requires keen intelligence, so we raise IQ to 11.

Advantages: These vary depending on whether the majordomo is merely a head servant or the lord's chief administrator. The job may require Literacy in order to manage the estate or serve as a judge, and working for an important person can bring various Contacts.

Disadvantages: The majordomo owes a Duty to his master. Other disadvantages represent common personality traits, and physical defects are possible.

Primary Skills: A majordomo is, above all, the chief administrator of a lord's household, so we require Administration. Leadership may come into play in stressful situations. Diplomacy and some form of Savoir-Faire may be helpful for dealing with people.

Secondary Skills: Seneschals are familiar with their lord's estates, and perhaps even the surrounding region. Skills like Law might be necessary depending on assigned duties. As the chief estate manager and organizer of provisions, other skills may be necessary (Agronomy, Cyphering, Scrounging).

Background Skills: These are common among the well-to-do or those who serve them.

Majordomo [20 points]

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

Advantages: A total of 15 points chosen from: Administrative Rank [5/level]; Contacts [varies]; Literacy or Semi-Literacy [10 or 5]; Patron

[varies] and Status [5/level].

Disadvantages: Duty (to lord, non-hazardous, 12-) [-5] and a total of -15 points chosen from: Bad Temper [-10]; Compulsive Behavior [-5 to -15]; Miserliness [-10]; any Physical Disadvantage [varies]; Sense of Duty [-5 to -15]; Stubbornness [-5] and Workaholic [-5].

Primary Skills: Administration (M/A) IQ+I [4]-12 and a total of 4 points in any of: Diplomacy (M/H); Leadership (M/A; ST); Savoir-Faire (M/E) and Savoir-Faire (Servant) (M/E).

Secondary Skills: A total of 9 points in any of: Agronomy/TL (M/A); Area Knowledge (any) (M/E); Cyphering (M/E); Law (M/H); Scrounging (M/E) and further Primary Skills.

Background Skills: A total of 3 points in any of: Carousing (P/A; HT); Heraldry (M/A); Knife (P/E); Politics (M/A) and Riding (any) (P/A).

Customization Notes

- Few majordomos attain Status and Rank above 1 or 2. Keep in mind that many societies grant free Status based on Rank (see p. CI29).
- In medieval Europe, majordomos (often called "seneschals") are frequently knights, as well. Use the Feudal Nobleman template (p. 47) but be sure to take all mandatory advantages, disadvantages and skills of this template.

— Ryan Crisp



Medieval France

Drogo of Rennes (25 points)

Age 35; 5'8", 165 lbs.; a Breton with brown eyes and black hair of average length, sporting a large mustache, a serious expression and a mail coat.

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

Basic Speed 5.00; Move 5.

Dodge 5 Parry 5.

Advantages: Contact (business, skill 12, usually reliable) [2]; Contact (military, skill 18, somewhat reliable) [3]; Patron (Count of Anjou, 9-) [10]; Status I [5].

Disadvantages: Duty (Count of Anjou, 12-, non-hazardous) [-5]; Miserliness [-10]; Reputation -I (stubborn miser, from household) [-2]; Stubbornness [-5]; Workaholic [-5].

Quirks: Always wears his mail shirt; Doesn't

like games; Iron-fisted; Wants to please his father [-4].

Skills: Administration-12 [4]; Agronomy-11 [2]; Area Knowledge (Count of Anjou's manors)-12 [2]; Diplomacy-10 [2]; Knife-12 [2]; Law-11 [4]; Leadership-11 [2]; Riding (horse)-11 [2]; Savoir-Faire (Servant)-13 [4]; Scrounging-12 [2].

Languages: Old French (native)-11 [0].

Equipment: Knife, mail shirt, pants, staff.

Drogo runs the household and manors of the Count of Anjou. He travels about the estates directing and administering the planting, the harvest and the storage of food, and he sometimes deals with legal issues. Over the years, Drogo has made some important contacts who allow him to provide the count with good advice and rare goods. Although he has earned a reputation for being strict and miserly, Drogo is fair, and the household respects him as a hard worker. To Drogo's chagrin, he has never learned to read, and his reliance on clerics to help keep records has become a bone of contention as the count has butted heads with the local bishop on a few occasions.

Masseur

Most human cultures practice some form of massage. This systematic manipulation of the body has proven healthful and pleasurable in many places and times. The social role of the masseur, however, varies widely, from doctor to prostitute.

Design Notes

Attributes: Although massage is a physical art, the masseur must also master technique and theory. We choose DX and IQ 11.

Advantages: Massage demands fine motor skills (Double-Jointed, Manual Dexterity) and endurance to work physically while concentrating mentally for hours on end (Extra Fatigue, Fit, Single-Minded). Masseurs benefit from an attunement to clients (Empathy, Sensitive).

Disadvantages: Masseurs often have a commitment to others' well-being (Sense of Duty, Pacifism, Charitable, Selfless, Chummy). In some places, they are poorly-paid and not respected (Struggling, Reputation).

Primary Skills: All masseurs have basic massage skills (Massage, Physiology).

Secondary Skills: Cultures have different views of massage, but most approaches are covered by one of three paradigms: massage as medicine, massage as personal service and massage as sex work. We provide skill sets for each of these.



Background Skills: Traveling masseurs may learn Area Knowledge and Hiking in their travels. Masseurs may also learn to read body language through their work. Some massage techniques are based in esoteric teachings; masseurs from these traditions may have skill in Meditation or Philosophy.

Masseur [20 points]

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

Advantages: A total of 15 points chosen from: Double-Jointed [5]; Empathy or Sensitive [15 or 5]; Extra Fatigue [3/level]; Fit or Very Fit [5 or 15]; Manual Dexterity [3/level]; Reputation [varies] and Single-Minded [5].

Disadvantages: A total of -30 points chosen from: Charitable [-15]; Chummy or Gregarious [-5 or -10]; Pacifism [-15 or -30]; Poverty [varies]; Reputation [varies]; Selfless [-10]; Sense of Duty [-5 to -20] and Social Disease [-5].

Primary Skills: Professional Skill (Massage) (P/A) DX+I [4]-12 and Physiology (any) (M/VH) IQ-I [2]-9.

Secondary Skills: Courtesan (M/A) IQ [2]-11; Sex Appeal (M/A; HT) HT-I [1]-9 and Erotic Art (P/H) DX-I [2]-10 or Botany (M/H) IQ-I [2]-10; Diagnosis/TL (M/H) IQ-2 [1]-9 and Herbalist/TL (M/H) IQ-I [2]-10 or Politics (M/A) IQ-I [1]-10; Poisons (M/H) IQ-I [2]-10 and Savoir-Faire (Servant) (M/E) IQ+I [2]-12.

Background Skills: A total of 4 points in any of: Body Language (M/H); Detect Lies (M/H); Diplomacy (M/H); Hiking (P/A; HT); Meditation (M/H); Philosophy (any) (M/H) and Psychology (M/H).

Customization Notes

• **Cinematic Lens:** [25 points]: Some people ascribe almost mystical potency to massage techniques. Raise IQ to 12 [10], Professional Skill (Massage) to 13 [+2]. Add Chi Treatment (M/H) IQ [4]-12; Muscle Reading (M/VH) IQ-2 [2]-10; Pressure Points (M/H) IQ-2 [1]-10 and Yin/Yang Healing (M/H) IQ+I [4]-13 to Secondary Skills. Change Meditation to the cinematic M/VH skill in Background Skills.

• In Japan, masseurs are traditionally blind. In India, masseurs are often eunuchs.

— Michael Suileabbain-Wilson

GURPS Greece

Thrasylbulus (20 points)

Age 44; 5'4", 125 lbs; a sallow Greek man with short-cropped black hair and a neatly-trimmed beard, wearing a fresh chiton.

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

Basic Speed 5.25; Move 5.

Dodge 5.

Advantages: Fit [5]; Manual Dexterity +2 [6]; Sensitive [5].

Disadvantages: Chummy [-5]; Pacifism (cannot kill) [-15]; Sense of Duty (to sick and injured) [-10].

Quirks: Insists on discussing philosophy with clients [-1].

Skills: Botany/TLI-10 [2]; Detect Lies-9 [1]; Diagnosis/TLI-9 [1]; Diplomacy-10 [2];

Herbalist/TLI-10 [2]; Professional Skill (Massage)-14* [4]; Philosophy (Pythagorean)-9 [1]; Physiology/TLI-9 [2].

*Includes +2 from Manual Dexterity.

Languages: Greek (native)-11 [0].

Equipment: Herbs and aromatic oils, Pythagorean texts.

Thrasylbulus is a Syracusan physician dedicated to the art of massage. He believes firmly in what Hippocrates said, "The physician must be acquainted with many things but assuredly with anatripsis (massage) . . . for rubbing can bind a joint that is too loose, or loosen a joint that is too hard." Many of Syracuse's substantial citizens call on him when ailing, though his tendency to wax eloquent on matters of life, truth, and meaning throughout his treatments taxes the patience of some.

Merchant

Between those who make things and those who use them are the merchants. Such middlemen are relatively rare; most people sell directly to consumers. Merchants usually aren't well-liked; they produce nothing material themselves and are at least potentially dishonest (they are sometimes even prohibited from holding public offices restricted to "honest" men!). However, merchants are unparalleled in their ability to make money, associating them with the rich and powerful. A wealthy man might employ or finance a merchant to the mutual advantage of both; each makes money, and the financier avoids the dirty business of commerce.

Although they might maintain a presence at home, merchants travel more than most, as their function is to go where goods are and take them where they *aren't*. Most travel between a handful of cities, but a few travel vast distances.

Design Notes

Attributes: A merchant should be at least a little smarter than average, so we raise IQ to 11.



Advantages: Merchants are usually literate (contracts are among the earliest written documents), and they benefit from prominent associations or personal wealth.

Disadvantages: On the other hand, a merchant may be distrusted by his society or fall victim to his own greed.

Primary Skills: A merchant must, first and foremost, be able to trade goods, so Merchant is required.

Secondary Skills: He must also be able to run a small organization and deal with different types of people.

Background Skills: Depending on his training, a merchant may have some small abilities as a shipper, a politician or a craftsman, and he may know something about foreign lands.

Ancient Akkad

Eshki of Nuzi (25 points)

Age 33; a thin, dark-skinned man with a braided beard.

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

Basic Speed 5; Move 5.

Dodge 5.

Advantages: Comfortable [10]; Literacy [10]; Patron (queen, 6-) [10].

Disadvantages: Greed [-15]; Reputation -2 (dishonest) [-10]; Sense of Duty (queen of Nuzi) [-5].

Quirks: Boastful; Claims to have visited Egypt; Feigns injury to get out of packing duties; Plays the flute despite no musical ability; Quick with a grin [-5].

Skills: Accounting-10 [2]; Animal Handling-12 [6]; Area Knowledge (Anatolia)-11 [2]; Fast-Talk-12 [4]; Merchant-12 [4]; Packing-9 [1]; Teamster (oxen)-11 [2].

Languages: Akkadian (native)-10 [0].

Equipment: Seals, small knife.

Eshki thinks of himself as a man who is going places. The son of an ox-driver, he spent his early years traveling in caravans from his home in northern Mesopotamia to the distant lands of southern Anatolia. He acquired a talent for separating people from their gold and silver, and so became a merchant in the employ of the queen of Nuzi. Eshki now leads the caravans he once accompanied as a packer and driver. While he serves his queen loyally, he is more concerned with the percentage of profit he gets to keep. He has a real passion for bartering and is happiest when he is using his considerable abilities to make a profit.

Merchant [30 points]

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

Advantages: Literacy [10] and a total of 10 points chosen from: Ally Group [varies]; Contacts [varies]; Merchant Rank [5/level]; Patron [varies] and Wealth [varies].

Disadvantages: A total of -15 points chosen from: Code of Honor (merchant) [-5]; Greed [-15]; Miserliness [-10]; Reputation [varies] and Social Stigma [varies].

Primary Skills: Cyphering (M/E) IQ+1 [2]-12 and Merchant (M/A) [4] IQ+I-12.

Secondary Skills: A total of 5 points in any of: Abacus (M/A); Accounting (M/H); Administration (M/A); Carousing (P/A; HT); Fast-Talk (M/A); Savoir-Faire (M/E) and Streetwise (M/A).

Background Skills: A total of 4 points in any of: Area Knowledge (any) (M/E); any Craft Skill (varies); Economics (M/H); Law (M/H); Packing (M/H); Politics (M/A); Professional Skill (Finance) (M/H); Seamanship/TL (M/E) and Teamster (any) (M/A).

Customization Notes

- A successful merchant might start taking on skills and advantages listed in the Feudal Nobleman template (p. 47).
- Realistically, Market Analysis (see *GURPS Traveller: Far Trader* p. 100) does not become available until TL4. It may be available to merchants in a cinematic game, at the GM's option.

— Matt Riggsby

Messenger

Messenger [25 points]

Every culture employs messengers to bear news, orders, and mail across country. Depending on the culture, messengers might travel day and night (using the sun and the stars to navigate), or they might stick to day travel (covering roughly 35 miles per day if on horseback). The messages they carry vary from simple news carried from town to town to personal letters or official decrees. Even when carrying messages between enemies, messengers are specially protected from attack by law. Nevertheless, their job can be hazardous, and they are usually armed – some even possess powers of arrest.



Design Notes

Attributes: Messengers must be fit, so we raise HT to II.

Advantages: Legal Immunity represents the protected legal status of messengers. Animal Empathy helps when handling mounts, while Absolute Direction and Fit assist while traveling. Some messengers have Legal Enforcement Powers, and some are literate to various degrees.

Disadvantages: Duty represents potentially dangerous travel. Their legal status might cause Overconfidence. Honesty and Truthfulness are desirable in messengers. Carousers or loners might enjoy the traveling lifestyle.

Primary Skills: Area Knowledge of their route is essential to messengers. We offer several skills representing various means by which messengers might travel.

Secondary Skills: An assortment of weapon skills allow messengers to defend themselves on the road. Navigation is useful if traveling off-road by night.

Background Skills: Animal and survival skills come in handy if crossing wilderness. Crying news to the public uses Bard skill. Dealing with nobles is aided by Heraldry and Savoir-Faire.

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

Advantages: Legal Immunity [5] and a total of 10 points chosen from: Absolute Direction [5]; Animal Empathy [5]; Claim to Hospitality [1 to 10]; Fit [5]; Legal Enforcement Powers [varies]; and Literacy or Semi-Literacy [10 or 5].

Disadvantages: Duty (to employer, 12-) [-10]; and a total of -10 points chosen from: Compulsive Carousing [-5]; Honesty [-10]; Loner or Uncongenial [-5 or -1]; Overconfidence [-10]; Sense of Duty [varies]; and Truthfulness [-5].

Primary Skills: Area Knowledge (any) (M/E) IQ+1 [2]-11 and *one* of: Boating (P/A) DX+2 [8]-12; Hiking (P/A; HT) HT+2 [8]-13;

Riding (any) (P/A) DX+2 [8]-12; Running (P/H; HT) HT+1 [8]-12; Skiing (P/H) DX+1 [8]-11; or Teamster (any) (M/A) IQ+3 [8]-13*.

* Requires Animal Handling.

Secondary Skills: A total of 6 points in any of: Broadsword (P/A); Knife (P/E); Navigation/TL (M/H); Orienteering/TL (M/A); Shortsword (P/A); Staff (P/H); and further Primary Skills.

Background Skills: A total of 4 points in any of: Animal Handling (M/H); Bard (M/A); First Aid/TL (M/E); Heraldry (M/A); Savoir-Faire (M/E); Survival (any) (M/A); Veterinary/TL (M/H); and further Secondary Skills.

Customization Notes

- Additional points might be spent on raising Fit to Very Fit.

– David Morgan-Mar

GURPS Vikings

Skuli the Swift (25 points)

Age 26; 5'8", 152 lbs.; a dark-blond Viking with a full beard and a battle scar on his right forearm, dressed in typical farming clothes.

ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT II [10].

Basic Speed 5.25; Move 5.

Dodge 5.

Advantages: Absolute Direction [5]; Fit [5]; Legal Immunity [5]; Reputation +1 (trustworthy messenger) [5].

Disadvantages: Code of Honor (Viking) [-10]; Duty (to liege and kin, 12-) [-10]; Overconfidence [-10].

Quirks: Ashamed he may be a coward; Curses Loki's name when angry; Dislikes axes; Enjoys skiing through the forest; Tries to avoid

fight [5].

Skills: Area Knowledge (Cambridge)-II [2]; Bard-9 [1]; Boating-10 [2]; Brawling-II [2]; Broadsword-II [4]; Games (Hnefatafl)-10 [1]; Knife-10 [1]; Navigation/TL3-9 [2]; Shield-12 [4]; Skiing-II [8]; Survival (Forest)-10 [2].

Languages: Old Norse (native)-10 [0]; Anglo-Saxon-9 [1].

Equipment: Sword; shield; knife; skis.

Though Skuli is technically a farmer by trade, he enjoys nothing more than skiing. Because of this, his jarl has employed him several times to deliver messages to nearby villages, which has earned him a reputation as a good courier. Although not a strong fighter, he has the usual Viking combat training, which saved him once when he was attacked by an axe-wielding hunter from a rival village. He would rather avoid fighting, so he uses his messenger duties to get out of combat situations without alerting people to what he fears is shameful cowardice.

Midwife

Childbirth is especially dangerous for women in pre-industrial societies, so midwives have always been important. Midwives are usually women, and the traditional archetype presents them as wise and generous crones, often possessed of semi-magical skills.

Design Notes

Attributes: Midwifery requires both knowledge and wisdom, so we raise IQ to 11.

Advantages: We choose advantages that reflect the esteem in which good midwives are often held (Reputation), the caring nature of their profession (Pious, Sensitive), talent (Manual Dexterity) and wisdom (Common Sense, Strong Will).

Disadvantages: We provide disadvantages that emphasize the role as healer and reflect the “mysterious old woman” archetype. Midwives may be low-status servants or even slaves.

Primary Skills: Midwives must have a good knowledge of childbirth (an optional specialization of Herbalist) and must be able to calm a woman in labor.

Secondary Skills: We provide a range of other medical and medical-related skills. Performance/Ritual allows the midwife to perform any necessary religious rites over a newborn and Childcare lets her care for it.

Background Skills: We provide general skills that a servant or “wise woman” might possess.

Midwife [15 points]

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

Advantages: A total of 10 points chosen from: Common Sense [10]; Disease-Resistant [5]; Literacy or Semi-Literacy [10 or 5]; Manual Dexterity [3/level]; Pious [5]; Reputation [varies];

Sanctity [5]; Sensitive [5] and Strong Will [4/level].

Disadvantages: Social Stigma (Second-Class Citizen) [-5] and -15 points chosen from: Age [-3/level]; Appearance [varies]; Cannot Harm Innocents [-10]; Charitable [-15]; Humble or Selfless [-1 or -5]; Pacifism [varies]; Poverty [varies]; Reputation (witch) [varies]; Sense of Duty [varies]; further Social Stigma [varies]; Status [-5/level] and Stubbornness [-5].

Primary Skills: Fast-Talk (M/A) IQ [2]-11 and Herbalist (childbirth)/TL (M/H) IQ-3 [I/2]-7/13.

Secondary Skills: A total of 7 points in any of: Childcare (M/E); Diagnosis/TL (M/H); First Aid/TL (M/E); Herbarium/TL (M/VH); Performance/Ritual (any) (M/A); Physiology (any)/TL (M/VH); Psychology (M/H) and Surgery/TL (M/VH).

Background Skills: 5 I/2 points chosen from: Area Knowledge (any) (M/E); Cooking (M/E); Fortune-Telling (M/A); Naturalist (M/H); Occultism (M/A); Poisons (M/H); Savoir-Faire (Servant) (M/E); Sewing (P/E); Spinning (P/E); Veterinary/TL (M/H); Weather Sense/TL (M/A) and Weaving (P/E).



GURPS Fantasy

Petunia Gribble (25 points)

Age 55; 3'10", 120 lbs.; a somewhat wizened halfling woman with long gray hair, blue eyes and a stooped gait.

ST 7 [0]; DX 10 [-10]; IQ 11 [10]; HT 11 [0].

Basic Speed 5.25; Move 4.

Dodge 4.

Advantages: Bow +2 [-]; Common Sense [10]; Reputation +1 (good neighbor) [-]; Silence I [-]; Sling +2 [-]; Throwing +2 [-].

Disadvantages: Age (55) [-15]; Code of Honor (hospitality) [-]; Gluttony [-]; Reduced Move (running) -1 [-].

Quirks: Dislikes traveling by water; Dislikes working with men; Inclined towards pagan beliefs; Scrupulously clean; Sees no value in literacy [-4].

Skills: Area Knowledge (Teridar)-10 [I/2]; Diagnosis/TL3-10 [2]; Fast-Talk-13 [6]; First Aid/TL3-12 [2]; Herbalist (childbirth)/TL3-9/15 [2]; Naturalist-8 [I/2]; Occultism-9 [I/2]; Physiology (halfling)/TL3-9 [2]; Psychology-12 [6]; Sewing-9 [I/2]; Stealth-11 [-]; Veterinary/TL3-10 [2].

Languages: English (native)-10 [0].

Equipment: Soothing compresses and balms.

Petunia has served as a midwife in the Megalan city or Teridar for more years than most people can remember. She works mainly amongst the common people, demanded as much by human women as by her fellow halflings. Despite her idiosyncrasies, her community (a great portion of which she helped bring into the world) loves her. She is a spinster with no children of her own, but she loves to spend time with the toddlers of her clients and neighbors.

Customization Notes

- To depict a midwife with magical knowledge, add skills such as Hidden Lore (M/VH) and Ritual Magic (M/VH) to Secondary Skills, or consult the Diviner template (p. 44) as a guideline.
- Many pre-industrial “midwives” in fact treated women for the full range of medical conditions, while male doctors dealt only with male patients. For this sort of midwife, use the Physician template (p. 87).

— Jamie Revell



While others may grind their own grain, millers do it professionally in a mill and run their own operation.

Design Notes

Attributes: All are left at 10.

Advantages: Millers might be wealthy or respected, and they can make powerful connections. Mills can be dangerous, so Common Sense and Alertness are appropriate.

Disadvantages: Millers might have a Social Stigma or a Duty to an unpopular patron. They might follow professional ethics, feel a Sense of Duty to an employer or community, or suffer disadvantages prevalent among working men. They are often reputed to be greedy, especially when they have a monopoly on milling.

Primary Skills: Milling is a required skill.

Secondary Skills: Some skills allow for repairing or building mills. Fast-Talk, Savoir-Faire and Diplomacy let millers deal with customers. Other skills help sell grain, run a business or represent crafts performed in mills.

Background Skills: Some skills are common among peasants or represent other trades performed in a mill. Unscrupulous millers might steal grain or flour from their customers. Even genteel millers might have a few less genteel skills!

Miller [25 points]

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

Advantages: A total of 15 points chosen from: +1 or +2 to ST or IQ [10 or 15]; Alertness [5/level]; Common Sense [10]; Contacts [varies]; Favors [varies]; Literacy or Semi-Literacy [10 or 5]; Patron [varies]; Reputation [varies] and Wealth [varies].

Disadvantages: A total of -15 points chosen from: -1 to DX or HT [-10]; Age [-3/year]; Alcoholism [varies]; Bad Temper [-10]; Code of Honor [-5 to -15]; Duty [varies]; Fat or Overweight [-10, -20 or -5]; Greed [-15]; Honesty [-10]; Jealousy [-10]; Miserliness [-10]; Odious Personal Habits [-5 to -15]; Reputation [varies]; Sense of Duty [varies] and Stubbornness [-5].

Primary Skills: Milling (M/A) IQ+2 [6].

Secondary Skills: A total of 5 points in any of: Accounting (M/A); Administration (M/A); Animal Handling (M/H); Carpentry (M/E); Cyphering (M/E); Diplomacy (M/H); Fast-Talk (M/A); Mechanic (Millwork)/TL (M/A); Merchant (M/A); Packing (M/H); Savoir-Faire (M/E); Teamster (any) (M/A) and Thatching (M/E).

Background Skills: A total of 4 points in any of: Agronomy/TL (M/A); Armoury/TL (M/H); Blacksmith/TL (M/A); Boating

(P/A); Carousing (P/A HT); any Combat/Weapon Skill (varies); Craft (Fulling) (M/E); Distilling (M/A); Filch (P/A); Hiking (P/A; HT); Holdout (M/A); Leadership (M/A); Metallurgy/TL (M/H); Riding (any) (P/A); Scrounging (M/E); Sex Appeal (M/A; HT); Sleight of Hand (P/H); Streetwise (M/A); Survival (any) (M/A); Swimming (P/E) and Weather Sense/TL (M/A).

Customization Notes

- Millers generally have no more than a level of Wealth or Status.
- In animal- or slave-powered mills, millers have either Leadership or Animal Handling. In water- or windmills, millers have Mechanic, Weather Sense and possibly Swimming or Boating.
- Industrial mill owners combine this template with the Armorer (p. 14), Artisan (p. 15) or Smith (p. 102).

— Thomas Barnes

GURPS Middle Ages I

Walter le Miller (25 points)

Age 47; 5'8", 170 lbs.; an overweight man with brown eyes and gray hair, dressed in dusty clothes.

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

Basic Speed 5; Move 5.

Dodge 5.

Advantages: Literacy [10].

Disadvantages: Code of Honor (Merchant's) [-5]; Duty (to lord, 9-)[-5]; Honesty [-10]; Miserliness [-10]; Overweight [-5].

Quirks: Claims his miserliness is religious; Pious; Simple; Tired of war; Whistles while he works [-5].

Skills: Accounting [1/2]-9; Agronomy/TL3 [1/2]-10; Animal Handling [4]-12; Area Knowledge (village) [1]-12; Boating [1]-9; Bow [1]-8; Carpentry [1/2]-11; Cyphering [4]-14; First Aid/TL3 [1/2]-11; Knife [1/2]-9; Holdout [1/2]-10; Leadership [1/2]-10; Mechanic (millwork)/TL3 [2]-12; Merchant [6]-14; Professional Skill (Miller) [6]-14; Riding (donkey) [1]-10; Savoir-Faire [1]-12; Staff [1]-8; Streetwise [1/2]-10; Survival (woodlands) [1]-11; Swimming [1]-10; Teamster (donkeys) [1/2]-10; Weather Sense/TL3 [1/2]-10.

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

Equipment: Leather apron, tools.

Walter's mill sits on a river separating the territory of rival barons. The fords are closely watched, so Walter's lord has coerced him into using his mill as a safehouse for spies waiting for the morning ferryman. Walter has learned more than he ever wanted to know about running a safehouse. The war has been ruinous and he just wants it to end.

Miner

Mines are obviously vital as a source of metal, but they can also provide coal, salt and vermilion, and even the most primitive cultures benefit from flint quarries. Mining is a hazardous and laborious profession, and miners may be anything from skilled artificers to lowly slaves and prison gangs.

Design Notes

Attributes: Mining is arduous and physically demanding, so we raise both ST and HT to 11.

Advantages: We supply a range of advantages that reflect physical fitness or make it easier to survive in the often deadly environment of pre-industrial mines.

Disadvantages: In most cultures, miners are underpaid, low-status members of society or even criminals or prisoners of war (Reputation or Social Stigma). They do, however, tend to support their fellows in times of danger (Chummy, Code of Honor).

Primary Skills: Miners must be able to climb through vertical shafts and move heavy loads of ore or buckets of seepage water.

Secondary Skills: Miners have to operate and repair machinery for load lifting, ore preparation and water drainage (Carpentry, Mechanic, Woodworking), survive in remote locations (Survival) and handle pack animals (Animal Handling, Packing). Many also have knowledge of the theo-

ry behind mining (Geology, Prospecting). Stone quarrymen need Masonry.

Background Skills: We provide skills that allow miners to repair their own tools and equipment or reflect the rough-and-tumble life of a mining camp.



Miner [30 points]

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

Advantages: A total of 10 points chosen from: Alertness [5/level]; Common Sense [10]; Cool or Composed [1 or 5]; Fit [5]; Literacy or Semi-Literacy [10 or 5]; Night Vision [10]; Rapid Healing [5]; Resistant to Poison [5]; Strong Will [4/level] and Toughness [varies].

Disadvantages: A total of -15 points chosen from: Chummy or Gregarious [-5 or -10]; Code of Honor (any) [-5 to -15]; Duty [varies]; Hidebound [-5]; Poverty [varies]; Reputation [varies]; Social Stigma [varies] and Status [-5/level].

Primary Skills: Climbing (P/A) DX+I [4]-II and Lifting (P/H; ST) [4]-II.

Secondary Skills: A total of 4 points in any of: Animal Handling (M/H); Carpentry (M/E); Geology/TL (M/H); Masonry (P/E); Mechanic (mining machinery)/TL (M/A); Packing (M/A); Prospecting (M/A); Survival (any) (M/A) and Woodworking (P/A).

Background Skills: A total of 3 points in any of: Axe/Mace (P/A); Blacksmith/TL (M/A); Brawling (P/E); Carousing (P/A; HT); Engineer (mining)/TL (M/H); First Aid/TL (M/E); Leatherworking (M/E) and Metallurgy/TL (M/H).

Customization Notes

- Miners built on more points are still fairly reasonable; many miners have skills at I2 or more in Climbing, Lifting and Prospecting, for example. Danger Sense [15] and Very Fit [15] are useful if more points are available.
- On the other hand, fewer points are appropriate for slave miners. Such characters have fewer technical skills and likely suffer Poverty, Social Stigma or Reputation (convicted criminal or war prisoner) and Status of up to -4.

— Jamie Revell

GURPS Fantasy

Goran Khazakul (70 points)

Age 59; 4'4", 270 lbs.; a heavily built, young dwarven man with brown hair, dressed in a plain tunic, usually carrying a heavy hammer.

