

GURPS

ROBIN HOOD

Adventures in Sherwood Forest . . . And Beyond



*By Robert M. Schroeck
and Peggy Schroeck*

STEVE JACKSON GAMES

STEAL FROM THE RICH...

Enter a world of gallantry and adventure — a world where tyrants exploit the helpless, and an outlaw hero fights for the oppressed.

This is the world of Robin Hood.

● Face the dark justice of Librum, ruthless super-vigilante of the city night.

● Jack into the worldnet with Cyber-Robin while she rips off the greedy corporations that suck the country dry.

● Or storm the starships of the corrupt Oratech Corporation with the fearless Asteroid Raider.

Whatever the world, wherever he's needed, there will be a Robin Hood!

The legend comes to life . . . in six different settings throughout time and space.

● Begin your adventure in Sherwood Forest with the original Robin Hood and all his friends and foes.

● Dive into swash-buckling adventure with a Highlands rebel, fighting British oppression in 17th-century Scotland.

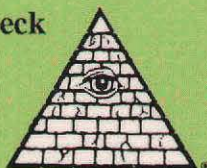
● Journey to the Old West with Splits Arrow and his band of Sioux braves, striking back against the cavalry.

Written by Robert M. Schroeck and Peggy Schroeck

Edited by Jeff Koke

Cover by David Menehan

Illustrated by Ruth Thompson



STEVE JACKSON GAMES



0 80742 06046 3

ISBN 1-55634-215-2

SJG01695 6046

Made in the U.S.A.

GURPS[®]

ROBIN HOOD

Adventures in Sherwood Forest . . . And Beyond

By Robert M. Schroeck and Peggy U.V. Schroeck

Edited by Jeff Koke

Additional material by Joseph Avins, Chris W. McCubbin,
Lisa Pinkham and Scott Pinkham

Cover Art by David Menehan

Illustrated by Ruth Thompson

Cartography by Mike Naylor

GURPS System Design by Steve Jackson

Loyd Blankenship, Managing Editor; Carl Anderson, Production Manager

Page Layout and Typography by Jeff Koke and Monica Stephens

Production by Carl Anderson and Manuel Garcia

Ruth Thompson, Staff Artist; Kerry Havas, Print Buyer

Research Material Provided by Gabriela Catalano, Ronni Katz, Lisa Pinkham, Scott Pinkham and Cheryl Weaver.

Playtesters: C. J. Carella, Valeria Coney, Libby Curnow, John M. Ford, David Gollighugh, Mary Gollighugh,
Alexandra Honigsberg, David Honigsberg, Steven Piziks, Brett Slocum, Daniel J. Thibault,
Jim Viel, Nancy Viel, "Rabulias," "Tomb" and the Illuminati BBS.

Special thanks to Kat Avins, Tim Schwindinger, and the libraries of Princeton and Rutgers Universities.



GURPS, *Illuminati*, *Roleplayer* and the all-seeing pyramid are registered trademarks of Steve Jackson Games Incorporated. All names of other products published by Steve Jackson Games Incorporated are registered trademarks or trademarks of Steve Jackson Games Incorporated, or used under license. *GURPS Robin Hood* is copyright © 1992 by Steve Jackson Games Incorporated. All rights reserved. Printed in the U.S.A.

ISBN 1-55634-215-2

1 2 3 4 5 6 7 8 9 10

STEVE JACKSON GAMES

CONTENTS

| | |
|---|----|
| INTRODUCTION | 3 |
| Worldbooks, Sourcebooks and Genres | 3 |
| <i>About GURPS</i> | 3 |
| <i>About the Authors</i> | 3 |
| 1. CHARACTERS | 4 |
| Advantages, Disadvantages and Skills | 5 |
| Advantages | 5 |
| Disadvantages | 7 |
| Skills | 8 |
| Character Types | 10 |
| 2. THE LEGEND OF ROBIN HOOD | 13 |
| England of the 12th Century | 14 |
| The Socio-Politics of Medieval England | 14 |
| <i>How To Use This Book</i> | 14 |
| <i>About the Characters</i> | 14 |
| <i>Of Times, Places and Kings</i> | 15 |
| <i>Cultures in England</i> | 15 |
| Great Britain in the 12th Century | 16 |
| Normans vs. Saxons | 17 |
| The Sheriffs | 17 |
| William Longchamp — Regent to King Richard | 18 |
| Technology | 19 |
| The Old Religion | 19 |
| Geography | 20 |
| Forest Law | 20 |
| Map of Nottingham Town | 21 |
| Nottinghamshire and Environs | 21 |
| Other Locations of Note | 23 |
| Richard Coeur-de-Lion | 24 |
| Robin of Sherwood | 25 |
| Prince John (John Lackland) | 25 |
| Merry Man's Code of Honor | 25 |
| The Origin of the Merry Men | 26 |
| Arrow Splitting and Other Feats of Bowmanship | 26 |
| Lincoln Green | 26 |
| Typical Forester | 27 |
| Goals and Conflicts | 28 |
| The Moor | 28 |
| Enemies | 29 |
| " Wolfshead " | 29 |
| Communication in the Greenwood | 29 |
| Arrows and Bows | 30 |
| Allies | 31 |
| Women in the Merry Men | 31 |
| Money and Economics | 31 |
| Woodcraft in Sherwood | 32 |
| Greentree | 32 |
| Adventure Seeds | 32 |
| Other Settings | 33 |
| Defending Greentree | 34 |
| Personalities | 35 |
| Timeline | 46 |
| 3. THE GHOST OF THE MOORS | 47 |
| The Truth of the Black Ghost | 48 |
| Sean MacDonall | 48 |
| Where and When | 48 |
| Heraldry: A New Specialization | 48 |
| Jacobism: A Brief History | 49 |
| Map of Scotland | 49 |
| Friends and Allies | 51 |
| The Black Ghost's "Invulnerability" | 51 |

