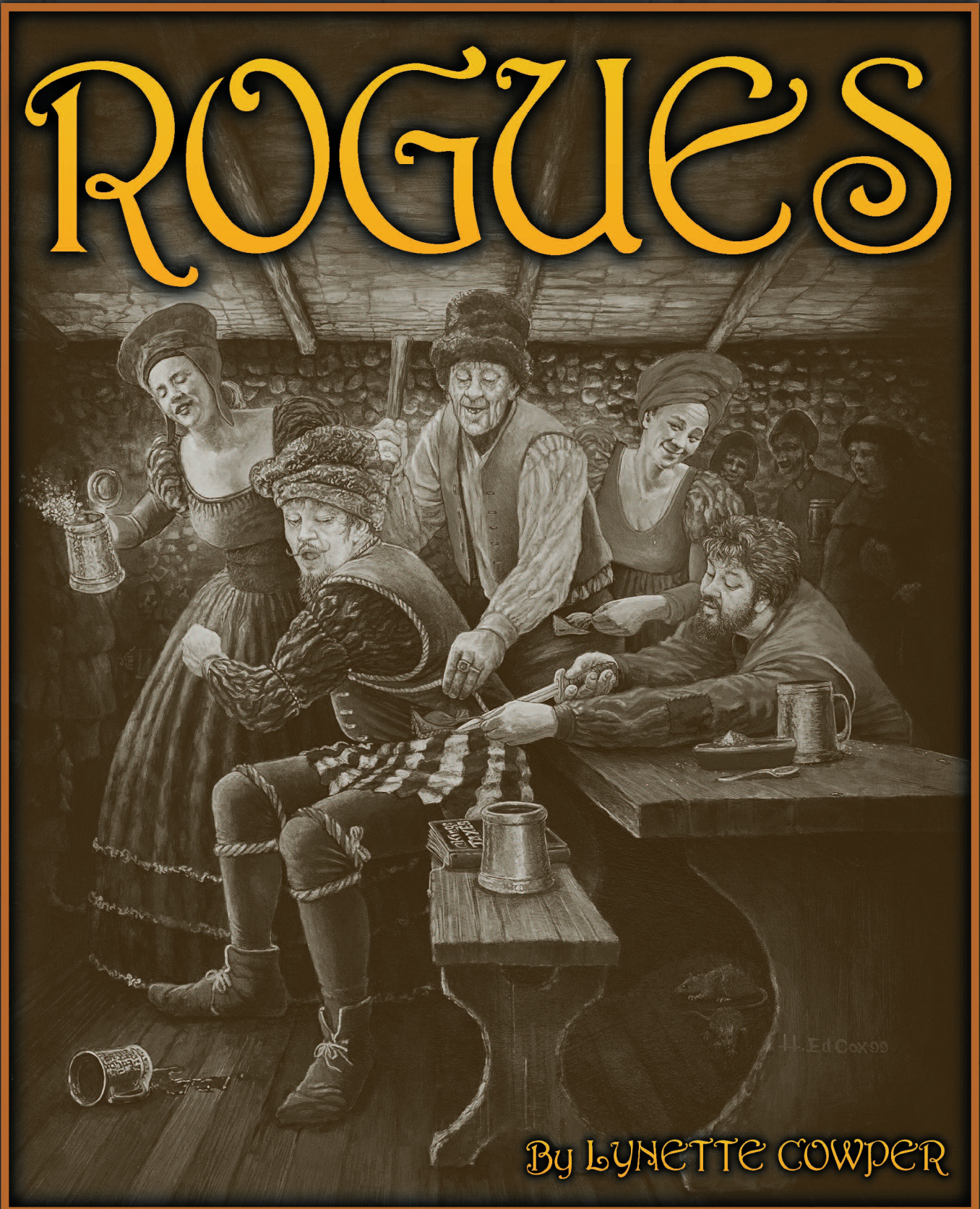


G U R P S[®]

ROGUES



By LYNETTE COWPER

STEVE JACKSON GAMES

It Takes A Thief...