ST 13/15 [10]; DX 10 [0]; IQ 10 [0]; HT 11 [10].

Basic Speed 5.25; Move 4.
Dodge 4.

Advantages: Alertness +I [5]; DR I [-]; Craft Skills +3 [-]; Extended Lifespan I [-]; Extra Encumbrance [-]; Fit [5]; Hard to Kill +I [-]; Longevity [-].

Disadvantages: Chummy [-5]; Greed [-]; Miserliness [-]; Reduced Move -I [-]; Struggling [-10].

Quirks: Dislikes Orcs; Doesn't miss being around women; Never shaves beard; Superstitious; Suspicious of Elves and Goblins [-2].

Skills: Axe/Mace-II [0]; Brawling-I0 [1]; Carousing-I2 [4]; Carpentry-I3 [1]; Climbing-II [3 1/2]; Geology/TL3-9 [2]; Lifting-I3 [4]; Mechanic (mining)/TL3-II [1/2]; Merchant-I0 [0]; Metallurgy/TL3-8 [1].

Languages: Dwarvish (native)-I0 [0].

Equipment: Set of hammers, pick, chisels and wedges, shovel, lamp.

Goran works at a remote dwarven silver mine where he helps maintain the pumps and winches in addition to cutting the metal nuggets from the rock face. He is unusually congenial for a dwarf, and he likes to spend his free time drinking with his buddies. He is generally suspicious of strangers, however, especially if he thinks they might be looters after his silver . . .

Minstrel

Minstrels provide musical entertainment and often compose their own music and lyrics. They help keep their civilization's culture alive when few people can read. Traveling minstrels also spread news and new ideas. Ballads often portray minstrels as romantic, wandering, likeable rogues – of course, they write the ballads themselves!

Design Notes

Attributes: Minstrels need HT II for singing and playing wind instruments.

Advantages: Minstrels rely on fame and protectors (Reputation, Patron). Some of them are especially gifted (Musical Ability, Voice). Personal charm (Appearance, Charisma) contributes to their success. Some cultures grant minstrels Bardic Immunity.

Disadvantages: Minstrels enjoy company and the limelight (Chummy, Glory Hound). They tend nevertheless to be individualistic or eccentric (Delusion, Extravagance, Overconfidence, Selfish, Self-Centered) and prone to excesses (Alcoholism, Compulsive Carousing, Lecherousness) and a troubled life (Enemy, Impulsiveness, Jealousy, Poverty). Compulsive Behavior (satirizing) and Truthfulness can make life interesting.

Primary Skills: A minstrel needs to be able to play an instrument and sing. Bard, Bardic Lore, Performance and Poetry round him out.

Secondary Skills: Minstrels may compose their own music (Musical Composition, Musical Notation). They are often accomplished in several instruments and may know foreign languages. Minstrels often know their culture's literary heritage (Literature, Oral Literature).

Background Skills: Minstrels are social animals (Carousing, Savoir-Faire, Sex-Appeal). If they are wanderers they know how to take care of themselves (Area Knowledge, Hiking or Riding, Survival).

Minstrel [25 points]



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

Advantages: A total of 15 points chosen from: Appearance [varies]; Bardic Immunity [10]; Charisma [5/level]; Language Talent [2/level]; Literacy or Semi-Literacy [10 or 5]; Musical Ability [1/level]; Patron [varies]; Reputation [varies]; Versatile [5] and Voice [10].

Disadvantages: A total of -25 points chosen from: Alcoholism [-15 or -20]; Chummy [-5]; Compulsive Behavior (satirizing) [-5]; Compulsive Carousing [-5]; Delusion [-1 to -15]; Enemy [varies]; Extravagance [-10]; Glory Hound or Overconfidence [-15 or -10]; Impulsiveness [-10]; Jealousy [-10]; Lecherousness [-15]; Poverty [varies]; Self-Centered or Selfish [-10 or -5]; Status [-5/level] and Truthfulness [-5].

Primary Skills: Musical Instrument (any) (M/H) IQ+2 [8]-12, Singing (P/E; HT) HT+1 [2]-12, and a total of 4 points in any of: Bard (M/A), Bardic Lore (M/H); Performance (M/A) and Poetry (M/A).

Secondary Skills: A total of 6 points in any of: Dancing (P/A); Languages (varies); Literature (M/H) or Oral Literature (M/H); Musical Composition (M/H); another Musical Instrument (M/H) and Musical Notation (M/E).

Background Skills: A total of 5 points in any of: Area Knowledge (M/E); Carousing (P/A; HT); Fast-Talk (M/A); Hiking (P/A; HT); Riding (any) (P/A); Savoir-Faire (M/E); Sex-Appeal (M/A; HT); Streetwise (M/A) and Survival (any) (M/A).

Customization Notes

- Musical Ability is not mandatory, but it's very common among minstrels.
- Any secondary musical instrument should be rather different from the primary one; for similar instruments, the minstrel can rely on defaults.

– Michele Armellini

Medieval Italy

Pinuccio Mercanti (20 points)

Age 24; 5'9", 145 lbs.; a tall, pale young man with long unkempt brown hair and intent hazelnut eyes, wearing colorful attire.

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

Basic Speed 5.25; Move 5.

Dodge 5.

Advantages: Charisma +1 [5]; Musical Ability +3 [3]; Patron (Conte Malatesta, 6-) [5]; Voice [10].

Disadvantages: Compulsive Carousing [-5]; Impulsiveness [-10]; Lecherousness [-15].

Quirks: Attracted to noble girls; Loves Provençal authors; Never

seen without his lute; Slightly lazy; Somewhat vain [-5].

Skills: Area Knowledge(Florence)-11 [1]; Bard-12 [1]; Carousing-11 [2]; Dancing-11 [4]; Literature (Provençal poetry)-8/14 [1]; Musical Instrument (Lute)-15 [6]; Musical Instrument (Pipe)-12 [1]; Poetry-11 [2]; Sex-Appeal-12 [1]; Savoir-Faire-12 [1/2]; Singing-15 [1/2].

Languages: Tuscan Italian (native)-11 [0]; Provençal-11 [2].

Equipment: His beloved lute.

Pinuccio is a member of the Malatesta household; he entertains the family and guests. He's gifted and knows it; his talent earned him a comfortable position and a chance to frequent feasts and banquets and to meet higher-class people. Unfortunately he's a commoner, and all those noble girls are already betrothed! For now, he only flirts with them and makes love to the housemaids; but sooner or later he may end up in trouble . . .

Monk

Monks are part of many religious traditions, and many people retire to or spend part of life in a monastery. Monks can be warrior knights, martial artists, mendicant preachers or cloistered healers sworn to silence.

Design Notes

Attributes: Contemplation grants IQ II.

Advantages: Literacy and Reputation are common. Monks can expect hospitality. Survival-related advantages aid mendicants and ascetics; others reflect contemplation or proselytizing. Abbots have Religious Rank.

Disadvantages: Monks swear vows, disciplines and duties. “Good” disadvantages occur, as do Fanaticism and Intolerance. Sequestered lifestyles lead to social disadvantages.

Primary Skills: These vary by order.

Secondary Skills: Monks preach, sing, speak religious languages or practice craft or academic skills.

Background Skills: Monks might practice trades before entering holy orders. Some pursue community involvement.



Singing (P/E; HT); Languages (varies); Meditation (M/H) and Musical Instrument (any) (M/H).

Secondary Skills: A total of 5 points in any of: Agronomy/TL (M/A); Animal Handling (M/H); Area Knowledge (any) (M/E); Bard (M/A); Calligraphy (P/A); Hiking (P/A; HT); Panhandling (M/E); Riding (any) (P/A); Teaching (M/A); Teamster (any) (M/A); Writing (M/A) and further Primary Skills.

Background Skills: A total of 5 points in any of: Accounting (M/H); Astronomy/TL (M/H); Cyphering (M/E); Diplomacy (M/H); Fast Talk (M/A); Fishing (M/E); Herbalist/TL (M/H); Law (M/H); Naturalist (M/H); Politics (M/A); Savoir-Faire (M/E); Survival (any) (M/A) and further Primary and Secondary Skills.

Customization Notes

- Few people are raised monks; choose Background Skills from another template – particularly Feudal Nobleman (p. 47), Scholar (p. 99), Scrivener (p. 100) and Martial Artist (p. WA88) – for someone who started out in another profession. Solitary monks are hermits (p. 56).
- Skills vary by order. Nuns might have Singing, while Inquisitors have Detect Lies and Interrogation. Mendicants have Panhandling and Survival. An abbot might have Administration and Politics.

Monk [30 points]

– Thomas Barnes

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

Advantages: A total of 15 points chosen from: Ally Group [varies]; Autotrance [5]; Charisma [5/level]; Claim to Hospitality [I to 10]; Common Sense [10]; Disease-Resistant or Immunity to Disease [5 or 10]; Empathy or Sensitive [15 or 5]; High Pain Threshold [10]; Higher Purpose [5]; Intuition [15]; Legal Immunity [varies]; Less Sleep [3/level]; Literacy or Semi-Literacy [10 or 5]; Patron [varies]; Pious [5]; Pitiable [5]; Rapid Healing [5]; Religious Rank [5/level]; Reputation [varies]; Sanctity [5]; Status [5/level]; Strong Will [4/level] and Voice [10].

Disadvantages: A total of -15 points chosen from: Disciplines of Faith [varies] and Vows [-I to -15] and -15 points chosen from Charitable [-15]; Clueless [-10]; Compulsive Behavior [-5 to -15]; Duty [varies]; Fanaticism [-15]; Gullibility [-10]; Hidebound or Obdurate [-5 or -10]; Honesty [-10]; Intolerance [-5 or -10]; Oblivious [-3]; Pacifism [-15 or -30]; Poverty [varies]; Sense of Duty [-5 to -20]; Shyness [-5 to -15]; Skinny [-10 points]; Stubbornness [-5]; Truthfulness [-5] and Unfit [-5].

Primary Skills: A total of 5 points in any of: Administration (M/A); any Artistic, Craft, Knowledge, Medical or Scientific Skill (varies); Theology (M/H);

Medieval Italy

Fra Guido (30 points)

Age 45; 5'5", 150 lbs.; a stocky, tonsured Italian wearing a cord-belted robe.

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

Basic Speed 5.25; Move 5.

Dodge 5.

Advantages: Animal Empathy [5]; Charisma +I [5]; Claim to Hospitality (fellow monks) [5]; Reputation +2 (holy man, among Christians) [5]; Sanctity [5].

Disadvantages: Disciplines of Faith (asceticism) [-10]; Dead Broke [-15]; Honesty [-10]; Reputation -2 (bad-tempered miser, 7-) [-2].

Quirks: Claims he's fat; Jovial; Talks to animals; Tells stories about Francis; Wishes he could read [-5].

Skills: Agronomy/TL3-12 [2]; Animal Handling-12 [1]; Area Knowledge (Italy)-12 [1]; Bard-12 [1]; Cyphering-11 [1/2]; Distilling-12 [1]; Merchant-12 [2]; Panhandling-11 [1/2]; Savoir Faire-12 [1/2]; Singing-8 [1/2]; Staff-8 [1]; Survival (Hills)-11 [1]; Teamster-14 [2]; Theology-10 [2].

Languages: Roman Italian (native)-11 [0].

Equipment: Staff.

While traveling to Assisi, Guido encountered St. Francis, experienced an epiphany and joined his order. He's returned home to improve the spiritual lot of his neighbors, and his demeanor shocks those who remember him as a tight-fisted haggler. Some doubt his sincerity, but Guido never lacks for food and shelter.

Mortician

Morticians treat dead bodies to prevent decay, for religious reasons or for sanitation. By performing necessary funeral rituals and arrangements, they free the family of the deceased to mourn. Morticians often hold positions of respect within their communities, because they provide an invaluable service to both the living *and* the deceased.

Design Notes

Attributes: A good memory helps, but only average intellect is required.

Advantages: Undertakers may enjoy the respect of their community (Clerical Investment, Status, Reputation) or acquire considerable Wealth. Literacy is helpful, especially in cultures where prayers must be learned. When preparing a body is a religious rite, they may have Pious, Religious Rank or Sanctity. Immunity to Disease is helpful when preparing victims of illness.

Disadvantages: Some cultures view morticians as ritually unclean (Reputation) and may reserve such positions for a specific caste (Social Stigma). Undertakers might feel obligated to help the families of the deceased or the spirits of the dead (Sense of Duty); in some societies, they may be *required* to (Duty). They may become obsessive (Workaholic), and smelly chemicals can cause Bad Smell. Little contact with the living causes social handicaps.

Primary Skills: Morticians must treat or preserve the dead in a culturally or religiously acceptable way, so Mortician (with a mandatory specialization by religion or culture) is required.

Secondary Skills: Morticians often need skills to produce and decorate burial wrappings. Astrology or Naturalist may be needed to auspiciously time rituals.

Background Skills: Morticians may learn rudimentary Physiology and religious skills. They may build coffins, sarcophagi and other burial items. Savoir-Faire helps deal with the bereaved.

Mortician
[10 points]

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

Advantages: A total of 10 points chosen from: +I to IQ [10]; Clerical Investment or Religious Rank [5/level]; Disease-Resistant or Immunity to Disease [5 or 10]; Literacy or Semi-Literacy [10 or 5]; Pious [5]; Reputation [varies]; Sanctity [5]; Status [5/level] and Wealth [varies].



Disadvantages: A total of -15 points chosen from: Anosmia [-5]; Bad Smell [-10]; Code of Honor (Professional) [-5]; Duty [varies]; Low Empathy [-15]; No Sense of Humor [-10]; Reputation (unclean) [varies]; Sense of Duty [varies]; Social

Stigma (varies) and Workaholic [-5].

Primary Skills: Mortician (any)/TL (M/A) IQ+2 [6].

Secondary Skills: A total of 5 points in any of: Artist (M/H); Astrology/TL (M/H); Calligraphy (P/A); Naturalist (M/H) and Weaving (special).

Background Skills: A total of 4 points in any of: Blacksmith/TL (M/A); Craft (Perfumery) (M/H); Jeweler/TL (M/H); Performance/Ritual (any) (M/A); Physiology (any)/TL (M/VH); Savoir-Faire (M/E); Thanatology (M/H); Theology (M/H) and Woodworking (P/A).

Customization Notes

- If the undead exist, morticians become <I>extremely<I> important – a slip-up during burial rites might prevent a corpse from *staying* dead! Shoddy morticians may gain powerful enemies . . .
- On the other hand, unscrupulous morticians might supply corpses to necromancers or other shady individuals.

– Eric Nail

Comic Fantasy

Kain Vorek (20 points)

Age 43; 5'9", 145 lbs; a pale, slender man with shoulder-length gray hair and light blue eyes, wearing indigo robes.

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

Basic Speed 5; Move 5.

Dodge 5.

Advantages: Literacy [5]; Reputation +2 (sympathetic, from those undead against their will) [5]; Status I [5].

Disadvantages: Reputation -2 (killer, from those enjoying undeath) [-5]; Sense of Duty (to undead) [-10].

Quirks: Dislikes horses; Enjoys watching storms roll in; Morbid sense of humor; Soft-spoken; Visits home often [-5].

Skills: Area Knowledge (Chime Hollow)-10 [1/2]; Calligraphy-II [4]; Mortician (Chimean)/TL3-12 [4]; Occultism-II [2]; Thanatology-II [4].

Languages: Chimean (native)-II [0]; Chime Totem-9 [1/2].

Equipment: Embalming supplies, pigments and brushes, travel gear.

What's an undead to do when it's tired of the nightly grind and wants to end it all? Call Kain Vorek, undead euthanizer.

Kain Vorek has always felt sympathy for the undead (those that didn't *ask* to be undead, at least). While others fight them with fire and magic, Vorek offers a kinder, gentler service: for a small fee, he performs the proper funeral rites to allow his clients final rest. Undead either love him or hate him.

Mourner

Families and communities pay professional mourners to take part in funeral rites and corteges and to express the grief of their patrons. The mourners do so in traditional and forceful forms, such as chanting funeral hymns or crying aloud; in ancient Greece they sometimes even pluck their hair or inflict token wounds on themselves to express their grief. Elsewhere they may improvise or declaim poetry about the deceased and his ancestors. The fact that their sorrow isn't as sincere as the relatives' isn't relevant. Rather, they are viewed as unappealing but necessary features of any funeral.

Design Notes

Attributes: Mourners need no outstanding attributes; however, HT can't fall below 10.

Advantages: No advantages are required, but Musical Ability and Voice help with rituals and dirges, Empathy or Sensitive when dealing with distraught relatives, and Reputation for finding jobs. High Pain Threshold is a boon for mourners who have to hit themselves! Resistance to diseases is invaluable when mourning those who died from them.

Disadvantages: Mourning isn't a popular profession, but someone might choose it to support Dependents or to escape Poverty. The dreariness of it can take its toll (Callous, Extravagance, Odious Personal Habits). In certain societies, mourners are shunned (Social Stigma, Status).

Primary Skills: Performance/Ritual is required. Acting and Singing help.

Secondary Skills: Bard, Oral Literature and Musical Instrument are appropriate for elaborate, traditional forms of mourning. Theology is useful for observing burial precepts. Dancing and Poetry are sometimes necessary. Mourners sometimes use Make-Up. In certain cultures a mourner's tasks include preparing the body.

Background Skills: Mourners can pick up a few other skills, including, most importantly, Savoir-Faire.

Mourner [20 points]

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

Advantages: A total of 15 points chosen from: Empathy or Sensitive [15 or 5]; High Pain Threshold [10]; Immunity to Disease or Disease-Resistant [10 or 5]; Musical Ability [1/level]; Reputation [varies] and Voice [10].

Disadvantages: A total of -15 points chosen from: Callous [-6]; Dependents [varies]; Extravagance [-10]; Odious Personal Habits [-5 to -15]; Poverty [varies]; Social Stigma [varies] and Status [-5/level].

Primary Skills: Performance/Ritual (any) (M/A) IQ+I [4]-II and a total of 6 points in any of: Acting (M/A) and Singing (P/E; HT).

Secondary Skills: A total of 6 points in any of: Bard (M/A); Dancing (P/A); Oral Literature (M/H); Make-Up/TL (M/E); Musical Instrument (any) (M/H); Poetry (M/A); Mortician (any) (M/A); Theology (M/H).

Background Skills: A total of 4 points in any of: Bardic Lore (M/H); Carousing (P/A; HT); Performance (M/A); Savoir-Faire (M/E) and further Secondary Skills.

Customization Notes

- Players can optimize by utilizing the defaults between Acting, Bard, Performance and Performance/Ritual.

— Michele Armellini



GURPS Imperial Rome

Caecilia Laurentia (15 points)

Age 24; 5'1", 120 lbs.; a small, thin plebeian woman with olive complexion, black hair and bags under her eyes, wearing an off-white tunic.

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

Basic Speed 5.25; Move 6.

Dodge 5.

Advantages: Acute Hearing +1 [2]; Disease-Resistant [5]; Voice [10].

Disadvantages: Dependent (child, 6-) [-12]; Incompetence (Cooking) [-1]; Social Stigma (Second-Class Citizen) [-5]; Struggling [-10].

Quirks: Dislikes alcoholics; Dislikes her work; Likes trinkets; Moved by dead children; Superstitious. [-5]

Skills: Acting-12 [4]; Area Knowledge (Rome)-12 [2]; Dancing-10 [2]; Make-Up/TL2-12 [2]; Musical Instrument (Pipe)-10 [2]; Performance/Ritual (Roman burial rituals)-14** [3]; Savoir-Faire-14* [2]; Singing-14* [2]; Theology-10 [2].

*Includes +2 from Voice.

**Defaults from Acting; +2 from Voice.

Languages: Latin (native)-11 [0].

Caecilia's first two children died of illness, and her worthless-alcoholic husband left her to raise her third child alone. For a while, she scraped together a living by singing in taverns, but the customers always expected more than a song from a tavern girl. She discovered she could make a neater profit with her outstanding voice. Although she dislikes mourning, she is determined to support her child. She dreams of one day being summoned by patricians as an entertainer at their banquets, instead of their funerals.

Noblewoman

GURPS Camelot

Lady Eleanor (25 points)

Age 21; 5'7", 130 lbs.; a slender, pale-skinned woman with long blond hair and green eyes, delicately perfumed and dressed in the very latest fashion.

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

Basic Speed 5; Move 5.

Dodge 5.

Advantages: Beautiful [10]; Charisma +1 [5]; Comfortable [10]; Fashion Sense [5]; Status 2 [10].

Disadvantages: Charitable [-15]; Social Stigma (valuable property) [-10]; Unluckiness [-10].

Quirks: Attracted to martial prowess as much as to physical appearance; Likes songbirds and moonlit walks; Pretends to faint at the sight of blood; Sets her suitors challenges; Somewhat naïve [-5].

Skills: Appreciate Beauty-8 [1]; Carousing-9 [1]; Dancing-10 [2]; Games (backgammon)-10 [1]; Musical Instrument (harp)-9 [2]; Needlecraft-10 [2]; Poetry-9 [1]; Riding (horse)-11 [4]; Savoir-Faire-14 [4]; Singing-11 [2].

Languages: English (native)-10 [0].

Equipment: Collection of beautiful dresses, jewelry and perfume.

The daughter of a minor noble, Lady Eleanor spends her time at court and visiting tournaments to admire the handsome knights demonstrating their skills. She believes in the ideals of romantic love, and so asks her suitors to prove their prowess at combat, poetry and following the chivalrous code before she even considers a relationship (let alone marriage). Unfortunately, she is both innocent and accident prone, so much so that she attracts countless cunning sorcerers, wicked knights and the like who hold her for ransom or use her as bait to entice heroic suitors into diabolical traps.

In societies with limited women's rights, the daughters of nobles may have very different skills from their brothers. The noblewoman may play many roles: the scheming power behind the throne, the perfect queen serving as the object of platonic love, the spunky nobleman's daughter, and, of course, the ever-popular "damsel in distress!"

Design Notes

Attributes: Noblewomen are born into their "profession," so they tend to be unremarkable. We leave all attributes at 10.

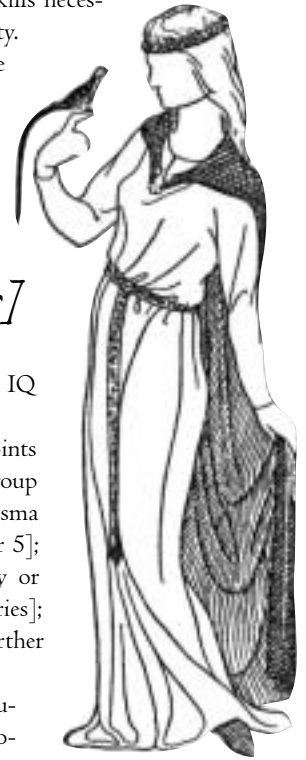
Advantages: We require a minimum level of Status and add further advantages to reflect a privileged birth (Heir, Patron, Wealth) and the fictional ideal of the damsel (Appearance, Pious, Sensitive).

Disadvantages: Besides the obvious Social Stigma, we provide disadvantages that reflect both an aristocratic upbringing and the imagined weaknesses and temperament of the "fairer sex."

Primary Skills: A noblewoman is a vital part of courtly life, so Savoir-Faire is essential.

Secondary Skills: We provide the skills necessary for a woman's life in refined society.

Background Skills: Noblewomen are often surprisingly widely read, and they often manage their husbands' estates when the men are away fighting. Other social skills are less essential but common.



Noblewoman [20 points]

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

Advantages: Status 2 [10] and 15 points chosen from: Ally [varies]; Ally Group [varies]; Appearance [varies]; Charisma [5/level]; Empathy or Sensitive [15 or 5]; Fashion Sense [5]; Heir [5]; Literacy or Semi-Literacy [10 or 5]; Patron [varies]; Pious [5]; Pitiable [5]; Sanctity [5]; further Status [5/level] and Wealth [varies].

Disadvantages: Social Stigma (valuable property) [-10] and -15 points chosen from: Charitable [-15]; Duty (to husband or family) [varies]; Congenial, Chummy or Gregarious [-1, -5 or -10]; Gullibility [-10]; Honesty [-10]; Intolerance [-5 or -10]; Jealousy [-10]; Pacifism [varies]; Proud, Selfish or Self-Centered [-1, -5 or -10]; Shyness [-5 to -15]; Unfit or Very Unfit [-5 or -15] and Weak Will [-8/level].

Primary Skills: Savoir-Faire (M/E) IQ+4 [4]-14.

Secondary Skills: A total of 10 points in any of: Carousing (P/A; HT); Chess (M/E); Dancing (P/A); Falconry (M/A); Games (any) (M/E); Literature (M/H); Needlecraft (P/A); Riding (any) (P/A); Sewing (P/E) and Spinning (P/E).

Background Skills: A total of 6 points in any of: Administration (M/A); Appreciate Beauty (M/VH); Cyphering (M/E); Diplomacy (M/H); History (M/H); Languages (varies); Law (M/H); Musical Instrument (any) (M/H); Poetry (M/A); Politics (M/A); Sex Appeal (M/A); Singing (P/E; HT) and Theology (M/H).

Customization Notes

- This template specifically covers those noblewomen who have no lands of their own nor equal status to men. Combine with the Feudal Nobleman template (p. 47) for settings where this is not the case.

— Jamie Revell

Nurse

Nurses tend children, and *wet* nurses breast-feed and take care of babies. Wet nurses are usually hired only when a mother cannot provide milk herself, though wealthy women sometimes hire them for social reasons.

Design Notes

Attributes: No bonuses are necessary, but some societies believe that a nurse's health passes through her milk to the child, which may prevent lowered HT.

Advantages: These help her watch children, represent personal contacts or a good Reputation as a loyal servant.

Disadvantages: Nurses share the Social Stigma of most females and the Status and Poverty of servants. Charges are Dependents. Other disadvantages represent personal vices, lack of adult social contact and a sedentary lifestyle.

Primary Skills: Nurses need Professional Skill (Childcare) and Savoir-Faire (Servant).

Secondary Skills: Social skills allow nurses to deal with charges and employers. Nurses might educate or entertain children. Psychology is cinematic but useful.

Background Skills: Nurses have culturally appropriate "womanly" skills. Others represent a peasant or city upbringing. Less genteel nannies might have *less* "womanly" skills!

Wet Nurse
[-35 points]

Comic Fantasy

Annis Crumple (25 points)

Age 35; 5'4", 180 lbs.; a plump, rosy-cheeked woman with frizzy, red hair, simply dressed.

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

Basic Speed 5; Move 5.

Dodge 5.

Advantages: Alcohol Tolerance [5]; Attractive [5]; Charisma +1 [5]; Empathy [15]; Patron (princess, 6-) [5]; Reputation +3 (power behind the throne, among courtiers and servants) [5]; Sanctity [5].

Disadvantages: Dependent (princess, 12-) [-24]; Fat [-10]; Gullibility [-10]; Social Stigma (Second-Class Citizen) [-5]; Status -I [-5]; Struggling [-10].

Quirks: "Baby talks" constantly; Blind to people's faults; Conceals "earthy" sensibilities; Patient; Hard drinker [-5].

Skills: Agronomy/TL3-10 [1]; Area Knowledge (palace surroundings)-11 [1]; Bard-13 [4]; Carousing-12 [8]; Diplomacy-10 [2]; First Aid/TL3-11 [1]; Gambling-10 [1]; Occultism-10 [1]; Oral Literature (Folk Tales)-9/15 [2]; Professional Skill (Childcare)-14 [6]; Psychology (Child)-12/18 [2]; Savoir-Faire (Servant)-13 [4]; Sex Appeal-10 [2]; Singing-10 [1]; Spinning-10 [1]; Weaving-10 [1].

Languages: Gully (native)-11 [0].

Equipment: Toys and candy.

Annis was hired as the royal wet nurse of Gully Bluff Castle after the queen died in childbirth. Annis essentially raised the child as she saw fit, and when the king died, he left his daughter as his heir. The princess is a precocious brat who'd rather play than run a kingdom. She respects and trusts nobody but Annis, and she only attends to matters of state when Annis can wheedle her into doing so. Annis is the *de facto* power behind the throne, though *she* remains unaware of this.

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

Advantages: A total of 15 points chosen from: Alertness [5/level]; Common Sense [10]; Contacts [varies]; Empathy or Sensitive [15 or 5]; Favors [varies]; Less Sleep [3/level]; Patron [varies]; Reputation [varies] and Sanctity [5].

Disadvantages: Dependent (incompetent, friend, 12-) [-32]; Social Stigma (Second-Class Citizen) [-5]; Status -I [-5]; Struggling [-10] and a total of -15 points chosen from: -I to any attribute [-10]; Alcoholism [varies]; Appearance [varies]; Bad Temper [-10]; Charitable [-15]; Clueless [-10]; Dependent (increased frequency or loved one) [varies]; Fat or Overweight [-10/-20 or -5]; Gullibility [-10]; Lecherousness [-10]; Odious Personal Habits [-5 to -15]; Sense of Duty [varies]; further Social Stigma [varies]; further Status [-5/level]; Stubbornness [-5]; Unfit [-5] and further Poverty [varies].

Primary Skills: Childcare (M/E) IQ+2 [4] and Savoir-Faire (Servant) (M/E) IQ+2 [4].

Secondary Skills: A total of 5 points in any of: Bard (M/A); Diplomacy (M/H); Fast-Talk (M/A); First Aid/TL (M/E); Herbalist/TL (M/H); Oral Literature (M/H); Psychology (M/H); Singing (P/E; HT) and Teaching (M/A).