| | |
|---|----|
| The Highwayman's Code of Honor | 51 |
| The Opposition | 52 |
| Clans and Septs | 52 |
| Clan MacDonnell of Glengarry | 52 |
| Typical British Soldier | 53 |
| The Garrison At Glengarry | 53 |
| Places of Note | 54 |
| Glengarry | 54 |
| Capt. James Bean | 54 |
| Map of Glengarry and Environs | 54 |
| The Moors | 55 |
| The Mountains | 55 |
| Heatherwood | 55 |
| Other Locations of Note | 55 |
| Fogs on the Moors | 55 |
| Adventure Seeds | 55 |
| Personalities | 56 |
| 4. SPLITS ARROW | 61 |
| A Wanted Man | 62 |
| Jackson Ryder | 62 |
| The Tale of Splits Arrow | 62 |
| Old West | 62 |
| Cinematic vs. Historic | 62 |
| Elsewhere and Elsewhen | 63 |
| Typical Member of Jackson's Akicita | 63 |
| Allies | 64 |
| Secret Identities | 64 |
| White Eagle, Lakota Chief | 65 |
| Enemies | 66 |
| Looks At Fire — Medicine Man | 66 |
| Jackson's Frontier | 67 |
| Fort Gaillard | 67 |
| Typical U.S. Army Soldier | 67 |
| Other Towns and Settlements | 68 |
| Fort Gaillard | 68 |
| Adventure Seeds | 68 |
| Map of Jackson Ryder's Frontier | 69 |
| Personalities | 70 |
| 5. DARK JUSTICE | 76 |
| Shadow Law | 77 |
| The Man in the Shadows | 77 |
| Edwin Washington | 77 |
| Librum Elsewhere and Elsewhen | 77 |
| The Truth | 78 |
| But I Don't Play Supers! | 78 |
| Long-Term Goals | 78 |
| The Duality and the Difficulty | 79 |
| What You See Isn't What You Get | 79 |
| Romantic Entanglements | 79 |
| Librum's Charities | 79 |
| Being in Two Places at Once | 79 |
| Tactics and Techniques | 80 |
| Yolanda Delacroix, Assistant D.A. | 80 |
| Librum's Other Activities | 80 |
| Lightbolt | 81 |
| Librum | 81 |
| LaTonya Applegate | 81 |
| Allies | 82 |
| Typical Street-Level Drug Dealer | 82 |
| Enemies | 83 |
| The Police | 83 |
| Organized Crime | 83 |
| Backroom Deals | 83 |
| Librum's Turf | 83 |
| Disorganized Crime | 84 |
| Librum's Ghetto | 84 |
| Known Areas of Drug Traffic | 84 |
| Father Patrick Wright | 84 |
| Map of Librum's Turf | 85 |
| Precinct #97, City Police | 86 |
| Librum's Lair | 86 |

| | |
|---|-----|
| Other Places of Note | 86 |
| Adventure Seeds | 86 |
| Personalities | 87 |
| 6. CYBER-ROBIN | 90 |
| The Word on the Street | 91 |
| The Face Behind the Icon | 91 |
| Integrating Cyber-Robin Into an Existing Campaign | 91 |
| Robyn Lincoln's Accomplishments | 91 |
| Allies | 92 |
| The "Merrymen" | 92 |
| Robyn's Cyberdeck | 92 |
| Cyber-Robin's Icons | 92 |
| Netrunners | 93 |
| Cyber-Robin as Patron | 93 |
| The Typical Merryman | 93 |
| "Little John" | 94 |
| Father Paul Tucker | 94 |
| Enemies | 95 |
| The Cartel | 95 |
| The Typical Take | 95 |
| Contacting Cyber-Robin | 95 |
| Local Cyberspace Map | 96 |
| The Underworld | 97 |
| Local Government | 97 |
| Cyber-Robin's Demesne | 97 |
| Cyber-Robin's Targets | 97 |
| "Logic Bombs" | 97 |
| " Sherman Forest " | 98 |
| Adventure Seeds | 98 |
| Selected Sites in Robyn's Local Net | 99 |
| Sanotech Gateway | 99 |
| Hacker Haven | 99 |
| " Crooknet " | 99 |
| Finanet | 100 |
| Shermanet | 100 |
| Kironet | 101 |
| Personalities | 102 |
| 7. ASTEROID RAIDER | 109 |
| Alpha Tenutius | 110 |
| Nyleve and Kendra | 110 |
| Assumptions | 110 |
| Technology | 110 |
| Oratech | 111 |
| The Great Black Ship | 111 |
| Local Government | 111 |
| Illicit Starports | 111 |
| Nyleve and Kendra: Physical Details | 112 |
| Kevin Neiborr | 113 |
| Allies | 113 |
| Transplanting the Scenario | 113 |
| Kevin's Boarding Craft | 113 |
| Enemies | 114 |
| Typical Crewmember | 114 |
| Typical Oratech Security Officer | 114 |
| Typical Miner | 114 |
| Within the Belt | 115 |
| "Home" | 115 |
| "Juno" Class Patrol Ship | 115 |
| " Sutter " Class Mining Craft | 115 |
| Advanced Sensor Technology | 116 |
| Map of Home | 116 |
| The Oratech Corporate Hub | 117 |
| Adventure Seeds | 117 |
| Progress of Oratech Mining | 118 |
| Alien Races (Irari, Jaril) | 119 |
| Personalities | 120 |
| Ship Record: S.S. Nosferatu | 124 |
| BIBLIOGRAPHY | 125 |
| INDEX | 127 |

INTRODUCTION

Next to the legends of King Arthur, the most enduring tales in the English language are those of Robin Hood. From their first literary appearance in the 14th century to this very day, Robin and his Merry Men have been archetypes — endlessly reinvented and reinterpreted, yet always the same.