When brute force won't get the job done, you need someone with . . . skills. A specialist. Preferably someone who doesn't let a lot of nagging concerns about law or morality get in the way.

Whether you're looking for just the right character to round out an adventuring party, or a dangerous NPC to challenge your players, *GURPS Rogues* has what you need – 29 different templates, letting you quickly create the scoundrel that's right for the job.

Templates include . . .

- Thieves who are only in it for the money, such as the armed robber, cat burglar, pirate, pickpocket, house-breaker, and forger.
- Rogues who have other goals than mere material gain, like the spy, hacker, evil mastermind, mad scientist, and saboteur.
- Charmers who work more with people's minds than with lockpicks and prybars, . . . the con man, bard, fixer, gambler, prostitute, and street doctor.
- Mysterious figures who work on the shadowy edges of society – the tracker, poacher, assassin, master thief, smuggler, mobster, and black marketeer.

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

GURPS Rogues follows (stealthily) in the footsteps of *GURPS Warriors* and *GURPS Wizards*, our two previous books of characters and templates.



GURPS Basic Set, Third Edition Revised and *GURPS Compendium I* are required to use this book in a *GURPS* campaign. While designed for the *GURPS* system, the character archetypes and sample characters in this book can be used in any roleplaying setting.

THE ROGUES' GALLERY:

Written by

Lynette Cowper

Edited by

**Solomon Davidoff
and Scott Haring**

Cover by

Ed Cox

Illustrated by

**Andy B. Clarkson,
Jeremy McHugh,
Thomas Floyd,
Cob Carlos, Bob Cram,
Dennis Detwiller,
Ed Northcott,
and Chris Martinez**

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By Lynette Cowper

Additional material by Scott Haring

Edited by Solomon Davidoff and Scott Haring

Additional editing by Devin L. Ganger

Cover art by Ed Cox

Illustrated by Andy B. Clarkson,

Jeremy McHugh, Thomas Floyd, Cob Carlos,

Bob Cram, Dennis Detwiller, Ed Northcott,

and Chris Martinez

GURPS System Design ● Steve Jackson

Managing Editor ● Andrew Hackard

GURPS Line Editor ● Sean Punch

Project Administrator ● Monique Chapman

Production Manager ● Kellar Hall

Production Artists ● Philip Reed and Alex Fernandez

Print Buyer ● Monica Stephens

Art Director ● Philip Reed

GURPS Errata Coordinator ● Andy Vetromile

Sales Manager ● Ross Jepson

Lead Playtester: Joe Chaparro

Playtesters: Thomas Barnes, Frederick Brackin,

Peter V. Dell'Orto, Bob Huss, Hunter Johnson,

Phil Masters, T. Carter Ross, Emily Smirle,

Brian Smithson, Tim Stellmach, William Stoddard,

and the rest of the *Pyramid* playtest community.

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INTRODUCTION

GURPS Rogues is the third *GURPS* book of character templates. It follows the design of the first two books, *GURPS Wizards* and *GURPS Warriors*, and incorporates the same template system used in those books, which will one day replace the *Random Characters* rules on pp. B84-85 as the *GURPS* “quick-start” system.

As with *Wizards* and *Warriors*, *Rogues* is designed with the new player in mind. Rogue characters often make use of skills outside the thief/spy categories, making the task of tracking down appropriate skills daunting for a new player. With that in mind, *Rogues* presents a number of different rogue types spanning a variety of genres and time periods.

Using This Book

Rogues contains 29 templates. Each consists of a description of a particular roguish character type, a list of abilities to choose from when making such a character (along with a discussion of why and how they were chosen), some customization suggestions, and advice on fitting the template into a campaign. Each template is accompanied by four sample characters.

