

G U R P S[®]

SUPPORTING CAST

A Collection of Characters for Any Campaign



BY NIGEL D. FINDLEY AND FRASER CAIN

STEVE JACKSON GAMES

A CAST OF THOUSANDS

Are you tired of shuffling through reams of loose paper and scribbled notes? Do you just make up names and statistics for NPCs off the top of your head? Are your players getting tired of meeting the same characters in every adventure? Well, no more!

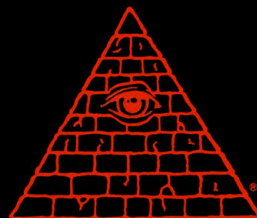
GURPS Supporting Cast is the definitive collection of non-player characters for any roleplaying campaign. Inside are 120 fully developed NPCs, ready to drop into any setting, time or world. From gladiator to gang leader, slave trader to street samurai, you'll find any character you need in this book.

Each character includes:

- ◆ Advantages, disadvantages, quirks, skills and all other relevant *GURPS* statistics.
- ◆ A detailed character story, with history, motivations, eccentricities and secret desires.
- ◆ Conversions to other settings, so you can take your fantasy assassin and drop him into your deep-space campaign – or take your contemporary hacker and place him in a world of high fantasy.
- ◆ Adventure seeds! With at least two scenarios for every character, you'll never be stuck for an adventure idea again.

From traditional city guardsmen and shopkeepers to the strange and exotic – demons, dragons and computer AIs – *GURPS Supporting Cast* has everything you need to run an exciting, diverse campaign.

Written by Nigel D. Findley
and Fraser Cain
Edited by Jeff Koke
Cover by Jeffrey K. Starling
Illustrated by Doug Shuler
and Fredd Gorham



STEVE JACKSON GAMES

GURPS SUPPORTING CAST



ISBN 1-55634-267-5

SJG01695 6412

Made in the U.S.A.

GURPS

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Cover by Jeffrey K. Starling

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and Fredd Gorham**

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ISBN 1-55634-267-5

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INTRODUCTION

The focus of a *GURPS* campaign is, of course, the player characters and their direct opponents – in dramatic terms, the protagonists and antagonists. They're not the only people in the campaign world, however. There are also the "bit players," the "extras" – the supporting cast. These can range from "one-shot," minor characters like the sneak thief who picks the PCs' pockets, to ongoing supporting characters like the bartender at the PCs' favorite tavern. Even though they're rarely the *focus* of an adventure, they can certainly be the *instigators* of a few.

Many adventures start with a threat or challenge to the PCs. But why couldn't a cataclysmic adventure begin with a threat to the PCs' friend, or colleague . . . or even that long-suffering bartender? It's up to the Game Master to roleplay convincing NPCs. But sometimes *creating* those characters as well as plotting the adventure places just a little too much pressure on the overworked referee. That's where *GURPS Supporting Cast* comes in.

Readers will notice that most of these characters have relatively low character point totals – most do not reach the standard 100-point starting point for player characters (though some actually exceed it; see below). That's because these characters are not supposed to be the heroes. While they can have a significant effect on the storyline, the true movers and shakers are the player characters. The PCs are heroes – by definition. This book tries to provide an interesting selection of "regular people" – non-heroes – with which the PCs can interact.

Many of these bit players could be "promoted" to become major NPCs – colleagues of the protagonists, minions of the antagonists, or even major antagonists in their own right. It's easy enough for Game Masters to bump up the point values if they like; just increase a couple of important skills, or add a significant advantage.

For variety, though, a few characters have been thrown in that *could* be the center of an adventure or a campaign. These NPCs have higher point totals than the others – most notably the Demon (p. 17), the Dragon (p. 18), the General (p. 20), the Computer AI (p. 75) and the Spy (p. 125). If the GM uses these characters in his campaign, he should realize that they will have a stronger effect on the story line than the other NPCs.

Organization

This book is divided into four sections, or genres: Fantasy, Contemporary, Near Future (including cyberpunk) and Space. Each character is slotted into one of these settings. For example, the bartender can be found in the fantasy section, and is described in fantasy terms. Most characters can exist in multiple time settings, however (or, at least, analogues of them could exist). Obviously, bartenders are going to be as common in a space travel setting as in a fantasy-medieval milieu.

For this reason, each character description includes a section on *Conversions*. This section provides hints on how GMs can tailor the character to different settings, and suggestions for interesting setting-dependent variations.

