

VILLAINS

Unsolved as of 3/2000

New York
Police Department
MANHATTAN
FOR INTER-DEPARTMENTAL USE ONLY
(Please type or print clearly)

Name OSTLER, Nancy
Address TRANSIENT
3/22/78

ht 5' 7"
wt 145 lbs.

DETAILS OF ARREST

Nancy Ostler, AKA
arrested on the night of
September 14

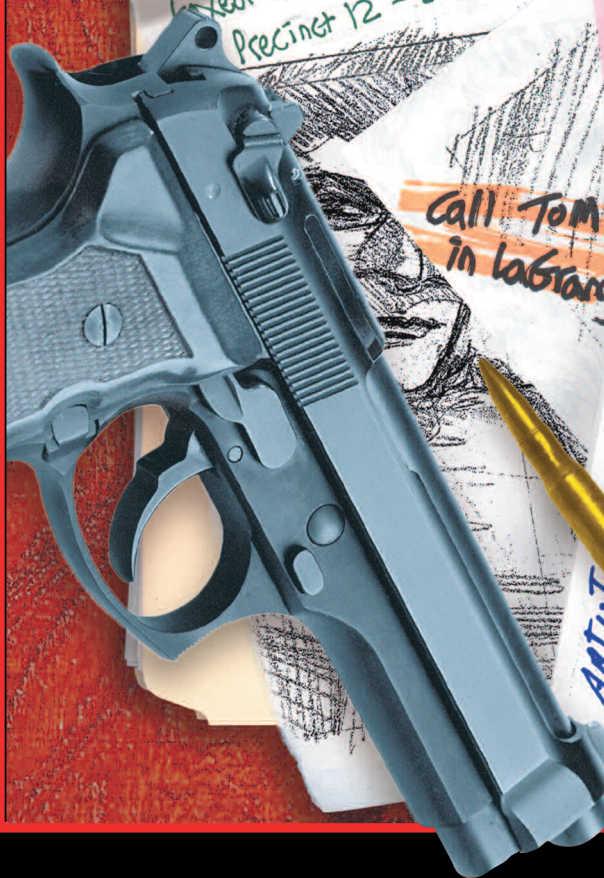
Compiled
by
JAMES
LOWDER

Arrested in from
Precinct 12 - 2:30 PM



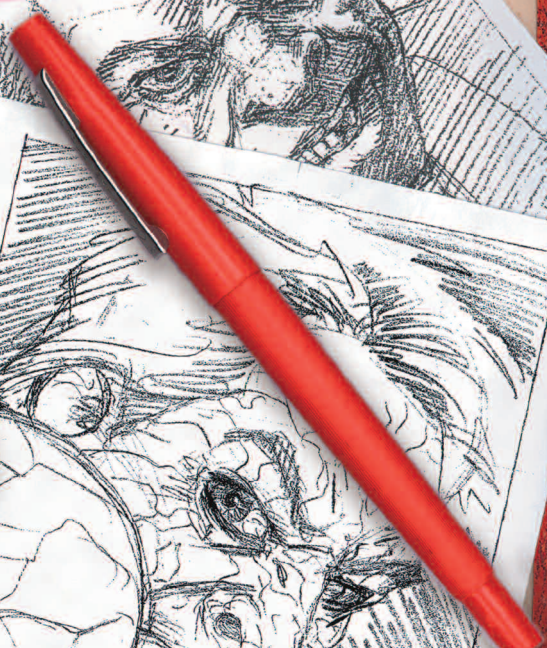
Photograph found at site #547
Link to case #V20937?
malpractice malpractice suit?

For Herald
2/27
Time
You Were Out
Urgent



Call Tom
in labrang

ARTIST
Sketch from
EYE witness
COUNT



ENCOUNTERING EVIL

Conflict stands at the heart of all good stories, and nothing can create conflict faster than a well-crafted bad guy.

GURPS Villains offers descriptions and statistics for 54 wildly different scoundrels, allowing players the opportunity to pit their characters against these dangerous, formidable opponents. Will the heroes be up to the challenge of He Who is Lost, the damned and undying priest of Ra who stalks the world in search of vengeance? Or the threat of the Universal Compliance Directorate, which uses any means necessary to enforce its philosophy of conformity? In these pages, you'll find blood-soaked maniacs, kind-hearted hackers, corrupt officers of the law, and shadow-shrouded evil overlords, each ready to do his utmost to defy and defeat the forces of Justice.

GURPS Villains also provides adventure seeds for each antagonist, as well as suggestions for adapting the evildoers to a variety of settings. Introductions for each of the eight villain archetypes offer tips for GMs on how to portray an effective bad guy, with everything from a guide for the criminal mastermind in search of competent henchmen to effective tricks for use by grifters and rogues.