A few notes on this presentation:

- Whenever possible, we’ve developed templates for standard 100-point campaigns. Some rogue types are inherently cinematic, however, and those templates have been designed for higher point totals.
- Rogue types tend to share a great number of similarities no matter where – or when – they hail from. The templates reflect this similarity while still including options for skills and abilities specific to certain time periods or genres. Players should keep in mind the tech level of their campaign and check with the GM if they are unsure about the appropriateness of an ability.
- The sample characters are derived from the templates, but not constrained by them. They are intended to illustrate how a player might customize a character built from a given template. As rogues, more than many other characters, tend to be unique, some of the sample characters are significant departures from the “average” character design.
- To save space, we’ve omitted Literacy and Illiteracy from sample characters if they would cost 0 points. Sample characters from TL5+ backgrounds are assumed to be literate, as are high-Status characters from some TL4- settings (e.g., *Imperial Rome*). See the appropriate worldbook for details.

About the Author

Lynette R. F. Cowper is the *INWO* line editor for Steve Jackson Games, but has been playing and GMing *GURPS* for a dozen years and gaming for 20. Her other activities include singing in her church choir, teaching Sunday School, hobby fiction writing, reading science fiction and fantasy, watching anime, and SMOFing. She, her husband Mike, and two kids, Megan and Ren, currently live in Mooresville, Indiana, home town of a certain famous bank robber about whom there is much conspiracy theory.

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 include:

Pyramid (www.sjgames.com/pyramid/). Our online magazine includes new *GURPS* rules and articles. It also covers *Dungeons and Dragons*, *Traveller*, *World of Darkness*, *Call of Cthulhu*, and many more top games – and other Steve Jackson Games releases like *In Nomine*, *Illuminati*, *Car Wars*, *Toon*, *Ogre Miniatures*, and more. *Pyramid* subscribers also have access to playtest files online!

New supplements and adventures. *GURPS* continues to grow, and we’ll be happy to let you know what’s new. For a current catalog, send us a legal-sized or 9”x12” SASE – please use two stamps! – or just visit www.warehouse23.com.

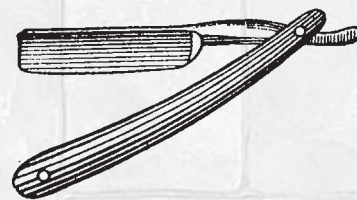
Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata sheets for all *GURPS* releases, including this book, are available on our website – see below.

Gamer input. We value your comments, for new products as well as updated printings of existing titles!

Internet. Visit us on the World Wide Web at www.sjgames.com for errata, updates, Q&A, and much more. *GURPS* has its own Usenet group, too: rec.games.frp.gurps.

GURPSnet. This e-mail list hosts much of the online discussion of *GURPS*. To join, e-mail majordomo@io.com with “subscribe GURPSnet-L” in the body, or point your web browser to gurpsnet.sjgames.com.

The *GURPS Rogues* web page is at www.sjgames.com/gurps/books/rogues/.



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*. Page references that begin with CI indicate *GURPS Compendium I*. Other references are CII for *GURPS Compendium II*, J for *Japan*, MA for *Martial Arts*, and VE for *GURPS Vehicles*. The abbreviation for *this* book is RG. For a full list of abbreviations, see p. CI181 or the updated web list at www.sjgames.com/gurps/abbrevs.html.

TEMPLATES

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

A template is a blueprint for a player character that can successfully fill a specific role in a particular game world. By specifying many character traits in advance, the template reduces the amount of work needed to create the character and guarantees that the character will be comparable to others built on the same amount of character points. Templates can also be helpful for experienced players who are pressed for time. Finally, templates can be used to help the GM determine the abilities of NPCs.

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

Types of Templates

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

Vocational Templates

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

Ethnic Templates

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

Institutional Templates

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

Archetypes

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

Template Design

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

Creative Freedom

You never have to choose a template; you can always create a character from whole cloth, and many experienced players will wish to do exactly that. Note that it’s possible to mix characters created with and without templates in the same campaign. Since templates are *not* specially priced package deals (see *Discounts*, p. 7), characters made from templates are 100% compatible with characters made using the detailed character creation rules.

