

G U R P S[®]

WARRIORS



By **JOHN GOFF**

ROGER CRUZ '91
WETA

STEVE JACKSON GAMES

**“A soldier,
Full of strange oaths and bearded like the pard,
Jealous in honour, sudden and quick to quarrel,
Seeking the bubble reputation
Even in the cannon’s mouth.”**

– Shakespeare, “As You Like It”

They lead the way and take the lumps. When it all falls apart, they cover the retreat. Some live for a cause; some die for it. They are warriors.

The warrior is the backbone of every adventure group. *GURPS Warriors* gives you 29 fighter templates, letting you quickly create the warrior that’s right for you. No two need be the same.

Templates include . . .

- ✦ Soldiers from all time periods – past, present, and future – such as the aviator, cavalryman, commando, heavy foot soldier, marine, and rifleman . . .
- ✦ Warriors from the pages of history and literature, including the barbarian, berserker, gunslinger, holy warrior, martial artist, and swordsman . . .
- ✦ Specialists like the archer, engineer, guard, guerrilla, sharpshooter, and scout . . .
- ✦ High-tech fighters like the artillerist, aviator, mecha pilot, and naval crewman.

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.

A thousand victories await you . . .



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GURPS Basic Set and *Compendium I: Character Creation* are required to interpret the templates and character statistics in this book. Certain templates are more useful when used in conjunction with *Magic*, *Martial Arts*, and *Supers*. The essays on the roles of warriors in legend and fiction are useful no matter what game you play.

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who helped out on the *Pyramid* playtest.



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STEVE JACKSON GAMES

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INTRODUCTION

GURPS Warriors is the second *GURPS* book devoted to character templates. It follows the design of the first, *GURPS Wizards*, and incorporates the same template system detailed in that work. Character templating will one day replace the *Random Characters* rules on pp. B84-85 as the *GURPS* “quick-start” system.

As with *Wizards*, *Warriors* is designed with the new player in mind. Most warrior characters are more straightforward than their magic-wielding counterparts, but there are still more than enough appropriate advantages, disadvantages, and skills to daunt a new player. With that in mind, *Warriors* presents a number of different warrior character types, spanning – in true *GURPS* fashion – a variety of genres and times.

USING THIS BOOK

Warriors contains 29 templates. Each template contains a description of a type of warrior, a list of advantages, disadvantages, and skills to choose from when making such a hero (along with a discussion of how and why each was chosen), customization suggestions, and some brief words on using the template in a campaign. In addition, four sample characters are provided with each template.

A few notes on the book:

- Whenever possible, we’ve designed the templates for standard 100-point campaigns.
- Since the practice of the warrior’s art is often greatly influenced by technology, we’ve traced the effects of those advances in a template, when applicable. In each case, the basic template is followed by a series of lenses to customize the character appropriately for the tech level of the campaign.
- As in *Wizards*, the sample characters are merely derived from the templates, not constrained by them – nor should players be constrained in constructing their own characters. The templates are meant to depict the “average” warrior of a particular type. Literature and cinema are filled with examples of heroic characters who deviate from the standard mold!
- Finally, to save space, we’ve omitted Literacy and Illiteracy from templates and sample character write-ups if they would cost 0 points. Sample characters and templates from TL5+ are assumed to be literate, as are high-Status characters from some TL4- settings (e.g., *Imperial Rome*). When in doubt, see the appropriate worldbook for details.



ABOUT THE AUTHOR

John Goff is currently testing his wife’s patience by working full-time as a writer. He has a B.A. in History and spent two very enlightening tours of duty in the U.S. Army. He recently completed the revisions to *GURPS Special Ops, Second Edition*. At present, he lives in Richmond, VA – at least until he wins the lottery or is abducted by aliens.

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:

Pyramid (www.sjgames.com/pyramid). Our online magazine includes new rules and articles for *GURPS*. It also covers the hobby’s top games – *Advanced Dungeons & Dragons*, *Traveller*, *World of Darkness*, *Call of Cthulhu*, *Shadowrun*, and many more – and other Steve Jackson 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 them from the Web – see below.

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

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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 Warriors* web page is at www.sjgames.com/gurps/books/warriors.