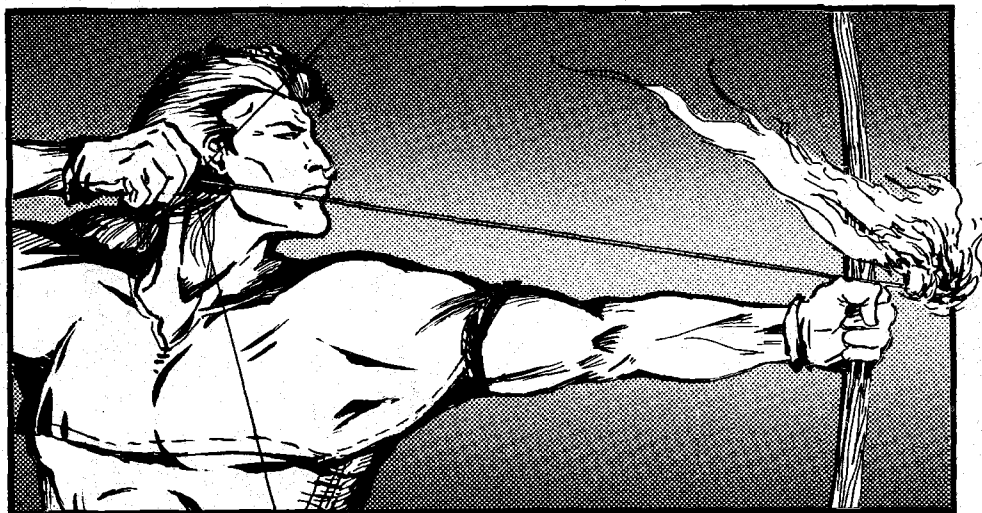
It has been said that there are only seven basic plots in all of fiction, and that Robin Hood is one of them. If the story of Robin Hood is a fundamental element of literary tradition, then transplanting Robin to different settings can yield surprising dividends. Motion pictures have done it, novels have done it, and the original tellers of the tales have done it. And in the tradition of *GURPS*, that is what we attempt here. The Robin Hood of legend is here, yes, but there is more — in this volume, the prince of thieves is taken on a whirlwind tour through time and space. From Jacobite Scotland to cold asteroids orbiting a far star, you will find Robin and his men in more guises than you might expect. As Malcolm A. Nelson says in his book *The Robin Hood Tradition in the English Renaissance*:

“The man who would find the ‘real Robin Hood’ . . . must also find a man idealized in the fifteenth century, ennobled and refined in the sixteenth, domesticated and debased in the seventeenth, ignored in the eighteenth, romanticized in the nineteenth, and transformed into a hero . . . in the twentieth.”

So we carry on a tradition of reweaving the tales of Robin Hood against new backgrounds and peoples. Won't you join us in the grand tapestry of his story?

Forward, into Sherwood!

— Robert and Peggy Schroeck



Worldbooks, Sourcebooks and Genres

GURPS Robin Hood is a new concept for *GURPS* — while it's a sourcebook, it does not follow the pattern of most of our sourcebooks. Instead of focusing on one setting, we explore variations on the classic theme of Robin Hood. Several of the most popular *GURPS* worldbooks and sourcebooks — *Old West*, *Swashbucklers*, *Supers*, *Cyberpunk* and *Space* — have chapter-length scenarios dedicated to them; sidebars (pp. 33-34) detail even more variants.

The Robin Hood of the classic tales can be played using only this volume and the *GURPS Basic Set, Third Edition*, or can be incorporated into a campaign based on *GURPS Magic* or *GURPS Fantasy*. The others will require the appropriate worldbook or sourcebook for best use. If the GM doesn't own these books, the cross-genre sections will still make good source material and campaign ideas.

About GURPS

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

Roleplayer. This bimonthly magazine includes new rules, variants, new races, beasts, information on upcoming releases, scenario ideas and more. Ask your game retailer, or write for subscription information.

New supplements and adventures. We're always working on new material, and we'll be happy to let you know what's available. A current catalog is available for an SASE.

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

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

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

BBS. For those of you who have computers, SJ Games operates a BBS with discussion areas for several games, including *GURPS*. Much of the playtest feedback for new products comes from the BBS. It's up 24 hours a day at 512-447-4449, at 300, 1200 or 2400 baud. Give us a call!

Page References

Rules and statistics in this book are specifically for the *GURPS Basic Set, Third Edition*. Any page reference that begins with a B refers to a page in the *Basic Set* — e.g., p. B102 means p. 102 of the *Basic Set, Third Edition*. An SW refers to *GURPS Swashbucklers*, OW to *Old West*, and SU means *Supers*. Likewise, CY signifies *GURPS Cyberpunk*, and S means *Space*.

About the Authors

Bob and Peggy Schroeck continue their unhealthy obsession with figures of British legend in this volume, Bob's third book and Peggy's second. Bob is the author of *GURPS I.S.T.*; he and Peggy co-authored *GURPS Camelot*. They spend much of their free time traipsing through the primeval forests of New Jersey, bows in hand.

