

GURPS[®]

Fourth Edition

STEAMPUNK 3

Soldiers and Scientists[™]



Written by **PHIL MASTERS**

Edited by **NIKOLA VRTIS**

Illustrated by
ZACH HOWARD

Additional Material by
PETER V. DELL'ORTO,
KENNETH HITE, SEAN PUNCH,
and **WILLIAM H. STODDARD**

GURPS System Design ■ **STEVE JACKSON**
GURPS Line Editor ■ **SEAN PUNCH**
GURPS Project Manager ■ **STEVEN MARSH**
Production Artist and Indexer ■ **NIKOLA VRTIS**
GURPS FAQ Maintainer ■
VICKY "MOLOKH" KOLENKO

Chief Executive Officer ■ **PHILIP REED**
Chief Creative Officer ■ **SAM MITSCHKE**
Chief Operating Officer ■ **SUSAN BUENO**
Director of Sales ■ **ROSS JEPSON**
Page Design ■ **PHIL REED** and **JUSTIN DE WITT**
Art Direction and Prepress Checker ■ **NIKOLA VRTIS**

Lead Playtester: Roger Burton West

Playtesters: Paul Blackwell, Fred Brackin, Douglas Cole, John Dallman, Kelly Pedersen,
Christopher R. Rice, Andrew Rivett, Michael Roy, and William H. Stoddard

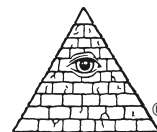
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Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.

INTRODUCTION

This supplement, third volume in the *GURPS Steampunk* series for *GURPS Fourth Edition*, builds on and updates the original *GURPS Steampunk* for Third Edition. It is the “characters” book, providing notes and a selection of templates (see pp. B258-B259) to make the creation of PCs for steampunk games quick and easy. It can be used on its own, but it is part of a series, and gamers may want to read it in conjunction with *GURPS Steampunk 1: Settings and Style*, which discusses what “steampunk” actually means. Chapter 1 also refers to various other books that define the concept of martial-arts and weird-science styles in *GURPS*, but that material isn’t required when using any of the templates.

As *GURPS Steampunk 1* shows, “steampunk” is a broad concept, encompassing a range of types of story, technological assumptions, and “flavors” of game. Hence, the templates in this book are designed to be flexible, and can be modified with an assortment of lenses that fine-tune them for specific purposes. Broadly, this book assumes a setting based on the historical “Steam Age” and Western society at the time, with tech levels around 5 or 6, or something similar on an alternate path of development.

TERMINOLOGY AND CONCEPTS

This book uses some specialized terms and concepts, as introduced and discussed in more detail in *GURPS Steampunk 1*.

Clockpunk: A variant on steampunk featuring a lot of clockwork or other pre-Steam Age technological style.

Effective TL: Steampunk games and settings often make use of the idea of divergent tech levels (p. B513). In such cases, the effective TL is a value equal to the sum of the two parts of the prevailing TL. For example, a TL(5+2) world has an effective TL of 7.

Mannerspunk: Stories of social interaction and adventuring in Steam Age or similar societies, playing up the formality of the culture.

Period Superscience: Scientific ideas that were once seriously proposed or even widely accepted, which have now been disproved or superseded in the real world, but which actually work as described in the game setting.

Raygun Gothic: The style of technological design associated with “pulp” science fiction, from the period 1918-1939.

Screampunk: Steampunk horror.

The Steam Age: The period from 1789 to 1914, also sometimes known as the “Long 19th Century.”

Updated for Fourth Edition! Make Steampunk Characters Quickly and Easily!

PUBLICATION HISTORY

This is the first edition of *GURPS Steampunk 3: Soldiers and Scientists*. However, some of the templates here draw inspiration from those that appeared in the original *GURPS Steampunk*. A few ideas and character traits are borrowed from other *GURPS* books, including *GURPS Age of Napoleon*, *GURPS Screampunk*, *GURPS Martial Arts*, the *GURPS Power-Ups* series, *GURPS Horror*, *GURPS Infinite Worlds: Britannica-6*, and *GURPS Powers: The Weird*.

ABOUT THE AUTHOR

Phil Masters is a *GURPS* author of long standing, and the author of *GURPS Steampunk 1: Settings and Style*, *GURPS Vehicles: Steampunk Conveyances*, and *GURPS Steampunk 2: Steam and Shellfire*, along with the *Discworld Roleplaying Game* and many other books for Steve Jackson Games. A role-playing game of his own creation, *The Small Folk*, is also available through Warehouse 23. He has in his time been a reckoner of sorts and a peculiar manner of aesthete, and makes his home in his native Great Britain.

Additional Art Acknowledgments

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CHAPTER ONE

CHARACTER CREATION OPTIONS

Peregrine Purves had wondered whether he would receive any answer when he knocked on the door of the Singleton establishment, but as it proved, three brisk taps with the handle of his lacquered sword cane produced a nearly instantaneous response. Annie Turner, Miss Singleton's paid companion, opened the door, admitted him to the hall without comment, and vanished in what Purves knew was the direction of the workshop. Nor did he have to wait long; mere moments later, Miss Singleton herself appeared at the head of the stairs, smiling happily if a little distractedly.