PAGE REFERENCES

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*, GT to *GURPS Traveller*, T:BC to *Traveller: Behind the Claw*, S to *Space*, and so on. See *GURPS Compendium I*, p. 181, for a full list of abbreviations for *GURPS* titles. Or visit www.sjgames.com/gurps/abbrevs.html for an up-to-date list.

Staff Sgt. John Hoffstetter (100 pts)

Age 27; 5'11", 166 lbs.; brown hair, light brown eyes, lightly tanned skin; U.S. Army NCO in woodlands camouflage, carrying an M16 and other field gear.

ST 11 [10], DX 12 [20], IQ 12 [20], HT 11 [10]

Basic Speed 5.75, Move 4.

Dodge 5, Parry 9.

Advantages: Alertness +1 [5]; Combat Reflexes [15]; Fit [5]; Military Rank 1 [5].

Disadvantages: Duty (Military; 15 or less) [-15]; Impulsiveness [-10]; Overconfidence [-10]; Sense of Duty (Squad members) [-5].

Quirks: Quotes sci-fi films; always volunteers; Slightly rebellious; Never packs equipment according to SOPs; Hates "busy" work [-5].

Skills: Administration-12 [2]; Armoury/TL7 (Rifles and Handguns)-13 [4]; Brawling-12 [1]; Camouflage-12 [1]; Demolition/TL7-13 [4]; Driving/TL7 (Automobile)-12 [2]; Electronics Operation/TL7 (Communications)-12 [2]; Engineer/TL7 (Combat)-14 [8]; First Aid/TL7-12 [1]; Guns/TL7 (Light Automatic)-15* [2]; Guns/TL7 (Rifle)-15* [2]; Hiking-12 [4]; Leadership-13 [4]; Mechanic/TL7 (Diesel Engine)-11 [1]; Orienteering-12 [2]; Parachuting-12 [1]; Savoir-Faire (Military)-12 [1]; Scrounging-13 [2]; Stealth-13 [4]; Survival (Woodlands)-11 [1]; Tactics-11 [2]; Traps/TL7-13 [4].

*Includes +2 for IQ 12.

Languages: English (native)-12 [0].

Equipment: M16 assault rifle; Four M67 Defensive Grenades; Bayonet as knife (imp 1d-1, cut 1d-1), on rifle (imp 1d+2); Gentex vest (PD 2, DR 5); Gentex helmet (PD 4, DR 5); Six spare 30-round magazines for M16; Bolt cutters; Multi-tool; Rucksack; Sleeping bag; Poncho; Entrenching tool; Spare socks and BDUs.

Staff Sergeant Hoffstetter is a combat engineer in the U.S. Army. He is what the military calls a "hard-charger." John frequently volunteers for the most exciting and dangerous schools the Army has to offer. He's attended Airborne training, Military Operations in Urban Terrain (MOUT) training, and the Advanced Combat Engineer Course, or "Sapper" School. He passes on what he's learned to his squad members whenever possible.

For the most part, John finds the military somewhat boring. This is why he's taken so many difficult courses. When there's nothing happening on base, he'd rather be roughing it out in the woods, often to the dismay of his squad!

ENGINEER

Fortifications have been a part of warfare throughout recorded history. They both impede the attacker and protect the defender, thus serving to multiply the effective strength of the defense. Engineers, also known as *sappers* or *pioneers*, are specialists in both building and destroying fortifications. Their skills are also employed to construct or demolish other key structures as well, such as bridges and the like.

The role of the engineer has changed greatly as new tactics and strategies have developed. As with many warriors, gunpowder played a large role in the evolution of the engineer, although other technological advances have influenced it as well.

Tech Level 1-3. During these periods, engineers were most often employed in sieges against fortified cities and strongholds. Methods developed to counter fortifications in TL1 continued to see use even beyond TL3. The primary defensive structure at this time is a wall or series of walls and ditches. These walls are often supported by towers along their lengths which allow the defenders to use flanking fire against the attacking troops.

The primary methods for breaching walls are ladders and siege towers, although these are only effective on level ground. Rams and picks, often enclosed in mobile, defensive sheds, are employed to break holes in walls and gates. Attackers may also dig tunnels (called *mines*) beneath the walls and collapse them, hoping to create a breach in the walls. The *agger*, a method employed by the Romans, is simply a mound of dirt built high enough to command the wall's defenses. The most infamous example of this tactic was the Roman attack on the mountaintop fortress of Masada, in A.D. 72.