Finally, each description includes several *Adventure Seeds*. These are intended to "jump-start" the GM's imagination, to help inspire adventures that revolve around the specific character.



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, 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 who have home computers, SJ Games operates a multi-line 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 per day at 512-447-4449, at 300, 1200 or 2400 baud. Give us a call! We also have discussion areas on CompuServe, GEnie, and America Online.

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 the *GURPS Basic Set* – e.g., p. B102 means p. 102 of the *GURPS Basic Set*, Third Edition.

At the end of the book is a table listing each character in alphabetical order, regardless of genre, so that a GM looking for a specific type of character doesn't have to try to figure out which setting the NPC is listed under.

About the Authors

Nigel D. Findley is a professional author and game designer, with publication credits with virtually every major RPG company in North America. This is his second project for Steve Jackson Games, his first being *GURPS Illuminati*. Nigel lives in Vancouver, on the west coast of Canada. This is his first – and possibly his last – collaborative project.

Fraser Cain is currently taking a long break in the pursuit of his engineering degree. He spends his free time snowboarding, mountain-biking, and struggling with an inferiority complex about his writing. He never, ever wants to see the Instant Characters booklet again. This is his first project for Steve Jackson Games, but he's been playing *GURPS* for what seems like forever. He also lives in Vancouver.

Character Statistics

The characters' heights, weights, hair and eye colors have been intentionally left ambiguous. This is so the GM can "customize" the NPCs to fit his personal tastes and adventure style. The illustrations provided for each character are designed to give the GM an idea of what the character *might* look like, but should not be considered absolute.

Note that few of these characters have serious combat skills, carry significant weaponry, or wear armor. That's because they're not meant to be targets for trigger-happy PCs. Characters who solve problems by cutting down bartenders and waitresses on a regular basis should pay the penalty for their impulsive behavior.

Additionally, the skill levels for these NPCs are average to above average in most cases; rarely are they exceptional. Remember, these are *not* player-characters, nor are they intended as major adversaries to the PCs. They are mostly "regular folks," and thus have their skills at average levels.

Other Books

The reader may notice that some of the characters have advantages, disadvantages, skills and equipment that do not appear in the *Basic Set*. On p. 128 is a listing of which new abilities came from which books.



GLADIATOR

ST: 14 **IQ:** 11 **Speed:** 5.75
DX: 13 **HT:** 10 **Move:** 4
Dodge: 5 **Parry:** (Broadsword) 8 **Block:** 8
Scale armor (PD 3, DR 4); light encumbrance.

Point Total: 160

Advantages

Charisma +2; Combat Reflexes; Toughness +1.

Disadvantages

Bloodlust; Enemy (Tristan the Valiant, on a 9 or less).

Quirks

Enjoys watching local theater; Plays to the crowd.

Skills

Acting-13; Area Knowledge-12; Axe/Mace-13; Brawling-13; Broadsword-15; Fast-Talk-12; Flail-14; Net-13; Performance-12; Shield-15; Shortsword-14; Spear-14; Tactics-10; Two-Handed Sword-14.

Weapons

Thrusting Broadsword: 2d+1 cutting, 1d+2 impaling.

Conversions

Contemporary – Hoargen becomes a professional wrestler. Replace fantasy weapon skills with Professional Skill (Wrestling)-13.

Near Future – Perhaps he could be found in some futuristic death arena. Add Guns (Pistol)-14 and Chainsaw-13.

Space – Same conversions as above.

Story

The life of the average gladiator is short and violent, so it's no surprise that most gladiators are forced into the career at sword point. At least fighting for your life is better than having your throat slit. So when Hoargen informed the arena master that he wished to become a gladiator – voluntarily – the grizzled trainer could scarcely believe his ears. The arena director was hesitant, but finally he gave in and allowed Hoargen to compete. The decision was a good one, for the arena prospered as people came from across the land to see Hoargen the Great defeat yet another opponent.

Hoargen has brought a unique style to the arena, one based as much on theatrical ability as fighting prowess. His theatrical skills came from the years he worked with a traveling theater troupe, while his ability to fight came from protecting the troupe from bandits. When he became a gladiator, he only knew how to fight with the broadsword. After intense training in the arena, he's become proficient with the shortsword, net, spear, two-handed sword, battle-axe and flail.