Background Skills: A total of 4 points in any of: Acting (M/A); Agronomy/TL (M/A); Animal Handling (M/H); Area Knowledge (any) (M/E); Brawling (P/E); Carousing (P/A; HT); Filch (M/E); Gambling (M/A); Hiking (P/A; HT); Languages (varies); Merchant (M/A); Needlecraft (P/A); Occultism (M/A); Scrounging (M/E); Sewing (P/E); Sex Appeal (M/A; HT); Spinning (P/E); Streetwise (M/A); Survival (any) (M/A); Weather Sense/TL (M/A) and Weaving (P/E).

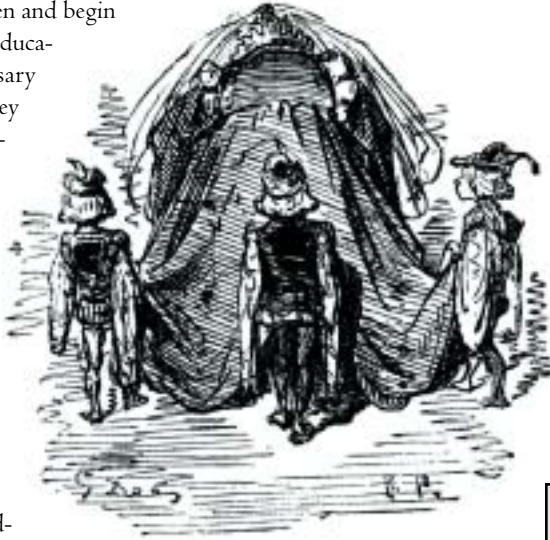
Customization Notes

- Nurses don't make "adventuring" PCs, but they can be amusing characters in campaigns set in castles or manors.

— Thomas Barnes

The sons of noblemen wishing to become knights must begin their training as pages. The training typically begins at age seven and continues for six years, during which the boys learn the ways of the court, serve noblewomen and begin their academic education, all necessary skills before they can begin combat training as squires.

Design Notes



Attributes:

Because the position is hereditary, we assume that pages are typical children for their age and set the attributes accordingly. We set the default at thirteen years old, the maximum age for a page.

Advantages: Pages are drawn from families of high status, so we require Status I. Other advantages reflect their training and noble background.

Disadvantages: Pages are at the service of their adult masters, and they are still children.

Primary Skills: Until they become squires and start their weapon training, the most important things pages must learn are courtesy and etiquette.

Secondary Skills: We provide the sort of skills that a page might be taught as part of his courtly training.

Background Skills: We provide some skills that a page might pick up in his spare time, through working as a servant, by observation or for fun.

Page [0 points]

Attributes: ST 8 [0]; DX 10 [0]; IQ 9 [0]; HT 9 [0].

Advantages: Status I [5] and a total of 10 points chosen from: Charisma [5/level]; Heir [5]; Literacy or Semi-Literacy [10 or 5]; Patron [varies]; Pitiable [5]; Sanctity [5]; further Status [5/level] and Wealth [varies].

Disadvantages: Duty (to masters, non-hazardous, 12-) [-5]; Youth (13) [-10] and -10 points chosen from: Curious [-5]; Distractible or Short Attention Span [-I or -10]; Gullibility [-10]; Impulsiveness [-10]; Intolerance [varies]; Jealousy [-10]; Klutz [-5]; Laziness [-10]; Selfish [-5]; Sense of Duty [varies] and Stubbornness [-5].

Primary Skills: Savoir-Faire (M/E) IQ+I [2]-10.

Secondary Skills: A total of 5 points in any of: Animal Handling (M/H); Dancing (P/A); Heraldry (M/A) and Riding (any) (P/A).

Background Skills: A total of 3 points in any of: Bow (P/H); Games (any) (M/E); Falconry (M/A); Literature (M/H); Politics (M/A); Scrounging (M/E) and Sports (any) (P/A).

Customization Notes

- Younger pages must take additional levels of Youth (to a maximum of 11 levels [-22]) accompanied by the appropriate reductions in attributes (see p. B14).

— Jamie Revell

GURPS Fantasy

Findumiel (35 points)

Age 13; 5'6", 110 lbs.; A teenage elven girl with large, green eyes and long, blond hair tied into braids, dressed in a somewhat masculine style.

ST 7 [0]; DX 11 [0]; IQ 10 [0]; HT 9 [0].

Basic Speed 5.0; Move 5.

Dodge 5.

Advantages: Attractive [-]; Bard +2 [-]; Combat Reflexes [-]; Elf [40]; Heir [5]; Magery I [-]; Musical Ability +2 [-]; Savoir-Faire +2 [-]; Semi-Literacy [5]; Status I [5]; Unaging [-].

Disadvantages: Code of Honor (live elegantly) [-]; Duty (to masters, non-hazardous, 12-) [-5]; Impulsiveness [10]; Sense of Duty (Nature) [-]; Youth (13) [-10].

Quirks: Easily excited; Hates cooking; Hero worships local knights; Tomboy; Wears her hair tied into braids rather than loose [-5].

Skills: Animal Handling-9 [2]; Dancing-11 [2]; Falconry-10 [2]; Games (checkers)-9 [1/2]; Heraldry-10 [2]; Literature-7 [1/2]; Savoir-Faire-14 [0].

Languages: Elvish (native)-10 [0].

Equipment: Uniform with heraldic design, gold bangle (a gift from her mother).

The daughter of wood elf nobles, Findumiel serves as a page at the court of the local elven king. Since elves do not discriminate on grounds of gender, there is nothing unusual about her sex, but even so, she is currently going through a "phase" of imitating the male knights and squires more than their female counterparts. She thinks she knows better than most grown-ups, and she often gets herself involved in adventures due to her habit of jumping into situations without thinking. She has not yet mastered any magic . . .

Palace Eunuch

Palace servants are often castrated to ensure the paternity of the ruler's children. Procedures are gruesome, and mortality rates are high. Nevertheless, some volunteer for it; eunuchs enjoy a secure income and the opportunity for influence.

Design Notes

Attributes: Surviving castration requires good health, but many eunuchs became sickly afterward. We leave attributes alone.

Advantages: Eunuchs often have the ear of the ruler and enjoy opportunity for Status and Wealth. Young eunuchs may be Attractive with a beautiful Voice. Alertness aids in harem guarding.

Disadvantages: Eunuch is required, of course, and such men are never part of mainstream society (Social Stigma). Other Social Stigmas may be appropriate to reflect foreign birth. Castration causes deformities, poor health and emotional problems. Eunuchs may be ugly or develop vices, though some develop matronly qualities.

Primary Skills: Eunuchs are expected to know how to serve

and to organize palace affairs.

Secondary Skills: Eunuchs may perform any number of duties in the palace. Harem guards may need some skill with weapons.

Background Skills: Life at court allows eunuchs to pick up several useful skills.



Palace Eunuch [0 points]

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

Advantages: Administrative Rank I [5] and a total of 15 points chosen from: further Administrative Rank [5/level]; Alertness [5/level]; Appearance [varies]; Claim to Hospitality [1 to 10]; High Pain Threshold [10]; Literacy or Semi-Literacy [10 or 5]; Patron [varies]; Rapid Healing [5]; Sanctity [5]; Security Clearance [varies]; Sensitive [5]; Status [5/level]; Voice [10] and Wealth [varies].

Disadvantages: Eunuch [-5]; Social Stigma (minority group) [-10] and a total of -20 points chosen from: Addiction [varies]; Appearance [varies]; Compulsive Gambling [-5 to -15]; Disturbing Voice [-10]; Duty [varies]; Extravagance [-10]; Fat or Overweight [-10 to -20; or -5]; Low Self-Image [-10]; Odious Personal Habits [-5 to -15]; Overweight [-5]; Reputation [varies]; Responsive [-1]; Self-Centered or Selfish [-10 or -5]; Selfless [-10]; Sense of Duty [-5 to -20]; further Social Stigma [varies]; Unfit [-5] and Youth [-2/level].

Primary Skills: Administration (M/A) IQ+1 [4]-11 and Savoir-Faire (Servant) (M/E) IQ+2 [4]-12

Secondary Skills: A total of 4 points in any of: Abacus (M/A); Accounting (M/H); Broadsword (P/A); Cooking (M/E); Cyphering (M/E); Performance/Ritual (any) (M/A); Politics (M/A); Savoir-Faire (M/E) and Teaching (M/A).

Background Skills: A total of 3 points in any of: Acting (M/A); Diplomacy (M/H); Fast-Talk (M/A); Gambling (M/A); Philosophy (any) (M/H); Shortsword (P/A); Theology (M/H) and further Secondary Skills.

Customization Notes

- Many cultures recognize “born eunuchs” who may be naturally impotent men or homosexuals. Such men do not suffer the physical disadvantages of this template, though impotent men are Sterile.
- It is quite possible for a young eunuch’s positive Appearance and Voice to slip into Unattractiveness and Disturbing Voice in adulthood.
- Some cultures grant free Status for high levels of Administrative Rank.

— Brian C. Smithson

GURPS China

Zhang Zhong (5 points)

Age 32; 5’4”, 175 lbs.; a beardless Chinese man with ageless features, wide hips and noticeable breasts.

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

Basic Speed 4.75; Move 4.

Dodge 4.

Advantages: Administrative Rank 3 [15]; Literacy [10]; Patron (emperor; 9-) [15]; Status 2 [5].

Disadvantages: Disturbing Voice [-10]; Edgy [-5]; Eunuch [-5]; Overweight [-5]; Secret (skimming profits) [-20]; Selfish [-5]; Social Stigma (Minority Group) [-10]; Unattractive [-5].

Quirks: Misses sex; Soft-spoken; Takes offense to mention of his “deficiency” [-3].

Skills: Accounting-14 [10]; Acting-10 [1]; Administration-13 [6]; Agronomy/TL2-10 [1]; Calligraphy-10 [2]; Cyphering-12 [2]; Politics-10 [1]; Savoir-Faire (Servant)-13 [0].

Languages: Chinese (native)-11 [0].

Zhang Zhong was a farmer who dreamed of wealth and status. When he paid a surgeon to emasculate him, he saw it as a step in the right direction.

Zhang worked through several menial positions at court until he joined the eunuchs who organized the emperor’s nights with his concubines. Zhong cultivated a friendship with his lord and earned a position as his personal accountant. He has since begun skimming from the imperial coffers, and with word that peasants are rebelling over eunuch corruption, he is understandably edgy at times.

Pariah

Every society has outcasts. Whether they're rejected for disease or accident of birth, powerful social forces such as strict taboos and rigid laws keep these pariahs from "contaminating" society. Outcasts (like the untouchables in India) often serve useful, if menial, roles, while others (like medieval lepers) are segregated or hounded from place to place.

Design Notes



Attributes: No changes are needed.

Advantages: Pariah's stick together (Ally, Ally Group, Claim to Hospitality). They are almost always Pitiable and may possess Sanctity, depending on the culture. Strong Will, Composed and Alertness help when almost everyone hates you. Leprosy deadens nerve endings (High Pain Threshold).

Disadvantages: Outcasts suffer from Social Stigma and perhaps mental and social problems related to status. Guilt Complex and Low Self-Image reflect the outcast's self-perception, while Disowned and Excommunicated are tangible results of exclusion. Status and Reputation penalties are appropriate, and a Social Disease (like leprosy) may be the root cause.

Primary Skills: Pariahs often ply a trade reserved for them (usually a grim one, like handling the dead). Others survive by Panhandling.

Secondary Skills: Daily life requires a set of skills in common with beggars and thieves, Area Knowledge, Streetwise, Fast Talk and Stealth being the most important.

Background Skills: A wide range of backgrounds are possi-

ble. Pariahs forced onto the open road may have Hiking and Camouflage, while those who need to interact with "polite" society may have Disguise (as may those who take to panhandling).

Pariah [5 points]

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

Advantages: A total of 10 points chosen from: Alertness [5/level]; Ally [varies]; Ally Group [varies]; Claim to Hospitality [varies]; Composed [5]; High Pain Threshold [10]; Pitiable [5]; Sanctity [5]; Strong Will [4/level] and Unusual Background [10].

Disadvantages: Social Stigma (Outsider) [-15] and a total of -10 points chosen from: Appearance [varies]; Disowned [-5]; Excommunicated [-5]; Guilt Complex [-5]; Light Sleeper [-5]; Low Self-Image [-10]; Nightmares [-5]; Poverty [varies]; Reputation [varies]; Sense of Duty [varies]; Shyness [varies]; Social Disease [-5]; Status [-5/level] and Unfit [-5].

Primary Skills: A total of 4 points in either any Craft Skill (varies) or Panhandling (M/E) IQ+2 [4].

Secondary Skills: A total of 3 points in any of: Area Knowledge (any) (M/E); any Craft or Social Skill (varies); Fast Talk (M/A); First Aid/TL (M/E); Gesture (M/E); Scrounging (M/E); Stealth (P/A); Streetwise (M/A) and Survival (any) (M/A).

Background Skills: A total of 3 points in any of: Agronomy/TL (M/A); Camouflage (M/E); Disguise (M/A); Hiking (P/A); HT) and further Secondary Skills.

Customization Notes

- While the pariah's Social Stigma gives a -3 reaction penalty in most encounters, it grants a +1 bonus from members of the pariah's subculture.
- A pariah who survives by panhandling might use the Beggar template (p. 25) as well.
- A rare pariah may have an aristocratic origin; substitute a Social Skill for a Craft Skill as Primary and, at GM's discretion, add Unusual Background.

— Jason Morningstar

GURPS Middle Ages I

Nob Tuller (10 points)

Age 19; 5'5", 125 lbs.; A rangy young man wearing a ragged green tunic, mantle and beaver hat.

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

Basic Speed 5.25; Move 5.

Dodge 5.

Advantages: Ally Group (Brothers of St. Lazarus, medium-sized, 6-) [10]; Composed [5].

Disadvantages: Guilt Complex [-5]; Social Disease [-5]; Social Stigma (Outsider) [-15];

Quirks: Bites his lip when thinking; Forgets to ring his handbell; Insists he's not a leper; Talks about his family incessantly; Thinks the Brothers are idiots [-5].

Skills: Agronomy/TL3-9 [1]; Area Knowledge (Reading)-10 [1]; Disguise-9 [1]; Fast Talk-9 [1]; Pottery-12 [6]; Scrounging-10 [1]; Stealth-10 [2]; Streetwise-10 [2].

Language: Middle English (native)-10 [0].

Equipment: A handbell (for warning passerby of his presence).

Nob Tuller was a potter's apprentice before a bad skin rash sent him to the leper hospital in Dartford, England, with a mob at his heels. The transition was jarring, and Nob still hasn't come to grips with his new life. He left behind a wife and infant and misses them terribly. His "leprosy" is not immediately obvious, but his manner of dress tells the whole story.

Peasant

From the dawn of agriculture to well into modern times, peasants have outnumbered everybody else by as much as 20 to one. Peasants are farmers who feed themselves and provide excess crops to someone else, typically as tax, rent or tribute to a temple or nobleman. They may sell leftovers for cash or useful goods. Despite poverty and low status, peasants endure as specialists in taking care of themselves. While not so skilled as full-time professionals, they can build their own houses, make their own clothes, supplement their crops with foraged and hunted food and take care of most other needs.

Design Notes

Attributes: Peasants are the epitome of average, but long workdays may leave some in better physical condition than contemporary urban professionals.

Advantages: Peasants have little in their favor save fellow peasants, but they do tend to stick together in the face of outside interference.



Disadvantages: Peasants are, as a rule, poor, and they are likely to have family obligations. Farmers may spend long hours in the field or develop nasty habits.

Primary Skills: The peasant lifestyle is, first and foremost, centered around farming, so Agronomy is required. Peasants also tend to be extremely familiar with their home area.

Secondary Skills: A peasant also has a smattering of Craft Skills.

Background Skills: A peasant may also have a bit of knowledge of all manner of useful, if surprising, fields.

Peasant [5 points]

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

Advantages: A total of 10 points chosen from: +1 to ST or HT [10]; Ally Group [varies]; Animal Empathy [5]; Claim to Hospitality [1 to 10]; Common Sense [10] and Plant Empathy [5].

Disadvantages: A total of -20 points chosen from: -1 to DX or IQ [-10]; Dependents [varies]; Odious Personal Habits [-5 to -15]; Poverty [varies]; Social Stigma [varies]; Status [-5/level]; Uneducated [-5] and Workaholic [-5].

Primary Skills: Agronomy/TL (M/A) [6]-12 and Area Knowledge (M/A) [2]-10.

Secondary Skills: A total of 4 points in any of: Animal Handling (M/H); Beekeeping (M/A); Carpentry (M/E); Cooking (M/E); any Craft Skill (varies); Distilling (M/A); First Aid/TL (M/E); Masonry (P/E); Pottery (M/A); Sewing (P/E); Spinning (P/E); Weather Sense/TL (M/A) and Weaving (P/E).

Background Skills: A total of 3 points in any of: Bard (M/A); Brawling (P/E); any Combat/Weapon Skill (varies); Herbalist/TL (M/H); Law (M/H); Naturalist (M/H); Survival (any) (M/A); Theology (M/H); Tracking (M/A) and Veterinary/TL (M/H).

Customization Notes

- Any practical Craft Skill is appropriate as a Secondary Skill, though metalworking is relatively hard to pick up and is handled by specialists (see the Smith, p. 102).
- Peasant women might also use the Clothworker template (p. 36).
- Farmers beyond the reach of civilization (Neolithic Europe, pre-contact Papua/New Guinea) suffer less oppression and taxation than their “civilized” cousins. Such farmers have fewer disadvantages and no negative Status.

— Matt Riggsby

GURPS Middle Ages I

Paul Plowman (-75 points)

Age 26; 5'5", 150 lbs.; a somewhat bulky man with close-cropped curly brown hair, usually wearing a long, shapeless black tunic.

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

Basic Speed 4.75; Move 4.

Dodge 4.

Advantages: Ally Group (fellow villagers) [5].

Disadvantages: Dependents (four children, loved ones, 6-) [-64]; Dependent (wife, loved one, 9-) [-24]; Reputation -1 (as a rake) [-5]; Status -1 [-5]; Struggling [-10].

Quirks: Feels guilty for telling dirty jokes, but does it anyway [-1].

Skills: Animal Handling-9 [2]; Agronomy/TL3-12 [6]; Area Knowledge (village)-12 [4]; Bardic Lore (dirty jokes)-8/14 [2]; Carpentry-11 [2]; Law-8 [1]; Survival (woodlands)-10 [2].

Languages: Middle English (native)-10 [0].

Equipment: A few small farming tools.

Paul gives the impression of being slow, although he isn't much different from his neighbors. Despite a few trips to some larger towns and a number of neighboring villages to sell grain or see relatives, Paul is happy now to stay home with his wife and raise his four surviving children. He had a bit of a reputation as a rake as a youngster, which he's now trying to live down. Fathering a baby every year isn't helping.

Perfumer

When bathing is rare and spoiled food common, perfumers keep things smelling *good*. Their clients use fragrances for purposes as far ranging as religious rituals to patrician banquets, and since a pleasant smell is associated with high status, perfumers are valued craftsmen and natural inhabitant of the world of aristocracy.

Design Notes

Attributes: No exceptional attributes are necessary.

Advantages: With rich and influential clients, perfumers may obtain Reputation, Status and Wealth. Literacy allows them to study texts on the craft. Acute Smell and Versatile help create new and unusual fragrances, and Single-Minded and Temperature Tolerance help pass the hours in a stuffy laboratory.

Disadvantages: Incense is important to many rituals, and perfumers may be religious men with Disciplines of Faith. Those who spend too much time in the workshop may acquire a Bad Smell. Perfumery is not physical work, so they may be Unfit. Responsive helps in

tailor-making fragrances. Some scents may have drug-like effects leading to Addiction. Some disadvantages represent perfumers who emulate high-class clientele, and others are common among craftsmen.

Primary Skills: Perfumery, a Craft Skill, allows perfumers to identify fragrances, find basic ingredients and create perfumes.

Secondary Skills: Some of these help perfumers find or grow exotic ingredients. Others cover extended knowledge of parts of perfumery (Distilling) or creation of vessels to hold fragrances (Glassblowing, Pottery). Perfumers must also sell their creations.

Background Skills: Various medical skills use many of the same herbs as Perfumery. Perfumers may gain familiarity with other uses of their wares (Cooking, Performance/Ritual).

Perfumer [15 points]

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

Advantages: A total of 10 points chosen from: Acute Taste and Smell [2/level]; Literacy or Semi-Literacy [10 or 5]; Reputation [varies]; Single-Minded [5]; Status [5/level]; Temperature Tolerance [1/level]; Versatile [5] and Wealth [varies].

Disadvantages: A total of -10 points chosen from: Addiction [varies]; Attentive [-1]; Bad Smell [-10]; Disciplines of Faith [varies]; Extravagance [-10]; Proud, Selfish or Self-Centered [-1, -5 or -10]; Unfit or Very Unfit [-5 or -15] or Workaholic [-5].

Primary Skills: Craft (Perfumery) (M/H) IQ+2 [8]-12.

Secondary Skills: A total of 4 points in any of: Agronomy/TL (M/A); Appreciate Beauty (M/VH); Area Knowledge (local wilds) (M/E); Botany/TL (M/H); Cyphering (M/E); Distilling (M/A); Gardening (M/E); Glassblowing (P/H); Merchant (M/A); Naturalist (M/H); Pottery (M/A) and Savoir-Faire (M/E).

Background Skills: A total of 3 points in any of: Chi Treatment (M/H); Cooking (M/E); Herbalist (M/H); Performance/Ritual (any) (M/A); Professional Skill (Massage) (M/A); Theology (M/H); Yin-Yang Healing (M/H) and Zoology/TL (M/H).

Byzantine Empire

Demetrios Manuel Sgouros (15 points)

Age 27; 5'6", 120 lb.; an ashen-faced Byzantine man with curly dark hair and beard, dressed in an embroidered red tunic, a jeweled collar and a blue cloak, smelling of strong perfume.

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

Basic Speed 5; Move 5.

Dodge 5.

Advantages: Acute Taste and Smell +2 [4]; Semi-Literacy [5]; Status I [5].

Disadvantages: Extravagance [-10]; Unfit [-5].

Quirks: Always wears perfume; Meticulously trims his beard; Refers to himself in the third person [-3].

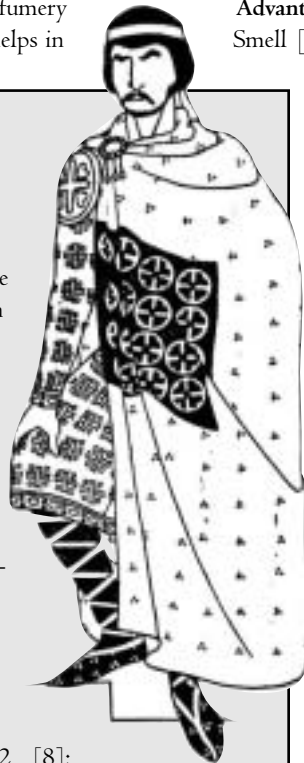
Skills: Appreciate Beauty-8 [2]; Area Knowledge (Constantinople)-10 [1]; Craft (Perfumery)-12 [8]; Cyphering-10 [1]; Distilling-10 [2]; Glass Blowing-9 [2]; Herbalist/TL3-9 [2]; Merchant-9 [1]; Savoir-Faire-12* [0].

*Free from Status.

Languages: Byzantine Greek (native)-10 [0].

Equipment: Countless perfumes, incenses and unguents.

Demetrios makes a modest living in the bazaars of Constantinople by talking patricians into purchasing new and exotic fragrances. Only now it seems like the whole world's gone to war, and these "Crusaders" just don't make good customers. Rumor has it that the *Arabs* are *mad* about fragrances, though, so Demetrios is thinking about tagging along with a band of knights on their way to the Holy Land.



Customization Notes

- Perfume may be classified into *cheap*, *good*, *fine* and *very fine*. *Cheap* perfume gives no Reaction Bonuses but may be used to mask body odor and other unpleasant smells. *Good* perfume gives its wearer a +1 Reaction Bonus from anyone who smells it; *fine* a +2 bonus, and *very fine* a +3 bonus. Strong perfume causes -1 to the wearer's Smell rolls, regardless.

— Brian C. Smithson

Philosopher

While most early thinkers who study the universe are priests (p. 92), some low-tech cultures have a class of secular scholars. In such societies, “philosophy” encompasses mathematics and theoretical science as well as ethics, linguistic analysis or metaphysics.



Design Notes

Attributes: “Real” philosophers (as opposed to casual students) need brains; anything else is peripheral. (Of course, this may be a *specialized* sort of intelligence.)

Advantages: Philosophy is sedentary work for educated folk, implying Status. To live, philosophers may need a Patron, devoted paying pupils, private wealth or a place in a temple. However, none

of these are mandatory, so we provide other options.

Disadvantages: Many stock “intellectual” disadvantages may apply but are somewhat comic. More seriously, some philosophers get into trouble for radical thinking.

Primary Skills: There’s just one defining skill.

Secondary Skills: Most philosophers teach, lecture or become involved in government or a fairly “intellectual” career.

Background Skills: Many philosophers have a broad base of knowledge. Some are involved in society; some prefer solitude, perhaps even living as hunters; others are involved in the arts or politics.

Philosopher [40 points]

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

Advantages: Status I [5]; Literacy [10] and a total of 15 points chosen from: +1 to IQ [10]; Ally Group (pupils) [varies]; Clerical Investment [5/level]; Collected, Composed or Cool [5 or 1]; Pious [5]; Reputation (great thinker) [varies]; Sanctity [5]; Single-Minded [5]; Strong Will [4/level]; Versatile [5] and Wealth [varies].

Disadvantages: A total of -20 points chosen from: -1 or -2 to ST, DX or HT [-10 or -15]; Absent-Mindedness [-15]; Age [-2/level]; Appearance [varies]; Attentive or Distractible [-1]; Curious [-5 to -15]; Disciplines of Faith [varies]; Fat or Overweight [varies]; Honesty [-10]; Humble [-1]; Imaginative [-1]; Indecisive [-10]; Intolerance (rival schools) [-5]; Klutz [-5 to -15]; Laziness [-10]; Oblivious [-3]; Odious Personal Habits [-5 to -15]; Pacifism [varies]; Reputation (dangerous radical) [varies]; Solipsist [-10]; Staid [-1]; Stubbornness [-5]; Truthfulness [-5]; Skinny [-5]; Stuttering [-10]; Undiscriminating [-1]; Unfit or Very Unfit [-5 or -15] and Workaholic [-5].

Primary Skills: Philosophy (any) (M/H) IQ [4]-12.

Secondary Skills: One of Administration (M/A) IQ [2]-12; Bard (M/A) IQ [2]-12; Herbalist/TL (M/H) IQ-I [2]-11; Law (M/H) IQ-I [2]-11; Teaching (M/A) IQ [2]-12 or Theology (M/H) IQ-I

[2]-11.

Background Skills: A total of 4 points in any of: Anthropology (M/H); Appreciate Beauty (M/VH); Astronomy/TL (M/H); Diagnosis/TL (M/H); Fast-Talk (M/A); History (M/H); Languages (varies); Literature (M/H); Mathematics (M/H); Naturalist (M/H); Poetry (M/A); Psychology (M/H); Research (M/A); Survival (any) (M/A); Tracking (M/A); Writing (M/A); Zoology/TL (M/H) and further Secondary Skills.

Customization Notes

- Philosophers vary enormously, partly because of cultural differences but also because they tend to be opinionated individualists. On the other hand, some schools generate stereotypes who try to live according to the same ideals.
- In many societies where philosophers appear, Literacy or Semi-Literacy are the norm, rather than Illiteracy as assumed by this template.

– Phil Masters

GURPS Imperial Rome

Quintus Mancinus Pertinax (75 points)

Age 28; 5’4”, 100 lbs.; A thin, rangy Roman with a precise manner.

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

Basic Speed 5.25; Move 5.

Dodge 5; Parry 4.

Advantages: Pious [5]; Status 4 [15]; Wealthy [20].

Disadvantages: Chauvinistic [-1]; Intolerance (Christians and Gnostics) [-5]; Skinny [-5]; Truthfulness [-5].

Quirks: Cares about people’s culture, not their birthplace; Enjoys mild exercise; Intellectually devoted to Neoplatonism; Mild sense of duty to Rome [-4].

Skills: Administration-12 [2]; Bard-II [1]; History-9 [1/2]; Law-10 [1]; Literature-10 [1]; Philosophy (Neoplatonism)-14 [8]; Politics-13 [4]; Psychology-9 [1/2]; Riding (horse, stirrupless)-9 [1]; Savoir-Faire-14* [0]; Shortsword-9 [1]; Wrestling Sport-10 [2].

*Free from Status.

Languages: Latin (native)-13 [1]; Greek-12 [2].

Equipment: Sword (at home); dagger, writing-kit.

Quintus is a late 3rd-century Roman who plays politics by day and studies what he calls “Platonic” philosophy in the evenings. He believes intellectually that the universe “emanates” from “the One” at a higher level of reality, but despises Christianity as “Asiatic superstition.” He considers Graeco-Roman culture superior but tries to honor genuine intelligence whenever he meets it.

Physician

In settings where magical healing is not widely available, those able to treat sickness and heal injuries are always in great demand. Such healers vary from village herbalists to royal physicians, and practices from blood-letting to acupuncture. Nonetheless, doctors have held high status or wealth in most societies, and they were often among the most educated and skilled people in their communities.

Design Notes

Attributes:

Medicine is an intellectually demanding profession, so we raise IQ to II.

Advantages: We provide a range of advantages related to the role of physicians within the community, as well as some which are helpful in their job.

Disadvantages: We provide disadvantages to reflect a “caring” personality, as well as those which reflect a more mercenary type.

Primary Skills: We provide the skills necessary to diagnose and treat sickness at the relevant Tech Level.