"Mr. Purves," she cried, "how pleasant to see you again. Do come into the parlor. Annie – perhaps you could make some tea?"

By then, Purves' attention was thoroughly distracted. "Good God," he said, "what is that?" His gaze was fixed on that which Miss Singleton was carrying in her left hand – an object that returned his gaze with porcelain impassivity.

"This?" Miss Singleton seemed to recall herself as she descended the stair. "A souvenir of our most recent adventure,

of course. A fascinating creation. Such a pity that Doctor Spallanzani is in no condition to explain its operation."

*"I hope that you do not have the remainder of that . . . confounded **thing**," Purves declared.*

*"Of course I do." Miss Singleton smiled again as she led him into the parlor. "The head serves very little purpose on its own, as it turns out. The **mechina anima** is located in the torso."*

"So that is why you have been so little seen in the Department of late," Purves by now was speaking with a growing sense of foreboding. "I suppose that it would be too much to hope that you would make no attempt to reactivate any of those clock-work monstrosities?"

*"Really, Mr. Purves." Miss Singleton sat, and gestured for her visitor to do the same. "Sometimes I think that you are quite **superstitious**. I was assured when I was recruited that the Department was required, not merely to repress unconventional philosophy, but to bring its manifestations into the light of day. And think of the benefits, to the Empire and its industries, were we able to re-create Doctor Spallanzani's brilliant work!"*

CHARACTER TRAITS

Given the range of possibilities covered by the term "steampunk," almost any option detailed in the **Basic Set** might be found in some game somewhere, but some particular examples deserve special consideration.

ADVANTAGES

Steampunk heroes should have *interesting* resources, so all sorts of advantages should appear in campaigns.

Gadgeteer

see p. B56

This is an obvious advantage for technology-loving steampunks, especially in games featuring unique vehicles or cutting-edge alternate-tech-path devices. However, even in such games, *Quick Gadgeteer* isn't necessarily available;

PC gadgeteers may well need to withdraw to their workshops for a few weeks to come up with something new. It's up to the GM what is permitted in a campaign. See **GURPS Powers: The Weird** for more ideas on what can be done with Gadgeteer in games.

Gizmos

see p. B57

Steampunk heroes are often resourceful folk. Their stories frequently involve handy bits and pieces of equipment and clever gadgets, so there's a lot of scope for use of this advantage, including combing it with Gadgeteer.

To be a little more specific than the **Basic Set**, normally, something produced as a Gizmo can't be heavier than your Basic Lift/10, and can't be longer than Reach 1 if a melee weapon or have a Bulk worse than -4 if a ranged one.

Titles and exact job functions vary considerably between religions and sects, and not all religions are especially hierarchical. Even so, Rank 0 is always a junior or newly qualified priest such as an Anglican curate; Rank 1 is an ordinary community priest such as an Anglican vicar, many Jewish rabbis, or a typical Muslim imam; and Rank 2 is a more senior or highly qualified priest, such as an Anglican rector, a senior rabbi, or the imam of a major mosque. Ranks 3 and 4 usually come with regional administrative positions within the faith, such as a dean (Rank 3) or an archdeacon (Rank 4), or leadership of a monastery or abbey. Bishops are Rank 5, and archbishops are Rank 6. Heads of national churches (those who are also ordained priests) and other figures with supreme authority over broad areas or similarly important functions, such as patriarchs of the Orthodox churches and cardinals of the Roman Catholic Church, have Rank 7. Only the supreme head of a multinational religion, such as the pope, has Religious Rank 8.

Others

Other types of Rank are likely rarer, although a large colonial trading organization such as the East India Company may well have a form of Administrative/Merchant Rank. In a game where the formal hierarchies of a civil service or a German-style educational system are significant, Academic or Administrative Rank may be worth paying points for, perhaps

at a reduced rate because they don't carry quite as much clout as Military Rank; again, see *GURPS Social Engineering*. Incidentally, Academic Rank is *not* automatically associated with Tenure in the Steam Age; formal Tenure is actually rare, although an academic in one of the older universities may be quite hard to fire in practice.

Status

see p. B28

See *GURPS Steampunk 1*, pp. 36-38 for notes on Steam Age social class, especially the table on p. 37 for guidance on the social positions typically associated with various Status levels. Note that, to the historical Steam Age way of thinking, Status must be justified by birth, wealth, or position in a "respectable" organization, and Status improvements may be limited for people with the "wrong" backgrounds or employment; also, Status gained largely from wealth may be partially balanced by negative Reputations such as "New Money."

Talent

see p. B89

All sorts of Talents may be appropriate and useful in steam-punk games; Artificer and Smooth Operator may be especially widespread (for gadgeteers and social operators respectively).

SCIENTIFIC FRIENDS: SOCIETIES

While famous historical scientists and engineers make interesting Contacts and Patrons (see p. 7), *societies* might provide a broader base of support.