Hoargen's reason for entering the arena voluntarily is a simple one: he loves the thrill of combat and the bloodletting, and he loves the fame and glory that goes along with it. So far he's found nothing that compares with the adrenaline rush he gets in the arena. Perhaps that's why he does so well. Unlike most of his opponents, he *wants* to be there.



Since Hoargen began his career, another man has become a gladiator by choice . . . Tristan the Valiant. Several times they've clashed in the arena, and Hoargen has humiliated Tristan each time, but has yet to kill him. Perhaps this is because he sees Tristan as a kindred soul. Tristan doesn't see it this way, viewing his defeat as a personal humiliation that must be avenged, either inside the arena or out . . .

Quotes

"You doubt my skills? Come, let me demonstrate them for you. It will give your heirs an interesting tale to tell . . ."

"There is no greater glory than to kill a man in a one-on-one battle to the death . . . except perhaps defeating two opponents at the same time."

"If I kill you on the street, I'm a murderer. If I kill you in the arena, I'm a hero."

Adventure Seeds

- ◆ The PCs are convicted of some crime (real or imaginary) and put into the gladiator arena. Their first opponents are Hoargen and Tristan. If they realize Tristan's hatred, they might be able to use this, getting the two professional gladiators to fight each other.
- ◆ Tristan the Valiant has decided once again that Hoargen must die. He overhears the PCs boast about some recent adventure, and explains that he has a little job for them. If they refuse, Tristan will eventually try to kill them, for they know too much.

UNIVERSITY PROFESSOR

ST: 9 IQ: 14 Speed: 5.5
DX: 12 HT: 10 Move: 5
Dodge: 5
No armor; no encumbrance.

Point Total: 90

Advantages

Charisma +3; Musical Ability +2.

Disadvantages

Age (55); Intolerance (People who don't like learning).

Quirks

Always wears tweeds; Enjoys going out for a beer with her students; Smokes a pipe, but only in private, or with close friends.

Skills

Anthropology-12; Carousing-12; Computer Operation-14; Computer Programming-12; Economics-15; Geology-12; History-12; Literature-14; Mathematics-12; Musical Instrument (Piano)-14; Politics-13; Psychology-12; Research-14; Teaching-15; Writing-13.

Languages

Any four relevant to the adventure, at level 13.

Conversions

Fantasy – Barbara may be part of a medieval-style university, or could be a member of a religious order dedicated to education. In either case, she might have knowledge of some of the more mystical subjects. Replace Computer skills, Mathematics, and Politics with Alchemy-13 and Occultism-14.

Near Future – No changes.

Space – An interstellar university would be the perfect place to find Barbara. Add Xenology-13.

Story

Professor Barbara Lawrence is an academic, has always been an academic, and probably always *will* be an academic. With a handful of degrees from Oxford, the London School of Economics, Yale and MIT, she's spent virtually all her life in the groves of academe, first as a university student and later as a tenured professor.

But that doesn't mean she's stuffy and closed-minded; there's nothing hackneyed about Barbara Lawrence. She's absolutely fascinated in her major area of study – whatever the GM decides it is – and enjoys sharing her fascination with others. But she's also fascinated with just about everything else in the world. She reads incredibly widely – in and out of her specialty – and can intelligently discuss a staggering range of esoteric topics.

She doesn't agree with modern universities' fixation on grades



and exams, and gets away from these traditional measures as much as possible. She's a tough but fair grader, and it's well known around campus that you *can't* ace one of Lawrence's exams by memorizing the semester's notes and just regurgitating them on the paper. In term papers and discussions, she's less interested in a student's conclusions than she is in the thought processes used to reach them.

She has a strong and very sophisticated sense of humor, and an infectious, braying laugh. She rarely takes anything too seriously.

At night, she plays a hot piano, leading a jazz quintet that works the local club circuit.

Quotes

"Listen to this one. Sort of a cross between Thelonius Monk and Chick Corea."

"Interesting suggestion. Why don't we discuss it?"

"I read an article on that last month in *The Journal of Psychological Research*."

Adventure Seeds

◆ The PCs need to consult Barbara on some esoteric facts in her discipline. They find out she's got a gig that night, and arrive at the club just in time to pull the outspoken professor out of a tavern brawl.