Secondary Skills: We provide a range of skills related to knowledge of the human body and of the herbs used to treat illness. We also acknowledge that many doctors were also surgeons.

Background Skills: We provide skills that reflect the broad academic nature of medical education.



[5/level]; Strong Will [4/level] and Wealth [varies].

Disadvantages: A total of -15 points chosen from: Cannot Harm Innocents [-10]; Charitable [-15]; Code of Honor [-5 to -15]; Greed [-15]; Overconfidence [-10]; Pacifism [varies]; Selfish [-10]; Selfless [-5]; Sense of Duty [varies] and Vow [varies].

Primary Skills: Diagnosis/TL (M/H) IQ+I [6]-12 and Herbalist/TL (M/H) IQ+I [6]-12.

Secondary Skills: A total of 5 points in any of: Alchemy/TL (M/VH); Herbarium/TL (M/VH); Naturalist (M/H); Physiology (any)/TL (M/VH); Poisons (M/H); Professional Skill (Massage) (P/A); Psychology (M/H); Surgery/TL (M/VH) and Thanatology (M/H).

Background Skills: A total of 3 points in any of: Astrology/TL (M/H); Botany/TL (M/H); Chemistry/TL (M/H); Cyphering (M/E); Literature (M/H); Mathematics (M/H); Occultism (M/A); Philosophy (any) (M/H); Physics/TL (M/H); Research (M/A); Theology (M/H); Veterinary/TL (M/H) and Zoology/TL (M/H).

Customization Notes

- In a realistic campaign, Oriental medicine falls under Herbalist. However, in a campaign with esoteric elements, replace Herbalist with Chi Treatment (M/VH) and list Herbalist as a optional Secondary Skill or replace both with Yin-Yang Healing (M/H).
- In some eras, surgeons and doctors are separate professions; to reflect a surgeon in such a setting, switch the places of the Herbalist and Surgery skills.

Physician [30 points]

– Jamie Revell

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

Advantages: A total of 15 points chosen from: Clerical Investment or Religious Rank [5/level]; Disease-Resistant or Immunity to Disease [5 or 10]; Empathy or Sensitive [15 or 5]; Literacy or Semi-Literacy [10 or 5]; Patron [varies]; Reputation [varies]; Sanctity [5]; Status

GURPS Egypt

Mestnusen (45 points)

Age 54; 5'8", 135 lbs.; a thin, bald Egyptian man dressed in clean white robes, often with a scowl on his face.

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

Basic Speed 5; Move 5.

Dodge 5.

Advantages: Comfortable [10]; Literacy [10]; Status 3 [15].

Disadvantages: Age (54) [-12]; Greed [-15]; Sense of Duty (to patients) [-5].

Quirks: Dislikes dogs; Distrusts magical healing; Flicks imaginary dirt from his robes; Hates teaching; Regards all foreign doctors as inferior [-5].

Skills: Botany/TL2-10 [1]; Chemistry/TL2-10 [1]; Diagnosis/TL2-14 [8]; Herbalist/TL2-14 [8];

Mathematics-9 [1/2]; Physiology/TL2-10 [2]; Poisons-12 [4]; Thanatology-11* [1 1/2]; Theology-10 [1].

*Defaults from Diagnosis.

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

Equipment: A wide collection of healing herbs and medical tracts.

Mestnusen works as a doctor in the great city of Thebes. Like most of his counterparts, he practices only herbal and dietary medicine, and has no skill as a surgeon. A fastidious and fussy man, Mestnusen takes joy in the comforts that his wealth and status bring him, and he is motivated more by the fees he collects than by compassion for the sick. He avoids the poor as much as he can, although he treats his own slaves reasonably well. Nonetheless, he is a dependable and practical man when it comes to his paying patients, and he can be relied upon to do his best for them.

Pilgrim

Pilgrims set forth, often poorly equipped, for dangerous journeys spurred by their faith, vows, penance or a hope in the healing powers of the destination. Their journeys can last years, supported only by alms from fellow believers. Sometimes, religious leaders call for special pilgrimages, but routes to famous shrines are always well-trodden paths. Often, a pilgrimage might be the only chance someone has to leave his home.

Design Notes

Attributes: We need no outstanding attributes.

Advantages: Pilgrims often enjoy respect. Other advantages indicate profound faith. They might be Single-Minded, and they travel in groups. Other advantages, such as Alertness, Absolute Direction and Fit, are helpful for travelers.

Disadvantages: Many disadvantages might explain the journey (Delusion, Disciplines of Faith, Fanaticism, Obsession, Vow). Poverty, Status and Religious Intolerance are also common. Shrines often have a fame for healing, so Physical Disadvantages are widespread among pilgrims.

Primary Skills: We require Hiking, as pilgrims walk enormous distances. Orienteering, Panhandling and Survival are often

critical.

Secondary Skills: These stem from the pilgrim's actual profession (what he does when he's not traveling). More specialized skills represent the "professional" pilgrim (verging on the tramp) who may never hold any job.

Background Skills: Languages, Performance/Ritual, Singing and Theology are common, and other skills can be learned on the road.



Pilgrim [20 points]

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

Advantages: A total of 15 points chosen from: Absolute Direction [5]; Acute Senses [2/level]; Alertness [5/level]; Ally [varies]; Ally Group [varies]; Claim to Hospitality [1 to 10]; Fit [5]; Legal Immunity [varies]; Pious [5]; Pitiable [5]; Reputation [varies]; Sanctity [5] and Single-Minded [5].

Disadvantages: A total of -20 points chosen from: Delusion [-1 to -15]; Disciplines of Faith [varies]; Fanaticism [-15]; Hidebound or Obdurate [-5 or -15]; Intolerance [-5/-10]; Obsession [-5 to -15]; any Physical Disadvantage [varies]; Poverty [varies]; Status [-5/level]; Stubbornness [-5] and Vow [-1 to -15].

Primary Skills: Hiking (P/A; HT) HT+I [4]-11; and a total of 6 points in any of: Orienteering (M/A); Panhandling (M/E) and Survival (any) (M/A).

Secondary Skills: A total of 5 points in any of: Area Knowledge (any) (M/E); Fishing (M/E); Naturalist (M/H); Scrounging (M/E); Staff (P/H); Streetwise (M/A) and Traps/TL (M/A).

Background Skills: A total of 10 points in any of: the skills concerning the pilgrim's main profession (see the relevant template); Boating (P/A); First-Aid/TL (M/E); Languages (varies); Performance/Ritual (any) (M/A); Riding (any) (P/A); Running (P/H; HT); Seamanship/TL (M/E); Singing (P/E); Streetwise (M/A); Theology (M/H) and Weather Sense/TL (M/A).

Customization Notes

- This template can also represent someone who's sedentary now but has seen far-away places and gained unusual skills.
- Use this template for a pilgrim who has been on the road for a time. Beginning pilgrims are simply members of another profession with no specialized traveling skills.
- Boating, Riding or Seamanship may substitute for Hiking. The vast majority of pilgrims walk, however, and only the more wealthy ones can afford a mount or boat.

— Michele Armellini

Medieval Spain

Marie du Tailleur (25 points)

Age 29; 4'11", 102 lbs.; a small, frail-looking woman with black hair and eyes, dressed modestly.

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

Basic Speed 5.25; Move 5.

Dodge 5.

Advantages: Ally (husband, 15-) [15]; Pitiable [5]; Single-Minded [5]; Strong Will +I [4].

Disadvantages: Compulsive Generosity [-5]; Intolerance (infidels) [-5]; Obsession (bear a child) [-15]; Sterile [-3]; Vow (pilgrimage) [-10].

Quirks: Adventurous; Demure; Dislikes cities; Loves children; Loves fishing [-5].

Skills: Cooking-12 [2]; First-Aid/TL3-11 [1]; Fishing-12 [2]; Hiking-11 [4]; Merchant-11 [2]; Naturalist-10 [2]; Needlecraft-12 [4]; Panhandling-12 [2]; Scrounging-12 [2]; Singing-11 [2]; Survival (woodlands)-12 [4]; Weather Sense/TL3-11 [2].

Languages: French (native)-11 [0].

Equipment: Staff, blanket, outdoor basics.

Marie and her husband, Jean, left Rouen two years ago for Santiago de Compostela. Marie desperately wants a child, and she believes a pilgrimage and helping the poor will be the solution. She prefers the wandering life to her old role as the tailor's wife, but she worries about what Jean will do if St. James can't work a miracle.

Policeman

Policemen keep the peace and enforce the laws of their employers (usually a particular church, government, military or community). Most patrol a specific area (often the city gates), and call in the aid of fellow officers, local citizens or even professional soldiers once a problem is spotted. Other duties may include calling out the time and watching for fires.

Design Notes

Attributes: We leave these at normal levels.

Advantages: Legal Enforcement Powers define lawmen. Some advantages help them detect disturbances or deal with criminals. Others represent personal connections or social roles.

Disadvantages: Duty represents the danger the lawman faces and Cowardice a possible reaction to it. Honesty or Bully might lead someone to pursue the career. Other disadvantages are side effects of working in teams (Chummy, Gregarious) and investigating crime (Careful, Nosy). Lawmen are rarely wealthy (often working part-time) and may be drawn from foreign stock. They can develop Enemies.

Primary Skills: The policeman must know his turf and how to enforce the law. He must defend himself and others.

Secondary Skills: These help to find and deal with criminals or rowdy crowds.

Background Skills: The policeman must deal with superiors and may serve governmental or military functions. Other skills allow for more adventurous pursuits or for the maintenance of equipment.

Policeman [20 points]

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

Advantages: Legal Enforcement Powers [5] and a total of 15 points chosen from: +I to any attribute [10]; Absolute Direction [5]; Absolute Timing [5]; Acute Senses [2/level]; Alertness [5/level]; Ally Group [varies]; Cool, Collected or Composed [1 or 5]; Combat Reflexes [15]; Contacts [varies]; Danger Sense [15]; Intuition [15]; further Legal Enforcement Powers [varies]; Military Rank [5/level]; Night Vision [10]; Patron [varies]; Reputation [varies]; Sanctity [5] and Status [5/level].

Disadvantages: Duty (to employer or community, 9-) [-5] and a total of -15 points chosen from: Bully [-10]; Cannot Harm Innocents [-10]; Careful [-1]; Charitable [-15]; Chummy or Gregarious [-5 or -10]; Code of Honor [-5 to -15]; Cowardice [-10]; increased Duty [varies]; Enemies [varies]; Honesty [-10]; Nosy [-1]; Pacifism [varies]; Poverty [varies]; Secret [varies]; Sense of Duty [varies] and Social Stigma [-5 to -15].



Primary Skills: Area Knowledge (patrol) (M/E) IQ+2 [4]-12; Professional Skill (Law Enforcement) (M/A) IQ+2 [6] and a total of 4

points in any Combat/Weapon Skill (varies).

Secondary Skills: A total of 6 points in any of: Criminology/TL (M/A); Detect Lies (M/H); Interrogation (M/A); Law (M/H); Leadership (M/A); Shield (P/E); Streetwise (M/A) and Tracking (M/A).

Background Skills: A total of 4 points in any of: Administration (M/A); Armoury/TL (M/A); Climbing (P/A); Fast-Talk (M/A); Holdout (M/A); Intimidation (M/A); Politics (M/A); Running (P/H; HT); Savoir-Faire (M/E); Savoir-Faire (Military) (M/E) and Tactics (M/H).

Customization Notes

- Early policemen are often soldiers (see p. 103) with the extra duty of keeping the peace. Others are the personal bodyguards of rulers or nobles. Feudal lords (p. 47) are often expected to serve as policemen in their lands.

— Brian C. Smithson

GURPS Middle Ages I

Archambaud Walker (30 points)

Age 22; 5'9", 140 lbs.; a slender, bearded man with blond hair and pale skin, dressed in a well-kept tunic and leggings.

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

Basic Speed 5.25; Move 5.

Dodge 5.

Advantages: Alertness +I [5]; Legal Enforcement Powers [5]; Reputation +I (respected keeper of the peace) [5].

Disadvantages: Cowardice [-10]; Duty (to his community, 9-) [-5]; Honesty [-10].

Quirks: Constantly licks his lips; Fastidious; Hums; Sensitive about his illegitimacy; Sore loser [-5].

Skills: Area Knowledge (Dover)-12 [2]; Detect Lies-10 [2]; Interrogation-11 [2]; Law-10 [2]; Politics-10 [1]; Professional Skill (Law Enforcement)-12 [4]; Savoir-Faire-11 [1]; Shortsword-11 [2].

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

Equipment: Cudgel, jail keys.

Archambaud's father, a minor lord, appointed him the constable of Dover. He's proved a quick study, and he's gained the respect of the citizens of the town. He walks the streets by day and leaves the walls to the watchmen at night. Things have been relatively peaceful under his watch, so Archambaud's not sure *what* he might do if he encounters a violent criminal . . .

Politician

From the Boules of Classical Greece to the senates and councils of Rome, a council of legislators, rather than a single ruler, might govern a city or town (and even autocrats might be advised by a council of popular representatives). Whether chosen by election, lot or inheritance, their day-to-day work is often much like that of a modern, democratically elected representative – theoretically, anyway. In practice, ancient politicians often maintain a grand public front, work for the good of their constituency (their families, members of their social class, etc.) and squabble amongst themselves while producing little actual legislation. However, some politicians *are* selfless champions of their country.

Medieval Italy

Giovanni Grosso (25 points)

Age 47; 5'4"; 198 lbs.; an enormously fat man with pale, almost hairless skin and piercing blue eyes, usually richly dressed.

ST 10 [0]; DX 9 [-10]; IQ 12 [20]; HT 10 [0].

Basic Speed 4; Move 4.

Dodge 4.

Advantages: Comfortable [10]; Literacy [10]; Status 4 [20].

Disadvantages: Dependent (wife, loved one, 6-) [-16]; Fat [-10]; Gluttony [-5]; Stubbornness [-5].

Quirks: Demands that everyone in sight sit down and join him for meals; Hates the outdoors; Prefers riding donkeys to horses, despite the comical appearance [-3].

Skills: Administration-I3 [4]; Bard-I3 [4]; Law-II [2]; Merchant-I2 [2]; Politics-I3 [4].

Languages: Venetian Italian (native)-I2 [0].

Equipment: Paper and writing utensils, a few small bags of snacks.

Giovanni “the Fat” is one of the lesser but more congenial lights of the Venetian government. A junior son of a salt-trading family, Giovanni has found his niche in the government and is frequently called on to lead committees and nominating bodies that carry out much of the government’s activities and make most of the decisions. While not innately charming, Giovanni is adept enough at oratory that his positions usually receive more than a fair hearing (a good thing, since once taken, Giovanni’s positions are hard to change). His hard-headedness is usually made up for by his love of food. He is known for having large, exquisite meals and stuffing the people around him until they can hardly walk. Even away from the table, he usually has small stores of delicacies about his person.

Design Notes

Attributes: A politician is at least a little smarter than the people around him.

Advantages: A politician certainly has Status and probably Wealth.

He may also possess personal charm and connections. In some cities, office-holders serve judicial functions as well.

Disadvantages: On the other hand, he probably also has familial obligations or must answer to the people he represents. He may have other personality flaws which come from being too used to power. He may simply be in poor physical condition from a sedentary occupation.

Primary Skills: A politician needs to juggle political alliances and deal with the machinery of government, so Politics is required.

Secondary Skills: He is also likely to have skills he can use to appeal to individuals or the people as whole.

Background Skills: A politician may need to be a judge, lawyer, diplomat or even a general.

Politician [35 points]

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

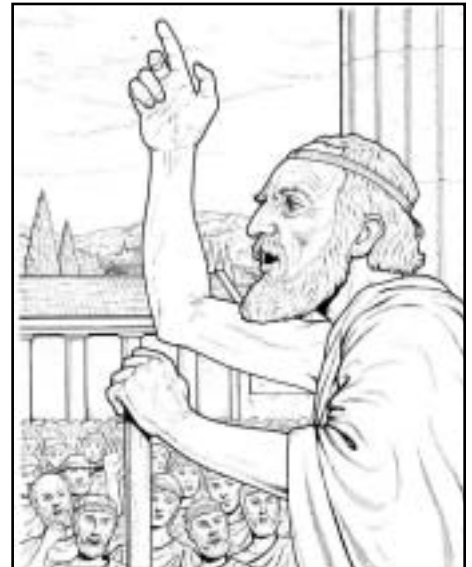
Advantages: Literacy [10]; Status 2 [10] and a total of 20 points chosen from: Ally Group [varies]; Contacts [varies]; Legal Enforcement Powers [5]; further Status [5/level] and Wealth [varies].

Disadvantages: A total of -30 points chosen from: -1 to ST, DX or HT [-10]; Age [-3/year]; Bad Temper [-10]; Bully [-10]; Dependents [varies]; Fat or Overweight [-10 to -20, or -5]; Greed [-15]; Sense of Duty [-5 to -20]; Stubbornness [-5] and Unfit [-5].

Primary Skills: Politics (M/A) IQ+I [4]-12.

Secondary Skills: *Either* Bard (M/A) IQ+I [4]-12 *or* Fast-Talk (M/A) IQ+I [4]-12.

Background Skills: A total of 7 points in any of: Administration (M/A); Diplomacy (M/H); Law (M/H); Leadership (M/A); Strategy (M/H) and further Secondary Skills.



Customization Notes

- Many politicians may come from backgrounds as merchants (p. 70), military leaders (see *GURPS Warriors*), noblemen (p. 47) or other careers where they might gain wealth and power.

– Matt Riggsby

Potter

Pottery originated in the Neolithic (mid-TL0), and has been used through most of history to make containers, statuary, friezes and ritual objects. Most early potters are women, though more men become involved after the introduction of the potter's wheel.

Design Notes

Attributes: Pottery is a common and unexceptional craft so we leave all attributes at average levels.

Advantages: Potters need to be good with their hands (Manual Dexterity) and creative (Versatile). Especially at early TLs, they may need to tend hot kilns for long periods (Temperature Tolerance, Less Sleep).

Disadvantages: We provide some disadvantages that are common to craftsmen and acknowledge that many potters may be poor or low-status members of society.

Primary Skills: Potters must sculpt with clay and make and fire pots.

Secondary Skills: We provide a range of skills for selling wares (Merchant, Cyphering), decorating pots (Artist, Dyeing), preparing special glazes (Chemistry), finding suitable clay (Prospecting) and constructing and maintaining kilns (Masonry, Wickerwork).

Background Skills: We add some skills related to craftsmanship, knowledge of clay and the types of things which may be illustrated on items of pottery.

Potter [20 points]

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

Advantages: A total of 10 points chosen from:

Less Sleep [3/level];

Manual

Dexterity

[3/level];

Reputation

[varies];

Single-

Minded [5];

Temperature

Tolerance

[1/level]; Versatile [5] and

Wealth [varies].

Disadvantages: A total of -10 points chosen from: Attentive [1]; Hidebound [-5]; Poverty [varies]; Social Stigma [varies]; Status [-5/level] and Workaholic [-5].

Primary Skills: Pottery (M/A) IQ+2 [6]-12 and Sculpting (P/A) DX+I [4]-11.

Secondary Skills: A total of 6 points in any of: Artist (M/H);

GURPS Greece

Teisias the Potter (25 points)

Age 25; 5'6", 135 lbs.; a man with curly dark hair and a short beard, looking somewhat younger than his true age.

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

Basic Speed 5.0; Move 5.

Dodge 5.

Advantages: Manual Dexterity +I [3]; Reputation +I (up- and coming potter, among local craftsmen) [2]; Versatile [5].

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

Quirks: Admires the beauty of the local countryside; Fascinated by centaurs; Flirts with young women; Hums tunes while he works; Somewhat idealistic [-5].

Skills: Appreciate Beauty-9 [2]; Area Knowledge (Athens)-10 [1]; Artist-12 [6]; Cyphering-10 [1]; Lifting-8 [1]; Merchant-10 [2]; Pottery-13* [6]; Sculpting-13* [4]; Streetwise-9 [1]; Theology-8 [1].

*Includes +I from Manual Dexterity.

Languages: Greek (native)-10 [0].

Equipment: Potters wheel, brushes, styluses and other tools.

Teisias is a member of the *metik* (foreign craftsman) class living in the Kerameikos quarter of Athens. A relatively young man, he recently moved to the district from a nearby city-state, because of the great reputation that it holds for craftsmanship, especially pottery. Not yet an equal of the greatest craftsmen of the quarter, he nonetheless has a natural talent for making and painting amphorae and pots that only promises to grow with time and practice. He prefers to paint his pots with mythological illustrations, and he would love to meet some of the centaurs that so often adorn his work.

Chemistry/TL (M/H); Craft (Wickerwork) (M/A); Cyphering (M/E); Dyeing (M/A); Masonry (P/E); Merchant (M/A); Prospecting (M/A) and Streetwise (M/A).

Background Skills: A total of 4 points in any of: Appreciate Beauty (M/VH); Area Knowledge (any) (M/E); Carpentry (M/E); Geology/TL (M/H); Lifting (P/H; ST); Naturalist (M/H); Theology (M/H) and Woodworking (P/A).

Customization Notes

- The manufacture of bricks and tiles is generally an unskilled profession; the Laborer template (p. 64) is therefore more appropriate than the one provided here.

— Jamie Revell



Priest

Priests vary from state officials to sequestered mystics, but all represent believers to the divine and interpret the divine for believers. This requires demands on both: priests ask gods to bless believers and believers to follow moral codes.

Design Notes

Attributes: Priests are wise and strong willed – or at least canny enough to fake it. We choose IQ II.

Advantages: Priests must be recognized as such, so we require Clerical Investment. Other advantages represent social standing, personal charm or willfulness. Many priests read or write religious texts.

Disadvantages: Priests must follow strict codes, so we require Vows or Disciplines of Faith. Other disadvantages represent social commitments, a “good” nature or a sedentary profession. Priests often suffer from the vices they preach against, and some rely on addictive hallucinogens to contact the divine. Fanaticism and Intolerance are common, and if gods don’t exist, priests have Delusions.

Primary Skills: Priests know the rituals and theory of their religion (though some priests may know one and not the other). This often involves sacrifices to the gods.

Secondary Skills: These allow for preaching and tending to the spiritual needs of the community. Others represent specific rituals (Astrology, Dancing, Exorcism, Singing). Priests often study Philosophy and sacred languages.

Background Skills: Administration helps organize the church. Priests also serve as diplomats, healers, repositories of wisdom or men of letters. Intimidation can win converts, and Politics and Savoir-Faire can help someone gain ordination.

Priest [20 points]

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

Advantages: Clerical

Investment [5] and a total of 15 points chosen from: +1 to IQ [10]; Charisma [5/level]; further Clerical Investment [5/level]; Common Sense [10]; Empathy or Sensitive [15 or 5]; Legal Immunity [varies]; Literacy or Semi-Literacy [10 or 5]; Patron [varies]; Pious [5]; Reputation [varies]; Single-Minded [5]; Status [5/level]; Strong Will [4/level]; Voice [10] and Wealth [varies].

Disadvantages: A total of -10 points chosen from: Disciplines of Faith [varies] and Vows [varies] and -15 points chosen from: Addiction [varies]; Age [-3/year]; Charitable [-15]; Delusions [-1 to -15]; further Disciplines of Faith or Vows [varies]; Duty [varies]; Fanaticism [-15]; Greed [-15]; Honesty [-10]; Intolerance [-5 or -10]; Pacifism [varies]; Poverty [varies]; Sense of Duty [varies]; Stubbornness [-5]; Truthfulness [-5] and Unfit [-5].

Primary Skills: A total of 8 points in any of: Performance/Ritual (any) (M/A); Sacrifice (M/H) and Theology (M/H).

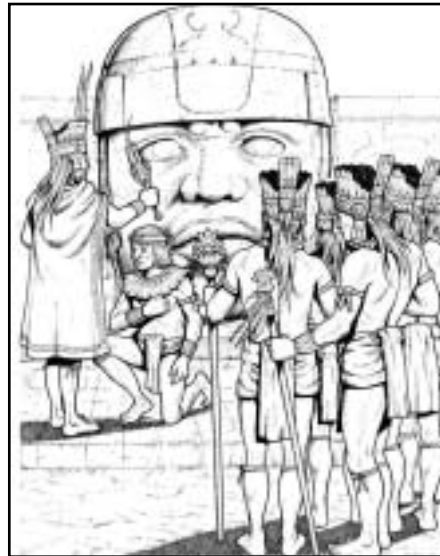
Secondary Skills: A total of 4 points in any of: Area Knowledge (any) (M/E); Astrology/TL (M/H); Bard (M/A); Dancing (P/E); Exorcism (M/H); Fast-Talk (M/A); Languages (varies); Musical Instrument (any) (M/H); Occultism (M/A); Philosophy (any) (M/H); Picture-Writing (M/H); Singing (P/E; HT) and Teaching (M/A).

Background Skills: A total of 3 points in any of: Administration (M/A); Detect Lies (M/H); Diagnosis/TL (M/H); Diplomacy (M/H); First Aid/TL (M/E); Herbalist/TL (M/H); History (M/H); Intimidation (M/A); Law (M/H); Leadership (M/A; ST); Literature (M/H); Meditation (M/H); Poetry (M/A); Politics (M/A); Psychology (M/H); Research (M/A); Savoir-Faire (M/E) and Writing (M/A).

Customization Notes

- Theoretically, shamans (p. 101) derive divine favor through personal experiences, while priests are “official” godly representatives. Realistically, the line often blurs.
- For a wizard with divine powers, see p. WI88 or *GURPS Religion*.

– Brian C. Smithson



GURPS Fantasy

Neviene (20 points)

Age 228; 5'10", 140 lbs.; a tanned elf-woman dark hair and eyes, wearing a cotton jerkin and breeches.

ST 7 [-15]; DX II [0]; IQ II [0]; HT 10 [0].

Basic Speed 5.25; Move 5.

Dodge 5.

Advantages: Attractive [-]; Bard +2 [-]; Charisma +4 [20]; Clerical Investment [5]; Combat Reflexes [-]; Elf [40]; Musical Ability +2 [-]; Savoir-Faire +2 [-]; Sensitive [5]; Unaging [-].

Disadvantages: Code of Honor (live elegantly) [-]; Delusion (divinely chosen) [-15]; Fanaticism (self) [-15]; Intolerance (Religious) [-10]; Megalomania [-10]; Sense of Duty (followers) [-10]; Sense of Duty (nature) [-]; Vow (poverty) [-15].

Skills: Area Knowledge (forests)-12 [2]; Dancing-10 [1]; Herbalist/TL3-10 [2]; Naturalist-9 [1]; Performance/Ritual (pagan)-12 [4]; Sacrifice-II [4]; Singing-12 [1].

Languages: Elvish (native)-II [0].

Equipment: Staff, herbs.

Human disdain for nature appalled Neviene, but “pagan” cults did too little. Neviene began her own Mother Nature cult, and now she’s determined to protect her god – whatever the cost.

Professor

In many societies, teachers are tradesmen like any other. Highly skilled teachers can have their own guilds (“university” is originally another name for “guild;” only later does it apply specifically to schools). Professors are distinct from other teachers in that they teach near-adults who have already gained a basic grounding in literacy and perhaps mathematics, rhetoric and theology.

Design Notes

Attributes: Professors are somewhat smarter than average.

Advantages: Literacy is required for professors. They may also enjoy Status, school or guild membership, or a group of loyal and perhaps wealthy students. Academic Rank may apply in highly structured schools.

Disadvantages: Professors usually live financially precarious lives. They may be pedants and intellectual bullies, unpopular with authorities for controversial opinions, or simply old.

Primary Skills: Most professors specialize in one area, usually an academic topic such as literature or philosophy rather than a “practical” one like law, medicine or rhetoric (which are taught with a heavy theoretical bent).

Secondary Skills: The

ability to teach is important (though not so much as the ability to demonstrate knowledge). “Course material” is generally heavily rooted in a body of more general sources such as ancient philosophers or religious works, so professional scholars know at least a little Philosophy, Literature or Theology.

Background Skills: A “life of the mind” might encourage various

skills of self-expression. Physical and social sciences and humanities do not exist as separate disciplines, but a scholar may end up with any academic skill as a result of his studies.

Professor [25 points]

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

Advantages: Literacy [10] and a total of 5 points chosen from: Academic Rank [5/level]; Ally Group (students) [varies]; Patron (Guild) [varies] and Status [5/level].

Disadvantages: A total of -15 points chosen from: -I or -2 to ST, HT or DX [-10 or -15]; Age [-3/level]; Bad Sight [varies]; Bully [-10]; Odious

Personal Habit (excessively pedantic) [-5]; Poverty [varies] and Reputation [varies].

Primary Skills: One of Law (M/H) IQ+I [6]-12; Literature

(M/H) IQ+I [6]-12; Philosophy (M/H) IQ+I [6]-12; Physician/TL (M/VH) IQ [6]-10 or Theology (M/H) IQ+I [6]-12.

Secondary Skills: Teaching (M/A) IQ [2]-11 and a total of 3 points in any of: Literature (M/H); Philosophy (M/H) and Theology (M/H).

Background Skills: A total of 4 points in any of: Abacus (M/A); any Academic Skill (M/H); Bard (M/A); Calligraphy (M/A); Cyphering (M/E); Languages (varies) and Writing (M/A).



GURPS Arabian Nights

Abdullah al-Hassan ibn-Tartufa (10 points)

Age 60; 5'4", 128 lbs.; an elderly, dark-skinned, bald man with an enormous beard, usually dressed in robe, turban and shawl.

ST 9 [-10]; DX 9 [-10]; IQ 12 [20]; HT 10 [0].

Basic Speed 5.25; Move 5.
Dodge 5.

Advantages: Literacy [10]; Status I [5].

Disadvantages: Age (60) [-30]; Bad Sight (nearsighted, correctable) [-10].