There has to be evil so that good can prove its purity above it.
– Buddha

Heroes are defined by the forces they oppose.
Meet the opposition.



STEVE JACKSON GAMES
www.sjgames.com



GURPS Basic Set and *Compendium I: Character Creation* are required to interpret the character statistics in this book. Characters found herein originate in a wide range of published settings, from *Atomic Horror* to *Voodoo*, *Supers* to *Black Ops*. GMs will also find variation notes that make all the villains detailed here suitable for many different campaign worlds.

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FIRST EDITION
PUBLISHED MAY 2000

ISBN 1-55634-414-7



9 781556 344145

SJG01995 **6416**

Printed in the
U.S.A.

VILLAINS



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ISBN 1-55634-367-1

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STEVE JACKSON GAMES

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INTRODUCTION

GURPS Villains is both a collection of nefarious NPCs and a primer on how to GM villains. The characters here are sorted according to eight archetypes, major classifications that create a spectrum of infamy from small-time sneaks to criminal masterminds. The archetypes should not be confused with templates; the individuals within each section might fit into two or even three different categories. The villains are ultimately classed according to their primary motivations.

Using This Book

The characters herein represent a wide variety of base settings, everything from *Bunnies and Burrows* to *Voodoo*, and a similarly wide range of tones. Devil-inspired murderers will be found next to comical thieves, the horrific juxtaposed with the hapless. Most of the characters can be either lightened or darkened to fit into an existing campaign. In fact, many of the entries include Variations sections with hints on how to translate the villain to other times and places.

Though the characters are presented ready to run, this book is intended to be interactive. GMs should not hesitate to add (or subtract) specific skills, Contacts, Allies, or Enemies to anchor these villains within their home campaign. Characters with psionic abilities have not been given the Unusual Background disadvantage; if psi is rare in your home world, this should be added to the write-ups. So, too, with the Status of non-human characters. A non-human character's social standing varies so wildly between campaigns that it has generally been left to the GM to determine.

Finally, it should be noted that these villains were created as NPCs, so their descriptions are geared toward helping the GM run them effectively as continuing characters. In particular, their Quirks tend to include both specific eccentricities that are easily role-played in individual encounters and others that are more general, intended to help direct the character in the long term.

These psychopaths and grifters are the work of a number of authors, a small cadre of *GURPS* fans who are pleased to share them with the larger *GURPS* community. We hope you enjoy using them as much as we have enjoyed creating them.

"Half the world is born for the other half to prey upon!"

– Dr. Nikola, in Guy Boothby's *A Bid for Fortune*

About the Compiler

James Lowder has spent an alarming amount of his career as a writer and editor working on material devoted to maniacs, evil gods, the living dead, and other assorted blackguards. He is the author of several best-selling novels, including *Prince of Lies* and *Spectre of the Black Rose* (the latter co-written with Voronica Whitney-Robinson), and more than a dozen short stories. His work as a game designer and editor has appeared in several TSR products and in the pages of *Dragon*, *Maelstrom*, and *Pyramid*. He is also the executive editor of Green Knight Publishing's Pendragon fiction line and the designated day-tender of Griffin, his high-spirited two-year-old son (co-created with his wife, Debbie).

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 to us! Resources now available include:

Pyramid (www.sjgames.com/pyramid). Our online magazine includes new rules and articles for *GURPS*. It also covers the hobby's top games – *AD&D*, *Traveller*, *World of Darkness*, *Call of Cthulhu*, *Shadowrun*, and many more – and other SJ Games releases like *In Nomine*, *INWO*, *Car Wars*, *Toon*, *Ogre Miniatures*, and more. And *Pyramid* subscribers also have access to playtest files online, to see (and comment on) new books before they're released.

New supplements and adventures. *GURPS* continues to grow, and we'll be happy to let you know what's new. A current catalog is available for an SASE. Or check out our Web site (below).

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. Or download the errata sheets from the Web (again, see below).

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 with later printings!

Internet. Visit us on the World Wide Web at www.sjgames.com for an online catalog, errata, and updates, and hundreds of pages of information. We also have conferences on CompuServe and AOL. *GURPS* has its own Usenet group, too: rec.games.frp.gurps.

GURPSnet. Much of the online discussion of *GURPS* happens on this e-mail list. To join, send mail to majordomo@io.com with "subscribe GURPSnet-L" in the body, or point your World Wide Web browser to: www.io.com/GURPSnet/www.

The *GURPS Villains* web page is at: www.sjgames.com/gurps/books/villains.