On a small scale, local scientific societies were mostly clubs for gentlemen with shared interests. One noted example was the *Lunar Society of Birmingham* (U.K.), active from 1765 to 1813. Members met on nights of the full moon to make getting home easier. The group included inventor James Watt, natural philosopher Erasmus Darwin (Charles' grandfather), chemist Joseph Priestley, and industrialists Matthew Boulton and Josiah Wedgwood. A small local scientific society would be a useful minor Contact Group. Although a society's effective skills might be as low as 12, depending on the members (the Lunar Society would rate higher), they would cover various sciences and Engineer specialties, Area Knowledge of their town or city, and Current Affairs (Science & Technology); local businessmen could offer Current Affairs (Business and Regional) and Finance, plus access to useful resources.

At the other end of the scale, the *Royal Society of London*, founded in 1660 to promote the "new sciences," evolved into what might today be called a "think tank" for the British government, while also sponsoring research. Although it mostly dealt in research and discussion, its high-level connections and distinguished membership could make it the power behind British scientific progress in secret history campaigns. It should mostly serve as a 15- to 20-point Patron, with Special Abilities if it actually possesses secret period superscience.

A fellowship in the Society implies or might grant a +2 or better Reputation in scientific circles, although during the 18th century, some fellowships went to intellectually undistinguished aristocrats.

In 1799, the *Royal Institution* was founded as an educational body, to promote science to the public, in contrast to the elitist Royal Society, and proceeded to host countless lectures by famous scientists and others. It wasn't really set up to act as a Patron except to a few young research scientists, but it could rate as a Contact Group with scientific skills at 21. Later, in 1831, the *British Association for the Advancement of Science* was founded in imitation of some German academies, essentially as a federation of local scientific societies. It didn't have much in the way of resources of its own, and would again be unlikely to serve as a Patron, but it attracted an amazing range of possible Contacts; the annual meeting in 1833 featured (among others) Faraday, Herschel, Babbage, Malthus, and the poet Coleridge (and invented the word "scientist").

Finally, some real historical groups might have unusual resources in a "secret history" game. For example, historically, the *Society for Psychical Research* (founded 1882) sponsored research into parapsychology, but didn't turn up any clear evidence of supernatural phenomena; at best, it might act as a 10-point Patron to PCs working on fringe sciences. However, if paranormal powers *did* work and the Society gained access to them, it might become a Contact Group granting access to a range of exotic skills and with increased value for supernatural sources of information, or even a Highly Accessible Patron.

When faced with dangerous temptations, you may receive a significant bonus to your self-control roll. If you fail that roll, you may not make a blatant pass right away. Instead, you can start scheming to get the object of your passion alone, so that you can press the matter further. In lighter games, stealing so much as a kiss from a respectable target may count as adequate success for the lecher, whose desires may genuinely be for *romance*, not sex. These bonuses to the roll and lower expectations are balanced, however, by the time and ingenuity required to act on them, and by the dangers of failure. Social or actual death may be real possibilities.

Odious Personal Habits

see p. B22

“Censorious Respectability” can be a valid -5-point Odious Personal Habit. It means that you claim to be compelled to obey social rules *to the letter*, and you are loudly censorious about anyone who doesn’t, which makes you annoying and ridiculous even by Steam Age standards.

See p. 13 for Wild Melodrama as an Odious Personal Habit.

Phobias

see p. B148

See *GURPS Steampunk 1*, p. 41, for notes on a version of this disadvantage that may be available and significant in some games.

Reputation

see p. B26

In Steam Age societies, bad Reputations can all too easily attach to *families*. Just because something wasn’t your fault doesn’t mean you won’t be blamed for it.

QUIRKS

see p. B162

Steampunk heroes are rarely anything if not quirkish! The following quirks may be especially appropriate . . .

Affected by Magnetism

This quirk is limited to automatons, mechanical men, and humans with a lot of steampunk prosthetics – but in *some* games, it is mandatory for them. Whereas ultra-tech machinery may be built of advanced polymers, ceramics, and non-ferrous alloys, steampunk tech favors *iron* and *steel*. So, unlike beings composed of meat, magnets affect you (big ones can pick you up, small ones stick to you), and electro-magnetic detectors and senses spot you easily, if they exist.

This is only a specific problem (that is, this quirk is only available) in settings where electrical and electro-magnetic effects and technologies are widespread. It’s more than a 0-point feature (unlike most “Affected by” traits) because magnetism has widespread technological applications in those settings.

Anarchist Believer

You have at least a theoretical belief in one of the many varieties of *anarchism* – the radical idea that power structures such as governments and organized religion serve to

oppress humanity. Unfortunately for you, some anarchists fight against that oppression by throwing bombs or assassinating the powerful, but *they* have Fanaticism or an Obsession; you may sympathize with them or argue that they’re going too far, but you aren’t impelled to follow their example. However, you may have other related disadvantages, such as Odious Personal Habit (Political Ranting) or Intolerance (The well-off).

Your beliefs can give you -1 or worse to reactions from a lot of other people, especially those in power. Perhaps worse, you get similar penalties from some other political idealists, including “statist” socialists who want to oppose oppression by building power structures of their own. If you only have this as a quirk, you can avoid expressing your beliefs in that sort of company, and so dodge problems. Your idealism can also give anyone who is fluent in anarchist jargon +1 or better on rolls to manipulate you, *or* give you -1 on rolls to resist such manipulation or to control yourself when the cause is at stake. You do get +1 to reactions from people who agree with you and who know of your beliefs.