Quirks: Speaks in convoluted, flowery sentences [-1].

Skills: Calligraphy-12 [16]; Literature-12 [4]; Teaching-12 [2]; Theology-15 [10]; Writing-12 [2].

Languages: Arabic (native)-12 [0]; Persian-12 [2].

Ibn-Tartufa can usually be found in a *madrasa* in Tunis, teaching the Qu'ran to vaguely interested students, squinting at correspondence from far-off colleagues, and responding in exquisitely-written missives. Ibn-Tartufa is an excellent scholar, and he has memorized not only the Qu'ran in its entirety, but also a number of important commentaries, although with his advancing age, he sometimes misremembers the occasional passage. He has long practice in being a pillar of his community and works very hard to practice the virtues expected of him. As a result, he is a very serious man, even severe, but ultimately kind at heart (if a bit dull).

Customization Notes

- In societies that prize excellent handwriting, such as China and Medieval Arabia, Calligraphy (M/A) IQ+I [4]-12 becomes a primary skill.
- In medieval Western Europe, Latin (M/A) IQ+I [4]-12 becomes a primary skill.
- Academics is heavily rooted in memorization of basic texts (the Qu'ran, Aristotle, etc.), so a scholar with Eidetic Memory has a huge advantage.
- Tenure is a modern invention, but professors in a cinematic or fantasy campaign may have the advantage.

– Matt Riggsby

Ranger

Rangers guard hunting grounds from poachers and protect the wildlife. They sometimes organize their masters' hunts, prevent other unauthorized exploitation (e.g., wood-cutting, gathering, fishing), and tend the land.

Design Notes

Attributes: The rangers' rugged life requires DX and IQ II.

Advantages: Foresters often have keen senses, an uncanny sense of direction or a feeling for animals. They may be healthy or a part of a government hierarchy.

Disadvantages: Rangers may prefer solitude (Loner, Reclusive, Shyness)



Medieval Italy

Cecco del Frate (30 points)

Age 32; 5'1", 122 lbs.; a quiet man with piercing blue eyes and bushy brown hair and beard, wearing a green cloak.

ST 10 [0]; DX II [10]; IQ II [10]; HT 10 [0].

Basic Speed 5.25; Move 5.

Dodge 5.

Advantages: Alertness +I [5]; Animal Empathy [5]; Legal Enforcement Powers [5].

Disadvantages: Code of Honor (hunter's) [-5]; Intolerance (poachers) [-5]; Phobia (mild demophobia) [-15].

Quirks: Dislikes intruders; Laconic; Loves tales about St. Francis; Moves silently; Wary [-5].

Skills: Area Knowledge (forest)-12 [2]; Animal Handling-13* [1]; Bow-12 [8]; Climbing-10 [1]; First-Aid/TL3-II [1]; Law (hunting regulations)-8/14 [1]; Naturalist-9 [1]; Hiking-9 [1]; Stealth-II [2]; Survival (woodlands)-11 [2]; Tracking-II [2]; Traps-II [2]; Veterinary/TL3-13* [1].

*Includes +4 for Animal Empathy.

Languages: Tuscan Italian (native)-11 [0].

Equipment: Large knife, bow, backpack with camping essentials.

Monks don't hunt, but monasteries may own woods; Cecco is the gamekeeper for a monastery, and he loves it. He hunts for himself and for the abbot's table, but sparingly. He lets farmers gather firewood for themselves and for the monastery, but he makes sure they don't hunt game or fell trees. He pursues poachers, and he rounds out by treating cattle. But the monastery is about to sell the basically unproductive woods to a count who's famous for his spectacular hunts . . .

or the outdoors (Demophobia, Claustrophobia). Poachers might represent Enemies (or bad Reputation if they have the locals' sympathy!). Some foresters abuse their powers for their own gain (Secret).

Primary Skills: Foresters know their turf. Naturalist, Tracking and missile weapons are also essential.

Secondary Skills: Rangers may train dogs (Animal Handling), and they know their antagonists' ways (Traps).

Background Skills: Rangers must patrol their forest or marsh.

Ranger [40 points]

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

Advantages: A total of 15 points chosen from: +I HT [10]; Absolute Direction [5]; Acute Senses [2/level]; Administrative Rank [5/level]; Alertness [5/Level]; Animal Empathy [5]; Danger Sense [15]; Fit or Very Fit [5 or 15]; Legal Enforcement Powers [5 to 15]; Night Vision [10]; Patron [varies] and Status [5/level].

Disadvantages: A total of -15 points chosen from: Bad Smell [-10]; Bad Temper [-10]; Code of Honor (Hunter's) [-5]; Duty [varies]; Enemy [varies]; Honesty [-10]; Intolerance (poachers) [-5]; Loner or Reclusive [-5 or -10]; Odious Personal Habits [-5 to -15]; Phobia (mild claustrophobia or demophobia) [-15]; Reputation [varies]; Secret (corrupt) [varies]; Sense of Duty [-5] and Shyness [-5 to -15].

Primary Skills: Area Knowledge (M/E) IQ+I [2]-12 and a total of 7 points in at least two of: Naturalist (M/H); Tracking (M/A) and any missile-weapon skill (varies).

Secondary Skills: A total of 7 points in any of: Animal Handling (M/H); Camouflage (M/E); Knife (P/E); Mimicry (animal sounds) (P/H; HT); Professional Skill (Law Enforcement) (M/A); Stealth (P/A); Survival (woodlands or swampland) (M/A); Traps/TL (M/A); Veterinary/TL (M/H) and Weather Sense/TL (M/A).

Background Skills: A total of 4 points in any of: Boating (P/A); Botany/TL (M/H); Butcher (M/A); Climbing (P/A); Cooking (M/E); First-Aid/TL (M/E); Hiking (P/A; HT); Law (M/H); Leatherworking (M/E); Running (P/H; HT) and Swimming (P/E).

Customization Notes

- A ranger may take Law with an optional specialization, such as hunting regulations.
- A gamekeeper's Patron won't appear often and his Enemies will usually not be powerful.
- Many rangers possess the Hunter's Code of Honor for -5 points: Give quarry a fair chance, be humane to prey, avoid killing indiscriminately, don't waste any game and avoid unbalancing the environment.
- A simple huntsman follows the same template, without the options of Administrative Rank, Legal Enforcement Powers, Patron, Law or Law Enforcement.

— Michele Armellini

Royal Advisor

Monarchs may believe in their divine appointment, but only crazy monarchs think they can rule without advice.

While some advisors are nobility, others come to court via the priesthood, or even as slaves. Sometimes, they are members of minority or oppressed groups; such groups may have unique traditions of education, or rulers may feel safer with advisors who can't hope to grab the throne for themselves. In fantasy games, advisors may be wizards.

Design Notes

Attributes: The talents required imply good IQ.

Advantages: A place at court means Status and Wealth, and advantages that impress others help advisors gain and hold such a position, as do Patrons, or Allies such as other courtiers or loyal guards.

Disadvantages: This job is a Duty, and any advisor worth discussing has Enemies. Other disadvantages are entirely possible.

Primary Skills: These enable one to speak safely to the ruler.

Secondary Skills: These ensure that one's suggestions *should* be useful.

Background Skills: These fit the sort of people who become advisors.



Advantages: Status 4* [15]; Wealthy [20]; one of Charisma +2; Reputation +2 (wise advisor) or Voice [all I0]; and a total of 20 points chosen from: Administrative Rank [5/level]; Ally [varies]; Ally Group [varies]; Appearance [varies]; Clerical Investment [5/level]; Common Sense [I0]; Contacts [varies]; Cool [I]; Empathy or Sensitive [15 or 5]; Intuition [15]; Legal Immunity [varies]; Literacy [I0]; Military Rank [5/level]; Patron [varies]; Pious [5]; Sanctity [5] and further mandatory Advantages [varies].

*Includes +I for Wealthy.

Disadvantages: Duty (12- or 15- if non-hazardous) [-10]; Enemy [-10] and a total of -15 points chosen from: -I or -2 to ST, DX or HT [-10 or -15]; Age [-3/level]; Bully [-10]; Careful, Edgy or Paranoia [-1, -5 or -10]; Code of Honor [-5 to -15]; Dull or Hidebound [-1 or -5]; Greed [-15]; Eunuch [-5]; Extravagance [-10]; Jealousy [-10]; Proud, Self-Centered or Selfish [-1, -10 or -5]; Reputation [varies]; Responsive [-1]; Secret [varies]; Social Stigma [varies]; Staid [-1]; Unfit or Very Unfit [-5 or -15]; Weak Will [-8/level] and Workaholic [-5].

Primary Skills: Diplomacy (M/H) IQ [4]-13 and Savoir-Faire (M/E) IQ+2 [0]-15*.

*Free from Status.

Secondary Skills: Any two of Administration (M/A) IQ [2]-13; Area Knowledge (local lands) (M/E) IQ+I [2]-14; Detect Lies (M/H) IQ-I [2]-12; Intelligence Analysis/TL (M/H) IQ-I [2]-12; Law (M/H) IQ-I [2]-12 and Strategy (M/H) IQ-I [2]-12.

Background Skills: A total of 7 points in any of: Accounting (M/H); Acting (M/A); Appreciate Beauty (M/VH); Bard (M/A); Calligraphy (P/A); Carousing (P/A); HT; any Combat/Weapon Skill (varies); Dancing (P/A); Falconry (M/A); Fast-Talk (M/A); Games (any noble) (M/E); Heraldry (M/A); History (M/H); Intimidation (M/A); Languages (varies); Poisons (M/H); Politics (M/A); Psychology (M/H); Riding (any) (P/A); Savoir-Faire (Military) (M/E); Sports (any noble) (P/A); Teaching (M/A); Theology (M/H); Tournament Law (any) (M/E); Tracking (M/A); Writing (M/A) and further Secondary Skills.

Royal Advisor [75 points]

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

GURPS Atlantis

Pelagios (60 points)

Age 54; 5'6", 125 lbs.; A thin, white-haired Atlantean wearing opulent robes and a neatly curled beard.

ST 9 [-10]; DX 10 [0]; IQ 13 [30]; HT 9 [-10].
Basic Speed 5.5; Move 5.

Dodge 5; Parry 5; Block 5.

Advantages: Clerical Investment 4 [20]; Literacy [I0]; Reputation +2 (wise advisor) [I0]; Status 5 [15]; Wealthy [20].

Disadvantages: Age (54) [-12]; Duty (to Emperor, non-hazardous, 15-) [-10]; Enemy (military faction, 6-) [-10]; Jealousy [-10].

Quirks: Always looking for the "symbolism" in things [-1]; Nominal pacifist.

Skills: Administration-13 [2]; Bard-12 [I]; Detect Lies-12 [2]; Diplomacy-13 [4]; Performance/Ritual (Poseidon)-14 [4]; Politics-13 [2]; Savoir-Faire-15 [0]; Theology-13 [4].

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

Equipment: Wooden staff.

Pelagios parlayed his high position within the priesthood of Poseidon into a close friendship with the emperor himself. When his friend died, Pelagios served as regent for his friend's son, the current emperor, Poseidophilios of Atlantis (p. AT80). Now that the emperor is grown, Pelagios serves as his spiritual advisor and personal augur. Certain factions have grown weary of the great demands Pelagios places on the emperor. And the priest's outspoken disdain for the Atlantean military has not earned him any friends.

Customization Notes

- Rank may give bonuses to Status in the character's setting (see p. CI29).

— Phil Masters with Brian C. Smithson

Ruler

"Ruler" is a peculiar occupation that incorporates vast advantages but may be acquired by sheer accident. This template assumes an adult ruler who has achieved the position by birth, conquest, politics, or usurpation.

Design Notes

Attributes: These aren't guaranteed to be exceptional, although we'll allow some options.

Advantages: Status 5 is the *minimum* to qualify as an independent ruler; high Wealth is also implicit. Everything else is optional.

Disadvantages: Most rulers have some kind of problems; ruling itself may represent a Duty.

Skills: All we can really do here is provide a list of options. Conquerors have strategic abilities, politicians have social talents, dutiful aristocrats are administrators of sorts, and decadent parasites know how to have fun. Weapons training is common, but may be merely for sport.

Ruler [65 points]

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

Advantages: Status 5* [20]; Wealthy [20]; and a total of 30 points chosen from: +I to any Attribute [10]; Ally or Ally Group [varies]; Appearance [varies]; Charisma [5/level]; Claim to Hospitality [varies]; Clerical Investment [5]; Fearlessness [2/level]; Fit [5]; Literacy [varies]; Luck [varies]; Reputation [varies]; further Status [5/level]; and further Wealth [varies].

*Includes +I for Wealthy.

Disadvantages: A total of -20 points chosen from: -I to any Attribute [-10]; Age [-3/year]; Bad Temper [-10]; Bully [-10]; Callous [-6]; Careful, Edgy, or Paranoia [-1, -5, or -10]; Chauvinistic or Intolerance [-1 to -15]; Code of Honor [-5 to -15]; Compulsive Carousing [-5 to -10]; Compulsive Spending [-5 to -15]; Cowardice [-10]; Dependents [varies]; Distractible [-1]; Dull or Hidebound [-1 or -5]; Duty (usually non-hazardous) [varies]; Enemy [varies]; Extravagance [-10]; Fat or Overweight [-10 to -20, or -5]; Gluttony [-5]; Guilt Complex [-5]; Indecisive [-10]; Jealousy [-10]; Lecherousness [-15]; Overconfidence or Glory Hound [-10 or -15]; Proud, Selfish, or Self-Centered [-1, -5, or -10]; Reputation [varies]; Sense of Duty [-5 to -20]; Staid [-1]; Stubbornness [-5]; Unfit or Very Unfit [-5 or -15]; Weak Will [-8/level]; or Youth [-2/year].

Skills: Savoir-Faire (M/E) IQ+2 [0]-12*; and a total of 15 points in any of: Administration (M/A); Agronomy/TL (M/A); Animal Handling (M/H); Appreciate Beauty (M/VH); Area Knowledge (own lands) (M/E); Bard (M/A); Carousing (P/A; HT); any Combat/Weapon Skill (varies); any Combat/Weapon Sport skill (varies); Dancing (P/A); Diplomacy (M/H); Falconry (M/A); Gambling (M/A); Games (any) (M/E); Heraldry (M/A); History (M/H); Intelligence Analysis/TL (M/H); Intimidation (M/A); Languages (any) (varies); Law (M/H); Leadership (M/A); Politics (M/A); Riding (P/A); Sacrifice (M/H); Savoir-Faire (Military) (M/E); Sports (any played by the nobility); Strategy (M/H); Tactics (M/H); Theology (M/H); Tournament Law (M/E); or Tracking (M/A).

*Free from Status.

Customization Notes

- Major NPCs probably have better attributes and more personalized details; dramatic convention makes rulers colorful, even if they're unpleasant.
- Rulers come from diverse backgrounds. See the Bureaucrat (p. 30), Commander (p. 37), Courtier (p. 41), Feudal Nobleman (p. 47), Politician (p. 90), and Royal Advisor (p. 95) templates for further customization ideas.
- Some rulers may be young children with minimal abilities. In those cases the *important* figures are regents or councilors.

— Phil Masters with Brian C. Smithson

GURPS Atlantis

Aristedes of Autochthesa (65 points)

Age 68; 5'4", 130 lbs.; a frail old man with a long, white beard, wearing expensive clothing and jewelry.

ST 8 [-15]; DX 9 [-10]; IQ 12 [20]; HT 10 [0].

Basic Speed 5; Move 5.

Dodge 5; Parry 4 (sword); Block 4.

Advantages: Charisma +I [5]; Claim to Hospitality (Atlantean aristocracy) [8]; Literacy [10]; Luck [15]; Reputation +3 (venerable poet-king) [15]; Status 6 [25]; Very Wealthy [30].

Disadvantages: Age (68) [-54]; Duty (to Autochthesa; non-hazardous) [-5]; Edgy [-5]; Reputation -3 (among the pious, for his tolerance) [-5]; Unfit [-5].

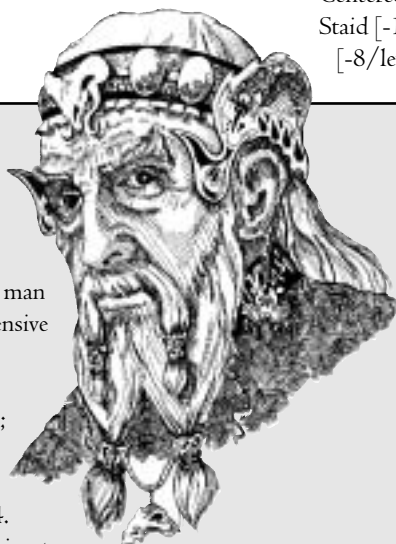
Quirks: Speaks in poetic terms; Tolerant [-1].

Skills: Administration-12 [2]; Animal Handling-12 [4]; Bard-12 [2]; Diplomacy-13 [6]; History-9 [1/2]; Knife-10 [2]; Lasso-10 [4]; Politics-13 [4]; Poetry-12 [2]; Riding (horse, stirrupless)-9 [2]; Sacrifice-10 [1]; Savoir-Faire-14 [0]; Shield-9 [1]; Shortsword-7 [1/2]; Spear-9 [2]; Spear Throwing-9 [1]; Teamster (horses)-8 [0]; Theology-12 [4].

Languages: Atlantean (native)-10 [0].

Equipment: Fine weapons, armor and chariot.

Aristedes of Autochthesa (p. AT76) is one of the few remaining representatives of the elder generation of Atlantean rulers. He is revered for his piety but scorned for his toleration of witch cults in his lands. His days are certainly numbered, and a growing group of hangers-on has sprung up around his sons.



Sailor

As explorers and merchants brave the high seas in search of new opportunities, sailors do the hard work of getting them there. Seamen raise and lower sails, row galleys, repair equipment, maintain vessels, load and unload goods and perhaps help steer ships. If the ship is attacked, they usually are expected to defend it. However, sailors often have ample free time. They are generally common men with common tastes, but unlike most, their lives are nothing but travel. Since they are usually far from home, and therefore not in danger of hurting anyone's reputation, they are often seen as unruly. They can also make a considerable amount of money on the side by engaging in trade on their own. In fact, sailors often carry a small bag of goods which they sell and trade at each new port.



Code of Honor [-5 to -15]; Compulsive Behavior (superstitions) [-5 to -15]; Compulsive Carousing [-5 to -10]; Greed [-15]; Lecherousness [-15]; Odious Personal Habits [-5 to -15]; Poverty [varies] and Reputation [varies].

Primary Skills: Climbing (P/A) DX+I [2]-10; Sailor/TL (M/A) [6]-12 and Seamanship/TL (M/E) [4]-12.

Secondary Skills: A total of 5 points in any of: Boating (P/A); Brawling (P/E); Carpentry (M/E); any Combat/Weapon Skill (varies); Cooking (M/E); Jumping (P/E); Lifting (P/H; ST); Navigation/TL (M/H); Shiphandling/TL (M/H); Streetwise (M/A) and further Primary Skills.

Background Skills: A total of 3 points in any of: Area Knowledge (any) (M/E); Carousing (P/A; HT); any Hobby Skill (varies); Languages (varies); Merchant (M/A); Survival (island/beach) (M/A) and Swimming (P/E).

Design Notes

Attributes: A good sailor is hardy or light on his feet.

Advantages: Far from home most of the time, sailors tend to stick by their mates.

Disadvantages: Sailors have a reputation for superstition and indulging in all manner of vices.

Primary Skills: A sailor can perform shipboard functions and usually look out for himself in low society.

Secondary Skills: A sailor might specialize in other useful functions.

Background Skills: He might be an ambitious trader or simply have picked up a little knowledge in his travels.

Sailor [30 points]

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

Advantages: +I to ST, DX or HT [10]; Ally Group (shipmates; 9-) [10] and 10 points chosen from: Absolute Direction [5]; higher frequency for Ally Group [varies]; Fit [5] and Toughness [varies].

Disadvantages: A total of -20 points chosen from: Alcoholism [-15 or -20]; Chummy or Gregarious [-5 or -10];

Customization Notes

Medieval Italy

Giancarlo of Brindisi (35 points)

Age 28; 5' 4", 140 lbs.; a solid, sunburned Italian with a shaved head.

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

Basic Speed 5; Move 5.

Dodge 5.

Advantages: Ally Group (crewmates, 9-) [10].

Disadvantages: Alcoholism [-15].

Quirks: Orders drinks for everybody, even if he can't pay; Swears very creative oaths [-2].

Skills: Area Knowledge (Constantinople)-10 [1]; Brawling-II [2]; Broadsword-10 [2]; Climbing-II [4]; Sailor/TL3-12 [6]; Seamanship/TL3-12 [4]; Streetwise-10 [2].

Languages: Italian (native)-10 [0]; Greek-9 [1].

Giancarlo is just another face in the crowd to the wealthy merchants with whom he sails, but he's often a favorite of the crew. When he isn't in his cups, he's a good man in a fight or in impromptu wrestling and bare-knuckle matches. When he's been drinking, he's quite friendly and stands the house a round or two until he's thrown out. And while most sailors can turn the air blue, Giancarlo has a *special* gift for blasphemy which endears him to the rougher sort.

- Seamen do not *necessarily* need Sailor skill. A character with only Seamanship may be educated at manning a ship, but he lacks familiarity with ship layout, port protocols and shipboard terms. Other seamen likely look down on such an individual until he earns some skill in Sailor.
- Traditionally, a "pilot" is a guide through shallow waters who keeps a ship from running aground on sandbars as it approaches a port. Such a character has Area Knowledge for a specific off-shore area.
- Hobby skills historically common among sailors include Dancing, Gambling, Musical Instrument, Sculpting and Woodworking.

— Matt Riggsby

Scavenger

The scavenger lives by his wits and providence. While the job can be viewed as the urban counterpart to the gatherer (p. 51), it also covers truly primitive groups who neither hunt nor gather. A scavenger has to work hard to keep his belly full by taking what has been left behind – either by his more prosperous brethren or by animals higher on the food chain.

Colonial Australia

Nanbarray (5 points)

Age 19; 5'7", 145 lbs.; a lean aborigine with red ochre-painted shoulders, missing a front tooth and wearing a possum-skin cloak over ragged sailor's slops.

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

Basic Speed 4.75; Move I.

Dodge I.

Advantages: Alertness +I [5]; Disease Resistant [5].

Disadvantages: Curious [5]; Lame (crippled leg) [15]; Loner [5].

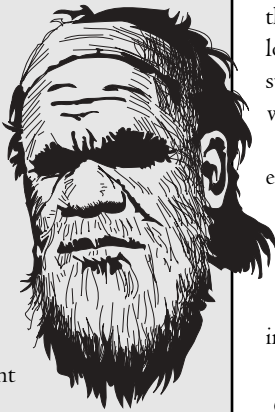
Quirks: Enjoys scandalizing the colonists; Fascinated by guns; Feigns ignorance of English; Loves the smell of roses; Won't drink alcohol [-5].

Skills: Area Knowledge (Eora lands)-15 [10]; Area Knowledge (Sydney colony)-10 [1]; Camouflage-II* [1]; Leatherworking-10 [1]; Scrounging-14 [8]; Stealth-II [4]; Streetwise-8 [1/2]; Survival (Desert)-13 [8]; Throwing Stick-10 [1].

* Defaults from Survival.

Languages: Eora Cadigal (native)-10 [0]; English-8 [1/2].

Nanbarray, an Eora Cadigal aborigine, lives on the outskirts of the English penal colony at Sydney. The years haven't been kind to the Cadigal – the colonists brought alcohol, smallpox and bigotry with them, and Nanbarray's band has been decimated, his immediate family wiped out, and many Cadigal forced inland. A crippled leg and a healthy curiosity compelled him to linger at the rough edges of the settlement, learning the language and strange ways of the English. Nanbarray has become adept at acquiring colonial castoffs, which he fashions into traditional tools or trades with his remaining kinsmen.



Disadvantages: Some disadvantages reflect the often solitary nature of the scavenger (Shyness, Loner) while others stem from the need for persistence (Selfish, Stubbornness, Workaholic). A scavenger is always looking for new sources of food and materiel (Curious, Impulsiveness). Being dependent on the castoffs of others, an urban scavenger often suffers from some degree of Poverty.

Primary Skills: Scrounging, Area Knowledge and Survival are the key skills for the Scavenger; he needs to know where to find the good stuff and how to get it. Survival (with a specialty in the local area, or possibly Urban) reflects the scavenger's ability to stay alive, either on the margins of civilization or in his native wilderness.

Secondary Skills: These skills are primarily interpersonal; necessary for interacting with – or avoiding – others.

Background Skills: Urban and rural scavengers diverge most in background skills. Those most useful in the city (Gambling, Merchant and Savoir-Faire) are of little use to wilderness scavengers, who have outdoor skills (Hiking, Weather Sense) instead.

Scavenger [15 points]

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

Advantages: A total of 10 points chosen from: Acute Vision [2/level]; Alertness [5/level]; Ally or Ally Group [varies]; Composed or Collected [5]; Reputation [varies] and Single-Minded [5].

Disadvantages: A total of -15 points chosen from: Absent-Mindedness [-15]; Curious [-5 to -15]; Loner [-5]; Impulsiveness or Laziness [-10]; Poverty [varies]; Selfish [-5]; Shyness [-5 to -15]; Stubbornness [-5] and Workaholic [-5].

Primary Skills: Area Knowledge (local area) (M/E) IQ+2 [4]-12; Scrounging (M/E) IQ+2 [4]-12 and Survival (any) (M/A) IQ [2]-10.

Secondary Skills: A total of 3 points in any of: Intimidation (M/A); Merchant (M/A); Naturalist (M/H); Stealth (P/A) and Streetwise (M/A).

Background Skills: A total of 3 points in any of: Bard (M/A); Camouflage (M/E); any Craft Skill (varies); Gambling (M/A); Hiking (P/A; HT); Holdout (M/A); Savoir-Faire (M/A) and Weather Sense/TL (M/A).

Design Notes

Attributes: Scavenging requires no remarkable traits. Like gathering, it is a default human condition.

Advantages: A scavenger needs to be observant (Acute Vision, Alertness) and ready to claim a good find, even in dangerous conditions (Composed or Collected). Sometimes working in pairs or teams, scavengers may have an Ally or Ally Group. Scavengers are usually Single-Minded.

Customization Notes

• Flint Sparking (P/E) or Bow and Palette (P/A) are two obvious choices for the TL0 scavenger.

– Jason Morningstar

Scholar

Scholars are scientists and philosophers, and often both, since early scholarly careers require less specialization than today. They might be clerics, researchers or original thinkers and experimenters. Most rely on patronage and teaching, and some scholars establish their own schools. These academies might also serve as secret lodges, holding arcane mysteries and hidden lore

Design Notes

Attributes: Scholars must be bright.

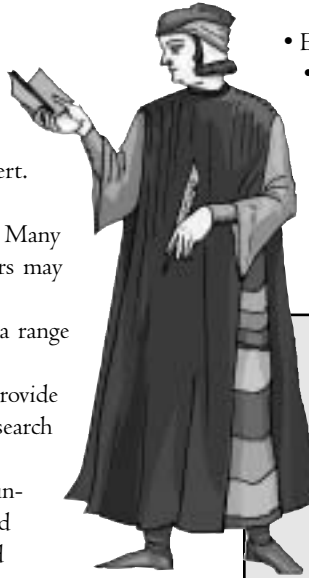
Advantages: Literacy is required. Scholars need a Patron, Tenure or independent Wealth. Several advantages are typical of the mentally alert. They may enjoy other social benefits.

Disadvantages: Curious is highly appropriate. Many disadvantages are typical of academicians. Scholars may be old men with ailments.

Primary Skills: Scholars need Research and a range of other scientific specialties.

Secondary Skills: Philosophy or Theology provide a basic background, and secondary fields of research are possible.

Background Skills: Administration is for running a school. Area Knowledge, Languages and Literature are common, and Writing, Bard and Teaching are useful for spreading knowledge.



Scholar [40 points]

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

Advantages: Literacy [10] and a total of 20 points chosen from: Alertness [5/level]; Charisma [5/level]; Imperturbable [10]; Intuition [15]; Language Talent [2/level]; Less Sleep [3/level]; Lightning Calculator [5]; Mathematical Ability [10]; Patron [varies]; Reputation [varies]; Single-Minded [5]; Status [5/level]; Tenure [5]; Versatile [5] and Wealth [varies].

Disadvantages: A total of -30 points chosen from: Absent-Mindedness [-15]; Age [-3/level]; Bad Sight [-10 or -25]; Bad Temper [-10]; Clueless [-10]; Curious [-5 to -15]; Delusion [-1 to -15]; Hard of Hearing [-10]; Loner [-5]; Oblivious [-3]; Obsession [-5 to -15]; Reputation [varies]; Shyness [-5 to -15]; Stubbornness [-5]; Truthfulness [-5] and Workaholic [-5].

Primary Skills: Cyphering (M/E) IQ+I [2]-12; Research (M/A) IQ [2]-11 and a total of 13 points in any of: Alchemy/TL (M/VH); Astrology/TL (M/H); Botany/TL (M/H); Chemistry/TL (M/H); Herbalist/TL (M/H); Mathematics (M/H); Naturalist (M/H); Physics/TL (M/H); Physiology (any)/TL (M/VH) and Zoology/TL (M/H).

Secondary Skills: 2 points in either of Philosophy (any) (M/H) or Theology (M/H) and a total of 6 points in any of: Architecture/TL (M/A); Cryptology/TL (M/H); Hidden Lore (any) (M/A); History

(M/H); Occultism (M/A) and further Primary Skills.

Background Skills: A total of 7 points in any of: Abacus (M/A); Administration (M/A); Area Knowledge (any) (M/E); Bard (M/A); Languages (varies); Literature (M/H); Teaching (M/A) and Writing (M/A).