◆ An unfortunate fact Lawrence has learned to live with is that many people write her off as an eccentric. Including the police, she finds to her disappointment, when she uncovers some hints that one of her students is involved in something dangerous and/or unsavory. Since the traditional authorities won't believe her, she has to turn for help to *non-traditional* resources – the PCs.

ASTROGATOR

ST: 9
DX: 11

IQ: 14
HT: 10

Speed: 5.25
Move: 5

Dodge: 5

No armor; no encumbrance.

Point Total: 65

Advantages

Lightning Calculator; Mathematical Ability.

Disadvantages

Bad Temper; Intolerance (Non-technical people, "ignoramuses").

Quirks

An academic dilettante; Brags about the near-perfection of his astrogation; Loves trivia.

Skills

Astrogation-17; Astronomy-15; Botany-11; Chemistry-11; Computer Operation-18; Computer Programming-17; Electronics Operation (Sensor)-13; History-12; Mathematics-17; Physics-13; Xenology-11.

Languages

Any two relevant to the campaign, at level 12.

Conversions

Fantasy – Preston would be a ship's navigator, the only man who can get the PCs' ship across the great ocean. Replace Astrogation, Computer Operation, Computer Programming, Electronics and Xenology with Navigation-16 and Seamanship-14.

Contemporary – He's still a navigator. Replace Astrogation, Computer Operation and Xenology with Navigation-16 and Driving (Car)-11.

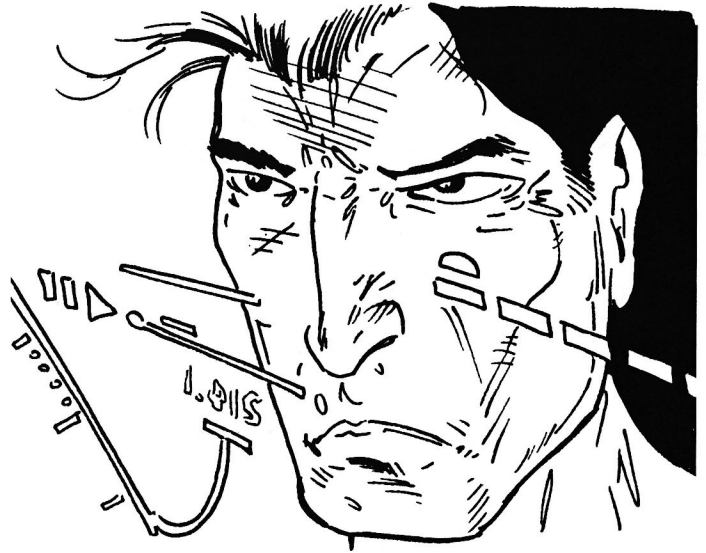
Near Future – Same as above.

Story

Preston Wong isn't a likeable man. For one thing, he's a little too good at his job for someone barely out of his teens: Most astrogators take decades to hone their skills – which seem to combine science with some kind of intuitive art – to the level Wong enjoyed before he'd even left the Academy. For another, he's just too damn proud of that level of skill, and too outspoken about it. He's lacking in those social skills that a spacer needs to become an accepted member of a ship's crew . . . and then, when he senses he's being ostracized, he claims all the other crew members are jealous of his intelligence and education.

Granted, Preston *is* very intelligent. He knows everything there is to know about astrogation, and a smattering about virtually every other subject in existence. Sometimes this wide-ranging knowledge base comes in very handy; most of the time, however, it just turns Wong into a pedant.

Wong got into space travel the "right" way: he earned a combined master's degree in mathematics and astronomy, then studied astrogation at the academy. He considered joining the Imperial Navy, but then discarded the idea because he imagined his superiors would all be "jugheaded warriors who earned their



rank by storming Gatling bunkers" (an example of one of Wong's less-enlightened opinions).

Space is a lethal environment where knowledge and training make the difference between success and catastrophe – so believes Wong. Thus it really ticks him off to see all the intuitive pilots, the people flying by the seat of their pants and otherwise muddling through, and all those other know-nothings doing okay for themselves. He considers their successes as personal affronts to his competence, and would gladly dispatch them all into the nearest black hole to make space "safe" for professionals like himself. Since all too many merchant ships, scoutships, colony ships and other non-military vessels are crewed by such "non-professionals," Wong has to bite back on the more outrageous of his views if he wants to get a "ride" with anyone.

Quotes

"Mid-course corrections are for wimps . . ."