Aristocratic Drawl

You not only have an upper-class accent (in itself simply a marker for Status), but it’s notably *languid*. You find it hard to say anything briskly, though you can bark things out when you recognize a real emergency; the GM can always rule that normal conversations with you take up to twice as long as normal. Radical socialists and anarchists react to you at an extra -2 over any other hostile responses to high Status they may evince, because you embody everything they find *annoying* about the upper classes. Brisk or business-like folk (including a lot of engineers and businessmen) may have their view of you slip down a level on the reaction table after dealing with you for a few minutes, as their exasperation grows.

Manners before morals!

– Oscar Wilde,

Lady Windermere’s Fan

Assertively Amoral

You openly eschew religious or traditional values in favor of a personal moral code, or no moral code at all. This earns -1 to reactions from individuals with quirks or disadvantages favoring faith or tradition. It commonly accompanies Callous or Selfish, but not always; you may be serious about a highly unconventional morality.

As a quirk, this is mostly a minor conversational affectation, often found in witty forms among Oscar Wilde and George Bernard Shaw protagonists. Bragging about your amorality enough to annoy *everybody* is an Odious Personal Habit. Simply *behaving* in an amoral way is some variety of villainous disadvantage.

Delusional Competence

You believe that you’re an expert at a skill you actually lack. (You probably refuse to study it because that would be “wasting your time.”) You must buy off this quirk in order to spend points on that skill; until then, you roll against default when your delusion leads you to attempt a task.

CHAPTER TWO

TEMPLATES

Sammy the Reckoner looked around himself at the band that Black Bonnet Betsy had assembled, and inwardly, he groaned. This was the best that crazy anarchist could muster? There was Rotherman, the reporter from the Tribune – a good writer, to give him credit, but no fighter. The big lad leaning against a lamp-post was somebody's footman, to judge by his torn uniform; well, at least he'd understand how to take orders. Conversely, Jenny Jones from down the High Road was a costermonger, which meant that she'd take no orders at all. And that, lord help us all, was Constable Barker from the dockside beat; well, if he'd come on board, it showed that the seriousness of the problem had become too plain for even a human peeler to ignore – assuming that he wasn't here as some kind of spy.

But there was no time to second-guess this. Sammy just had to hope that Betsy's judgment was sound. He straightened himself up and spoke as loud and clear as he could manage.

"Well, lads and ladies, and here we all are," he said. "We've all seen what the Clockwork Peelers are doing. They've decided that we human folk can't be trusted with our own law, an' they want to make us into cogs in their machine. It's a bad time."

"So what can we do?" It was Rotherman who'd spoken up. Trust a reporter to interrupt just as a fellow was getting into his stride.

"It's like this," Sammy explained. "Me an' Betsy have got hold of some code-sheets from the automaton workshops – don't go asking how – and we think we know what's gone wrong with the clock-brains. And that gives us one chance to stop this madness . . ."

RACIAL TEMPLATES

The following are not, strictly speaking, races, but they can be treated as such for game purposes. Each template is intended as a generalized guideline; the GM is free to vary them to taste.

Robots and other automatons usually have the Taboo Trait (Fixed IQ). However, many campaigns and scenarios feature automaton characters who somehow become much smarter than the original design determined, so that feature isn't used on these templates.

Radiation is not a standard hazard in most steampunk games, only being recognized as a phenomenon late in the Steam Age. Hence, the mechanical templates here have not been given Radiation Tolerance. In games where radiation does appear as a hazard, purely mechanical automatons should strictly have high levels of the advantage. The raygun Gothic robot (p. 27), being electrical, might have problems, though.

BIOLOGICAL CREATION

-3 points

This is a generic template for a being created from organic materials by period superscience. There are famous precedents for this, from Frankenstein's creature in Mary Shelley's novel, sewn together from parts of human corpses, to the creations of H.G. Wells' Dr. Moreau, created from animals by acts of callous surgery. Naturally, there is a wide variation in these beings' abilities and personalities: Frankenstein's creature was, in the original novel, intellectually brilliant but motivated by resentment at its condition, whereas movie versions of the same story often make it a lurching monster. Moreau's

animal-men, although they acquired greater intellect along with human shape, were basically subhuman. Common features of biological creations seem to be startling vitality and impressive strength, along with disturbingly not-quite-normal-human appearance (which causes them to be treated as social outsiders) and problems with impulse control.

Biological creations tend to weigh around the same as humans of similar ST (if there *are* any humans of similar ST), but vary enormously in build and posture, depending how and from what they were created.

Attribute Modifiers: ST+2 [20]; IQ-1 [-20]; HT+3 [30].

Secondary Characteristic Modifiers: Basic Speed+0.25 [5].

Advantages: Rapid Healing [5].

Disadvantages: Appearance (Ugly) [-8]; Berserk (9) [-15]; Disturbing Voice [-10]; Social Stigma (Second-Class Citizen) [-5]; Unusual Biochemistry [-5].