How To Use This Book

GURPS Robin Hood is an unusual *GURPS* sourcebook. It is not a collection of adventures, at least in the traditional sense. It is not a complete, self-contained sourcebook for a single genre. It is less a source for a campaign than a source of campaign *ideas*. No GM is likely to use everything in this book (except for a *Time Travel* game), but that's all right. Its purpose is to spice up existing campaigns, and perhaps inspire new directions.

Actually, *GURPS Robin Hood* is a "themebook," spanning genres. It describes men and women who have for various reasons taken up the role of social and economic rebel. Their rebellions can be inserted into the GM's campaign, either as the central conflict around which the PCs gather, as an adventure or series of adventures, or even as background detail that may or may not become a central theme. Many of the scenarios which follow have been left partially vague; this is to facilitate their insertion into an existing campaign. The GM who wishes to build a new campaign around them is encouraged to flesh out their details.

About the Characters

As may be expected, a number of non-player characters are included in this volume. Many have point totals above the recommended starting levels for their genres. Some of them have more points in disadvantages than *GURPS* normally allows. There are several reasons for this.

First, these characters are, almost universally, *experienced* people. As a result, they have benefited as far as character point totals are concerned. Likewise, many of their "excessive" disadvantages represent those acquired during their career, which were not present at the beginning of their adventuring. *By no means should this be taken to suggest that player characters should start out with disadvantages beyond the allotment normally provided for in the GURPS Basic Set or the specific sourcebook in use.*

The GM should of course feel free to modify these NPCs, but should be aware also that these extra disadvantages are frequently necessary to the character concept. Even "reasonable" modifications may alter a character to the point where he cannot fit into the scenario from which he came.

No two tales are the same, and the stories span such a range that it is impossible to reconcile them into a single seamless whole. Below, we present what is perhaps the most commonly-known version of Robin Hood. Alternatives and options appear in the sidebars. Some of the following is synthesis — bits and pieces selected from many tales because they go together well. Other parts are presented intact from their original sources.

By necessity, this is not an in-depth, exhaustive exploration of the Robin Hood saga. That would take — and has taken — *many* volumes. It is, instead, an overview of the fundamental aspects of the legend as it is known to us today.

In any case, to understand Robin, we must start with the land and its people.



England of the 12th Century

The time is the 1190s. The king is Richard Coeur-de-Lion: the Lionheart. And the land is violently polarized.

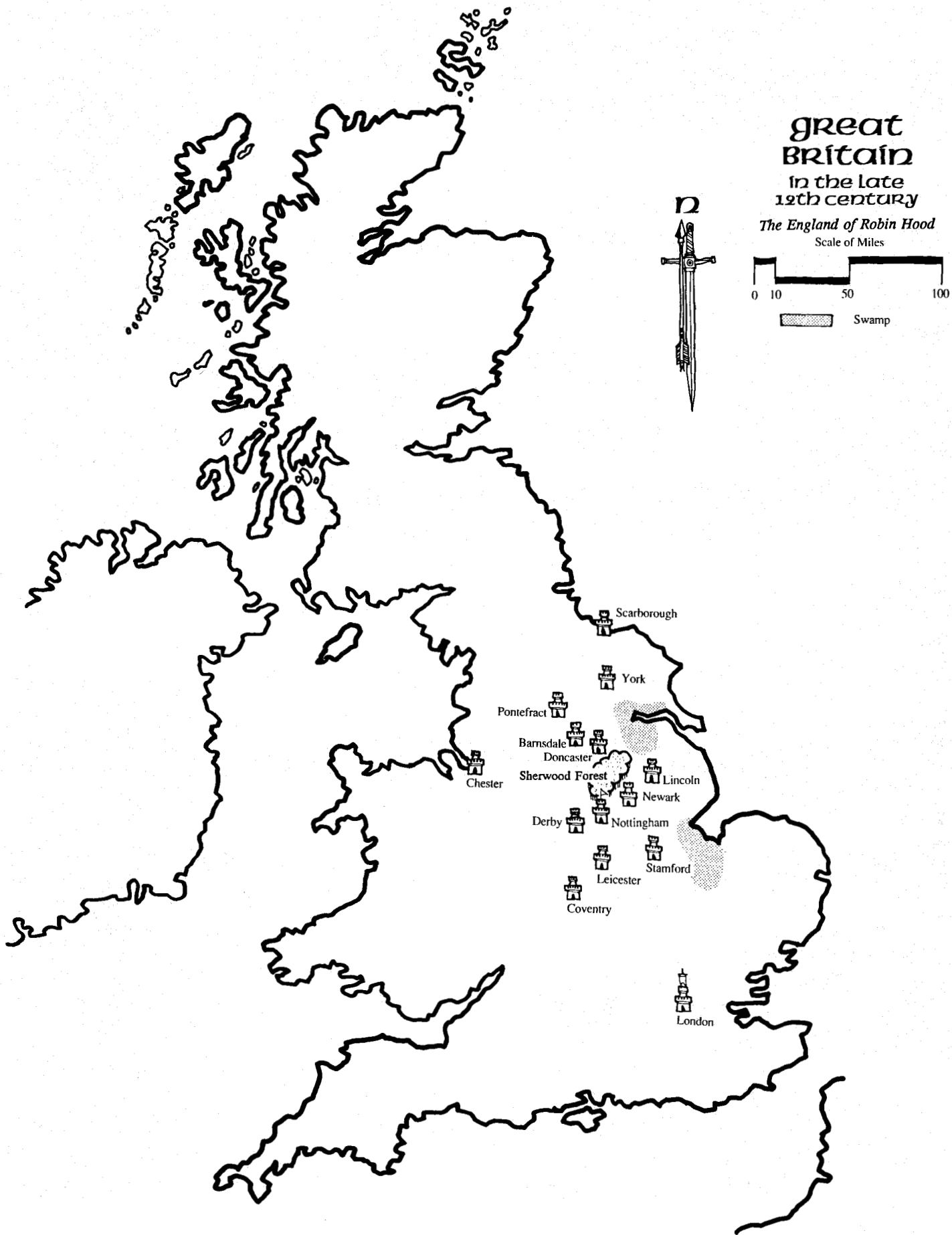
The Socio-Politics of Medieval England

The history of England up until the Norman Conquest is complex. The original British were displaced during the Dark Ages by Teutonic invaders, commonly called "Saxons," although they were only one of the tribes involved. They spread across Britain, and renamed it "England," for yet another of the tribes, the Angles.