Due to their value, engineers during this period often enjoy a level of status equivalent to the captains of other military units.

Tech Level 4-6. The advent of gunpowder brings a new aspect to the engineer's trade. Now, artillery pieces can actually demolish stone fortifications, allowing the attackers to strike from a distance. The defender, however, benefits from the same increased range of fire. Storming the walls becomes suicidal as refinements in firearms progress.

Combat engineers have the destructive potential of explosives to assist in their mission. Dynamite (first available at TL5) is a valuable addition to the engineer's toolbox.

Tech Level 7+. Combat engineers during these later periods are focused on tactical-level operations. Their skills are used to assist regular units in assaulting prepared defenses, particularly in urban environments. Engineers in this period are also assigned the construction of temporary field defenses, limited bridging exercises, breaching minor obstacles, and even assisting indigenous populations rebuild war-torn structures. Engineers are trained in constructing and disarming simple traps encountered in a field environment, but they are *not* explosive-ordnance disposal specialists!

Design Notes

Attributes: Combat engineers are frequently required to do manual labor themselves, so we've assigned the template a ST 11. Decent hand-eye coordination is also helpful, so we decided on a DX of 11. The engineer fights his battles with his mind. We've given him an IQ of 12 to reflect that.

Advantages: Combat engineers are usually expected to meet the same requirements as other soldiers, so we've given the template access to many of the usual soldier-type advantages (e.g., Combat Reflexes, Fit, etc.). Attention to detail is important for this character, so we've chosen Alertness as an option, and Manual Dexterity is also helpful. Because many characters of this type are "jacks-of-all-trades," Mathematical Ability, Versatile, and Literacy (for low TLs) were also added.

Renaissance Europe

Fiorello Scardino (50 pts)

Age 29; 5'8", 145 lbs.; dirty blond hair, hazel eyes, olive skin; a young, slightly disheveled soldier wearing chainmail.

ST 11 [10], DX 13 [30], IQ 10 [0], HT 11 [10]

Basic Speed 6.00, Move 4.
Dodge 4, Parry 8.

Advantages: Combat Reflexes [15].

Disadvantages: Bloodlust [-10]; Code of Honor (Mercenary's) [-5]; Greed [-15]; Impulsiveness [-10].

Quirks: Proud of nationality; Believes looting is a mercenary's right; Gets seasick easily; Hates Protestants; Doesn't maintain his weapons well [-5].

Skills: Armoury/TL3 (specializing in bow and arrows)-15/(general)-9 [2]; Brawling-14 [2]; Crossbow-15 [4]; Fast-Draw (Arrow)-14* [1]; First Aid/TL3-10 [1]; Hiking-12 [4]; Running-12 [4]; Savoir-Faire (Military)-11 [2]; Scrounging-11 [2]; Shield-14 [2]; Shortsword-14 [4]; Stealth-12 [1].

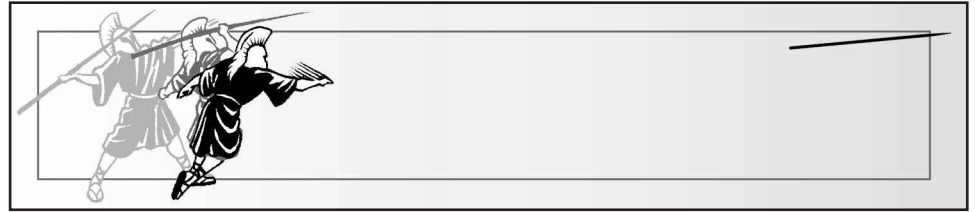
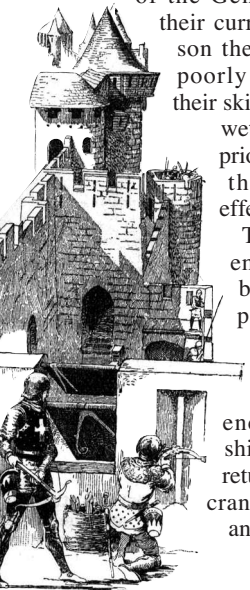
Languages: Italian (native)-10 [0]; French-9 [1].

*Includes +1 for Combat Reflexes.