Templates and the Rules

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

Are Templates “Character Classes”?

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

GOON

For himself doth a man work evil in working evils for another.

– Hesiod

Every mad scientist, evil mastermind, and mobster seems to have a goon – that minion of minions who spends his time doing his master’s bidding, mostly so he can avoid thinking about the tough questions in life, like which shoe he puts on first in the morning.

The goon is none too bright, socially inept, and confused most of the time. He appears in fantasy, historical, modern-day, superhero, and science fiction settings. He may be an essentially good soul who has gotten mixed up with the wrong person, or he may be as evil as his superior. But regardless of his motives, he will be the one the heroes must face down as the true villain escapes out the secret passage. He is the one who will be left to see the heroes finished off in the death trap, who will probably fall for a trick of the champion’s and, perhaps literally, throw a wrench into his master’s work. He is the one who is sent to do the dirty work, and who invariably messes it up. He is usually the only soul in the evil organization who can be redeemed, once he has been gently shown the error of his ways.

So why does the villain keep him around? Perhaps because the goon is the only person in the world who truly seems to appreciate him unconditionally. Maybe the evildoer feels obligated to the minion for some past kindness or family connection. Perchance he makes the miscreant feel superior. Or, most likely, despite all his faults, the lunk is still more useful than not.

Whatever the case, the goon remains one of the favorite antagonist characters in literature, television, and the movies, for there is something inexplicably lovable in the character.

Design Notes

Attributes: Goons are stronger and tougher than the norm, so we give our template ST and HT of 12. They must also be decent with their hands, so we give a DX of 11. While they are also infamous for being dull-witted, we leave IQ at 10, as this dull-wittedness may come from various mental disadvantages, rather than a lower overall IQ.

Advantages: Goons, by definition, serve a Patron or perhaps an Ally, so this is a required advantage. We then offer a choice of others that insure the minion’s long survival.

Disadvantages: As a flunky, the goon will have some level of Duties to his Patron, so this is required. Next, we offer a large selection of oafish disadvantages (Clueless, Confused, Hidebound, Illiteracy, Semi-Literacy, Incurious, Indecisive, Innumerate, Klutz, Laziness, Low Empathy, No Sense of Humor, Obdurate, Oblivious, Primitive, Shyness, Stubbornness, Stuttering, Uneducated, Weak Will, and

lowered IQ) and possible motivations for choosing an evil master (Bad Temper, Berserk, Bully, Callous, Fanaticism, Extreme Fanaticism, Laziness, Odious Personal Habit, Secret, and Sense of Duty). Last, we offer a few other classic flunky disadvantages (Appearance, Dwarfism, Edgy, Hunchback, Low Self-Image, Paranoia, Gigantism, and Status).

Primary Skills: The goon’s chief purpose is to fight the villain’s battles for him, so combat/weapon skills are of greatest concern.

Secondary and Background Skills: Here we offer a choice for more combat skills and care of weapons (Armoury, Fast-Draw, and combat/weapon skills), skills of use in transporting the master (Boating, Driving, Powerboat, and Teamster), running “errands” (Savoir-Faire (Servant), Scrounging, Shadowing, and Streetwise), and a few assorted skills of use in the violent underworld (Fast-Talk, First Aid, Gambling, and Intimidation).

Goon 65 points

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

Advantages: Spend 30 points on Patron [Varies] or Ally [Varies] and a choice of Combat Reflexes [15]; Danger Sense [15]; Fearlessness [2/level]; Fit [5] or Very Fit [15]; Hard to Kill [5/level]; and High Pain Threshold [10].