For 500 years the Saxon inhabitants of England survived (and at times prospered), weathering Norse invasions and governing themselves with a surprisingly democratic structure that owed nothing to feudalism. Only in the face of rising Viking incursions did they abandon their happy anarchy with the establishment of a kingship; from 871 to 899, King Alfred used the power of the crown to begin forging a united nation from the shambles of the smaller kingdoms that had fallen to Viking raids. The process was completed with the settlement of the Danes and the ascension of one of their own to the throne: Cnut (reigning 1016-1035), who cemented into place the strong monarchy.

The Norman Invasion

After Cnut's death, though, his two direct heirs had short and violent reigns; the only remaining viable heir was Edward, known as the Confessor, who had spent most of his life in Normandy and elsewhere in Europe. Under his rule, many Normans and other foreigners moved into important positions throughout England.



Personalities

These are characters drawn from legend and myth; in order to reproduce them as closely as possible, most — if not all — will have many more points in disadvantages than are normally allowed by the rules. This is not to suggest that player characters

may take more than the standard allotment. Likewise, they have more than a starting character's allotment of points invested in skills, but none of these is a starting character, and all have had intensive training of one kind or another.

Robin Hood (Robert of Locksley)

English male, age 30, 6', 165 lbs., wavy auburn hair, brown eyes.

ST 14 (45 points) IQ 13 (30 points) Speed: 7.5
DX 17 (100 points) HT 13 (30 points) Move: 7
Damage: Thrust 1d; Swing 2d

Point Total: 330

Advantages

Absolute Direction (5 points)
Alertness +2 (10 points)
Ally: Sir Richard of the Lea, appears on a 9 or less (5 points)
Ally Group: Merry Men, appears on 12 or less (60 points)
Appearance: Handsome (15 points)
Charisma +2 (10 points)
Combat Reflexes (15 points)
Reputation +4 from Nottingham commoners, all the time (6 points)
Reputation +2 in England and from Saxons, on 10 or less (2 points)

Disadvantages

Code of Honor: Merry Man's Code, plus Gentleman's Code of Honor, combined (-15 points)
Compulsive Behavior: Hosting (-10 points)
Enemy: Sheriff of Nottingham, the sheriff's men, and the royal foresters of Sherwood on 9 or less (-20 points)
Enemy: Prince John and his men on a 6 or less (-15 points)
Impulsiveness (-10 points)
Overconfidence (-10 points)
Sense of Duty to Merry Men (-10 points)
Sense of Duty to the Poor and Oppressed (-10 points)
Sense of Duty to King Richard (-5 points)
Social Stigma: Outlaw (-15 points)

Skills

Area Knowledge (Nottinghamshire)-15 (4 points), Area Knowledge (Sherwood)-16 (6 points), Bow (Longbow)-25 (64 points), Brawling-19 (4 points), Broadsword-16 (1 point), Camouflage-14 (2 points), Carousing-11 (default), Climbing-17 (2 points), Disguise-13 (2 points), English-13 (native tongue), Fast-Draw (Arrow)-16 (1/2 point), Fast-Talk-13 (2 points), Language (Forest Sound Code)-13 (2 points), Leadership-14 (4 points), Musical Instrument (Horn)-13 (4 points), Naturalist-10 (default), Savoir-Faire-13 (1 point), Sex Appeal-13 (2 points), Shadowing-14 (default from Stealth), Staff-17 (4 points), Stealth-18 (4 points), Survival (Forest)-13 (2 points), Swimming-16 (1/2 point), Teaching-13 (2 points), Tracking-13 (2 points), Traps/TL3-13 (2 points).

Quirks

Loves to go adventuring.
Loves Maid Marian.
Thinks of Little John as a brother.



Constantly utters aphorisms and attributes them to a "Gaffer Swanthold."

Kindly and good-hearted.

Equipment

Horn (Silver, 1 lb.)
Longbow (3 lbs.)
Large knife (1 lb.)
Quiver (with 24 arrows; 5 lbs.)
Thrusting broadsword (3 lbs.)

Story

Robin as presented here follows the outline of "Robin as Yeoman," as described on p. 25.

Robin of Locksley was a Saxon, the son of the former Chief Forester of Sherwood. He was not an only child, but had a sister more than 15 years his elder. Robin inherited his father's skill with the bow, as well as his love of the forest. In the Spring of his 18th year, Robin was on his way to an archery contest in Nottingham Town, there to demonstrate his skill and hopefully win the prize — a small keg of ale.

However, as he passed through Sherwood Forest on the way, he encountered a group of foresters picnicking and drinking. Their taunts on his youth and skill angered Robin, and when one offered a bet, he unwisely agreed. The wager was whether he could hit a stag that grazed at the other end of the clearing, several hundred feet away; Robin pierced it through the heart

before the foresters were done laughing. Then the leader was angered, and he reneged on the bet, declaring that in killing the stag Robin had violated the Forest Law — his ears and eyes were forfeit!

