

GURPS

Fourth Edition

CITY STATS™



Written by **WILLIAM H. STODDARD**

Edited by **NIKOLA VRTIS**

Editorial Assistance by **JASON "PK" LEVINE**

Illustrated by **PAUL DALY, LOKARIAN, and RAY SNYDER**

An e23 Sourcebook for GURPS®

STEVE JACKSON GAMES

Stock #37-0138

Version 1.0 – May 2010



CONTENTS

INTRODUCTION	3
Publication History	3
About the Author	3
1. STATISTICS	
FOR CITIES	4
<i>Lhasa (1850 A.D.)</i>	4
POPULATION	4
Search Modifier	5
PHYSICAL ENVIRONMENT	5
Terrain	5
Appearance	6
Hygiene	6
MAGICAL ENVIRONMENT	6
Mana Level	6
Enchantment Level	6
CULTURE	7
Language	7
Literacy	7
Tech Level	7
ECONOMY	7
Wealth	7
Status	7
<i>Low-Tech Wealth and Status</i>	8
POLITICAL ENVIRONMENT	8
Government	8
Control Rating	9
Corruption	9
MILITARY CAPABILITIES	9
Military Resources	9
Defense Bonus	10
<i>A Rabble in Arms</i>	10
NOTES	10
2. CITIES AS	
SETTINGS	11
CITIES AS ENCOUNTERS	11
First Impression	11
Exploring the City	11
Fighting the City	11

CITIES AS ENVIRONMENTS	11
<i>Long-Term Fighting</i>	12
3. EXAMPLES	
OF CITIES	13
<i>Just Add Magic</i>	13
ATHENS	13
<i>Athens, 450 B.C.</i>	14
Notables	14
Campaigns	15
TREDROY	15
<i>Tredroy, 2010</i>	16

Notables	16
Campaigns	17
SAN FRANCISCO	17
<i>San Francisco, 2010</i>	18
Notables	18
Campaigns	18
PAVONIS PORTAL	19
<i>Pavonis Portal, 2240</i>	19
Notables	20
Campaigns	20
INDEX	21

About GURPS

Steve Jackson Games is committed to full support of **GURPS** players. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! We can also be reached by e-mail: info@sjgames.com. Resources include:

New supplements and adventures. **GURPS** continues to grow – see what’s new at www.sjgames.com/gurps.

e23. Our e-publishing division offers **GURPS** adventures, play aids, and support in PDF form . . . digital copies of our books, plus exclusive material available only on e23! Just head over to e23.sjgames.com.

Pyramid (www.sjgames.com/pyramid). Our monthly PDF magazine includes new rules and articles for **GURPS**, systemless locations, adventures, and much more. Look for each themed issue from e23!

Internet. Visit us on the World Wide Web at www.sjgames.com for errata, updates, Q&A, and much more. To discuss **GURPS** with our staff and your fellow gamers, visit our forums at forums.sjgames.com. The **GURPS City Stats** web page is www.sjgames.com/gurps/books/citystats.

Bibliographies. Many of our books have extensive bibliographies, and we’re putting them online – with links to let you buy the resources that interest you! Go to each book’s web page and look for the “Bibliography” link.

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

Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.

GURPS System Design ■ STEVE JACKSON
GURPS Line Editor ■ SEAN PUNCH
Managing Editor ■ PHILIP REED
e23 Manager ■ STEVEN MARSH

Page Design ■ PHIL REED and
JUSTIN DE WITT
Art Director ■ WILL SCHOONOVER
Production Artist & Indexer ■ NIKOLA VRTIS
Prepress Checker ■ MONICA STEPHENS

Marketing Director ■ PAUL CHAPMAN
Director of Sales ■ ROSS JEPSON
GURPS FAQ Maintainer ■
VICKY “MOLOKH” KOLENKO

Additional Material: Alexander von Thorn and Jonathan Woodward

GURPS, Warehouse 23, and the all-seeing pyramid are registered trademarks of Steve Jackson Games Incorporated. *Pyramid*, *City Stats*, e23, and the names of all products published by Steve Jackson Games Incorporated are registered trademarks or trademarks of Steve Jackson Games Incorporated, or used under license. **GURPS City Stats** is copyright © 2010 by Steve Jackson Games Incorporated. Some art © 2010 JupiterImages Corporation. All rights reserved.