Customization Notes

- Eidetic Memory is appropriate for more cinematic scholars.
- Illiterate scholars are possible if their whole civilization is illiterate. Such characters likely possess Oral Literature (M/H).
- For specific types of scholars (such as the scholastic monk or the scholastic professor), combine this template with another from this book.

— Michele Armellini

GURPS Imperial Rome

Aretha of Mytilene (25 points)

Age 38; 5'5", 128 lbs.; a pale woman with curly black hair and inquisitive eyes, modestly dressed.

ST 9 [-10]; DX 10 [0]; IQ 12 [20]; HT 10 [0].

Basic Speed 5; Move 5.

Dodge 5.

Advantages: Mathematical Ability [10]; Patron (museum, 6-) [5]; Reputation +3 (talented astronomer, from scholars) [5]; Status I [5].

Disadvantages: Curious [-10]; Enemy (Patriarch Cyril, 6-) [-5]; Reputation -4 (witch, from Christian fanatics) [-10]; Social Stigma (Second-Class Citizen) [-5]; Truthfulness [-5]; Workaholic [-5].

Quirks: Always asking questions; Hates ignorance; Loves books; Night owl; Stoic [-5].

Skills: Astrology/TL2-17* [8]; History (science)-9/15 [1]; Literature-10 [1]; Mathematics-16 [6]; Philosophy (Stoic)-11 [2]; Physics/TL2-12 [4]; Research-12 [2]; Teaching-13 [4]; Theology-11 [2]; Writing-12 [2].

Languages: Greek (native)-12 [0]; Latin-12 [2].

Equipment: Astrological tables and always a scroll or two.

Scholars still flock to the Museum and Library of Alexandria, but now Christian orthodoxy is more important than intellectual speculation. Hypatia, the mathematician and philosopher, well-known both for her knowledge and beauty, hand-picked Aretha for the Museum. Aretha is a talented astronomer and, in order to succeed among men, a strenuous researcher and a happy spinster. Unfortunately, being a freethinker, an astronomer, a night owl and an unmarried woman, she's acquired the same enemies as Hypatia: Alexandria's Patriarch and fanatics. They might not be ready to attack the renowned Hypatia, but they might start a bit lower – with Aretha.

Scrivener

When illiteracy is the norm, the scrivener makes his living off the sheer fact that he can read and write. He works in a market square, writing letters and agreements for those who can't (and, being more cultured than his clients, offering stylistic advice!). In late medieval times, the scrivener may be authorized as a notary public and can officially authenticate deeds, testaments and affidavits.

Design Notes

Attributes: We won't need outstanding Attributes.

Advantages: The scrivener must have Literacy. Acute Vision and Manual Dexterity help produce the documents, and notaries are distinguished professionals (Reputation, Status, Wealth).

Disadvantages: Being a lapsed cleric may be a bad Reputation or Secret. While a notary may be wealthy, a simple scribe may be Struggling. Hidebound, Honesty, Incurious, No Sense of Humor and Stubbornness are in character, and Curious or Nosy can be dangerous!

Primary Skills:

Writing is the only requirement, but Calligraphy and Merchant are useful.

Secondary

Skills: Illumination, Research and social skills can be handy.

Background

Skills: A cultured background is common (Literature, Poetry, Languages). Shady scriveners may also be forgers.

Scrivener

[20 points]

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

Advantages: Literacy [10] and a total of 10 points chosen from: Alertness [5/level]; Acute Vision [2/level]; Manual

Dexterity [3/level] and Reputation [varies].



Disadvantages: A total of -20 points chosen from: Curious or Nosy [-5 to -15, or -1]; Dependents [varies]; Hidebound [-5]; Honesty [-10]; Incurious [-5]; No Sense of Humor [-10]; any Physical Disadvantage [varies]; Reputation [varies]; Secret (lapsed cleric) [varies]; Struggling [-10] and Stubbornness [-5].

Primary Skills: Writing (M/A) IQ+2 [6]-12 and a total of 4 points in any of: Calligraphy (P/A) and Merchant (M/A).

Secondary Skills: A total of 5 points in any of: Diplomacy (M/H); Heraldry (M/A); Illumination (P/A); Research (M/A); Savoir-Faire (M/E) and further Primary Skills.

Background Skills: A total of 5 points in any of: Forgery (M/H); History (M/H); Literature (M/H); Poetry (M/A) and Teaching (M/A).

Languages (varies); Teaching (M/A).

Dark Ages Italy

Stephanus Romanus (5 points)

Age 29; 5'1", 115 lbs.; a small man with curious brown eyes, wearing a stained tunic.

ST 8 [-15]; DX 10 [0]; IQ 11 [10]; HT 10 [0].

Basic Speed 5; Move 5.

Dodge 5, Parry 6 (staff).

Advantages: Literacy [10].

Disadvantages: Curious [-10]; Enemy (Arian clergy, 6-) [-5]; Reputation -1 (lapsed Catholic monk) [-5]; Struggling [-10].

Quirks: Boasts about being a "Roman"; Easily bullied; Feels guilty about abandoning the church; Talkative; Uneasy around dogs [-5].

Skills: Calligraphy-II [4]; Illumination-I0 [2]; Law-I0 [2]; Literature-II [4]; Performance/Ritual (Catholic)-II [2]; Research-II [2]; Savoir-Faire-II [1]; Scrounging-II [1]; Singing-II [2]; Staff-8 [1]; Survival (swamplands)-II [2]; Teaching-II [2]; Theology-II [4]; Writing-I3 [6].

Languages: Latin (native)-II [0]; Germanic-I0 [1]; Greek-I0 [1].

Equipment: Stylus, parchment, staff.

Stephanus was a bishop's secretary, but he left when the routine got dull. He found work as a scrivener (often asking clients too many questions); illiterate land-owners needed petitions for the convoluted administration in Italy. Now that the Lombards have arrived and Gisulf has established a duchy, Stephanus is eager to work for him. But Gisulf already has secretaries, and these are not only clerics, but also Arians – and they have no love for Stephanus.

Customization Notes

- **Notary public (+30 points).** Add: Status 2 [10]; Wealth (Comfortable) [10] and 10 points chosen from: Contacts [varies]; Reputation [varies]; Strong Will [4/level] and higher Wealth. Add -10 points chosen from: Miserliness [-10]; Sense of Duty [varies]; Workaholic [-5] and any Physical Disadvantage. Add 6 points in the following additional Primary Skills: Law (M/H) and Professional Skill (Finance) (M/H). Add to the following Secondary and Background Skills: 2 points in Research (M/A), 1 in Savoir-Faire (M/E) and 1 in a Language (varies).

- **Clerical employee (+5 points).** Add 5 points in any of the Advantages above or in any of the following: Lightning Calculator [5] and Single-Minded [5]. Replace the Primary Skill selection with: Administration (M/A) IQ+1 [4]-11; Writing (M/A) IQ [2]-10 and a total of 4 points in any of: Accounting (M/H); Calligraphy (P/A) and Merchant (M/A).

– Michele Armellini

Shaman

Shamans act as intermediaries between the mortal and spirit worlds and fill roles of healer, lore-keeper and counselor. Shamanism may be hereditary or a unique calling; often, those with some remarkable feature or disability find themselves in the role by default.

Design Notes

Attributes: Shamans must be clever and observant. We choose IQ 11.

Advantages: These concern community, personal presence or social standing. High Pain Threshold, Intuition and Strong Will help the shaman through initiation and ordeals. Auto trance has obvious uses.

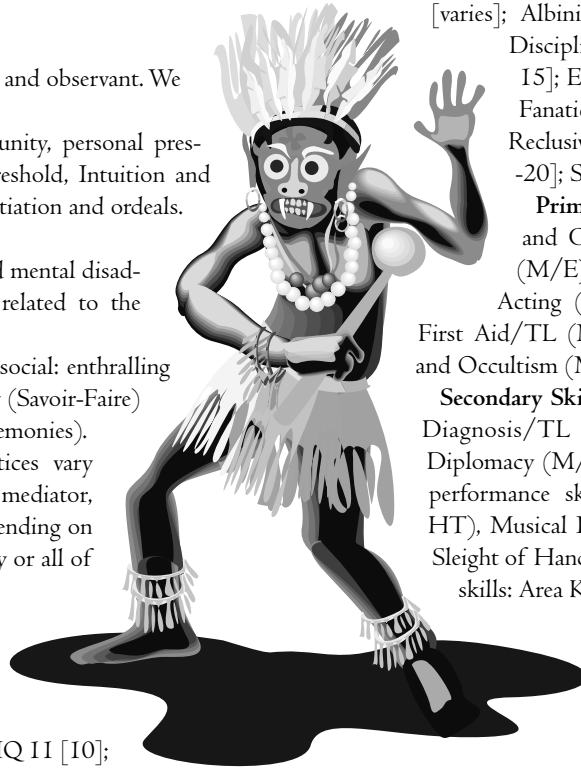
Disadvantages: Various physical and mental disadvantages are appropriate, as are those related to the duties of the role itself.

Primary Skills: The core skills are social: enthralling audiences (Bard), behaving appropriately (Savoir-Faire) and conducting rituals (Rituals and Ceremonies).

Secondary Skills: Shamanic practices vary widely, so these vary by role: healer, mediator, magician and hunt leader. Shamans, depending on culture, might have responsibilities in any or all of these areas.

Shaman [25 points]

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



Advantages: A total of 20 points chosen from: Ally Group [varies]; Appearance [varies]; Auto trance [5]; Charisma [5/level]; Clerical Investment [5/level]; Empathy or Sensitive [15 or 5]; High Pain Threshold [10]; Intuition [10]; Patron [varies]; Pious, [5]; Reputation, [5/level]; Status [5/level]; Strong Will [4/level] and Voice [10].

Disadvantages: A total of -30 points chosen from: Addiction [varies]; Albinism [-10]; Compulsive Behavior [-5 to -15]; Disciplines of Faith [varies]; Duty [varies]; Dwarfism [-15]; Epilepsy [-30]; Eunuch [-5]; Extravagance [-10]; Fanaticism [-15]; Hunchback [-10 or -15]; Loner or Reclusive [-5 or -10]; Selfish [-5]; Sense of Duty, [-5 to -20]; Split Personality [-5 to -10] and Vow [varies].

Primary Skills: Bard (M/A) IQ+I [4]-12; Rituals and Ceremonies (M/H) IQ+I [6]-12; Savoir-Faire (M/E) IQ [1]-11 and a total of 5 points in any of: Acting (M/A); Artist (M/H); Bardic Lore (M/H); First Aid/TL (M/E); Herbalist (M/H); Meditation (M/H) and Occultism (M/A).

Secondary Skills: A total of 5 points in any of: healing skills: Diagnosis/TL (M/H), Tattooing (M/A); social skills: Diplomacy (M/H), Intimidation (M/A) and Politics (M/A); performance skills: Dancing (P/A), Mimicry (any) (P/H; HT), Musical Instrument (any) (M/H), Singing (P/E; HT), Sleight of Hand (P/H) and Ventriloquism (M/H); or outdoor skills: Area Knowledge (any) (M/E), Naturalist (M/H) and Weather Sense/TL (M/A).

Background Skills: A total of 4 points in skills from the Hunter (p. 57) or Gatherer (p. 51) templates.

Customization Notes

GURPS Dinosaurs

Wao'ano (30 points)

Age 39; 4'11", 130 lbs.; a wizened, tattooed Neanderthal missing both right eye and arm below the elbow, wearing a deer cape over leather leggings.

ST 10 [-15]; DX 10 [10]; IQ 11 [10]; HT 10 [0].

Basic Speed 5; Move 5.

Dodge 5.

Advantages: Ally Group (family, 9-) [10]; High Pain Threshold [10]; Pitiable [5]; Reputation +2 (magical) [10]; Single-Minded [5]; Status I [5].

Disadvantages: Neanderthal Man [-5]; One Arm [-20]; One Eye [-15]; Sense of Duty (to his band) [-5]; Sense of Duty (to religious beliefs) [-]; Short Lifespan I [-].

Quirks: Carries a polished mammoth's tooth; Gives unwanted hunting advice; Laughs about his injuries;

Monopolizes the fire's warmth; Talks in his sleep [-5].

Skills: Acting-10 [1]; Area Knowledge (Zagros Mountains)-11 [1]; Bard-12 [4]; Bow and Palette-9 [1]; First Aid/TL0-12 [2]; Herbalist/TL0-11 [4]; Naturalist-11 [4]; Politics-10 [1]; Rituals and Ceremonies-12 [6]; Savoir-Faire-13 [0]*; Spear-10 [2]; Survival (mountains)-10 [1]; Tattooing-10 [1]; Weather Sense/TL0-11 [2].

* Free from Status.

Languages: Zagros Neanderthal (native)-11 [0].

Equipment: Herbs, fire-starting tools.

Wao'ano is the shaman for a band of Neanderthal hunter-gatherers living around Shanidar Cave, in the Zagros Mountains of Iraq. Mauled by a cave bear on a hunt when he was 18, Wao'ano lost an eye and most of his right arm. He miraculously survived and became an apprentice to the old shaman, who soon died. Although he is no hunter, Wao'ano gets along quite well for himself, using his teeth in place of a missing hand to accomplish most daily tasks.

- This template represents a TL0 shaman; in higher-technology societies, Performance/Ritual and Theology replace Rituals and Ceremonies.
- For a magic-using shaman, see p. W1108.

— Jason Morningstar

Smith

Many villages host a blacksmith to repair old tools and make a few new ones. The job is part-time for the smith, with most work done during the winter when the heat of the forge is more welcome and his own fields don't need tending. Because smithing appears somewhat mystical to most societies (the skills take surprisingly long to acquire and the process looks arcane to outsiders), the smith and his shop may be regarded with a touch of superstitious awe. Though rarely great artists or full-time professionals, blacksmiths are vital craftsmen.

Design Notes

Attributes: Blacksmiths are proverbially strong, so high ST is in order.

Advantages: Village smiths are leading members of their communities and may also be a bit more durable.

Disadvantages: Despite a possible lack of social abilities, smiths

GURPS China

Mang Tze (35 points)

Age 32; 5'8", 185 lbs.; a blocky, tanned Chinese with a shaven head and perpetually singed eyebrows, often smiling, and usually wearing a thick leather apron.

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

Basic Speed 5.25; Move 5.

Dodge 5.

Advantages: Status I [5]; Toughness I [10].

Disadvantages: Odious Personal Habit (constant singing) [-5]; Stubbornness [-5]; Struggling [-10].

Quirks: Determined; Friendly and talkative; Often goes shirtless; Treats his donkey like a person [-4].

Skills: Agronomy/TL2-II [4]; Animal Handling-9 [2]; Area Knowledge (village and surrounding area)-10 [1]; Blacksmith/TL2-II [6]; First Aid/TL2-I0 [1].

Languages: Chinese (native)-10 [0].

Equipment: Hammers, tongs, chisels and punches, anvil.

"No Stopping" Mang is well known as the most cheerful man for miles around despite the poverty of his village. In the summer, he hums songs to his donkey as he plows his fields. In the winter, he sings songs to the accompaniment of a hammer on hot metal. He doesn't sing particularly well, but he does know most of the words. Besides, he's responsible for keeping the village's plowshares in good shape and mending the occasional cooking pot, shovel or knife, so who would say anything against him? The villagers are perhaps a bit overindulgent with Mang's refusal to let anything stop him. Sparks flying from the forge don't bother him at all, and once he sets his mind to something, there's no letting go.

may be stuffy and arrogant if they enjoy power too much, or silent and retiring if they don't enjoy it enough. They likely have family ties. Smiths are often little more than peasants with little wealth. The noise of hammer on anvil can damage hearing and annoy neighbors.

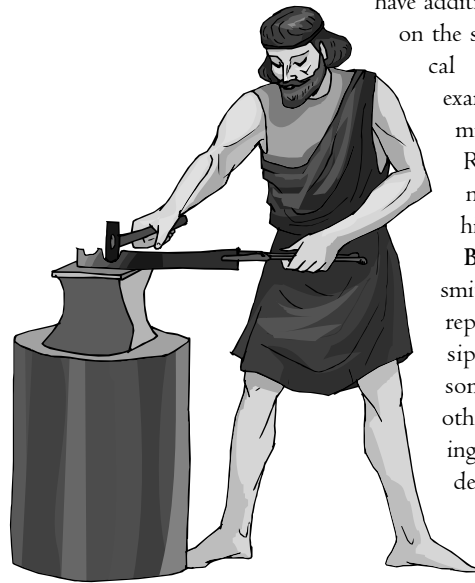
Primary Skills: Blacksmith is necessary, but part-time smithing requires part-time farming, too.

Secondary Skills: Smiths may have additional skills depending on the social and technological environment.

For example, a TL3 smith must shoe horses.

Rarely, a smith may need to find and smelt his own metal from ore.

Background Skills: A smith is likely to be a repository of local gossip and may acquire some skill in swaying others' opinions or selling his wares. He often deals with carpenters.



Smith
[25 points]

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

Advantages: Total of 10 points chosen from among: +1 HT [10]; High Pain Threshold [10]; Reputation +1 (lucky or magical) [5]; Single-Minded [5]; Status [5/level]; Temperature Tolerance [1/level] and Toughness [varies].

Disadvantages: A total of -15 points chosen from: Bad Back [varies]; Bad Temper [-10]; Dependents [varies]; Hard of Hearing (-10); Jealousy [-10]; Loner [-5]; Odious Personal Habits [-5 to -15]; Reputation [varies]; Shyness [-5 to -10]; Stubbornness [-5] and Struggling [-10].

Primary Skills: Agronomy/TL (M/A) IQ [2]-10; Blacksmith/TL (M/A) IQ+I [4]-11.

Secondary Skills: A total of 2 points in any of: Animal Handling (M/H); Armoury/TL (M/A); First Aid/TL (M/E); Jeweler/TL (M/H); Professional Skill (Locksmith) and Prospecting (M/A).

Background Skills: A total of 2 points in any of: Area Knowledge (any) (M/E); Carpentry (M/E); Leadership (M/A) and Merchant (M/A).

— Matt Riggsby

Soldier

Tribal warriors, citizen infantrymen and levied peasants do their share of fighting, but professional soldiers' only job is war. They might be mercenaries, but even patriots and faithful men-at-arms need pay (often loot or rewards in conquered lands). In peacetime, soldiers' tasks include marching, garrisoning and training; in wartime, marching, killing and *dying*. Common soldiers are often expendable, but generals can't make history without them.

Design Notes

Attributes: Weapons training raises ST; DX 10 is a minimum.

Advantages: Many advantages are tailor-made for fighters. Soldiers rely on comrades (Ally, Ally Group) and might serve as police.

Disadvantages: Duty is required. The job takes a toll on many soldiers leading to vices and a cold or harsh manner. Scars and battle wounds are common, and soldiers aren't rich. Other disadvantages are common among men-at-arms.

Primary Skills: Weapon skills are necessary. Military training means disciplined drills. Troopers need Hiking or Riding.

Secondary Skills: Soldiers handle secondary weapons. First-Aid and Survival are common among veterans.

Background Skills: Armoury, other weapons, Savoir-Faire (Military), Scrounging (for looting) and other skills are also useful.

Soldier [25 points]

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

Advantages: A total of 20 points chosen from: Ally or Ally Group [varies]; Combat Reflexes [15]; Danger Sense [15]; Fearlessness [2/level]; Fit [5]; High Pain Threshold [10]; Legal Enforcement Powers [5/10]; Manual Dexterity [3/level]; Rapid Healing [10] and Toughness [varies].

Disadvantages: Duty [-5 to -15] and -20 points chosen from: Alcoholism [-15 or -20];

Appearance [varies]; Bad Temper [-10]; Berserk [-15]; Bloodlust [-10]; Callous [-6]; Chummy or Gregarious [-5 or -10]; Code of Honor [-5 to -15]; Compulsive Behavior [-5 to -15]; Cowardice [-10]; Dependents [varies]; Flashbacks [-5 to -20]; Lecherousness [-15]; Low Empathy [-15]; Missing Digit [-2 or -5]; Obdurate [-10]; Odious Personal Habits [-5 to -15]; One Eye [-15]; Overconfidence [-10]; Post-Combat Shakes [-5]; Poverty [varies]; Sense of Duty [-5 to -20] and Youth [-2/level].



Primary Skills: Tactics (drill) (M/H) IQ-2 [1]-7/13; 4 points in any of: Knife (P/E); Hiking (P/A; HT) and Riding (any) (P/A); and 4

points in *either* any two-handed Weapon Skill (varies) *or* in any Weapon Skill (varies) and Shield (P/E).

Secondary Skills: A total of 6 points in any of: Brawling (P/E) *or* another appropriate unarmed Combat Skill (varies); First-Aid/TL (M/E); Survival (any) (M/A) and any Weapon Skill (either more points in primary ones, or others).

Background Skills: A total of 5 points in any of: Armoury/TL; further Combat/Weapon Skills (varies); Heraldry (M/A); Running (P/H; HT); Savoir-Faire (Military) (M/E); Scrounging (M/E) and further Tactics (M/H).

Customization Notes

• This template represents a "generic" low-tech warrior. For more specialized templates, see *GURPS Warriors*.

• **Sergeant (+15 points).** Add Military Rank 2 [10]; -5 points from the Disadvantages above; Leadership (M/A) IQ [2]-10; Orienteering (M/A) IQ-1 [1]-9; 3 points in Tactics and 4 points in any skills, including at least 1 point in Scrounging (M/E). Higher-ranking officers are often nobles (p. 47); but good officers have Leadership, Strategy and Tactics.

— Michele Armellini

Medieval France

Balilla Belin (20 points)

Age 24; 5'5", 145 lbs.; a broad-shouldered man with slick black hair and staring eyes.

ST 11 [10]; DX 11 [10]; IQ 9 [-10]; HT 11 [10].

Basic Speed 5.25; Move 5.

Dodge 5; Parry 5 (knife).

Advantages: Acute Vision +3 [6]; Fearlessness +2 [4]; Fit [5]; Toughness +1 [10].

Disadvantages: Bad Temper [-10]; Duty (to the army, 12-) [-10]; Enemy (Tino's friends, 9-) [-10]; Gullibility [-5].

Quirks: Dislikes knights; Hates bad weather; Loves wine; Rude; Speaks incoherently [-5].

Skills: Brawling-12 [2]; Crossbow-14 [8]; First-Aid/TL3-10 [2]; Hiking-11 [2]; Knife-12 [2]; Scrounging-9 [1]; Shortsword-11 [2]; Tactics (drill)-6/12 [1].

Languages: Genoese Italian (native)-9 [0].

Equipment: ST13 crossbow, quiver, bolts, large knife, padded-cloth gambeson and cap.

Genoese crossbowmen are here to deal with the longbowmen harassing French knights. Balilla is good at this, but now he has personal enemies too. In a drunken brawl, he killed the most popular soldier in his company, thereby losing his allies and gaining enemies. And even a dull soldier knows a battle is *the* place for settling scores.

Squire

Squires serve as assistants to medieval knights while training to enter knighthood themselves. Typically, this lasts about three years prior to adulthood, but the precise details vary. Indeed, some squires are actually life-long professionals, content never to be knighted.

Design Notes

Attributes: Squires undertake much physical training to prepare themselves for knighthood, so we raise ST and DX to II.

Advantages: Squires are drawn from families of high status, so we require Status I. Other advantages reflect their training and noble background.

Disadvantages: A squire automatically has a Duty to those who are training him and we also provide disadvantages which reflect both chivalry and a sense of aristocratic superiority.

Primary Skills: As trainee knights, squires must be able to ride and fight with weapons appropriate to their culture.

Secondary Skills: We provide the skills necessary to work as a

knight's assistant, including setting up camp, handling horses and transporting a bulky kit.

Background Skills: We provide a range of skills to represent the squire's study of social and martial arts.

Squire [30 points]

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

Advantages: Status I [5] and 10 points chosen from: Ally [varies]; Fit [5]; Heir [5]; High Pain Threshold [10]; Literacy or Semi-Literacy [10 or 5]; Patron [varies]; further Status [5/level]; Toughness [varies] and Wealth [varies].

Disadvantages: Duty

(to liege lord, 12-) [-10] and -15 points chosen from: Code of Honor [-5 to -15]; Intolerance [-5 or -10]; Jealousy [-10]; Overconfidence [-10]; Selfish or Self-Centered [-5 or -10]; Sense of Duty [varies] and Youth [-2/level].

Primary Skills: Riding (any) (P/A) DX [2]-II and 6 points chosen from: Axe/Mace (P/A); Broadsword (P/A); Lance (P/A) and Shield (P/E).

Secondary Skills: 6 points chosen from: Animal Handling (M/H); Cooking (M/E); Packing (M/A); Savoir-Faire (M/E); Savoir-Faire (Servant) (M/E) and Survival (any) (M/A).

Background Skills: 6 points chosen from: Armoury/TL (M/A); Bow (M/H); Carousing (P/A; HT); Dancing (P/A); Heraldry (M/A); Politics (M/A); Tactics (M/H) and Tournament Law (any) (M/E).



GURPS Middle Ages I

Edmund of Rocherter (25 points)

Age 16; 5'8", 140 lbs.; a lean young man with fashionably cut dark hair, brown eyes and a pimply face.

ST II [10]; DX II [10]; IQ 10 [0]; HT 10 [0].

Basic Speed 5.25; Move 5.

Dodge 5.

Advantages: Literacy [10]; Status I [5].

Disadvantages: Code of Honor (Chivalric) [-15]; Duty (to liege lord, 12-) [-10]; Youth (14) [-4].

Quirks: Bookish; Flirts with young noblewomen at every opportunity; Idealist; Thinks he's more attractive to girls than he actually is; Tries to impress by using overly flowery language [-5].

Skills: Animal Handling-8 [1]; Armoury/TL3-10 [2]; Axe/Mace-10 [1]; Broadsword-12 [4]; Carousing-10 [2]; Dancing-10 [1]; Heraldry-10 [2]; Lance-II [2]; Poetry-9 [1]; Riding (horse)-12 [4]; Savoir-Faire-12 [0]; Shield-II [1]; Survival (woodlands)-9 [1].

Languages: Middle English (native)-10 [0]; Norman French-10 [2].

Equipment: Chainmail hauberk with padded cloth undercoat, helmet, kite shield, broadsword, axe and dagger.

The son of a Norman knight in late 11th century England, Edmund has been fostered to another knight as a squire in order to complete his own training. Although he has some aptitude for the ways of war, he enjoys his time at court more than his time on the practice grounds. He is, however, entirely loyal to his master and believes passionately in the codes of chivalry and the romanticized ideals of the poets and troubadours. He is a little frustrated by his lack of progress towards knighthood since he hopes one day to adventure in far-off lands.

Customization Notes

- If he intends to be knighted, the squire should strive to meet the skill requirements of the Knight template (p. WA28).
- Samurai and other aristocratic warriors do not have a position directly equivalent to squire. To reflect a trainee in such a culture, replace the Secondary Skills listed with 3 points in Combat/Weapon Skills, Leadership (M/A) or Savoir-Faire (M/E) and spend 3 further points on Background Skills. Squires and trainees make useful sidekicks for PC knights in any culture.

— Jamie Revell

Storyteller

Storytellers play an important role in pre-literate societies by preserving history and legends through their tales. Even after the advent of writing, they remain one of the most popular forms of entertainment in both noble and peasant circles. They constantly build their repertoire and might travel far and wide to learn new stories and spread their favorite tales. Storytellers practically invented the “cliffhanger” – what better way to ensure repeat business than to keep the audience begging for more?

Design Notes

Attributes: Storytellers must have excellent memories, so we increase IQ to II.

Advantages: In pre-literate cultures, storytellers are highly respected, and in later times, the best are famous and might even entertain royalty (Status, Reputation, Patron). In literate societies, many storytellers draw from literature (Literacy). Other advantages help to make the storyteller a more engaging entertainer.

Disadvantages: Storytellers are also found in the bottom strata of society (Poverty, Status). Other disadvantages are common among performers.

Primary Skills: Storytellers are fundamentally performers, so we require Bard. They draw their material from many places, including history, literature and religion.

Secondary Skills: Versatile storyteller are equally at home at court or in a pub (Savoir Faire, Carousing). Writing and Poetry allow the best to compose their own material or elaborate on the old.

Background Skills: These represent the great depths to

which a storyteller might delve in his search for new stories.

Storyteller [25 points]

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

Advantages: A total of 15 points chosen from: Bardic Immunity [10]; Charisma [5/level]; Literacy or Semi-Literacy [10 or 5]; Patron [varies]; Reputation [varies]; Status [5/level]; Versatile [5] and Voice [10].

Disadvantages: A total of -15 points chosen from: Congenial, Chummy or Gregarious [-1, -5 or -10]; Compulsive Carousing [-5 or -10]; Edgy [-5]; Poverty [varies]; Proud [-1]; Status [-5/level] and Stubbornness [-5].

Primary Skills: Bard (M/A) IQ+I [4]- 12 and a total of 6 points in any of: Bardic Lore (M/H); History (M/H); Literature (M/H); Oral Literature (M/H) and Theology (M/H).

Secondary Skills: A total of 3 points in any of: Acting (M/A); Carousing (P/A; HT); Performance (M/A); Poetry (M/A); Savoir Faire (M/E) and Writing (M/A).

Background Skills: A total of 2 points in any of: Area Knowledge (any) (M/E); Hidden Lore (M/H); Languages (varies); Occultism (M/A); Performance/Ritual (M/A) and Research (M/A).

Sub-Saharan Africa

Od-Oghee (25 points)

Age 35; 5'7", 128 lbs.; a dark, haggard man with a shaved head and tribal tattoos covering much of his body.

ST 10 [0]; DX 10 [0]; IQ II [10]; HT 10 [0].

Basic Speed 5; Move 5.