Equipment: Shortsword (1d+1 cut, 1d-1 imp); Crossbow ST 15 (1d+5 imp); Chainmail shirt (PD 3, DR 4; PD 1, DR 2 vs. impaling); Pot-helm (PD 3, DR 4); Pavise (large shield) (PD 4, Hits 7/40); Goat's foot for cocking crossbow; Wool blanket; Wooden drinking cup; Small knife.

Fiorello is a mercenary with an Italian company from the city of Genoa. His unit specializes in the use of the crossbow and is often hired to support French heavy cavalry and knights. He and his comrades suffered heavy losses in a recent battle against English longbowmen. The French are beginning to reconsider the usefulness of the Genoese mercenaries in their current war. The real reason the crossbowmen did so poorly isn't a reflection on their skill. Their bowstrings got wet in a sudden downpour prior to the battle, making the weapons far less effective.

The standard tactic employed by the crossbowmen is to carry their pavise shields on their back. After firing their weapons, they turn their backs to the enemy and let the long shield protect them from return missile fire as they crank their bows back for another volley.



Light Foot Soldier

[60 points]

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

Advantages: A total of 15 points chosen from among Alertness [5 points/level], Combat Reflexes [15], Extra Fatigue [3 points/level], Fit or Very Fit [5 or 15], High Pain Threshold [10], Toughness (DR 1) [10], or +1 ST, DX, or HT.

Disadvantages: A total of -20 points chosen from Bloodlust [-10], Callous [-6], Chummy or Gregarious [-5 or -10], Code of Honor [-5 to -15], Cowardice [-10], Impulsiveness [-10], Overconfidence [-10], Post Combat Shakes, Poverty [varies], Sense of Duty [-5 to -15], Short Attention Span [-10], Status [-5/level], and Weak Will [-8/level].

Primary Skills: Hiking (P/A) HT+1 [4]-12, 4 points in melee Combat/Weapon skills like Axe/Mace (P/A), Shield (P/E), Shortsword (P/A) and Spear (P/A), and 4 points in a ranged Combat/Weapon skill such as Axe Throwing (P/E), Bow (P/H), Crossbow (P/E), or Spear Throwing (P/E).

Secondary Skills: Running (P/H) HT [4]-11 and Stealth (P/A) DX-1 [1]-11.

Background Skills: Armoury/TL (M/A) IQ [2]-10 and a total of 6 points among Cooking (M/E), First Aid/TL, Savoir-Faire (Military), and Scrounging (all M/E); Agronomy, Leadership, Orienteering, Survival (any) and Tracking (all M/A); Tactics (M/H); Brawling and Knife (both P/E); Carousing (P/A; HT); and any Craft skill.

Customization Notes

- This template is a good starting point for a fantasy or historical character who has some combat skills, but isn't a full-time warrior. The light foot soldier's low point cost allows enormous flexibility in customizing the character to just about any concept.
- It's not common for light foot soldiers to progress far in a military hierarchy, but an NCO-type subordinate leader may be appropriate. See the NCO lens on p. 10 for details on further customizing the template.
- Warriors of this type seldom wear heavy armor, choosing to rely on mobility and missile weapons more than brute strength and melee combat. There are exceptions to this, of course, but leather armor is a good choice for a starting light foot soldier.
- Choose a cheap primary weapon like a spear or axe – few light foot soldiers wield anything as difficult to learn as a flail or as expensive as broadsword. Missile weapons are very important to this character. Javelins and spears are always appropriate, while bows become common in TL2 and higher settings. The crossbow is a weapon of choice by late TL3 or early TL4.

Using This Character

The light foot soldier template is appropriate to any fantasy or historical setting in which firearms either don't exist or are still fairly rare. After mid-TL4, this type of character becomes very rare and, by TL5, such warriors exist only as members of primitive or barbarian cultures – use the Barbarian template on p. 24 for these types. It is designed for a 100-point campaign, although its low point cost will allow it to be used in even a low-power 75-point setting. The GM can also use the template to represent competent militia troops without further modification.

SONNY HENSLEY

(500 POINTS)

Age 30; 5'11", 173 lbs.; fair-skinned, blond, with sunglasses and a loose-fitting tropical shirt and trousers.