Variations

This template is intended as a baseline; the GM is encouraged to alter it to reflect campaign assumptions and deranged creators' eccentricities. Truly horrific creations have Monstrous Appearance, whereas more elegant types may have Average or even Handsome/Beautiful Appearance, albeit with some Distinctive or Unnatural Features if they are mostly treated as human but don't *quite* look the part.

Likewise, the Social Stigma disadvantage can vary a lot. Second-Class Citizen is a *minimum*, representing a creature who is tolerated but known not to be fully human. Subjugated or Monster are more likely in most settings, reducing the template cost accordingly.

MILITARY DUTIES

Several of the templates in this chapter are for serving military figures. In most cases, it is assumed that the individual sees some kind of combat from time to time, in war, “police actions,” or unconventional operations (or bizarrely dangerous training), making their Duty at least somewhat hazardous. In a peacetime campaign, it may well be Nonhazardous; peacetime military service isn’t usually *much* more dangerous than a lot of other jobs. However, colonial service in a fever-ridden outpost with hostile locals may be just as dangerous as wartime, even if disease is more likely to get you than a bullet. Equally, adventurers who keep undertaking perilous special missions for Queen and Country may rate as having an Extremely Hazardous Duty.

The frequency of a Duty depends on the exact nature of the campaign and service. “Quite often” (12 or less) represents a fair amount of action, but also enough downtime that you can find opportunities for a significant

amount of private activity. Dropping it to “fairly often” (let alone “quite rarely”) would imply troops with an unusual amount of time on their hands (perhaps a quiet outpost with a lax commander). Conversely, raising it to “almost all the time” would imply either an intensively disciplined force, a martinet commanding officer who keeps finding excuses for the troops to stay on base or go out on patrol, or intensive wartime service (perhaps facing overwhelming odds); most stories would be entirely about active assignments, because the team wouldn’t have time for much else.

In all such cases, if the Duty ends up being worth more or less than the value on the template, take more or fewer disadvantages from the template options list to compensate. Also, in games built around wartime service or other military operations, a mandatory Duty may not count against campaign disadvantage limits; see *Disadvantage Limits*, p. 28, on how to handle this.

Artilleryman

50 points

You stand at the point where technology meets soldiering, using the best available machinery to inflict lots of damage on the enemy from a great distance. You *are* a trained soldier, but with less hard marching and more carefully calculated, well-drilled directing of thunder. Your preferred weapons are so heavy that they have to be moved around by teams of horses or, as technology develops, by specialist vehicles.

In the early part of the Steam Age, artillery ranges are limited enough that you are regularly in danger of an enemy charge reaching your positions. By the end of the period, you might get through an entire war without ever seeing the enemy who you’re killing. (However, *their* artillery may try quite hard to kill *you*.) In a steampunk setting with military aviation, you may be responsible for anti-aircraft gunnery.

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

Secondary Characteristics: Damage 1d-2/1d; BL 24 lbs.; HP 10 [0]; Will 11 [0]; Per 11 [0]; FP 10 [0]; Basic Speed 5.25 [0]; Basic Move 5 [0].

Advantages: Lifting ST 1 [3], Special Exercises (Lifting ST +1) [1], and Military Rank 0 [0]. • A further 25 points chosen from among additional ST +1 or +2 [10 or 20], DX +1 [20], IQ +1 [20], HT +1 or +2 [10 or 20], Will +1 to +3 [5/level], Per +1 to +3 [5/level], Acute Vision 1 to 3 [2/level], Combat Reflexes [15], Danger Sense [15], Fearlessness [2/level], Gizmos [5 each], Intuition [15], Languages [1-6 each], Less Sleep [2/level], Lightning Calculator [2], Luck [15], Military Rank 1 to 3 [5/level], Patron (Your regiment’s colonel, as a powerful individual) [varies], Resistant to Disease (+3) [3], Single-Minded [5], or Technician [5/level].

Suggested Perks: Looks Good in Uniform.

Disadvantages: Duty (Military branch; 12 or less) [-10]. • -15 points chosen from among Appearance (Unattractive) [-4],

Callous [-5], Chummy [-5], Code of Honor (Pirate’s or Soldier’s) [-5 or -10], Compulsive Carousing [-5* or -10*], Gluttony [-5*], Hard of Hearing [-10], Honesty [-10*], Lecherousness [-15*], No Sense of Humor [-10], Oblivious [-5], Sense of Duty (Your gun crew or The Army or Homeland) [-5 or -10], Skinny [-5], Status -1 [-5], or Wealth (Struggling or Poor) [-10 or -15].

Suggested Quirks: Attentive, Chauvinistic, Congenial, Dull, Humble, Imaginative, Likes Gadgets, or Staid.

Primary Skills: Gunner (E) DX+2 [4]-12 and Soldier (A) IQ+1 [4]-12.

Secondary Skills: Savoir-Faire (Military) (E) IQ [1]-11. • One of Driving (specialty to suit artillery tractor) (A) DX [2]-10 or Teamster (Equines) (A) IQ [2]-11.