Robin tried to leave, but was attacked by one of the foresters, and he slew the forester in self-defense. Robin was outlawed, and he fled into Sherwood Forest. Over the next few years, around him gathered a troop of men, outlaws or seekers of justice, who came to be known as his "Merry Men." Together they vowed to fight and rob the Norman oppressors and help those who suffer under their dominion.

Robin is essentially a highwayman, but he is a highwayman with political and social goals, a certain Code of Honor, and a great deal of flair. His targets are as described on pp. 29-30, but his method is not to merely stop them on the road and take their money. Instead, whenever possible, he has them brought blindfolded to Greentree and treats them to a great feast. Afterwards, he asks them to pay for it. No matter what they claim as their worth, Robin has Little John spread their belongings out on a cloak and inventories all their cash. If it is more than they said they had, Robin leaves them exactly what they claimed, and

Little John (aka John Little)

English male, age 31, 7', 280 lbs., brown curly hair, brown eyes, full beard.

ST 18 (125 points) IQ 11 (10 points) Speed: 6.5
DX 14 (45 points) HT 12 (20 points) Move: 6
Damage: Thrust 1d+2; Swing 3d

Point Total: 305

Advantages

Alertness +1 (5 points)
Ally Group: Merry Men, on a 12 or less (60 points)
Charisma +1 (5 points)
Combat Reflexes (15 points)
Common Sense (10 points)
Patron: Robin Hood, on a 12 or less (20 points)
Reputation +2 in England from Saxons, on a 10 or less (2 points)
Reputation +4 from Nottingham commoners, all the time (6 points)

Disadvantages

Code of Honor: Merry Man's Code (-10 points)
Enemy: Prince John and his men, on a 6 or less (-15 points)
Enemy: Sheriff and his men, on a 9 or less (-20 points)
Fanaticism: Robin and his cause (-15 points)
Gigantism (-10 points)
Impulsiveness (-10 points)
Intolerance: Normans (-5 points)
Overconfidence (-10 points)
Sense of Duty: King Richard (-5 points)
Social Stigma: Outlaw (-15 points)

Skills

Area Knowledge (Nottinghamshire)-12 (2 points), Area Knowledge (Sherwood)-14 (6 points), Bow (Longbow)-18 (32 points), Brawling-15 (2 points), Broadsword-14 (2 points), Camouflage-12 (2 points), Carousing-10 (default), Climbing-14 (2 points), Disguise-11 (2 points), English-11 (native tongue), Knife-14 (1 point), Language (Forest Sound Code)-11 (2 points), Leadership-11 (2 points), Shadowing-12 (default from

takes the rest. If they are poor, or counted their assets honestly, he lets them go, sometimes with a gift.

Robin's urge to "host" in this way is so great that it counts as a compulsion; he has on many occasions almost desperately sent Little John out to "invite" dinner guests to his table. On one occasion he even hosted the Sheriff of Nottingham!

Another habit he has is challenging likely-looking strangers to tests of arms or skill; very often he is bested by such strangers (such as Little John or Wat o' the Crabstaff) and only escapes defeat by convincing them to join the Merry Men!

Robin first met Marian Fitzwalter when he stopped her caravan on the Old North Road through Sherwood. Although she loathed him initially, he was enchanted by her and slowly his charm won the young woman over. She soon fled Nottingham Town and an arranged marriage to be by Robin's side, and became his love and one of his best woodsmen.

Robin has a reputation that extends the length and breadth of England, and doesn't hesitate to use it. The common people are more than a little in awe of him, and whisper of magic in his might and one of the old gods behind his success. The Normans grudgingly respect him even as they seek ways to kill him.

Variations: Robin's variations are described on pp. 25-26.

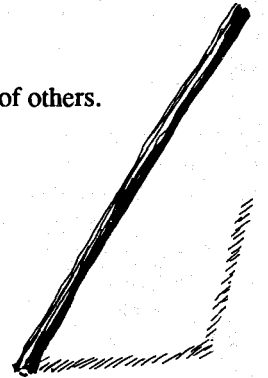
Stealth, Staff-18 (32 points), Stealth-16 (6 points), Survival (Forest)-11 (2 points), Swimming-14 (1 point), Teaching-11 (2 points), Tracking-11 (2 points), Traps/TL3-11 (2 points).

Quirks

Loves a good quarterstaff fight.
Has a tender heart for the sorrows of others.
Thinks of Robin as a brother.
Enjoys a good jest.
Will not attack an unarmed man.

Equipment

Longbow (3 lbs.)
Large knives, 2 (1 lb. each)
Quarterstaff (4 lbs.)
Quiver (with 24 arrows, 5 lbs.)



Story

John Little was born in Hathersage in Derbyshire, where he grew stupendously large and became something of a local wonder. His father had worked his way up to being a freeman, and actually owned a small amount of land, which he passed on to John at his death. John, like his father before him, was a sheep herder, but all did not go as smoothly in his life; in anger he killed a Norman tax collector and fled his home county of Derbyshire for Nottinghamshire.

As an outlaw, he entered and wandered in Sherwood Forest alone for some time, until he encountered a man he would later find out was the outlaw Robin Hood; the two of them vied to cross a log bridge over a rushing stream, and decided to fight a quarterstaff battle for the right of way. In the end, John won, but he had gained great respect for the stranger. When Robin revealed his identity and asked John to join his band, he agreed. What he did not count on was being rechristened "Little John" by Robin's man Will Stutely in a mock ceremony, nor being made Robin's second-in-command.

