

THE PLAYER'S MANUAL FOR

THE ZONE

A **COMPILATION** OF PRE-EXISTENT & INNOVATED RULES TO RUN **THE CANDYLAND ON MARS** CAMPAIGN USING **SJG** GAMES SYSTEMS

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CAR WARS

THE CHRONOLOGY OF THE ZONE

2519CE

DATE	THE HISTORICAL EVENTS
2119	Human Civilization emerges from The Times of Chaos.
2180	The Terraforming of The Planet Mars, begins, and the old off-world science colony grows to become the interplanar port of Olympus City. Back on Planet Earth, The Dinosaurs are resurrected from Ancient DNA trapped in amber. The Location Paradox of Physics is resolved opening the potential for matter-energy transport devices, though it will be more than a hundred years before the first is developed.
2200	The Realm of New Babylon establishes the first orbital space city, tethered to Planet Earth by the cord of an inter-atmospheric space elevator – the extra-atmospheric space port-city, build from an hollowed asteroid, brought into orbit, is called the city of Hanging Gardens.
2222	The Realm of Australia establishes The First "Free Autoduelling Zone" in The Red Desert Centre of The Great Southern Land. It is argued that Liberty must allow the citizen to engage in consensual violence. The Free Autoduelling Zone is walled off and all who enter sign The Death Waiver, freeing themselves from the protection and constraints of Law. This proved an ideal showcase for Australia's automotive industry and "The Zone" became The Number 1 TV Sensation.
2233	Elsewhere, throughout <i>The Free Kingdom of AVALON</i> (i.e. The English-Speaking World), old autoduelling arenas, built during The Times of Chaos, are re-activated, renovated, and brought back into use. The sport of Autoduelling becomes a beloved part of The New Peaceful Utopian Free Society, that has emerged from The Times of Chaos. The AADA re-establishes an Annual Circuit attracting professional drivers, globally. In The Zone, the establishment of The Global Circuit is celebrated by the advent of a small mountain being carved into The Great Monument of Skull Rock, a place of superstitious awe among The Wastelanders – partly because somewhere in area is the chamber/lair/maintenance shop of the hovering assassin droid named "The Collector", which The TV Consortium uses to address individuals with whom they have a bone to pick, but it kills every being that witnesses its emergence or return to its lair, so the location is unknown. The Realm of New Babylon establishes a smaller Free Autoduelling zone in The Middle East. The off-world space-city colony of Jupiter Prime is founded this year, though it will be nine more years before it is active and starts receiving colonists.
2247	The space city of Red Star is established in tethered orbit of Mars. The mass colonization of Mars starts. More than 900 000 humans will move to Mars to start a new life, in the next five years. The inactive core means that humans can dig deeper into the crust and vast underground oceans are created using the planet's deep warmth to melt ice and create deep underworld cities suitable for humanoids.
2255	In The Zone, an astonishingly successful Cycle Gang Leader, Jesus Diablo Hendrix, claims to have made a deal with <i>The Devil</i> at Skull Rock and becomes "Black Jesse".
2266	After a legendary career, The Diabolically Clever Trickster, "Black Jesse" is slain, but, in the heat of combat, his protégé picks up his iconic horned helmet, puts it on, and leads his gang to success – thus becoming The 2 nd Black Jesse. This event begins The Myth of Black Jesse, The Dark Rider.
2288	The Zone is made into a research haven for neo-mega-fauna and giant carnivorous flora. A number of more iconic dinosaurs are released into The Zone. Some go extinct, others adapt to the new habitat, over the course of the next few centuries. The scientists continue to experiment on changing the DNA to create new creatures, unique to The Zone.
2292	The invention of the first matter-energy transport ("teleportation") devices for non-living substances.
2328	"The Red Runners" are created and released into The Zone. These two-legged neo-dinosaurs were bred as mounts to carry a human, run faster than a horse, and survive the desert dry with astonishing endurance, thriving in the heat. The Red Runners can also deal a potentially nasty bite from a mouth full of sharp teeth. The Indigenous Tribe of The Zone quickly adopted these dinosaur steeds and began breeding them, soon producing far superior creatures to anything the gene-factories had created. The Indigenous Red-Runners of Australia are universally considered the finest steeds of their type, anywhere in the world. A single famous racing steed can sell for more than a million dollars, and gentleman's riding mount could easily cost \$250 000.
2354	The launching of the first spread of giant interstellar colonization ships, called "The Great Seeds", each a small, self-contained city, carrying the first collectives of people to new worlds, orbiting distant stars, deep in space.
2388	Many terrible bio-engineered creatures dwell within The Zone. The Zone has been a relatively unhindered testing ground for the release of new creatures, from strange pets to giant carnivorous plants, for two centuries. At the anniversary celebrations, Australia appoints a Resident Bio-Tech Genius, to The Zone. Castle Ravensloft is created to house the eccentric mind. Each genius continues in the position until they die or retire. Thus each generation has its bio-tech genius, with a castle, a small army of servitors, and new experimental regulations, beyond contracts to give The Avalonian Military first buyer choice on everything developed there. The result is that The Lord of Castle Ravensloft is greatly feared by residents of The Zone ~ and a powerful player in every that occurs in these lands.
2291	The Establishment of The First Interplanetary Government of Humanity.
2399	The Assassin Bugs of Skull Rock were premiered in The Zone and have since become an iconic element. This creation by a unique bio-engineering team represent the first flying steeds created by humanity. The wings of these giant insects beat so quickly that the creatures are able to hover, with a rider on their back. Many strange humanoid settlements cultivate colonies of this hive creature, in The Zone. In the decades since its release, the giant insect steed has been greatly improved. The Restaurant at The Edge of The World opens in The Space Port orbiting Pluto, its local pilot, a black man named Zimbatom who is wanted through much of the solar system, for various scoundrelish crimes, offers LSD-fuelled acrobatic "space trips into infinity", off the edge of the world, in one of the fastest ships ever built.
2486	Matter-Energy Transport Devices are perfected for the teleportation of living organisms.
2519	Wars have come and gone, The Solar System is inhabited, and three colonies have successfully established in the planetary systems of neighbouring stars. The Free Autoduelling Zone, in the red deserts of Australia, is a basic feature of Liberty, but in the modern free society, most humans have evolved to live lives more productive than merely excitingly mindless violence. The Zone has difficulty attracting new talent. Thus, The TV Consortium has started a project to bring back great heroes of human history, as humans clones, train them for freeway combat and release them into The Zone, with the intention that they each leave children of greatness who will grow to become part of the fun. And within this setting, The Player Characters enter The Zone.