The scanning, uploading, and distribution of this material via the Internet or via any other means without the permission of the publisher is illegal, and punishable by law. Please purchase only authorized electronic editions, and do not participate in or encourage the electronic piracy of copyrighted materials. Your support of the author’s rights is appreciated.

INTRODUCTION

"Behold, my father," said 'Anad, pointing to the eastern horizon. Zumran raised his eyes from their flock of sheep. They weren't as young as 'Anad's, but he could still see things far off well enough. He saw what looked like the peak of a distant hill, looming on the horizon.

"My son," Zumran said, "this may be the Mighty Place of which we were told. Qurad the goatherd said that it was to be seen from far off, like a mountain." He raised his voice, for his wives to hear, where they walked behind with his goods on their backs. "Let us go! The spirits have led us to our journey's end!"

They walked on, with the great river on their left, and the sun hot above them – shaded from time to time by date palms – as it sank toward the horizon behind them. To their right, they began to see fields of wheat. A strange, sharp smell rode the air.

A little later, they both saw what lay below the peak, though it puzzled their eyes to know what to call it. Cliff faces rose on the south bank of the great river, several times a man's height, entirely surrounding the high peak; they looked to be gypsum, though strangely lined. A branch from the river flowed past the cliff that faced them, ending in a pool. On that pool floated bundles of reeds; a man stood on one of them leaning on a pole as the bundle slid over the water. Beyond the cliffs was a wide expanse of open water, with white streaks running across it, from right hand to left hand. At the right side of the cliffs, many men clustered, more than Zumran had seen in one place. 'Anad said, "Look, my father, they are entering that gap in the cliffs."

Zumran gathered his courage, and said, "We too must go there. Truly this must be the Mighty Place; no other could be like it."

Cities are common stages for adventurers to act on. Many campaigns start out in cities, or pass through them. Some never leave the city where they take place. For any such campaign, it's helpful to have a clear idea of what each city is like – just as, in a science-fiction campaign, it's helpful to have a clear idea of what each planet is like.

GURPS City Stats provides a way to characterize this: a system of statistics and descriptions that define what a city is like and how it affects the activities of residents and visitors, much

as planetary statistics in *GURPS Space* define what a planet is like. To illustrate how these work, *City Stats* presents four locations suited for use as campaign settings: historical Athens at the height of its empire, the fantasy city of Tredroy, present-day San Francisco, and Pavonis Portal on a future Mars.

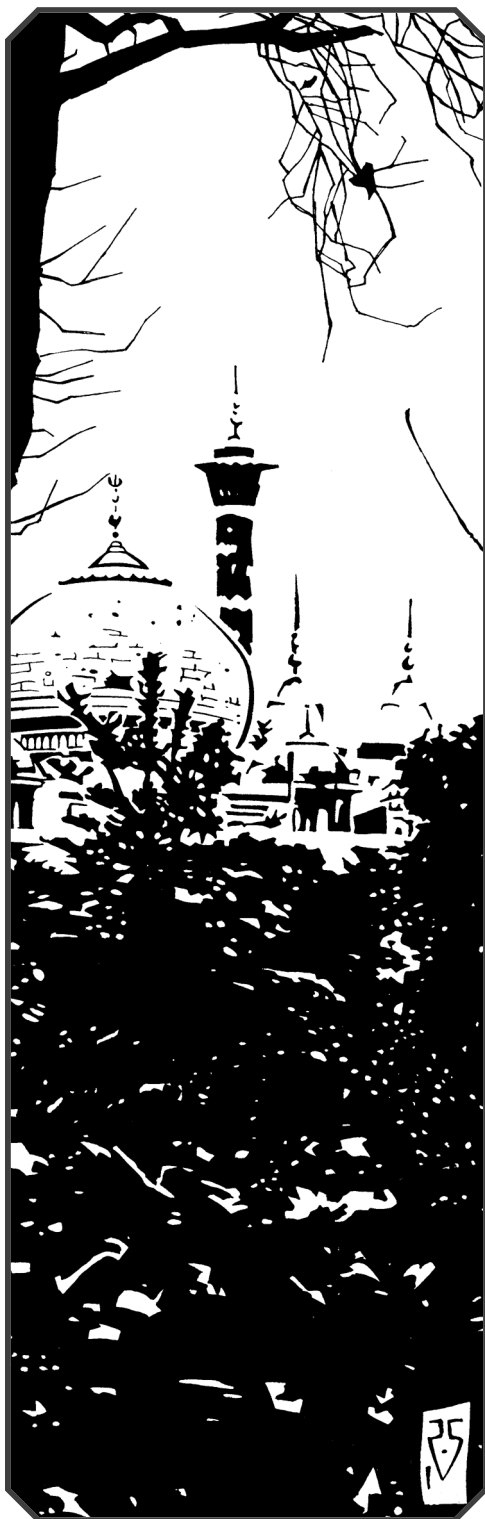
This isn't a design system for cities, like that for planets in *GURPS Space*. That would take a much longer supplement! Rather, *City Stats* provides a checklist for making up metropolitan locales, a list of questions that need to be answered in creating an urban setting. Furthermore, this publication suggests reasonable answers for various historical eras, and how different answers affect each other. By putting those answers in a standard form, this supplement helps the GM keep track of the cities that he's imagined as settings for adventures or campaigns.