Seven feet tall and one of the strongest men in England, John is no gentle giant. With the training he has received while among the Merry Men, he is nearly as fearsome with bow, sword and knife as he is with his staff or his bare hands. In combat, he is a

INDEX

Abbeys, 23.
Abbots, 10.
Advanced sensor technology, 116.
Advantages, 5; *new*, 6.
Akicita, 63, 64, 65.
Alexander, Eoghan, 51, 59-60.
Alien races, 119.
Allan-a-Dale, 42.
Ally group advantage, 6.
Alpha Tenutius, 110, 112.
Angevin kings, 15.
Annesley, 23.
Applegate, LaTonya, 80, 81.
Arbogast, Quentin, 89.
Archery, 30, 32.
Area Knowledge skill, 32.
Armistice Square, 84.
Armor, 19; *Black Ghost's*, 51.
Armoury skill, 32.
Arrows, 30; *splitting*, 26.
Arthur a Bland, 41-42.
Assize of Woodstock, 20.
Augustinians, 24.
Bardic Immunity advantage, 6.
Bardic Lore skill, 9.
Bards, 10.
Barnsdale, 20.
Bean, Captain James, 53, 54.
Beggars, 10.
Benedictines, 23.
Bishops, 10.
The Black Ghost, 48, 51, 56-57; *armor*, 51.
Blue Boar Inn, 23.
Bounty hunters, 67.
Bowmanship, 26.
Bows, 30.
British soldiers, 53.
Calaboose, 68.
Camouflage skill, 32.
Cannot Harm Innocents disadvantage, 7.
Characters, 4; *types*, 10.
The (Catholic) Church, 10, 18, 23, 24, 30, 41.
Cinematic Robin, 62.
Cisterians, 24.
Clan MacDonnell of Glengarry, 52.
Clans, 52.
Clipstone, 23.
Cnut, 14.
Code of Honor disadvantage, 7;
Highwayman's, 7, 51; *Merry Man's*, 7, 25; *Warrior's*, 7.
Coeur-de-Lion, Richard, 15, 24.
Communication, 29, 34.
Compulsive Carousing disadvantage, 8.
Contacts, 6.
Cost of living, 5.
Craftsmen, 10.

Crooknet, 99.
Culture, *English*, 15.
Cunningham-Jones, Major Thomas, 53, 60.
Cyber-Robin, 90, 91, 95, 102.
Cyberdeck, 92.
Cyberspace, *Robyn's local net*, 96, 99.
David of Doncaster, 42-43.
de Rainault, Robert, 40-41.
Deeramanallandrellatholama, 123.
Delacroix, Yolanda, 80.
Disadvantages, 7; *new*, 8.
Dormann Memorial Shelter, 86.
Drug dealer, 82, 86.
duBois, Madeleine, 65, 73.
Duty disadvantage, 7.
Earth Mother, 19.
Economics, 31.
Ellen-a-Dale, 42.
England, 12th century, 14.
Environmental Override, 91, 98.
Farmers, 12.
Feudalism, 18.
Finanet, 100.
Fitzwalter, Marian, 37-38.



Much the Miller's Son

Fletching skill, 32.
Flynn, Errol, 91.
Fogs, 55.
Forest Law, 15, 20, 22.
Forest resources, 32.
Forest Sound Code, 9, 29.
Foresters, 10, 27.
Fort Augustus, 55.
Fort Gaillard, 67, 68.
Fountaindale, 23.
Freemen, 18.
Friar Tuck, 38-39.
Friars, 12.
Gaillardsville, 68.
Gamwell, Will, 39-40.
Geography, England, 20.
Ghetto, 84.

The Ghost of the Moors, 47.
Glengarry, 54; *garrison*, 53.
Glory Hound disadvantage, 8.
Great Britain, 16.
Greentree, 32.
GURPS Cyberpunk, 90.
GURPS International Super Teams, 77.
GURPS Space, 110.
GURPS Supers, 77.
GURPS Swashbucklers, 48.
GURPS Terradyne, 113.
GURPS Time Travel, 33.
Hacker Haven, 99.
Hathersage, 23.
Hato, Mayumi, 95, 107-108.
Heatherwood, 55.
Heraldry, 48.
Herdsman, 12.
Hermits, 12.
Herne the Hunter, 19.
High Forest, 23.
Highwayman's Code of Honor, 7, 51.
"Home," 115, 116.
Hot springs, 110.
Incompetence, 8.
Indian settlements, 69.
Intimidation skill, 9.
Inverness, 55.
Irari, 119.
Jacobism, 49, 50.
Jaril, 119.
Jews, 10.
John "Lackland," 17, 25.
"Juno" class patrol ship, 115.
K Star Lancer shuttlecraft, 113.
Kendra, 110, 112.
King Alfred, 14.
King George I, 49.
King James II, 49.
King Philip II, 17.
Kirklees Abbey, 46.
Kironawa Corporation, 95.
Kironet, 101.
Knights, 11.
Lakota band, 64.
Languages, 8.
Lee, Sheriff James Tatum, 66, 73-74.
Legends, 3, 13, 125-126.
Librum, 77, 78, 81, 87; *lair*, 86; *turf*, 83; *turf map*, 85.
Lightbolt, 78, 81, 87.
Lincoln Green, 26.
Lincoln, Robyn, 91, 102.
Literacy advantage, 5.
Little John, 36-37.
Loch Ness, 55.
Locksley, 23.
Logic bombs, 97.
Lone Tree On The Plains, 65, 72.
Longchamp, William, 17, 18.
Looks At Fire, 65, 66.
The Lytell Geste of Robyn Hode, 15.
MacDonall, Angus, 51, 58-59.
MacDonall, Moira, 51, 57-58.
MacDonall, Sean, 48, 56-57.