Dodge 5.

Advantages: Status I [5]; Voice [10].

Disadvantages: Migraine [-10]; Stubbornness [-5].

Quirks: Doesn't fear death, just the loss of knowledge; Very fond of children [-2].

Skills: Bard-14* [4]; Bardic Lore-10 [2]; History-12 [6]; Performance-13 [1]; Rituals and Ceremonies-10 [2]; Spear-9 [1]; Survival (jungle)-10 [1].

* Includes +2 for Voice.

Languages: Bantu (native)-II [0].

Equipment: Spear.

Od-Oghee is a very troubled man. He truly has a love of his tribe's noble history, and he fears that it may be lost. None of the children have shown enough talent or interest to warrant Od-Oghee making an apprentice of him. With the headaches getting worse each season, he's convinced that the gods will take him before long and, quite frankly, the shaman has admitted that he agrees. In the meantime, Od-Oghee continues to tell his stories every day in the hopes that at least some of the tales will outlive him.

Customization Notes

- If more points are available, Eidetic Memory is invaluable to a storyteller, subject to GM approval.
- In some cultures, storytellers might be punished or killed for telling objectionable or heretical tales. These storytellers generally have high skill in the subject their persecutors find objectionable (such as Theology during the Inquisition). They do *not* have Bardic Immunity.

– Duff McCourt



Street Kid

The life of the street kid has not changed much over the past two thousand years. Often an orphan, the child of a prostitute or a runaway from an abusive home, the street kid fights in the streets for his mere survival. An unfortunate number of street kids are doomed to an early grave, but those who do survive often become beggars, thieves, musicians or artists.

Design Notes

Attributes: Street kids must be quick of body and wit to escape capture by the law (not to mention ordinary citizens), so we raise DX and IQ to 11. They never seem to be properly nourished, so we lower HT to 9.

Advantages: It's important that the street kid notice the law before they notice him (Acute Senses). Street kids encounter the underground from a very early age (Patron, Contacts).

Disadvantages: Youth is an obvious selection, but a street kid may be old enough to be considered an adult. Street kids are, almost without exception, penniless outcasts (Poverty, Status). Other

disadvantages stem from growing up in the gutter or reflect children in general.

Primary Skills: In order to survive, the street kid must quickly learn the rules of his environment (Streetwise). He needs an intimate knowledge of hiding places and escape routes (Area Knowledge).

Secondary Skills: These allow for the street kid to scrape out a living through art, music or thievery.

Background Skills: Growing up in rough company allows the street kid to pick up several unusual skills.



Street Kid [0 points]

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

Advantages: A total of 15 points chosen from: Acute Hearing [2/level]; Acute Vision [2/level]; Composed [5]; Contacts [varies]; Less Sleep [3/level]; Luck [15]; Manual Dexterity [3/level]; Patron [varies] and Pitiable [5].

Disadvantages: Poor [-15]; Status -3 [-15] and a total of -10 points chosen from: Addiction [varies]; Curious [-5 to -10]; Distractible or Short Attention Span [-1 or -10]; Impulsiveness [-10]; Laziness [-10]; Loner or Uncongenial [-5 or -1]; Overconfidence [-10]; Phobias [varies]; further Poverty [varies]; Skinny [-5]; further Status [-5/level]; Stubbornness [-5] and Youth [-2/level].

Primary Skills: Area Knowledge (any) (M/E) IQ+1 [2]-12; Streetwise (M/A) IQ+1 [4]-12 and a total of 4 points in any of: Panhandling (M/E); Scrounging (M/E) and Stealth (P/A).

Secondary Skills: A total of 3 points in any of: Artist (M/H); Filch (P/A); Holdout (M/A); Musical Instrument (any) (P/A); Pickpocket (P/H) and Singing (P/E; HT).

Background Skills: A total of 2 points in any of: Knife (P/E); Knife Throwing (P/E); Lockpicking/TL (M/A); Sling (P/H); Tattooing (M/A) and Traps/TL (M/A).

Customization Notes

- Remember that very young characters must raise stats from those on p. B14.
- The street kid-turned-hero is a popular character in literature and folklore, so this template can very easily be used as a basis for a PC in a higher-point-value game.

— Duff McCourt

GURPS Egypt

Redetep (5 points)

Age 15; 5', 88 lbs.; a mangy boy with unkempt hair, a mischievous grin and a slightly wild look in his eye.

ST 9 [-10]; DX 11 [10]; IQ 11 [10]; HT 9 [-10].

Basic Speed 5; Move 5.

Dodge 5.

Advantages: Acute Hearing +2 [4]; Manual Dexterity +3 [9]; Musical Ability +3 [3]; Patron (old thief, 9-) [10].

Disadvantages: Poor [-15]; Curious [-5]; Skinny [-5]; Status -3 [-15]; Youth (15) [-2].

Quirks: Almost always singing or playing the flute; Loves exploring [-2].

Skills: Area Knowledge (Memphis)-13 [4]; Holdout-10 [1]; Musical Instrument (flute)-14 [4]; Panhandling-11 [1]; Pickpocket-13 [2]; Singing-13 [2]; Sling-9 [1]; Stealth-12 [4]; Streetwise-13 [6].

Languages: Egyptian (native)-11 [0].

Equipment: Hand-carved flute, sling and several stones.

Redetep has been on the street his whole life. He was taken in when he was very young by Kohen, an aging cat-burglar who recognized the boy's potential as a thief. Redetep, however, has other plans. He dreams of being a great musician, perhaps one day even playing in Pharaoh's court. Redetep spends his days in the market place playing his flute and singing for coins, only picking pockets when the days take is particularly bad.

Sycophant

Powerful people like to be praised, and sycophants do so on a regular basis. Sycophants are parasites who flatter the rich in hopes of personal gain. Their position depends not only on the credibility of their flattery but also on their patrons' whims; it can be a dangerous job. Some toadies don't fool their lords but are kept around so the lord can have fun at their expense. Anybody can pay lip-service, obtain a reward and move on, but sycophants live off boot-licking.

Design Notes

Attributes: Only average attributes are needed.

Advantages: Patron is possible, but some lords support their sycophants without caring for them. Common Sense, Intuition and Luck are useful in such an unstable job, as are good looks and an attractive Voice. Empathy allows toadies to be attuned to their masters.

Disadvantages: A non-hazardous Duty is required. Greed, Laziness or Low Self-Image might drive sycophants. Toadies may have personality flaws (Compulsive Behavior, Delusions, Jealousy). Sometimes sycophants cannot escape their predicament (Poverty, Social Stigma, Uneducated) or lack the drive to look for an escape (Weak Will).

Primary Skills: Sycophants need Acting for convincing flattery. Other Social Skills are equally important.

Secondary Skills: Parasites should be able to entertain their patrons, if barely. Some sycophants have a secondary job, normally a sinecure granted by the patron.

Background Skills: These represent other wiles.

Sycophant [10 points]

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

Advantages: A total of 20 points chosen from: Appearance [varies]; Common Sense [10]; Composed [5]; Empathy or Sensitive [15 or 5]; Intuition

[15]; Luck [15]; Patron [varies] and Voice [10].

Disadvantages: Duty (to lord, non-hazardous, 12-) [-5]; and a total of -20 points chosen from: Alcoholism [-15 or -20]; Chummy or Gregarious [-5 or -10]; Compulsive Behavior [-5 to -15]; Cowardice [-10]; Delusion [-1 to -15]; Dull [-1]; Gluttony [-5]; Greed [-15]; Jealousy [-10]; Laziness [-10]; Low Self-Image [-10]; Poverty [varies]; Reputation [varies]; Social Stigma [varies]; Uneducated [-5] and Weak Will [-8/level].

Primary Skills: Acting (M/A) IQ+I [4]-II and a total of 4 points in any of: Carousing (P/A); Diplomacy (M/H); Fast-Talk (M/A) and Savoir-Faire (M/E).

Secondary Skills: A total of 4 points in any of: Appreciate Beauty (M/VH); Bard (M/A); Dancing (P/A); Performance (M/A) and Singing (P/A).

Background Skills: A total of 3 points in any of: Gambling (M/A); Games (any) (M/E); Lip Reading (M/A); Poetry (M/A); Scrounging (M/E) and Sex-Appeal (M/A).

Customization Notes

- This point allocation prevents sycophants from being exceptional at anything; they're not any kind of serious professional! However, sycophants often improvise, so take note of defaults (e.g., Acting-II gives Performance-9).
- Sycophants with sinecures should add to Secondary Skills: Administration (M/A); Politics (M/A); Professional Skill (any) (varies); or any skill, with GM's permission.

— Michele Armellini

Medieval France

Philippe Le Blanc (10 points)

Age 32; 5'6", 162 lbs.; a pale, chubby man with brown hair, thick lips and little chin, wearing subdued colors.

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

Basic Speed 5; Move 5.

Dodge 5.

Advantages: Acute Taste & Smell +2 [4]; Attractive [5]; Luck [15]; Semi-Literacy [5].

Disadvantages: Duty (to Roland, non-hazardous, 12-) [-5]; Jealousy [-10]; Laziness [-10]; Reputation -I (toadie) [-5].

Quirks: Fancies himself a brilliant talker; Loves fine wines; Loves gambling; Slightly gluttonous; Somewhat squeamish [-5].

Skills: Acting-12 [6]; Appreciate Beauty-9 [4]; Bard-9 [1]; Carousing-10 [2]; Cooking-12 [4]; Gambling-10 [2]; Literature-8 [1]; Poetry-9 [1]; Savoir-Faire-10 [1]; Sex-Appeal-10 [2].

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

Equipment: Dice.

Philippe is a failed student who, years ago, drifted into the circle of Roland Grosmain, a liberal but ignorant upstart merchant. He's become Roland's resident "expert" on fine wines, cuisine and even literature and poetry, and on occasion, he lazily oversees the kitchen. But his main task is to take part in banquets, giving the conversation a veneer of brilliance and culture, and to tell Roland how fine he and all his things truly are. His few free hours spent gambling do little to salve the jealousy he feels toward Roland, but he sees no way out.

Tax Collector

Tax collectors gather revenue by visiting cities, towns, estates or homes. Taxes, which are often paid in kind rather than coin, range from head-count tax (making the collectors essentially census takers as well), land and building tax (tax liability might be determined by anything from the number of rooms to the number of windows) and all sorts of other levies. Collectors might also sit at provincial or city borders to collect customs duties on goods passing through the region. Tax collectors are universally unpopular, and there is often little regulation to keep them from skimming funds or engaging in other sketchy practices.



extra pressure or coercion for unwilling contributors (Brawling, Detect Lies; Intimidation) – as well as skill at diffusing hostile situations (Diplomacy; Fast-Talk; Savoir-Faire). Accounting and Abacus may be necessary to keep track of the money and tax records. Area Knowledge serves the door-to-door collector.

Background Skills: Any of these skills are useful for a more bureaucratic tax collector or customs official.

Tax Collector [10 points]

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

Advantages: A total of 20 points chosen from: Administrative Rank [5/level]; Lightning Calculator [5]; Literacy or Semi-Literacy [10 or 5]; Mathematical Ability [10]; Patron [varies] and Status [5/level].

Disadvantages: Reputation (tax collector) [-5] and a total of -15 points chosen from: Bully [-10]; Callous [-6]; Greed [-15]; further Reputation [varies]; Secret (corrupt) [varies] and Status [-5/level].

Primary Skills: Cyphering (M/E) IQ+2 [4]-12.

Secondary Skills: A total of 4 points in any of: Abacus (M/A); Accounting (M/A); Area Knowledge (any) (M/E); Brawling (P/E); Diplomacy (M/H); Detect Lies (M/H); Fast-Talk (M/A); Intimidation (M/A) and Savoir-Faire (M/E).

Background Skills: A total of 2 points in any of: Economics (M/H); Law (M/H); Mathematics (M/H); Merchant (M/A); Professional Skill (Finance) (M/H) and Research (M/A).

Customization Notes

- Treat a bureaucratic tax *counter* (rather than *collector*) as a Bureaucrat (p. 30) or a Banker (p. 19).

– Ryan Crisp

Design Notes

Attributes: No bonuses are required.

Advantages: In some societies the job of a tax collector brings added Status or rank in the government bureaucracy. The tax collector's employer might serve as a Patron. Other advantages may be useful depending on the exact job and society.

Disadvantages: Tax collectors are never popular, so Reputation is mandatory. Low Status may come with the job, especially where slaves do the collecting. Some tax collectors are bullies who enjoy their work too much, and the job can make one Callous. A corrupt tax collector has a Secret. Greed is common.

Primary Skills: All one really needs to take people's money in the name of the government is the ability to count it (Cyphering).

Secondary Skills: Collecting taxes may require

GURPS Imperial Rome

Oxylos, son of Ephaphor (25 points)

Age 40; 5'5", 145 lbs.; a dark-haired, well-tanned Greek-Syriac, dressed in a dark-blue tunic.

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

Basic Speed 5.0; Move 5.

Dodge 5.

Advantages: Status I [5]; Patron (tax farmer) [10]; Literacy [5].

Disadvantages: Reputation -2 (tax collector) [-10]; Callous [-6]; Odious Personal Habit (perfumes to excess) [-5].

Quirks: Devotee of Bacchus; Bathes often; Spits when he swears; Thinks he looks best in blue [-4].

Skills: Accounting-12 [6]; Abacus-12 [4]; Cyphering-12 [2]; Merchant-12 [4]; Intimidation-11 [2].

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

Equipment: Papyrus, quill, ink, abacus.

Oxylos is a publican who spends his days at the customs post outside the city of Antioch collecting entry tolls from merchants. His employer, a tax farming company, has bought the right to collect the tolls in this region from the local Roman governor. Oxylos started there when he was still a teenager. Though he is noted for his quick abacus work in calculating tolls, his co-workers shun him for the excessive perfume he wears. His callous attitude, developed out of necessity, has not made him many friends in Antioch, so he spends most of his free time with fellow publicans either at the public baths or participating in the rituals of Bacchus.

Teamster

Teamsters drive carts and wagons pulled by horses, mules or oxen. They live on the road while co-ordinating the efforts of several animals, tending them and the carriage, loading the freight and finding their way. Jams of food-carrying wagons aren't unheard of in the streets of large cities. Civilian teamsters often carry important supplies to armies; they may also carry important passengers.



are helpful (for stamina and cargo-handling).

Advantages: Animal Empathy is useful. Teamsters may become Fit or Very Fit on the road. Other advantages come in handy.

Disadvantages: The teamster's harsh lifestyle may take a toll, both physically and mentally, leading to Bad Back, Bad Temper, Bad Smell and Odious Personal Habits such as swearing. Driving a cart is usually low-paid work with low Status; the teamster might even be a slave. Other flaws and vices often accompany the job.

Design Notes

Attributes: Outstanding Attributes aren't required, but HT and ST

GURPS Fantasy

Vitus "the Whip" (25 points)

Age 19; 5'11", 157 lbs.; a brawny, yellow-toothed half-orc with brownish hair and an aggressive expression, wearing a hooded cloak.

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

Basic Speed 5.25; Move 5.

Dodge 5, Parry 4 (knife, whip).

Advantages: Acute Hearing +2 [-]; Contact (local thug, connected, somewhat reliable; 9-) [2]; Fit [5]; Half-Orc [0]; High Pain Threshold [10].

Disadvantages: Bad Smell [-10]; Bad Temper [-10]; Odious Personal Habit (swearing) [-5]; Reputation -2 (Half-Orc) [-]; Struggling [-10]; Unattractive [-5].

Quirks: Always wears a hood; Belligerent; Dislikes dogs; Fears Penitentines; Helps runaway boys [-5].

Skills: Animal Handling (mules)-9 [2]; Area Knowledge (Megalos City)-12 [4]; Brawling-II [-]; Freight Handling/TL3-10 [2]; Knife-II [1]; Intimidation-9 [1]; Packing (mules)-8/13 [2]; Streetwise-9 [1]; Teamster (mules)-12 [6]; Whip-12 [4].

Languages: English (native)-10 [0].

Equipment: Knife, whip, cloak.

Vitus was raised by his human grandfather, a harsh wagon driver who never spoke about Vitus' mother and orc father. At 14, Vitus ran away and wandered to Megalos City where he lived on the street until he found employment thanks to the training his grandfather gave him. He works for a contractor with a fleet of wagons that moves foodstuffs for the city governor. Vitus doesn't particularly care for his job, but he knows every back alley and he's good with the reins and the whip. He is used to being scorned, but he has heard sailors' tales about a land where there are no Penitentines and non-humans aren't hated.

Primary Skills: We need Teamster (with a required specialization) and it's prerequisite, Animal Handling.

Secondary Skills: A teamster needs Freight Handling to load cargo, and he may travel a normal route (Area Knowledge) and sell goods (Merchant). Intimidation, Whip or another Weapon Skill may be learned to survive on the road.

Background Skills: The animals may need treatment, and the carriage repairs. Teamsters may know how to pack animals, too. Streetwise is common among wagon drivers.

Teamster [20 points]

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

Advantages: A total of 15 points chosen from: +1 or 2 to ST or HT [10 or 15]; Absolute Direction [5]; Acute Senses [2/level]; Alertness [5/level]; Animal Empathy [5]; Fit or Very Fit [5 or 15]; High Pain Threshold [10] and Strong Will [4/level].

Disadvantages: A total of -15 points chosen from: Alcoholism [varies]; Bad Back [varies]; Bad Smell [-10]; Bad Temper [-10]; Bully [-10]; Callous [-6]; Laziness [-10]; Odious Personal Habits [-5 to -15]; Poverty [varies]; Selfish or Self-Centered [-5 or -10]; Social Stigma [varies]; Status [-5/level]; Stubbornness [-5] and Uneducated [-5].

Primary Skills: Animal Handling (specialize) (M/H) IQ-2 [1]-7/12 and Teamster (same specialization) (M/A) IQ+2 [6]-12.

Secondary Skills: Freight Handling/TL (M/A) IQ [2]-10 and a total of 6 points in any of: Area Knowledge (any) (M/E); Intimidation (M/A); Merchant (M/A); Whip (P/A) or another one-handed Weapon Skill (varies).

Background Skills: A total of 5 points in any of: Knife (P/E); Leatherworking (M/E); Mechanic (wagons)/TL (M/A); Packing (M/H); Streetwise (M/A) and Veterinary/TL (M/H).

Customization Notes

- Riding defaults to Animal Handling -3.

— Michele Armellini

Thatcher

Thatching, the use straw or grass as building material, is as old as the first permanent settlements. Using whatever material is common to their area, thatchers create walls and roofs that are weather- and vermin-proof, long lasting, efficient and lightweight. Thatchers complement other builders (see p. 29) and create everything from wattle-and-daub huts to the elegant reed roofs of manor houses.

Design Notes

Attributes: Thatchers spend their days coaxing difficult materials into shape, often on steeply-pitched roofs. We raise DX to II.

Advantages: Alertness and Manual Dexterity are common. Being Fit is an obvious choice, and the job is easier with Ambidexterity and Acute Vision. Thatchers may acquire a Patron or Ally Group.

Disadvantages: Dangerous labor may lead to physical handicaps. Social disadvantages like Loner and Hidebound are appropriate. Thatchers might have a Duty (or Sense of Duty), and various phobias (particularly acrophobia!) cause interesting problems.

Primary Skills: Thatching skill is required, but Climbing and Carpentry also help.

Secondary Skills: Knife, First Aid and Weather Sense come with the territory. Depending on the area, a thatcher might also be a merchant or mason.

Background Skills: As a skilled tradesman, the thatcher may be an administrator, teacher or crew leader for large jobs. If he cultivates or selects and gathers his own materials, he'll have Naturalist or Agronomy.

Thatcher [20 points]

Sub-Saharan Africa

Mhipi (20 points)

Age 27; 5'8", 145 lbs.; a tall, intense man with pleasant facial scars and mud-caked fingernails.

ST 10 [0]; DX II [10]; IQ 11 [10]; HT 10 [0].

Basic Speed 5.25; Move 5.

Dodge 5.

Advantages: Manual Dexterity +2 [6]; Reputation +2 (skilled thatcher, from everyone in Mapungubwe) [5].

Disadvantages: Dependent (Rufaro, loved one, 6-) [-12]; Odious Personal Habit (mercilessly browbeats apprentices) [-5]; Workaholic [-5].

Quirks: Afraid of snakes; Dislikes working alone; Leaves business matters to Rufaro; Loves grasshoppers raw; Selects his own materials [-5].

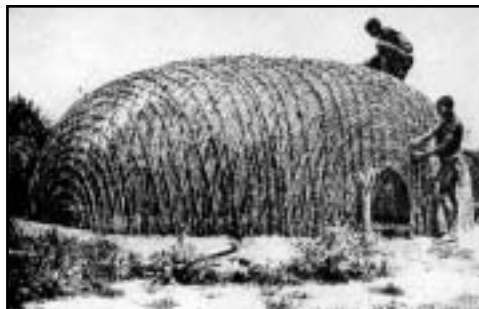
Skills: Agronomy/TLI-10 [1]; Area Knowledge (Mapungubwe)-II [1]; Area Knowledge (Limpopo Valley)-10 [1/2]; Artist-II [1]*; Carpentry-10 [1/2]; Climbing-12 [4]; Craft (Thatching)-16 [6]*; First Aid/TLI-10 [1/2]; Knife-10 [1/2]; Naturalist-8 [1/2]; Scrounging-10 [1/2].

* +2 from Manual Dexterity.

Languages: Shona-II (native) [0].

Equipment: A set of iron thatching tools.

Mhipi is a Shona thatcher living in Mapungubwe, a prosperous trade center on the Limpopo river. His friends mockingly call him *mabvinziswa*, "one who thatches poorly", because he is one of the most skilled craftsmen in the region. Although notoriously difficult to work with on the job, he is a font of knowledge and often courted by families wishing to apprentice a son to him.



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

Advantages: A total of 10 points chosen from: Acute Vision [2/level]; Alertness [5/level]; Ally Group [varies]; Ambidexterity [10]; Fit [5]; Manual Dexterity [3/level]; Patron [varies]; Reputation [varies] and Single-Minded [5].

Disadvantages: A total of -15 points chosen from: Bad Back [varies]; Compulsive Behavior [-5 to -15]; Dull or Hidebound [-1 or -5]; Duty [varies]; Ignorance (Carpentry) [-5]; Klutz [-5]; Laziness [-10]; Loner or Uncongenial [-5 or -1]; Missing Digit [-2 or -5]; Overconfidence [-10]; Phobias [varies]; Poverty [varies]; Reduced Manual Dexterity [-3/level]; Sense of Duty [varies] and Workaholic [-5].

Primary Skills: Climbing (P/A) DX [2]-II; Carpentry (M/E) IQ [1]-II and Thatching (M/E) IQ+2 [2]-12.

Secondary Skills: A total of 5 points in any of: Area Knowledge (any) (M/E); First Aid/TL (M/E); Knife (P/E); Masonry (P/E); Merchant (M/A); Sculpting (P/A); Weather Sense/TL (M/A); Woodworking (P/A) and further Primary Skills.

Background Skills: A total of 5 points in any of: Administration (M/A); Agronomy/TL (M/A); Artist (M/H); Leadership (M/A); Naturalist (M/H); Savoir-Faire (M/E); Teaching (M/A) and further Secondary Skills.

Customization Notes

- Manual Dexterity provides a bonus to Thatching; Reduced Manual Dexterity has the opposite effect.
- Swap Agronomy, Area Knowledge and Naturalist with the Primary Skills to create a reed-cutter. The Peasant template (p. 84) is appropriate for a seasonal reed-grower.
- In addition to common carpentry tools, thatchers use a variety of specialized hooks, shears and knives.

In a fight, a thatcher might choose an eaves knife (treat as a large knife with a long handle that renders it ineffective in close combat).

— Jason Morningstar

Tinker

Tinkers are traveling repairmen who work with pots, pans, and other common items. They usually come from poorer classes or stigmatized backgrounds, and because they are not welcomed into large organizations like guilds, they must be self-reliant and free to journey to find work or evade the law. Despite this, tinkers have the enviable advantage of free movement, unlike their sedentary customers.



Design Notes

Attributes: To keep up with their work and avoid getting into trouble, tinkers may be a bit sharper or sturdier than average.

Advantages: Tinkers need to get along with others and sell their work. They might be regarded well by customers, especially on regular routes.

Disadvantages: A life of traveling is disdained by most low-tech cultures, and a life of smithing can cause physical problems. Most tinkers own no more than what they can take on the road with them.

Primary Skills: Tinkers use the Blacksmith skill to work with a variety of non-precious metals with nothing more than a basic anvil and some tools. They have to handle wagons and the beasts that pull them, and they have to sell their services.

Secondary Skills: Some tinkers broaden their clientele by learning other crafts. Many learn defensive abilities, especially in dangerous regions. Information about their route is useful (Area Knowledge).

Background Skills: Tinkers also gain skill at working with diverse customers. With time and travel, tinkers can learn a bit of healing and survival. They need to keep up their wagons and animals, and they have opportunity to learn multiple languages.

Tinker [25 points]

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

Advantages: A total of 15 points chosen from: +1 to ST, IQ, or HT [10]; Animal Empathy [5]; Charisma [5/level]; Claim to Hospitality [1 to 10]; Reputation [varies]; Sensitive or Empathy [5 or 15]; Versatile [5]; and Voice [10].

Disadvantages: A total of -15 points chosen from: Bad Back [varies]; Hard of Hearing [-10]; Odious Personal Habits [-5 to -15]; Poverty [varies]; Reputation [varies]; Social Stigma [varies]; and Status [-5/level].

Primary Skills: Blacksmith/TL (M/A) IQ+2 [6]-12 and a total of 8 points in any of: Animal Handling (M/H); Cyphering (M/E); Merchant (M/A); and Teamster (any) (M/A).

Secondary Skills: A total of 6 points in any of: Area Knowledge (any) (M/E); Carpentry (M/E); any Combat/Weapon Skill (varies); Leatherworking (M/E); Pottery (M/A); Sewing (P/E); Woodworking (P/A); and further Primary Skills.

Background Skills: A total of 5 points in any of: Bard (M/A); Detect Lies (M/H); Diplomacy (M/H); Fast-Talk (M/A); First Aid/TL (M/E); Languages (varies); Mechanic (wagons)/TL (M/A); Naturalist (M/H); Packing (M/H); Savoir-Faire (M/E); Survival (any) (M/A); Veterinary/TL (M/H); and further Secondary Skills.

Customization Notes

- A tinker might find Naturalist preferable to any particular type of Survival if he travels through a variety in terrain types.

— Kimara Bernard

Medieval Germany

Mattaius of Ulm (30 points)

Age 31; 5'7", 160 lbs.; A tall, firm-framed man with dark gray hair and blue eyes.

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

Basic Speed 5; Move 5.

Dodge 5.

Advantages: Charisma +2 [10]; Versatile [5].

Disadvantages: Reputation -2 (renegade apprentice; 7-) [-3]; Sense of Duty (family) [-5]; Social Stigma (Second-Class Citizen) [-5]; Stubbornness [-5].

Quirks: Doting husband and father [-1]; Thinks he speaks French really well [-1].

Skills: Animal Handling-12 [6]; Area Knowledge (Bavaria)-12 [2]; Area Knowledge (Eastern Switzerland)-11 [1]; Blacksmith/TL3-13 [6]; First Aid/TL3-10 [1/2]; Knife-9 [1/2]; Leatherworking-II [1]; Merchant-12 [4]; Survival (woodlands)-11 [2]; Teamster (mules)-10 [1].

Languages: Bavarian German (native)-11 [0]; Old French-10 [1].

Equipment: Wagon; mules; anvil; hammers; nails.

In his youth, Mattaius fled an abusive trademaster but was caught and branded as him a runaway apprentice, banished from the cities forever. He has found some success as a tinker traveling the Eastern Alps by summer and Southern Bavaria by winter. His eldest son has begun to train under his father. The younger children are still too young to worry about their future, but Matthaius hopes they won't follow in his footsteps.

Torturer

Torturers extract confessions, solicit secrets, punish criminals, deter law-breakers, and sometimes torture for “fun,” though they typically work for others such as monks or policemen. Punishment is often a prelude to execution, another torturer duty. Torturers take pains to keep their occupation secret – there’s a reason for that trademark hood.

Design Notes

Attributes: Torture is strenuous, so we require ST 12.

Advantages: Some advantages help torturers stay focused and energized for long sessions. Witnessing torture is frightening, so we offer advantages to offset Fright Checks. Night Vision helps in dark cells.

Disadvantages: It takes a callous man to devote his life to torture, and the job is dangerous (Duty). Torturers are reviled, leading to Secret or Reputation. Other disadvantages reflect harm inflicted on social abilities and “evil” traits that might lead a man to such a profession.



Primary Skills: Torture covers the operation of various pain-inflicting devices. Threats alone are often as effective of torture itself, so Intimidation is needed. Various weapons are tools of the trade.

Secondary Skills: These cover other methods of roughing up a prisoner.

Background Skills: The torturer might brand criminals, create and maintain his equipment or know advanced techniques or the skills of his employers. Performance lets him put on a good show at public executions.

Torturer [15 points]

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

Advantages: A total of 15 points chosen from: Collected or Composed [5]; Extra Fatigue [3/level]; Fearlessness [2/level]; Fit or Very Fit [5 or 15]; Night Vision [10]; Single-

Minded [5]; Toughness [varies] and Unfazeable [15].

Disadvantages: Callous [-6]; Duty (to employer, 9-) [-5] and a total of -30 points including Reputation -2 [-10] or Secret (torturer) [-5] and the remainder chosen from: Bad Temper [-10]; Bully [-10]; Enemies [varies]; Fanaticism [-15]; Intolerance [-5 to -10]; Low Empathy [-15]; No Sense of Humor [-10]; Oblivious [-3]; Odious Personal Habits [-5 to -15]; Overweight [-5]; Sadism [-15]; Shyness [-5 to -15]; Solipsist [-10]; Status [-5/level] and Stubbornness [-5].