Background Skills: Five of Brawling or Knife, both (E) DX [1]-10; Shortsword (A) DX-1 [1]-9; Camouflage, Carpentry, or First Aid, all (E) IQ [1]-11; Animal Handling (Equines), Armoury (Heavy Weapons), Artillery, Gambling, Leadership, Mechanic (vehicle type), or Packing, all (A) IQ-1 [1]-10; Tactics (H) IQ-2 [1]-9; Carousing (E) HT [1]-11; Scrounging (E) Per [1]-11; or 1 point to raise a 1-point skill by a level.

* Multiplied for self-control number; see p. B120.

Customization Notes

Steam Age artillerymen almost all use only Gunner skill in battle (see *Artillery*, p. 16), although a specialist mortar gunner might have Artillery instead. By the end of the period, those trained in the new discipline of indirect fire may have several points in Artillery *as well as* Gunner. By the very end, with the invention of the field telephone and specialist targeting instruments, a gunner might pick up Forward Observer as a background skill, though that’s mostly for officers. In steampunk worlds, these developments might come sooner.

Lenses

Dreadnaught-Killer (+8 points): In military steampunk games, some infantry may be trained to take down light armored vehicles, using early rocket grenades. Add Guns (GL) at DX+2 [4] or more to your primary skills, and Camouflage at IQ+1 [2] and Stealth at DX [2] to your secondary skills, deleting the former from your list of optional background skills. Raising these and other skills to higher levels may help ensure your survival in a dangerous job, if you can find the points.

Machine-Gunner (+2 points): You've been trained in the use of the Maxim gun or similar. Reduce Guns (Musket or Rifle) to DX+1 [2] and add Gunner (Machine Gun) at DX+2 [4] to the required primary skills.

Marine: Shipboard troops replace Hiking with Crewman (E) IQ+1 [2]-11, and may take Axe/Mace, Boating, Guns (Shotgun), or Shortsword as background skills, as required for the equipment and boarding action weapons they may have to use.

Sharpshooter (+25 points): In the Napoleonic period, you may be a "rifeman," a skirmisher and scout, issued a state-of-the-art weapon and trained to fight in loose order when most infantrymen are standing in lines with muskets. You rightly consider yourself special. By the end of the Steam Age, when everyone is doing that, you carry a *good* rifle, and you're known by a name that even your own side may not love: *sniper*. You're a fine shot, you know that using cover well is a matter of life and death, and you're good at identifying enemy officers – which is bad for them. Take an extra -1 point in optional disadvantages or quirks, deleting Chummy, Congenial, and Gregarious from the list (and you may well choose Callous), raise your Guns (Rifle) to DX+4 [+8] and Savoir-Faire (Military) to IQ+3 [+6], and add Camouflage at IQ+3 [8] and Stealth at DX+1 [4] to your secondary skills, deleting the former from your list of optional background skills.

Medium

50 points

In worlds where spirits communicate with the living through rare, gifted individuals, you have that gift. You can sense spirits and call them to yourself, or have them speak through you. How well you get on with them is partly up to you and partly a matter of the depth of your gift. You may regard this as a job, a vocation, or an inescapable curse. Otherwise, you're probably a very ordinary sort of person, although you may become a little distracted from mundane reality at times, or pursue goals that most people can't understand.

Attributes: ST 9 [-10]; DX 10 [0]; IQ 11 [20]; HT 10 [0].

Secondary Characteristics: Damage 1d-2/1d-1; BL 16 lbs.; HP 9 [0]; Will 12 [5]; Per 11 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].



Advantages: Either Channeling or Medium, both [10]. • 30 points chosen from among IQ +1 [20], HT +1 [10], Will +1 or +2 [5 or 10], Per +1 to +3 [5/level], Acute Hearing [2/level], Charisma [5/level], Clerical Investment (Spiritualist Church) [5], Contacts (spirits; can obtain information using supernatural abilities) [varies], Danger Sense [15], Fearlessness [2/level] or Unfazeable [15], Intuition [15], Languages [1-6 each], Mind Shield [4/level], Occultist [10/level], Precognition (One Event, Events related to death, -40%) [15], Racial Memory (Passive) [15] and Unique Gift (Racial Memory) [1], Reputation (For proven talent; Among clients or students of the supernatural) [varies], See Invisible (Spirits) [15], Sensitive [5] or Empathy [15], Social Chameleon [5], Social Regard (Venerated, Wise old lady) [5/level], Spirit Empathy (may

be Specialized, -50%) [10 or 5], Wealth (Comfortable) [10], or whichever of Channeling or Medium you don't already have [10].

Suggested Perks: Autotrance or Licensed Exorcist.

Disadvantages: -15 points chosen from among ST -1 [-10], HT -1 [-10], Basic Move -1 [-5], Absent-Mindedness [-15], Bad Sight (Mitigator, Glasses, -60%) [-10], Combat Paralysis [-15], Curious [-5*], Delusion (Superstitious) [-5], Disciplines of Faith (Mysticism) [-10], Enemy (Hostile skeptic; Watcher) [varies], Nightmares [-5*], Pacifism [varies], Phantom Voices [-5 to -15], Reputation (As a "peddler of mumbo-jumbo"; Among Rationalists) [varies], Selfish [-5*], Sense of Duty (The spirits) [-10], Social Stigma (Minor or Second-Class Citizen) [-5], Truthfulness [-5*], Unfit [-5], Wealth (Struggling or Poor) [-10 or -15], or Weirdness Magnet [-15].