ST: 22 [20] **IQ:** 15 [30] **Speed:** 8.00

DX: 16 [20] **HT:** 16 [10] **Move:** 8

Dodge: 9 **Parry:** 11

Advantages

Racial: ST +10 [110]; DX +4 [45]; IQ +2 [20]; HT +5 [60]; Empathy [15]; In-Between Invulnerability [60]; Initiate 3rd Level [40]; Instant Regeneration [100]; Unaging [15]. *Personal:* Ally Group (5 75-point gang members; 12 or less) [20]; Combat Reflexes [15]; Contact (Police; skill-18, 9 or less, usually reliable) [6]; Contact (Street; skill-18, 9 or less, usually reliable) [6]; Spirit Advisor (9 or less) [10]; Status 1 (free from Wealth) [0]; Wealthy [20].

Disadvantages

Racial: Murder Addiction [-60]. *Personal:* Bully [-10]; Greed [-15]; Obsession (Become the most powerful drug lord on the Caribbean) [-15]; Overconfidence [-10]; Sadism [-10]; Secret (In-Between) [-30]; Stubbornness [-5].

Quirks

Intolerant of stupidity; Very diplomatic; Claims to dislike violence; Bets on pro football; Likes to drive fast [-5].

Skills

Accounting-13 [1]; Area Knowledge (Miami)-16 [2]; Fast-Draw (Clip)-15 [½]; Fast-Draw (Pistol)-15 [½]; Guns/TL7 (Light Automatic)-18* [1]; Guns/TL7 (Pistol)-18* [1]; Intimidation-16 [4]; Karate-16 [4]; Knife-16 [1]; Knife Throwing-16 [1]; Merchant-15 [2]; Occultism-15 [2]; Savoir-Faire-15** [0]; Shadowing-15 [2]; Shortsword-16 [2]; Speed-Load (Automatic Pistol)-15 [½]; Speed-Load (Submachine Gun)-15 [½]; Stealth-15 [1]; Streetwise-16 [4]; Survival (Urban)-15 [2]; Theology (Voodoo)-15 [4].

*Includes +2 for IQ 15.

**Free from Status.

Languages

English (native)-14 [1]; French-13 [½]; Spanish-13 [½].

Equipment

IMI Uzi submachine gun; Machete (4d+1 cut); Rolex watch; Corvette convertible.

Sonny appears to be a law-abiding yuppie living in one of Miami's more upscale neighborhoods. That's only a cover for his true identity. Beneath the façade, he's actually one of the most ruthless drug dealers on the Caribbean coast. He controls a small gang of hoods and has connections to a number of Columbian and Central American drug cartels. He's got ties to the local police department, which helps him stay one step ahead of the authorities in his dealings. He's systematically eliminating his competitors through blackmail and buyouts. A number of the other drug dealers know of

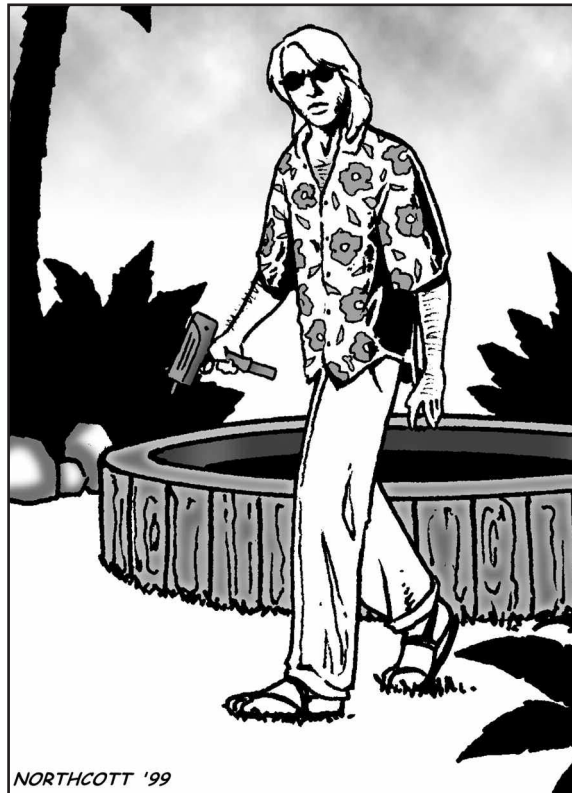
Sonny's involvement in the local underworld, but none seem to be able to take action against him.