PUBLICATION HISTORY

This is the first edition of *GURPS City Stats*. The world of Yrth, where Tredroy is located, goes back to the original *GURPS Fantasy*, and has appeared in several other *GURPS* publications since then. The stats presented here for Tredroy are based on its description in *GURPS Banestorm*, by Phil Masters and Jonathan Woodward; Jon kindly worked them out for this book.

ABOUT THE AUTHOR

William H. Stoddard lives in the city of San Diego in the early 21st century. He has been playing and running roleplaying games for 35 years; his first book, *GURPS Steampunk*, appeared in 2000. In his day job, he copyedits scientific and scholarly publications.



CHAPTER ONE

STATISTICS

FOR CITIES

The statistics of a city summarize information about its environment; its population and their way of life; and its capabilities as an organization. The GM can expand these highlights

with a detailed description or map. While reading about each stat, refer to *Lhasa* (below) for a sample stats block that shows how and where that information is listed.

Lhasa (1850 A.D.)

Population: 55,000 (Search +2)

Physical and Magical Environment

Terrain: Mountains

Appearance: Attractive (+1) **Hygiene:** -1

Low Mana (Rare Enchantment)

Culture and Economy

Language: Tibetan

Literacy: Broken

TL: 4

Wealth: Average (x1)

Status: -2 to 8

Political Environment

Government: Theocracy, Subjugated

CR: 3 (Corruption -1)

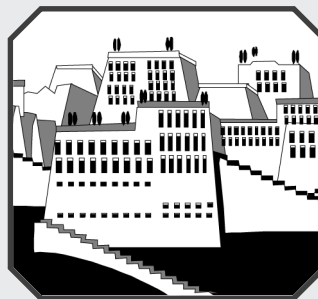
Military Resources: \$0.2M

Defense Bonus: +4

Notes

Tibet, including Lhasa, is nominally part of the Chinese Empire. In practice, there is very little Chinese presence; the Dalai Lama can call upon a small force of Medium Infantry (effective CR1 for military mobilization). Lhasa

has many legends of supernatural forces; it's treated here as one of the few low-mana sites on a mainly nomana Earth. It also has very high sanctity for Buddhists as the home of the Dalai Lama (a Status 8 ruler), and +3 to search rolls for Buddhist religious institutions and holy sites.



POPULATION

A city's population is its single most important statistic, not only in *GURPS* but also in the real world. It's having a large number of people living in the same place that makes it a city in the first place.

The People, though we think of a great entity when we use the word, means nothing more than so many millions of individual men.

– James Bryce

A city's population is the number of people or other sapient beings permanently resident within its boundaries. If this includes multiple sapient races, their proportions may be mentioned in the *Notes* (see p. 10). The same applies if different people have different legal statuses, such as free and slave.

Some kinds of entities may not have well-defined physical locations, including gods and sprits in supernaturally based settings, or artificial intelligences in cyberpunk and other science-fiction settings. Don't include them in the population. If they live on their own alternate plane of existence, that location might have its own cities with their own population statistics.

For a city in the real world, use the population in reference books, or estimates in historical sources. If estimates conflict, pick one that suits the needs of the campaign.