Page References

See *GURPS Compendium I*, p. 181, for a full list of abbreviations for *GURPS* titles. Any page reference that begins with a B refers to *GURPS Basic Set, Third Edition Revised*; e.g., p. B144 refers to page 144 of *Basic Set*. CI refers to *Compendium I*, CII to *Compendium II*, E to *Egypt*, VO to *Voodoo*, and so on.



Chapter 1

"Don't believe that nonsense about fortunes being made by industry and ability," he said. "In life, as at cards, two things go to produce success – the first is chance; the second is cheating."


















– A worldly magazine editor in Grant Allen's *The African Millionaire*

Everybody wants to rule the world, but few get the chance. For every big-time crime boss or cult leader, hundreds of less significant bad guys fill out the ranks of mobs, serve as black-helmeted shock troops, or eke out a living far from the glamour of the master criminals' more ambitious undertakings. They'll be the first ones the heroes must defeat.

Surviving at the Bottom

To survive at the lowest levels of criminal society, a small-time crook needs something to tip the scales in his favor. The criminal underclass has numbers on its

side; a horde of kobolds can bring down even the mightiest *Fantasy* hero, when one alone would be helpless. For this reason, minor criminals band together in Ally Groups. They might even call for help from a master criminal Patron when threatened – but such assistance comes at a steep price. Patronage is usually offered to the weak only when balanced by a disadvantage of Duty or even Extremely Hazardous Duty. And, unlike the Duties imposed upon those who serve lawful causes, these are often backed up with a clear threat of death – or worse – should they be ignored.

 Vinegar ("vinum mortuum")  Gold. 
 "Calcinatio Auri" (burning gold to ashes.)  Silver, 
 Copper ("Venus"),  money, 
   Mercury.  Iron ("Mars"). 
 Sulphur ("Father"). 
 The elements (air, earth, fire, water) 

Two of our suspects have ties to alchemy – hope this helps.

CASNAR THE HUNTER

Total Points: 377

Base Setting:
Celtic Myth

Age 33; 5'10"; 150 lbs.; a dark, wiry, athletic Celtic warrior, usually dressed in the plain garb of a hunter, with weapons close to hand.

Note: Casnar was designed for use in *GURPS Celtic Myth* campaigns; many character features used here are defined in that supplement. Casnar's Speed, Move, and Defenses include Combat Reflexes, Increased Speed, and Running. His running is doubled in straight-line movement.

Equipment

Casnar goes unarmored save for a simple helmet (treat as a pot-helm). Being armed as a hunter rather

ST: 13 [30]	DX: 15 [60]
IQ: 12 [20]	HT: 13 [30]
Speed: 8	Move: 9
Dodge: 9	Block: 8
Parry: 10 (Brawling)	

than a warrior, he does not usually even bother with a shield. He bears a standard Celtic sword (a cheap thrusting broadsword), but favors his hunting weapons – three standard spears, and a sling and sling-stones. With his plain clothes, boots, cloak, and pack, he usually suffers Light Encumbrance while traveling (-1 to Speed, Move, and Dodge), but he will discard his pack and make sure he has no Encumbrance penalties when chasing prey.

Advantages

Alertness +1 [5]; Combat Reflexes [15]; Dark Vision [25]; Disease-Resistant [5]; Fit [5]; Gesa (Will not die, "So long as he eats the first meat from the first beast killed on the last hunt he saw") [15]; Heroic Running x1 [20]; Increased Speed x1 [25]; Reputation +1 (As a masterful hunter for all his faults, among admirers of such skills, 10-) [2]; Shadow Form [50]; Sidhe Blood 2 [20]; Status 3 [15].

Disadvantages

Illiteracy [0]; Obsession (Fulfill the demands of his gesa, as he interprets it) [-10]; Reputation -3 (As occasional thief and completely honorless, among those unimpressed by hunting skills, all the time) [-15].

Quirks

Habitual eavesdropper; Always very polite to druids. [-2]

Skills

Area Knowledge (Prydain)-15 [6]; Brawling-15 [1]; Broadsword-13 [1/2]; Camouflage-12 [1]; Climbing-14 [1]; Cooking-12 [1]; Filch-14 [1]; Jumping-15 [1]; Naturalist-11 [2]; Orienteering/TL2-12 [2]; Running-12 [2]; Savoir-Faire-14* [0]; Shield-14 [1/2]; Sling-16 [8]; Spear-18 [16]; Spear Throwing-17 [4]; Stealth-15 [2]; Survival (Woodlands)-13 [4]; Swimming-15 [1]; Tracking-15 [8].

*Free from Status.

Languages

Brythonic (Native)-12 [0].