What no one – not even his own gang members – knows is that Sonny is not human at all. He's able to assume virtually any human form, but his natural shape is a horrid skinless mass with exposed bloody muscle tissue (Fright Check at -3). Normally, he hides this under his "Sonny" skin. He has a number of others stored in liquid-filled jars in a closet at home. This unique talent has allowed him to manipulate other drug dealers in the area according to his plans. Faced with a

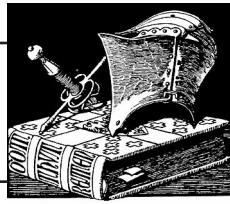
stubborn competitor, Sonny kills him, skins the body, and assumes his identity long enough to transfer his holdings to Sonny's own. A number of Sonny's former enemies' skins are now housed on the shelves in his closet!

Sonny also has a number of other powers as a result of his race. His In-Between Invulnerability causes him to take only 1 point per die of damage from bullets and impaling weapons (modified by bullet type), and is detailed fully on p. VO99. His spirit advisor is a minor petro loa which provides him with warnings and information on his enemies. Thanks to his drug connections, his Murder Addiction is easily sated by preying on illegal immigrants or junkies.

Sonny is designed as a *powerful* opponent in a modern-day *GURPS Voodoo* campaign. His In-Between powers combined with his criminal connections make him very dangerous to all but the most cautious foes. He's also well suited to any modern *Horror* setting. To make full use of his abilities, the *Voodoo* worldbook is necessary.



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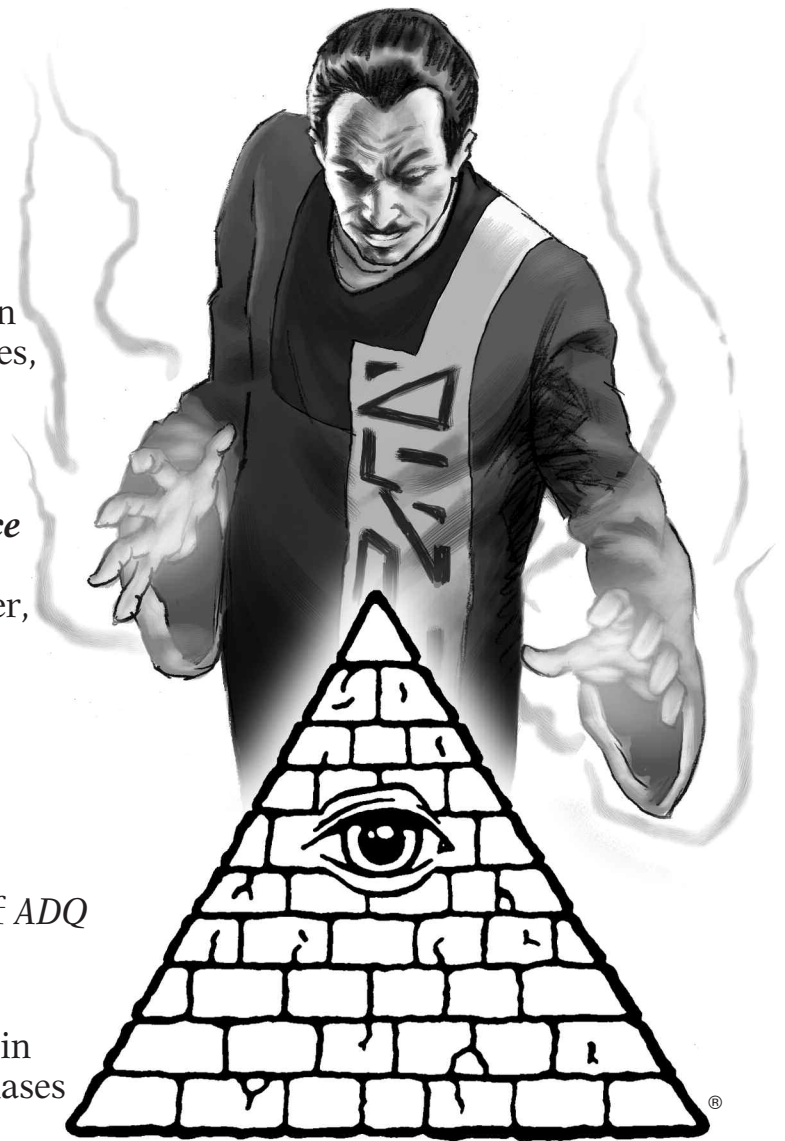
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