Suggested Quirks: Attentive, Broad-Minded, Code of Honor (Play Fair by Clients), Epitome (Weird Mystic), Habit (Minor Ritual), Nosy, or Proud.

Primary Skills: Two of Hidden Lore (Spirit Lore) (A) IQ [2]-11; Diplomacy or Religious Ritual (Spiritualist), both (H) IQ-1 [2]-10; Dreaming or Exorcism, both (H) Will-1 [2]-11; or 2 points to raise a primary skill by a level.

Background Skills: Six of Housekeeping or Savoir-Faire (High Society or Servant), both (E) IQ [1]-11; Fortune-Telling, Merchant, Occultism, or Public Speaking, all (A) IQ-1 [1]-10; Expert Skill (Thanatology) or Theology (Spiritualist), both (H) IQ-2 [1]-9; Mind Block (A) Will-1 [1]-11; Meditation (H) Will-2 [1]-10; Detect Lies (H) Per-2 [1]-9; or 1 point to raise a background skill by a level.

* Multiplied for self-control number; see p. B120.

ADVENTURER-JOURNALIST

150 points

An alternative, much more cinematic type of newspaper-person, for pulp-style campaigns in which the profession can involve a lot of running and shooting (but where practical smarts are still important for a journalist).

Attributes: ST 10 [0]; DX 12 [40]; IQ 13 [60]; HT 12 [20].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 13 [0]; Per 13 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0].

Advantages: Charisma 1 [5] *and* Combat Reflexes [15] • 45 points chosen from among Acute Vision [2/level], Contact Group or Contacts (informed sources) [varies], Cultural Adaptability [10], Cultural Familiarities [1 each], Enhanced Dodge [15/level], Fearlessness [2/level] or Unfazeable [15], Fit [5], Gizmos [5 each], Higher Purpose (Expose the truth, though the heavens fall) [5], Indomitable [15], Intuition [15], Languages [1-6 each], Language Talent [10], Luck [15] or Extraordinary Luck [30], Patron (someone who shares your ideals) [varies], Reputation (As a principled newshound) [varies], Sensitive [5] or Empathy [15], Serendipity [15/level], Social Chameleon [5], Social Climber [5/level], or extra Charisma [5/level].

Suggested Perks: Alcohol Tolerance, Convincing Nod, Disarming Smile, Honest Face, Patience of Job, or Ruffian's Swagger.

Disadvantages: Code of Honor (Professional/Press Ethics) [-5].
• -30 points chosen from among Curious [-5*], Enemy (people with dark secrets) [varies], Overconfidence [-5*], Pacifism (any) [varies], Reputation (As a nuisance) [varies], Truthfulness [-5*], Weirdness Magnet [-15], or Workaholic [-5].
• A further -30 points chosen from among Will -1 or -2 [-5 or -10], Addiction (Chain smoking) [-5], Alcoholism [-15], Callous [-5], Impulsiveness [-10*], Odious Personal Habit (Smoking at inappropriate moments) [-5], Stubbornness [-5], or Wealth (Struggling) [-10].

Suggested Quirks: Broad-Minded, Dislikes Pompous Authority Figures, or Responsive.

Primary Skills: Current Affairs (Headline News) (E) IQ+2 [4]-15; Professional Skill (Journalist) (A) IQ+1 [4]-14; *and* Writing (A) IQ [2]-13.

Secondary Skills: Area Knowledge (home city streets) (E) IQ [1]-13; Observation (A) Per [2]-13; Photography (A) IQ [2]-13; Research (A) IQ [2]-13, *and* Streetwise (A) IQ [2]-13. • *Either* Axe/Mace or Spear, both (A) DX [2]-12. • *Either* Boxing (A) DX+1 [4]-13 or Brawling (E) DX+2 [4]-14.

Background Skills: Five of Typing or Guns (Pistol), both (E) DX+1 [1]-12; Stealth (A) DX-1 [1]-11; Computer Operation, First Aid, or Savoir-Faire (High Society, Military, or Police), all (E) IQ [1]-13; Acting, Fast-Talk, Hidden Lore (Fringe Science), Shadowing, or Speed-Reading, all (A) IQ-1 [1]-12; Diplomacy, Expert Skill (Conspiracy Theory or Military Science), or Psychology, all (H) IQ-2 [1]-11; Carousing or Swimming, both (E) HT [1]-12; Intimidation (A) Will-1 [1]-12; Body Language (A) Per-1 [1]-12; Detect Lies (H) Per-2 [1]-11; or 1 point to raise a background skill by a level.

* Multiplied for self-control number; see p. B120.

Background Skills: Seven of Brawling (E) DX [1]-10; Typing (E) DX+1 [1]-11†; Computer Operation (E) IQ [1]-12; Carousing (E) HT [1]-10; Stealth (A) DX-1 [1]-9; Acting, Administration, Fast-Talk, Heraldry, Hidden Lore (Fringe Science), Professional Skill (Printer), Shadowing, or Speed-Reading, all (A) IQ-1 [1]-11; Accounting, Artist (Drawing), Diplomacy, Expert Skill (Conspiracy Theory or Political Science), or Psychology, all (H) IQ-2 [1]-10; Intimidation (A) Will-1 [1]-11; Detect Lies (H) Per-2 [1]-10; or 1 point to raise a 1-point skill by a level.