Tredroy, 2010

Population: 200,000 (Search +3)

Physical and Magical Environment

Terrain: Plains

Appearance: Attractive (+1)

Hygiene: 0

Normal Mana (Common Enchantment)

Culture and Economy

Language: Arabic, English, Latin

Literacy: Broken

TL: 3

Wealth: Comfortable (x2)

Status: -2 to 5

Political Environment

Government: Representative Democracy, Free City

CR: 3 (Corruption -1)

Military Resources: \$1.4M

Defense Bonus: +4

Notes

Arabic is both the majority language and the official language in West and North Tredroy. English is the majority language in East Tredroy, but Church Latin is the official language. Most people also speak Patois Tredroyen, an English/Arabic creole.

About 45% of the inhabitants live in North Tredroy; the rest are nearly evenly split between East and West Tredroy. Some 5% of the inhabitants belong to nonhuman races, from halflings to reptile men – but almost no elves.

The city's religious tolerance gives it normal sanctity for Christianity, Islam, and Judaism. Its economy is based on river trade (+2 to search rolls) and hiring out mercenaries (+2 to search rolls).

Its Military Resources are comparatively low (CR1 for mobilization). Its rulers can turn to any two of the surrounding kingdoms for defense against the third (should the need arise). Thus, local armed forces are just enough to maintain local law and order, keep the trade routes safe, and stand off a siege while the diplomats win the war. However, in an emergency, the city's mercenary forces would volunteer to defend it, increasing its Military Resources tenfold.

terrorist organization, the Sons of the Desert, seeking restoration of the kingdom of Cardiel to Muslim rule, operates secretly in Tredroy.

NOTABLES

Many Tredroyans travel far from their city, as merchants or mercenaries, and may make a name for themselves. Guild leaders and its own political and religious authorities dominate the city itself.

Alaric Peterson

At 58, Peterson has been a city councilor for over a quarter-century, and mayor for 11 years. He lives at the Mayor's Residence in West Tredroy but spends many nights on Council Island.

He became mayor as a compromise candidate, thanks to a reputation for personal integrity – Reputation +3 (Residents of Tredroy; All the time). This is well-earned, but it has not prevented him from building a small power bloc through favor trading. His position as mayor gives him Administrative Rank 6 and Status 3. As a Contact, he can provide Politics-18 and is completely reliable; with his support, the city government can act as a 10-point Patron. He has Reputation -1 for advocacy of democratic reforms and popular government (Tredroyan elite groups; 7 or less).

Archbishop Vespasio Santorini

Santorini, now in his late 50s, is the leader of the Archdiocese of Tredroy and thus of the city's largest religious congregation. After more than a decade in office, he is rising in power within the larger hierarchy of the Church, and must divide his time between local and ecumenical concerns.

The archbishop holds Religious Rank 6 and Status 6. The archdiocese is a Patron worth 10 points. Santorini personally can provide effective skill Law (Christian Canon Law)-18 as a Contact and is usually reliable; he will not lie outright but may imply things that aren't true.

The mayor (*Alaric Peterson*; see below) is one of the elected members and is expected to regain his seat at the next election in 2010.

Council Island houses the civil government, many solicitors, guild branch offices, and the best and most expensive inn, the Island Inn. The Council is responsible for taxation, guild charters, trade regulation, citywide laws generally, and citywide political issues. The three governors provide military defense and enforce national or district laws. Law enforcement relies partly on magic – for example, tax collection relies on truth spells – and the Council recently established a special unit to deal with magical crimes.

Tredroy is religiously tolerant; all religions are legal, though not necessarily equal. It also is the home of other radical political ideas: abolitionists seeking to do away with slavery, a free speech movement, and a Tredroyan independence movement. The free speech movement also gives aid and refuge to banestorm victims swept in from modern Earth. An al-Haz

Shlomo Georges le Perdu

The patriarch of the Jewish branch of the le Perdu family has prospered under the city's system of religious tolerance. His trading specialty is rare books and art. At 66, he has been guildmaster of the Company of Merchants for seven years. He also has brought the merchants' guilds of the neighboring cities Calder and as-Siyassi under the Company's influence. His position in the merchants' guild gives him Merchant Rank 3 and Status 4. As a Contact, he can provide either Merchant-21 or Connoisseur (Art)-18 and is usually reliable. He can influence either the House of Le Perdu or the Company of Merchants to act as a Patron, worth respectively 10 and 15 points. He is known to be fabulously wealthy – Reputation +2 (Citizens of Tredroy and nearby cities; All the time). He likewise has an annoying love of showing off his superior knowledge – Reputation -1 (Wealthy Tredroyans; 10 or less).