Magery advantage, 5.
 Magical Aptitude advantage, 5.
 Maid Marian, 31, 37-38.
 Medicine man, 66.
 The Meeting Tree, 34.
 Mercenaries, 11.
 Merchants, 11.
 Merry Man's Code of Honor, 7, 25.
 Merry Men, 11, 26, 27; *numbers*, 27;
women in, 31.
 Merrymen, 92, 93, 94.
 Miners, 114.
 Mines, 68.
 Mining, 111, 118; *equipment*, 115.
 Minstrels, 10.
 Monasteries, 23.
 Money, 31, 63, 95.
 Monks, 12.
 Moor, 28.
 Much the Miller's Son, 43, 127.
 Neiborr, Kevin, 113, 120-121.
 Netrunners, 93.
 No Sense of Humor disadvantage, 8.
 Nobility, 11, 18; *Norman*, 12; *Saxon*,
 12, 31.
 Normans, 10, 12, 17, 28, 31, 37;
Invasion, 14.
 Nosferatu, 113, 124.
 Nottingham Castle, 22.
 Nottingham Town, 20, 22.
 Nottinghamshire, 20, 21.
 Nuns, 12.
 Nyleve, 110, 112.
 "Old Pretender," 49.
 Old West, 62.
 Oloskowicz, Sandra, 83, 88.
 Oratech, 111, 112, 114; *corporate hub*,
 117; *security officer*, 114.
 Organized crime, 83.
 Pacifism disadvantage, 7.
 Papplewick, 23.

Sir Richard of the Lea



Will Scarlet

Peasants, 12.
 Pettijohn, 122-123.
 Pinkham, 68.
 Plaid (tartan), 48.
 Police, 83; *Precinct #97*, 86.
 Power, 19.
 Precursor, 110.
 Priests, 12.
 "Prince John's Palace," 23.
 Prince John, 17, 25, 30.
 Pro-Hanoverian Scots, 54.
 Redbelly, 105.
 Refugee camps, 34.
 Religion, *Celtic*, 19; *Old*, 19; *see also*
Church.
 Richard the Lionhearted, 15, 24.
 Roads, 24.
 Robert of Locksley, 35-36.
 Robin Hood, 25, 35-36.
 Robyn's local cyberspace net, 96,
 99.
 Rogers Park, 84.
 Royal forests, 23.
 Royal Sheriffs, 17.
 Ryder's frontier, 67; *map*, 69.
 Ryder, Jackson, 62, 67, 70-71.
 Sanotech gateway, 99.
 Saracens, 28.
 Saxons, 10, 12, 14, 17, 28, 31.
 Scathelock, Will, 39.
 Scotland, 49.
 Scottish moors, 55.
 Secret disadvantage, 8.
 Septs, 52.
 Sheriff of Nottingham, 29, 40-41.
 Sheriff's men, 12.
 Sherman Forest, 98.
 Shermanet, 100.
 Sherwood Forest, 23.
 Sir Guy of Guisbourne, 30, 45.
 Sir Richard of the Lea, 44-45, 128.
 Skills, 8; *new*, 9.
 Social Stigma disadvantage, 5.
 Socio-economic justice, 28.
 Splits Arrow, 61, 62, 70.
 St. Michael's Church, 86.
 Starports, *illicit*, 111.
 Status, 5.
 Stutely, Will, 44.
 Survival skill, 9, 32.
 "Sutter" class mining craft, 115.
 Tartans, 48.
 Technology, 19.
 Third Crusade, 17.
 Thomas à Becket, 15, 46.
 Thorneywood, 23.
 Timeline, 46.
 Tracking skill, 32.
 Training camp, 34.
 Transportation, 19.
 Trapping, 32.
 Treehouses, 33.
 Tucker, Father Paul, 94, 106.
 United States Army, 66; *soldiers*, 67.
 Waller, Sabine, 104.
 Warrior's Code of Honor, 7.
 Washington, Edwin, 77, 78, 87.
 Wat o' the Crabstaff, 43-44.
 Wealth, 5.
 Weapons, 19.
 Wentbridge, 23.
 White Eagle, 64, 65.
 Whitestone, 23.
 Will Scarlet, 39-40, 128.
 William of Normandy, 15.
 William the Conqueror, 15.
 Winfield, Colonel Zebediah, 66, 74-75.
 "Wolfshead," 29.
 Woodcraft, 32.
 Wrestling, 42-43.
 Wright, Father Patrick, 84.
 Yakuza, 97.

STUCK FOR AN ADVENTURE? NO PROBLEM.

Warehouse 23 sells high-quality
game adventures and supplements
in print and PDF formats.

- Free downloadable adventures for *GURPS*, *In Nomine*, and *Traveller*!
- Fun gaming accessories – shot glasses, shirts, specialty six-siders, and more!
- PDFs from Atlas Games, Amarillo Design Bureau, Pelgrane Press, Goodman Games, and many others – plus gems from the up-and-comers.
- Original material for *Transhuman Space* and new *GURPS* supplements from Kenneth Hite, Phil Masters, David Pulver, Sean Punch, and William Stoddard!
- Fully searchable files of *GURPS Fourth Edition* supplements.
- Digital editions of out-of-print classics, from *Orcslayer* and the complete run of *ADQ* to *GURPS China* and *GURPS Ice Age*.
- Buy board games and roleplaying PDFs in the same order! Download digital purchases again whenever you need to.



STEVE JACKSON GAMES
warehouse23.com