"We were just under 1,000 meters off target at break-out. Not bad over a run of 23 parsecs, huh?"

"Well, actually, the *first* ship to enter the Horsehead Nebula wasn't the *Skydiver*, it was the *Jove 7* out of New Boston . . ."

Adventure Seeds

◆ The PCs need a good astrogator for a particularly challenging mission, and the best in the region is Preston Wong. Unfortunately, the irritating bugger has alienated the wrong people, and is in serious trouble. If the PCs want to hire him for their crew, they're going to have to keep him alive. To make things even worse, Wong doesn't realize how much trouble he's in, and won't take kindly to "unprofessional buffoons" like the PCs meddling in his affairs . . .

◆ A jump has gone *very* wrong, and the PCs' ship is so far off course it's impossible to determine its position (in another arm of the galaxy? in another galaxy? or outside the known universe entirely?). Obviously, to get home the crew must understand exactly what happened. But Preston Wong is too busy claiming that it's just not his fault to cooperate.

NEW ABILITIES AND EQUIPMENT

Advantages	Page	Trademark SU21, CY26	Math Chip CY40	Identify M49
Ally Group CO15, RH6		Unknown Enemy I31	Skill Chip CY40	Identify Plant M66
Blessed M85		Vulnerable to Holy Water F123	Night Sight CY36	Itch M23
Contacts CY20, SU12		Skills	Optic Readout CY35	Levitation M61
Damage Resistance SU38		Page	Poison reservoir CY33	Neutralize Poison M45
Extended Lifespan FF18		Chess CA9	Razor claws CY32	Pain M23
Extra Encumbrance FF18		Computer Hacking CY26	Telescopic Vision CY36	Panic M56
Extra Fatigue FF18, SU39		Conspiracy Theory I31	Video Reception CY36	Paralyze Limb M24
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Shapechanging (Taken from		Intimidation SU24	Page	Reflect M53
the Morph ability) SU63		Philosophy IR37	Alter Body M25	Regeneration M45
Unaffected by metal F123		Rune-Lore M81	Alter Visage M25	Restoration M45
Unaging SU47, FF23		Video Production CY26	Animation M64	Resurrection M45
Unfazeable SU14		Xenobiology S36	Appotation M60	Seek Plant M66
Weretiger Shapeshifting F124		Xenology S36	Body of Air M31	Sense Spirit M63
Zeroed CY21		Cyberwear	Breathe Fire M34	Shapeshifting M22
Disadvantages	Page	Page	Charm M59	Shield M67
Astral Entity P98		Adders CY59	Complex Illusion M45	Simple Illusion M45
Cannot cross running water F123		Amp Chip CY39	Control Zombie M64	Spasm M23
Cannot enter dwelling		Bionic Eye CY35	Counterspell M53	Steal Health M64
uninvited F123		Bionic Reconstruction CY34	Cure Disease M45	Sterilize M44
No Sense of Humor SU19		Cellular Link CY37	Curse-Missile M24	Stun M23
On The Edge CY24		Chip slot CY38	Death Vision M63	Summon Spirit M63
Reduced Move FF27		Combat Reflexes chip CY39	Deathtouch M24	Terror M56
Secret SU20, CY25		Eidetic Chip CY39	Decay M42	Test Food M42
Takes damage from		High Pain Threshold chip CY39	Find Weakness M51	Total Paralysis M24
sunlight F123		Interface Jack CY41	Flame Jet M34	Ward M53
		Macho Chip CY39	Flight M62	Wither Limb M24

CA = GURPS Camelot; CO = GURPS Conan; CY = GURPS Cyberpunk; F = GURPS Fantasy; FF = GURPS Fantasy Folk; I = GURPS Illuminati; IR = GURPS Imperial Rome; M = GURPS Magic; P = GURPS Psionics; RH = GURPS Robin Hood; S = GURPS Space; SU = GURPS Supers.

CHARACTER TABLE

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Con Man 15		Homesteader 120		Research Librarian 64		Village Priest 41	
Construction Worker 76		Hotel Manager 87		Research Scientist 122		Weretiger 42	
Cop 49		Inventor 121		Sage 32		Wizard 43	
Corporate Executive 77		Jongleur 22		Sailor 33		Woodsmen 44	
Cosmetic Surgeon 78		Knight 23		Salesperson 96		Xenobiologist 127	
Counter-Terrorist 79		Lawyer 88		Scientist 65			

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