INDEX

- Adding magic to example cities, 13.
- Aerostat environment, 6.
- Anderson, Chris, 18.
- Appearance stat, 6.
- Artificial environments, 5.
- Athens, 13-15.
- Campaign suggestions, 15, 17-20.
- Cephalus, 14.
- Cities, *as encounters*, 11;
as environments, 11-12;
example, 13-20; *stats for*, 4-10.
- City-states, 7-9, 12.
- Control Rating (CR), 9, 11, 12.
- Corruption stat, 9, 11.
- Culture, 7.
- da Rocha, Isabel, 20.
- Dead Broke Wealth, 7, 12.
- Defense Bonus, 10, 11.
- Economy, 7-8.
- Enchantment level, 6.
- Enclosed environment, 5.
- Encounters with cities, 11-12.
- Environment, 5-6.
- Example cities, 13-20.
- Exploring the city, 11.
- Fantasy city example, 15-17.
- Fighting the city, 11; *see also*
Military Resources Stat.
- Fighting, *long-term effects of*, 12.
- First impression, 11.
- Floating environment, 6.
- Free city (society type), 8.
- Goto, João, 20.
- Government description, 8-9, 12.
- GURPS**, 4, 7, 13, 14; **Basic Set**, 5; **Fantasy**, 3, 6, 8, 10; **Banestorm**, 3, 15; **Thaumatology**, 6, 10, 12, 13; **Thaumatology: Urban Magics**, 6, 10; **Martial Arts**, 18, 20; **Space**, 3, 5, 8; **Mass Combat**, 9-12.
- Historical city example, 13-15.
- Hygiene stat, 6, 8, 11.
- Land terrain types, 5.
- Language stat, 7.
- le Perdu, Shlomo Georges, 16.
- Lhasa, 4.
- Literacy stat, 7, 11.
- Long-term fighting, 12.
- Low-tech Wealth and Status, 8.
- Magical environment, 6, 13.
- Mana level, 6.
- Military Budget Factor (MBF), 9.
- Military capabilities, 9-10, 12.
- Military Resources stat, 9, 11, 12.
- Modern city example, 17-19.
- Municipality (society type), 9.
- Newsom, Gavin, 18.
- Nonland environments, 6.
- Notable characters, 14-18, 20.
- Orbital environment, 6.
- Pavonis Portal, 19-20.
- Pelosi, Nancy, 18.
- Pericles, 14.
- Peterson, Alaric, 16.
- Physical environment, 5-6.
- Political entities, 8-9.
- Political environment, 8-9.
- Population, *city's size*, 12; *in defense of city*, 10; *stat*, 4-5.
- Protagoras, 14-15.
- Rabble in arms, 10.
- Relationship to other political entities, 8-9.
- San Francisco, 17-19.
- Santorini, Archbishop Vespasio, 16.
- Science-fiction city example, 19-20.
- Sealed environment, 5.
- Search modifier, 5.
- Settings, using cities as, 11-12.
- Size of city, 12.
- Society types, 8-9.
- Special political situations, 8.
- Statistics, 4-10.
- Status stat, 7.
- Tech level, 7.
- Terrain stat, 5-6.
- Tredroy, 15-17.
- Underground environment, 5.
- Wealth stat, 7, 8.
- Wili, 20.

Stuck for an adventure? No problem.

**e23 sells high-quality
game adventures
and supplements
in PDF format.**



- Get complete sample adventures free!
- PDFs from the major players in online publishing – plus gems from the up-and-comers, and digital editions of out-of-print classics.
- See the ratings other users have given . . . and add your own ratings.
- Buy it once, have it always. Download your purchases again whenever you need to.

Download ● Print ● Play

e23 is part of Warehouse 23, the online store at Steve Jackson Games. Warehouse 23 is also the official Internet retailer for Dork Storm Press, Atlas Games, and many other publishers. Visit us today at www.warehouse23.com for all your game STUFF!