* Multiplied for self-control number; see p. B120.

† Bought up from default from Professional Skill (Journalist).

Customization Notes

Choose advantages, disadvantages, and background skills to match your chosen secondary skills package – for example, a Cultural Familiarity and Language for a foreign correspondent's assigned region, a Reputation as a dangerous nuisance among criminals or police for a crime reporter, or Carousing and Fast-Talk for a scandal-monger.

Some reporters work in more than one branch of journalism, or just pick up tips from colleagues. Anything in any of the secondary skills packages might be available as a background skill for any reporter.

Rogue

50 points

Life in the back alleys and slums of a great Steam Age/steampunk city is hard, but you have the quick wits and dubious skills to survive there and perhaps even prosper. You might or might not be considered a *professional* criminal, but it's very unlikely that you can operate entirely within the law. Needs must when the devil drives.

That said, you do sometimes have time to amuse yourself. Most of your kind are fancy dressers when they can afford it, and like to go dancing when they get the chance. Others enjoy sleazy pleasures such as gambling or dogfighting. However, some may be convinced to work for radical political causes; it's just possible that this hard life could be made a little better . . .

As reduced Wealth and Status are nigh-mandatory for such shady types, this template relaxes the recommended disadvantage limit of 50% of starting points and allows -40 points in disadvantages to permit customization.

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

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 11 [0]; Per 11 [0]; FP 10 [0]; Basic Speed 5.25 [0]; Basic Move 5 [0].

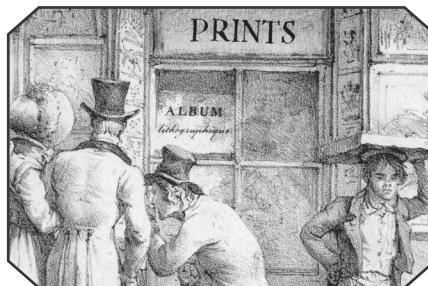
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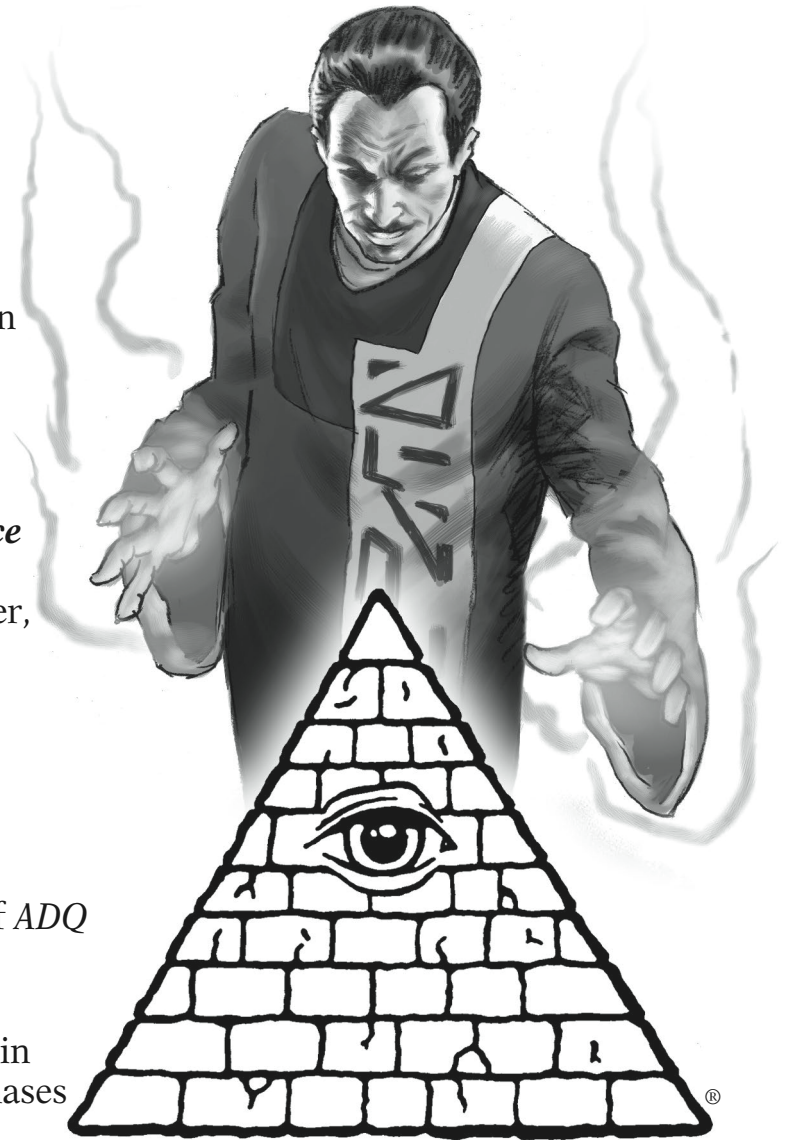
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