Casnar was the youngest son of a warrior-chieftain and his second wife, a woman whose grandmother was said to have been visited by a mysterious lover who *no one* ever saw, but who came and left as a shadow in the darkness. Casnar has inherited this



talent, along with the ability to see in darkness, superhuman speed, and an impressive physique. When he was five years old, a visiting druid recognized that Casnar had been born with a gesa, divined its nature, and told his parents. Unfortunately, Casnar was already learning to use his shadow-nature, and he eavesdropped upon the conversation.

Five years is too young for a child to learn his destiny; Casnar, though not by nature a coward, spent much of his time thereafter pondering his possible death and how it might be averted. This has twisted him, destroying his capacity for honor, and left him determined not to lose his invulnerability. Thus, he has turned his considerable natural talents to making himself a perfect hunter, able to take the lead in any chase – and, lest his skill fail him, a thief who can steal that first cut of meat if necessary. This obsession is impossible to hide, so Casnar has abandoned all pretense of honor. By keeping on the move (and rarely committing any crime serious enough to demand the detailed attentions of the druids), Casnar has somehow avoided being subject to the Druid Ban, the *Glam Dicin*. Thus, he can still claim hospitality of strangers – a fact he is not above exploiting.

Motivations

Part of Casnar's trouble is that his gesa is worded confusingly. Obviously, it doesn't mean that a failure to eat that first morsel of all hunts automatically leads to his death; as a young child he was unable to join in hunts or to eat of their kills, yet he lived. Perhaps it means that he had only to eat the first meat of the first hunt in which he participated – which he made certain he did – and then avoid the sight of any other hunt in which he could not be first. But the latter is rather difficult to achieve in Celtic society. So Casnar has convinced himself that he must eat first of the first kill on every possible hunt.

He has turned this into his sole purpose in life. Casnar wanders the land and sprints into the lead in any hunt he discovers. Then, before the hounds or other hunters arrive, he gulps down a gobbet of meat from the first animal to fall. Casnar will try to gain a proper invitation to join a hunt first, but never lets politeness stop him from doing what he wishes. Although he is known to be tricky and honorless, some respect his considerable hunting skill.

Another reason he has never been punished for his discourtesy and theft is that many warriors think it would be a much finer thing to outpace or outwit Casnar in the field. Many have tried; none have succeeded. Dark rumors suggest that one or two who nearly beat him suffered "accidents" when they were out of sight of any but Casnar. Incidentally, no one living, save Casnar and a few druids, knows of his gesa. Still, many suspect that some supernatural cause prompts his behavior.

Encountered

As a companion on the road, or even when feasting in a king's hall, Casnar doesn't necessarily seem a bad fellow. He's tolerably polite and doesn't go out of his way to annoy others or start fights. However, he's not much of a conversationalist; he has no great interest in anything but hunting. Should any kind of hunt be suggested, or should hunters be observed in pursuit of prey, Casnar's Obsession emerges in full force. He takes up his spears (or sling) and sets off at top speed. Anyone who attempts to foil Casnar in his quest for that first cut of meat will find him a grim, silent, and ruthless adversary.

Casnar is a formidable warrior, but not unbeatable. His lack of honor means that he will ignore many challenges and run from fights he cannot win. The problem may be less beating Casnar than catching him.

Casnar and Druids

Casnar may lack honor, but he doesn't entirely lack gratitude. He's never forgotten that it was a druid that revealed his gesa to him, however unintentionally, and thus (as he sees it) saved his life. If a druid ever impeded his obsession, he'd be truly sorry for what he'd probably feel obliged to do. Furthermore, as a borderline criminal in Celtic society, he doesn't want to engender any *unnecessary* ill-feeling among the powerful druids!

Sidhe Blood

The name and nature of Casnar's Sidhe ancestor is deliberately left open here; it might represent an interesting plot hook. With powers of shadow and darkness, the Sidhe may well be something of a roguish character himself, and might find his descendant's behavior amusing. On the other hand, even Sidhe can have concern for family honor.

Monstrous Prey

Many great legends tell of hunts for monstrous or otherworldly beasts. Normally, Casnar will avoid such events – they're far too chancy for him – but should he see one in motion, or be tricked into joining such a quest, he'll be both a useful member of the hunting party and a formidable rival to the other hunters.

One possible paradoxical situation would involve Casnar chasing down a beast so monstrous that its flesh was deadly poison. Should he eat from its carcass, his gesa would still protect him – but he might be made sick enough to regret his success.

The Unspeakable Hunt

Game Masters wishing to portray Casnar as a monstrous villain beyond all concern with right behavior could have him witness wolves or other beasts (or the Wild Hunt!) chasing a fleeing human. Obsessed with his gesa, he might join this hunt, too, and be reduced to cannibalism.

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