Primary Skills: Execution (M/E) IQ+2 [4]-12; Intimidation (M/A) IQ [4]-11 and 4 points in one of Two-Handed Axe/Mace (P/A); Two-Handed Sword (P/A) or Whip (P/A).

Secondary Skills: A total of 5 points in any of: Brawling (P/E); Garrote (P/E); Knife (P/E); Lifting (P/H); Wrestling (P/A) and further Primary Skills.

Background Skills: A total of 4 points in any of: any Craft Skill (varies); Detect Lies (M/H); Engineer (torture equipment)/TL (M/H); Holdout (M/A); Interrogation (M/A); Law (M/H); Mechanic (torture equipment)/TL (M/A); Performance (M/A); Performance/Ritual (any) (M/A); Physiology (any)/TL (M/VH); Philosophy (any) (M/H); Poisons (M/H); Tattooing (M/A) and Theology (M/H).

Customization Notes

- This template assumes the torturer assists another, probably a policeman (p. 89), jailer (p. 60), monk (p. 76) or priest (p. 92). Combine with one of those for an official who tortures prisoners himself.
- Torturers might learn maneuvers instead of high weapon skills, such as Hit Location for beatings.

– Brian C. Smithson

GURPS Russia

Artemon Nizkiy (30 points)

Age 36; 5'10", 160 lbs.; an imposing man with a bushy, black beard and hazel eyes, dressed all in black.

ST 12 [20]; DX 10 [0]; IQ 9 [-10]; HT 10 [0].

Basic Speed 5; Move 5.

Dodge 5.

Advantages: Ally Group (fellow *oprichniki*, 9-) [30]; Comfortable [10]; Legal Enforcement Powers [15]; Unfazeable [15].

Disadvantages: Callous [-6]; Duty (to tsar, 12-) [-10]; Fanaticism (to tsar) [-15]; Reputation -4 (as an evil madman) [-20]; Sadism [-15]; Stubbornness [-5].

Quirks: Carries broom and dog's head as symbols of his office; No sex drive; Sleepy drinker; Spits on victims' bodies; Won't harm cats.

Skills: Brawling-10 [1]; Execution-12 [6]; Intimidation-11 [6]; Lifting-10 [1]; Mechanic (torture equipment)-10 [4]; Riding (horse)-10 [2]; Two-Handed Axe/Mace-9 [1]; Whip-11 [4]; Wrestling-9 [1].

Languages: Russian (native)-9 [0].

Equipment: Axe, whip, broom, severed dog's head.

When Ivan IV formed the *oprichniki*, his personal bodyguards and ministers, Artemon “the Vile” was an obvious choice. Already renown for his cruelty, Artemon took to Ivan's cause with glee. He now travels about doing Ivan's dirty work. His company recently put an entire village to death. Artemon loved every minute of it.

Tour Guide

Tour guides make their living by showing foreigners local sites. Guides rely on wealthy individuals living fairly nearby, since even relatively small voyages take copious amounts of time under ancient conditions. Most tour guides loiter at busy ports or near city entrances searching for anyone who looks foreign or rich (preferably both) – *then* they pounce. In many ways guides are like beggars, only they offer *some* service

and bazaars.

Disadvantages: These represent motives for pursuing this profession, such as fascination with foreigners or simple greed or laziness. Tour guides are rarely wealthy or respected.

Primary Skills: Tour guides either need to know about their area or have the ability to fake such knowledge.

Secondary Skills: These represent various means for conducting tours (Boating, Hiking, Riding, Teamster) or skill at dealing with foreigners (Gesture, Languages, Savoir-Faire). More engaging guides have Bard.

Background Skills: Good guides know something of the Architecture and History of their area. Cyphering and Merchant let them haggle for their price, and Weather Sense lets them plan tours for appropriate times. Tour guides make little money, and they may find themselves begging or picking pockets during slow periods.

GURPS Egypt

Kembat (10 points)

Age 20; 5'6", 140 lbs.; a bare-chested Egyptian man with a ready smile that reveals two missing teeth.

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

Basic Speed 5; Move 5.

Dodge 5.

Advantages: Charisma +2 [10]; Language Talent +2 [4].

Disadvantages: Laziness [-10]; Struggling [-10].

Quirks: Broad-Minded; Flamboyant; Nurses drinks; Spends too much on girls; Worships Mercury [-5].

Skills: Acting-II [4]; Area Knowledge (Giza)-II [2]; Area Knowledge (Alexandria)-II [2]; Bard-10 [2]; Pickpocket-10 [4]; Riding (donkey)-II [4]; Streetwise-9 [1]; Weather Sense/TL2-9 [1].

Languages: Egyptian (native)-10 [0]; Greek-II [1]; Latin-II [1].

Kembat knew a peasant's life wasn't for him, and as a teen-ager, he fled to Alexandria where he picked pockets for a time. He came to know the shopkeepers fairly well, and soon some of them offered him cuts of their profits if he would "guide" Roman tourists to their shops. He soon expanded his tour to the Pyramids at nearby Giza, and now he is surviving with just enough dishonesty to be palatable.



(albeit often of dubious value) for the money they request.

Design Notes

Attributes: Tour guides are fairly unspectacular.

Advantages: Some of these make tour guides entertaining hosts (Charisma, Sensitive, Voice) or help them deal with foreigners (Language Talent). Others serve the more dishonest tour guides who dupe clients into buying from overpriced shops or flat out lie to them (Contacts, Sanctity). Absolute Direction helps guides navigate labyrinthine cities

Tour Guide [10 points]

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

Advantages: A total of 10 points chosen from: Absolute Direction [5]; Charisma [5/level]; Claim to Hospitality [1 to 10]; Contacts [varies]; Language Talent [2/level]; Sanctity [5]; Sensitive [5]; and Voice [10].

Disadvantages: A total of -15 points chosen from: Broad-Minded [-1]; Compulsive Lying [-15]; Congenial or Chummy [-1 or -5]; Greed [-15]; Ignorance [-3/skill]; Laziness [-10]; Poverty [varies]; Reputation [varies]; Status [-5/level]; Social Stigma [varies]; Undiscriminating [-1]; and Youth [-2/level].

Primary Skills: A total of 6 points in any of: Acting (M/A); Area Knowledge (any) (M/E); and Fast-Talk (M/A).

Secondary Skills: A total of 5 points in any of: Bard (M/A); Boating (P/A); Gesture (M/E); Hiking (P/A; HT); Languages (varies); Orienteering/TL (M/A); Riding (any) (P/A); Savoir-Faire (M/E); Teamster (M/A)*; and further Primary Skills.

*Requires Animal Handling.

Background Skills: A total of 4 points in any of: Architecture/TL (M/A); Cyphering (M/E); History (M/H); Merchant (M/A); Panhandling (M/E); Pickpocket (P/H); Streetwise (M/A); and Weather Sense/TL (M/A).

Customization Notes

- Most dishonest tour guides do no more than steer tourists to expensive shops that pay the guide a cut. More sundry con artists (who might seek only to mug tourists in an out-of-the-way location) should spend points on Fast-Talk, Intimidation, Streetwise, and Combat/Weapon Skills.

– Brian C. Smithson

Town Crier

In times before newspapers, town criers perform the service of informing the public of news and government proclamations. The earliest criers are messengers who run from town to town announcing news. In medieval times, criers perform as spokesmen for the king and enjoy legal protection such that harming them is an act of treason. Criers are often court officials, sometimes elected, and perform other duties related to their position. After reading proclamations, they nail copies to posts or the walls of public buildings.

GURPS Middle Ages I

Rodney Maugham (20 points)

Age 34; 5'7", 192 lbs.; a slightly flabby Englishman with a ruddy complexion, dressed in traditional town crier uniform, with tricorn hat

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

Basic Speed 5.25; Move 5.

Dodge 5.

Advantages: Administrative Rank I [5]; Charisma +1 [5]; Legal Immunity [5]; Literacy [10]; Status I [5].

Disadvantages: Bully [-10]; Gluttony [-5]; Obsession (Improve social status) [-5]; Overconfidence [-10]; Overweight [-5]; Stubbornness [-5].

Quirks: Ambitious; Aware of social status; Enjoys beer; Fastidiously neat; Prefers poultry to red meat [-5].

Skills: Administration-10 [2]; Area Knowledge (Cambridge)-10 [1]; Bard-12 [6]; Cyphering-10 [1]; Diplomacy-9 [2]; Fast-Talk-10 [2]; Law-9 [2]; Politics-11 [4]; Savoir-Faire-12 [0]; Writing-11 [4].

Languages: Middle English (native)-11 [1].

Equipment: Handbell; satchel of scrolls; quills; ink; hammer; nails.

Appointed by Henry VIII, Rodney Maugham is the town crier of Cambridge. He enjoys his job but most of all enjoys the social prestige which it brings. Although not particularly bright, Rodney has been absorbing the workings of court and plans to get himself elected to positions of higher responsibility, and consequently status. His obsession with social standing makes him snub people of lower status, but he has just enough charisma and social skills to smooth over most problems this causes. He is not the ideal bureaucrat, but he is just stubborn enough that he may succeed in his quest.

Disadvantages: Criers might be old, and years of shouting can dull the ears (Hard of Hearing) or lead to a persistently loud voice (Odious Personal Habit). Legal protection might cause Overconfidence. Honesty is a desirable characteristic in an officer of the royal court. Other traits fit the crier stereotype (Overweight, Stubbornness).

Primary Skills: Bard skill is used to project the voice and enunciate clearly.

Secondary Skills: Administration is required for the bureaucratic aspects of the job. A crier probably knows his home town well (Area Knowledge). Further skills represent other court duties.

Background Skills: A crier may pick up some Diplomacy, Savoir-Faire, and Heraldry at court.

Town Crier [25 points]

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

Advantages: Legal Immunity [5]; Literacy [10]; and a total of 10 points chosen from: Administrative Rank [5/level]; Charisma [5/level]; Status [5/level]; and Voice [10].

Disadvantages: A total of -15 points chosen from: Age [-3/year]; Fat or Overweight [varies or -5]; Hard of Hearing [-10]; Honesty [-10]; Odious Personal Habit (Speaks Loudly) [-5]; Overconfidence [-10]; Stubbornness [-5]; and Unfit [-5].

Primary Skills: Bard (M/A) IQ+2 [6]-12.

Secondary Skills: Administration (M/A) IQ [2]-10 and a total of 4 points in any of: Area Knowledge (any) (M/E); Cyphering (M/E); Law (M/H); Politics (M/A); and Writing (M/A).

Background Skills: A total of 3 points in any of: Diplomacy (M/H); Heraldry (M/A); Savoir-Faire (M/E); and further Secondary skills.



Customization Notes

- This template represents a medieval crier. A more ancient crier should be based on the Messenger template (p. 71).
- Legal Immunity and Literacy make point costs tight in this template. Consider using any additional points to raise HT (representing hearty lungs) or IQ (enhancing mental skills).

– David Morgan-Mar

Design Notes

Attributes: Town criers have no particular outstanding attributes.

Advantages: Criers must be literate to read news and proclamations. Legal Immunity represents their special legal protection. Other advantages relate to their position in society (Administrative Rank, Status) or enhance their role of disseminating information (Charisma, Voice).

Vendor

Any town or city has at least a few vendors, and larger cities have a great many. Such peddlers are mobile retailers, selling water, snacks, trinkets or other small, cheap goods to passers-by. The street vendor's trade is similar to the merchant's, but on a much smaller scale. For obvious economic reasons, street vendors are found where the crowds are: market squares, main streets, near palaces and court buildings where they circulate through the crowd or set up shop in a comfortable corner; they may also travel door to door. Vendors provide convenience. That is, they sell a drink of water or a skewer of grilled fish here and now so that the customer doesn't have to run home and back.

Cities are small and money scarce, so profit margins are thin in a very competitive environment. Nevertheless, the work is ultimately easy and can be done by children, the infirm and the very old, often part-time to supplement other household incomes. All one needs is a small store of goods (often bought from a supplier each morning), a little equipment (say, a large waterskin and a few cups, a brazier and a little wood, or just a tray or blanket on which to display wares) and a willingness to sell aggressively.

Design Notes

Attributes: A vendor *may* be smarter than average or, or if the job requires carrying heavy gear, stronger or more durable, though this is not certain.

GURPS Arabian Nights

Ahmad the Fritter Man (15 points)

Age 43; 5'4"; 85 lbs.; a rail-thin man with black skin, a shaved head and a perpetual smile.

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

Basic Speed 5; Move 2.

Dodge 2.

Advantages: Voice [10].

Disadvantages: Lame (crippled leg) [-15]; Skinny [-5].

Quirks: Attributes made-up proverbs to the Qu'ran [-1].

Skills: Area Knowledge (Tunis)-II [1]; Cooking-II [1]; Fast-Talk-I3 [6]; Merchant-I3 [6]; Streetwise-II [2].

Languages: Arabic (native)-I0 [0].

Equipment: Brazier, bundle of wood, pots of ingredients, cooking implements.

Ahmad is a fixture in the square in front of the emir's palace. Every dawn, he limps to his preferred spot (it's sunny and warm in the cool early morning but becomes shaded during the hot afternoon) and sets up a fire and pan on a broken paving stone. For the rest of the day, he advertises his fried bean cakes to anybody who will listen (with his voice, that's a lot of people). He never budes from his spot until sundown, but he happily talks about city rumors – all the while selling his fritters.

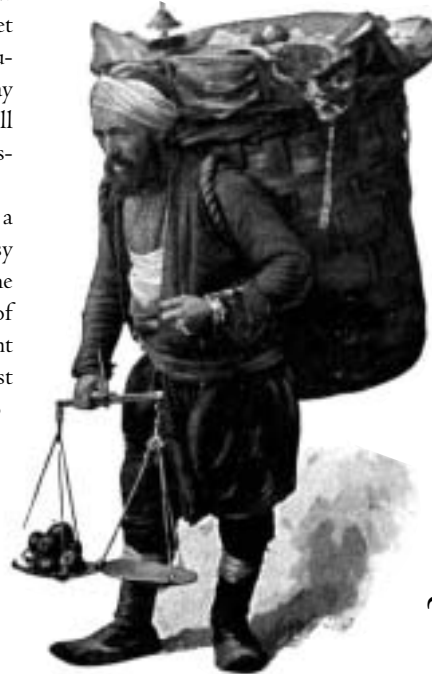
Advantages: A peddler may have friends, determination or an attention-getting voice.

Disadvantages: Street vendors can suffer from a range of physical problems, and they aren't likely wealthy or distinguished.

Primary Skills: A vendor must convince people to buy his wares – even if that requires some duplicity.

Secondary Skills: A good street vendor really knows his way around and can take care of himself on the streets.

Background Skills: If he prepares his own wares (for example, carves trinkets or cooks sausages), he may have a little skill in the relevant area.



Vendor [10 points]

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

Advantages: A total of 10 points chosen from: +1 to any Attribute [10]; Contacts [varies]; Strong Will [4/level] and Voice [10].

Disadvantages: A total of -15 points chosen from: Age [-3/level]; Greed [-15]; any Physical Disadvantage (varies); Poverty [varies]; Status [-5/level] and Youth [-2/year].

Primary Skills: Fast-Talk (M/A) IQ+I [4]-II and Merchant (M/A) IQ+I [4]-II.

Secondary Skills: A total of 5 points in any of: Area Knowledge (any) (M/E); Streetwise (M/A) and further Primary Skills.

Background Skills: A total of 2 points in any of: Beverage-Making (M/E); Cooking (M/E); any Craft Skill (varies) and further Primary and Secondary Skills.

Customization Notes

- Vendors and peddlers differ from merchants in that they deal with no more goods than they can carry themselves or in a small cart. Use the Merchant (p. 70) for dealers in large quantities of goods.

– Matt Riggsby

Vermin Catcher

Towns and cities are havens for mice and rats, and fields for moles and other burrowers. Vermin catchers make a career out of ridding clients of these pests. Many use ferrets, cats, or even weasels to find vermin and dogs to kill them, while some employ poisons or traps. Despite the menial nature of the work, vermin catchers are held in high regard and often make good money, since their services are vital.

Design Notes



Merchant to hawk their services, and Cyphering to count their wages. Carpentry allows the building of traps, and First Aid comes in handy in the field.

Background Skills: Depending on background, a vermin catcher might need to interact with nobles (Savoir-Faire), treat his animals (Veterinary), climb into infested attics, or scrounge for trap parts.

Vermin Catcher [25 points]

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

Advantages: A total of 15 points chosen from: Absolute Direction [5]; Acute Hearing [2/level]; Acute Vision [2/level]; Alertness [5/level]; Disease-Resistant or Immunity to

Disease [5 or 10]; Night Vision [10]; Rapid Healing [5]; Reputation [varies]; and Wealth [varies] [10].

Disadvantages: A total of -15 points chosen from: Bad Smell [-10]; Callous [-6]; Careful [-1]; Dull [-1]; Loner or Uncongenial [-5 or -1]; Missing Digit [-2 to -5]; Poverty [varies]; Sadism [-15]; and Skinny [-5].

Primary Skills: One of: Animal Handling (M/H) IQ+2 [8]-12; Poisons (M/H) IQ+2 [8]-12; or Survival (Urban) (M/A) IQ+3 [8]-13.

Secondary Skills: Knife (P/E) DX+1 [2]-11; either Polearm (P/A) DX [2]-10 or Spear (P/A) DX [2]-10; and a total of 8 points in any of: Area Knowledge (any) (M/E); Carpentry (M/E); Cyphering (M/E); First Aid/TL (M/E); Merchant (M/A); and further Primary Skills.

Background Skills: A total of 5 points in any of: Climbing (P/A); Savoir-Faire (M/E); Scrounging (M/E); Veterinary/TL (M/H); and further Secondary Skills.

Customization Notes

- Because many of the vermin catcher's skills and advantages are useful in combat and urban subterfuge, catchers sometimes perform assassinations on the side or when times are tough. Add points to DX, weapons, and additional Thief/Spy skills for an effective assassin.

— David Morgan-Mar

Attributes: Vermin catchers have no particularly outstanding attributes.

Advantages: Good senses help a catcher notice signs of vermin. Advantages of health and navigation come in handy for dealing with typical environments where vermin are found. A successful catcher may enjoy a positive Reputation or Wealth.

Disadvantages: Constantly dealing with vermin may result in Bad Smell or a Missing Digit. The job may adversely affect social function (Callous, Loner, Uncongenial) or attract particular personality types (Careful, Dull, Sadism). Skinny people are able to crawl into vermin hiding places. Poor success rates may result in Poverty.

Primary Skills: Depending on methods employed, a catcher needs at least one of Animal Handling, Poisons, or Survival (Urban).

Secondary Skills: Catchers must have a knife handy to dispatch trapped animals and a pole, spear, or forked stick to poke into hiding places. They use Area Knowledge to find jobs,

GURPS Middle Ages I

Bertram Ratter (25 points)

Age 23; 5'6", 102 lbs.; a very thin, young Englishman with dark hair and brown eyes, missing the thumb of his left hand.

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

Basic Speed 5.25; Move 5.

Dodge 5.

Advantages: Comfortable [10]; Disease-Resistant [5].

Disadvantages: Loner [-5]; Missing Digit (Thumb) [-5]; Secret (Assassin) [-20]; Skinny [-5].

Quirks: Dislikes animals; Eats sparingly; Irreligious; Tempted by money; Unrepentant [-5].

Skills: Area Knowledge (Cambridge)-11 [2]; Climbing-11 [2]; Cyphering-10 [1]; First Aid/TL3-10 [1]; Knife-12 [2]; Merchant-10 [2]; Poisons-12 [8]; Savoir-Faire-11 [2]; Scrounging-10 [1]; Spear-11 [2]; Stealth-12 [4]; Streetwise-9 [1]; Survival (Urban)-10 [2].

Languages: Middle English (native)-10 [0].

Equipment: Knife; sharpened pole; poisoned baits; rat traps.

Bertram has hated animals ever since a dog gnawed off his left thumb. He apprenticed to a rather unpleasant rat catcher who specialized in poisons and traps. When his master slighted a viscount, the noble paid Bertram to poison his master's food. Bertram soon found himself running the business. He enjoys making extra cash and has begun to seek out commissions for further assassinations.

Woodcutter

The brave and heroic woodcutter, isolated in his forest cottage, is a staple of fantasy and fairy tale, but this depiction does have some basis in truth. In the real world, woodcutters and timberwrights are essential professionals, since they provide the raw materials for ships and buildings, and they clear the land for agricultural development.

Design Notes

Attributes: Felling trees is an arduous profession, so we raise ST to 11.

Advantages: Traditionally, woodcutters are physically resilient and stoic. We also provide

advantages useful to someone living in a remote location. Plant Empathy adds to Forestry skill.

Disadvantages: We provide disadvantages that reflect the woodcutter's solitary lifestyle and his often lowly position in society.

Primary Skills: The most important skills for a woodcutter are those concerned with selecting appropriate trees (Forestry), felling them and chopping them into raw timber (Axe/Mace).

Secondary Skills: Woodcutters must be able to survive in the wilds (Survival) and be wise in the ways of the forest (Naturalist). Other skills help the woodcutter sell his lumber.

Background Skills: We provide further skills allowing self-reliance and some knowledge of working with wood.

Woodcutter [25 points]

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

Advantages: A total of 10 points chosen from: Absolute Direction [5]; Alertness [5/level]; Animal Empathy [5]; Cool or Composed [1 or 5]; Extra Fatigue [3/level]; Fit [5]; High Pain Threshold [10]; Plant Empathy [5] and Toughness [varies].

Disadvantages: A total of -15 points chosen from: Bad Back [varies]; Dull or Hidebound [-1 or -5]; Loner, Reclusive or Uncongenial [-5, -10 or -1]; Low Empathy [-15]; Odious Personal Habits [-5 to -15]; Phobia (mild Claustrophobia or Demophobia) [-15]; Poverty [varies]; Shyness [-5 to -15]; Status [-5/level]; Uneducated [-5] and Workaholic [-5].

Primary Skills: Axe/Mace (P/A) DX+1 [4]-11 and Professional Skill (Forestry) (M/A) IQ+2 [6]-12.

Secondary Skills: Survival (Woodlands) (M/A) IQ [2]-10 and a total of 4 points in any of: Area Knowledge

(local forest) (M/E); Carpentry (M/E); Cyphering (M/E); Merchant (M/A); Naturalist (M/H) and Woodworking (P/A).

Background Skills: A total of 4 points in any of: Armoury (bows and arrows)/TL (M/A); Brawling (P/E); Bow (P/H); Camouflage (M/E); Climbing (P/A); Cooperage (M/E); First Aid/TL (M/E); Hiking (P/A); Knife (P/E); Leatherworking (M/E); Professional Skill (Charcoal Burning) (M/A); Stealth (P/A); Tracking (M/A); Traps/TL (M/A) and Weather Sense/TL (M/A).



Customization Notes

- Charcoal burning (converting wood into charcoal) is another significant profession carried out in the depths of the forest. For a professional burner, replace Professional Skill (Forestry) with (Charcoal Burning) and make Axe/Mace an optional Secondary Skill. Reduce Background Skills to only 3 points for a 20-point character. For advanced rules on charcoal burning, see p. LT39.

— Jamie Revell

GURPS Fantasy

Jack o' the Forest

Age 40; 5'11", 160 lbs.; a hefty, weather-beaten man with long blond hair and blue eyes.

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

Basic Speed 5; Move 5.

Dodge 5; Parry 5 (Knife).

Advantages: Toughness (DRI) [10].

Disadvantages: Struggling [-10]; Uneducated [-5].

Quirks: Finds towns dirty and unpleasant; Hates wolves; Likes children; Taciturn; Wears a feather in his cap.

Skills: Area Knowledge (local forest)-II [2]; Axe/Mace-II [4]; Climbing-I0 [2]; Knife-I0 [1]; Naturalist-I0 [4]; Professional Skill (Forestry)-II [4]; Stealth-I0 [2]; Survival (Woodlands)-II [4]; Tracking-I0 [2].

Languages: English (native)-I0 [0].

Equipment: Large axe, smaller hatchets, saw, large knife, lumber.

Jack lives in a large forest on the outskirts of Caithness. He makes a meager living selling lumber to settlements on the edge of the forest, but generally he keeps to himself in his isolated hut. Nonetheless, he helps those in trouble, so long as they act respectfully. His wife was killed by a pack of starving wolves eight years ago, so he bears a particular enmity towards these creatures now, and he buries himself in manual work to expunge the painful memories.

Writer

When writing for purposes other than religion and administration is common, writers create transcriptions of oral myths, poetry to be declaimed or dramas to be enacted. Other authors write treatises to inform and train, while others pen fiction strictly for entertainment. Writers often rely on patrons or other unrelated income, because, as the Romans said, “poems don’t give you bread.”

Design Notes

Attributes: Above-average IQ is recommended but not compulsory.

Advantages: Literacy is required. A Patron is important, and Reputation helps gain new ones. Voice is priceless for public readings. Intuition and Empathy represent remarkable insight.

Disadvantages: Unsuccessful authors may be poor and shunned. Writers are usually Curious and often Glory Hounds, and they may feel more at ease with books than with people (Loner, Shyness). Stereotypical poets may have Absent-Mindedness, Jealousy or Obsession.

Primary Skills: Authors need some skill in Writing or Poetry and possibly in a professional or scientific skill for technical treatises. Good writers know their language very well.

Secondary Skills: Authors know masters and competitors (Literature, Appreciate Beauty, Research). Bard is needed for declamation.

Background Skills: Philosophy, Theology and History are common subjects. Some writers (not necessarily the best) are socially apt. They sometimes round out with Teaching or other jobs. Eclectic authors may learn a bit of just about anything.

Writer [25 points]

GURPS Imperial Rome

Marcus Rufus Appianus (15 points)

Age 26; 5’5”, 128 lbs.; a thin, red-haired, bleary-eyed young man with a fashionable haircut wearing a fine, crumpled tunic.

ST 8 [-15]; DX 10 [0]; IQ 11 [10]; HT 10 [0].

Basic Speed 5.00; Move 5.

Dodge 5.

Advantages: Attractive [5]; Fashion Sense [5]; Reputation +2 (fashionable poet, high society) [5]; Status 3 [15].

Disadvantages: Compulsive Carousing [-5]; Glory Hound [-15]; Jealousy [-10]; Reputation -4 (poetaster and plagiarist, from cultured people, 10-) [-3].

Quirks: Distractible; Hates physical exercise; Never leaves

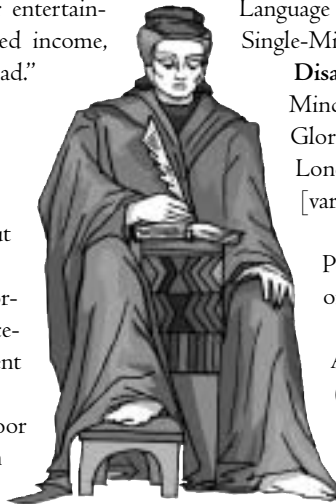
Rome; Slightly lecherous; Touchy [-5].

Skills: Area Knowledge (Rome)-12 [2]; Bard-12 [4]; Carousing-II [4]; Hidden Lore (Orphic mysteries)-II [2]; Law (civil)-10/16 [4]; Literature (erotic poetry)-8/14 [1]; Poetry-10 [1]; Politics-II [2]; Savoir-Faire-13 [0]; Sex-Appeal-10 [2]; Writing-12 [4].

Languages: Latin (native)-12 [1]; Greek-10 [1].

Equipment: Scrolls of his poetry.

Marcus is a lawyer of Equestrian status, but above all he’s a trendy social animal and a fashionable poet. His delightfully scandalous verses are the latest fad among well-to-do ladies. For a learned minority he’s a bad poet (a “poetaster”) and a tasteless plagiarist of much better authors, but who cares? Marcus is now busily looking for a patron, since all the time he spends partying, declaiming, socializing and writing (in that order) doesn’t earn much. But the fame is nice!



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

Advantages: Literacy [10] and a total of 15 points chosen from: Empathy or Sensitive [15 or 5]; Fashion Sense [5]; Intuition [15]; Language Talent [2/level]; Patron [varies]; Reputation [varies]; Single-Minded [5]; Versatile [5] and Voice [10].

Disadvantages: A total of -20 points chosen from: Absent-Mindedness [-15]; Bad Temper [-10]; Curious [-5 to -15]; Glory Hound or Overconfidence [-15 or -10]; Jealousy [-10]; Loner [-5]; Obsession [-5 to -15]; Poverty [varies]; Reputation [varies]; Shyness [-5 to -15] and Truthfulness [-5].

Primary Skills: A total of 10 points in any of: Poetry (M/A); Language (native) (M/A); any Professional or Scientific Skill (varies) and Writing (M/A).

Secondary Skills: A total of 6 points in any of: Appreciate Beauty (M/VH); Bard (M/A); Languages (varies); Literature (M/H); Oral Literature (M/H) and Research (M/A).

Background Skills: A total of 4 points in any of: Administration (M/A); Area Knowledge (any) (M/E); Diplomacy (M/H); Heraldry (M/A); History (M/H); any Mental Skill (with GM permission) (varies); Philosophy (any) (M/H); Savoir-Faire (M/E); Teaching (M/A) and Theology (M/H).

Customization Notes

- Many writers specialize (p. B43) in their Poetry, Writing and Literature skills.
- Many writers come from other backgrounds; look to other templates for ideas in such cases. For example, a medieval hagiography compiler might also be a monk (p. 76), and a Greek speechwriter might also be a lawyer (p. 65). Dramatists are usually actors (p. 8).

– Michele Armellini

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