Disadvantages: Spend -30 points on Duties [Varies] and a choice of Appearance [Varies]; Bad Temper [-10]; Berserk [-15]; Bully [-10]; Callous [-6]; Clueless [-10]; Confused [-10]; Dwarfism [-15]; Edgy [-5] or Paranoia [-10]; Fanaticism or Extreme Fanaticism [-15]; Gigantism [-10]; Hidebound [-5]; Hunchback [-10/-15]; Illiteracy [-10] or Semi-Literacy [-5]; Incurious [-5]; Indecisive [-10]; Innumerate [-1/-5/-10]; Klutz (if permitted) [-5/-15]; Laziness [-10]; Low Empathy [-15]; Low Self-Image [-10]; No Sense of Humor [-10]; Obdurate [-10]; Oblivious [-3]; Odious Personal Habit [-5 to -15]; Primitive [-5/level]; Secret [Varies]; Sense of Duty [Varies]; Shyness [-5 to -15]; Status [-5/level]; Stubbornness [-5]; Stuttering [-10]; Uneducated [-5]; and Weak Will [-8/level] or a lower IQ score.

Primary Skills: Spend 8 points to purchase one or more combat/weapon skills. One of these must be level 12+.

Secondary and Background Skills: Spend 7 points in one or more of Animal Handling (M/H); Armoury/TL (any) (M/A); Boating (P/A); Driving (any) (P/A); Fast-Draw (any) (P/E); Fast-Talk (M/A); First Aid/TL (M/E); Gambling (M/A); Intimidation (M/A); Powerboat (P/A); Savoir-Faire (Servant) (M/E); Scrounging (M/E); Shadowing (M/A); Streetwise (M/A); Teamster (M/A)*; and any combat/weapon skill.

* Requires Animal Handling 12+.

Jonny Copper

75 points

Age 20; 6'1", 160 lbs.; red hair cut short in spikes; green eyes; pale skin with freckles; a young man wearing greasy coveralls.

Jonny Copper builds robots – fast, dangerous, and programmed for various less-than-legal activities. He builds ones that do various boring things too, but he likes the challenge of designing and programming a robot for the unknown variables of a jewelry store heist or kidnapping.

Jonny is completely self-taught and works out of a garage. He often builds his robots for a local gang, but the relationship is strictly business. He doesn't ask, they don't tell. He's hoping his reputation will spread so that other, more challenging projects might come his way.

Jonny is suitable as an NPC for a number of different settings and tech levels where *GURPS Robots* might be used such as *Cyberpunk* or *Reign of Steel* (where he would be located in Zone Washington or Zone London). With modification, he could also work in some *Space* settings as well.

The technician is a product of a technological age. They began appearing as soon as mechanical devices were put to use for security and the automobile could outrun the horse. Many spy agencies employ them in laboratories. Some work for criminal or terrorist organizations. Others work freelance, relying on word of mouth to bring in customers.

ST: 11 [10] **IQ:** 14 [45] **Speed:** 5.25
DX: 11 [10] **HT:** 10 [0] **Move:** 5
Dodge: 5

Languages

English (native)-14 [0].

Advantages

Double-Jointed [5]; Mathematical Ability [10].

Disadvantages

Clueless [-10]; Curious [-5]; Reclusive [-10]; Stuttering [-10]; Trademark (Copper filigree on the body and copper plate on the inside surface of the access panel inscribed "Genuine Copper") [-5].

Quirks

Believes his robots have souls; Cocky; Horrible hangovers; Wakes at least once per night to check on his equipment; Won't go where there's no power outlets. [-5]

Skills

Area Knowledge (Cyberspace)-13 [1/2]; Computer Hacking-15 [2]*; Computer Operation-14 [1]; Computer Programming-15 [1]*; Electronics (Computers)-14 [1]**; Electronics (Cybernetics)-16 [2]**; Electronics Operation (Robotics)-13 [1]; Engineer (Robotics)-17 [6]**; Jeweler-13 [2]; Mathematics-15 [1]*; Mechanic (Robotics)-19 [6]†; Merchant (Specialized robots)-11/17 [1/2]; Metallurgy-13 [2]; Research-18 [10]; Scrounging-15 [2].

* Includes +3 from Mathematical Ability.

** Includes +2 from Mathematical Ability.

† Includes +3 from Double-Jointed.



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