THE PLAYER'S MANUAL TO THE ZONE

Each Player (e.g. You) plays the role of a Character (e.g. your Autoduellist), in a Story.

Thus, instead of merely reading about what happens in a Story, you play the role of sports competitor in a vast arena – a game where you are competing for Prestige.

The year is 2519AD, and Planet Earth is a socio-technological utopia founded upon the idea of Liberty. But Liberty reasons that humans must be permitted to engage in consensual violence. Thus, the entire arid red desert centre of Australia has been walled off to form The Free Autoduelling Zone of Australia. Any citizen can sign The Death Waiver and enter The Zone – a place where there are no laws.

The Zone is the biggest TV event, in human history.

You are a Free Citizen who has chosen to relinquish the protection of law and enter The Zone – in search of fortune, fame, and glory.

You, like every other human who enters as a contestant, are permitted to enter with \$15 000 worth of Equipment and \$5000 worth of Funds – no more, no less.

You are an Autoduellist of The Zone.

(Turn to Page 42 for a taste of The Fun to come.)

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WHAT YOU WILL NEED TO PLAY THE CANDYLAND CAMPAIGN

CAR WARS Mini Pack

This package contains everything you need to play, in The Zone – including beautiful counters, road sections and The RULEBOOK. It costs only US\$2.50 (only \$1, if you only want the digital version).

If you are running the game (rather than joining my gaming group, in Brisbane), I also recommend you buy some of the Deluxe Road Sections, as they are much better than the basic sections that come with the set =

Deluxe Road Sections #1 = <http://www.warehouse23.com/products/car-wars-deluxe-road-sections-set-3-straight>

Deluxe Road Sections #2 = <http://www.warehouse23.com/products/car-wars-deluxe-road-sections-set-2-intersections>

Deluxe Road Sections #3 = <http://www.warehouse23.com/products/car-wars-deluxe-road-sections-set-3-straight>

To construct "The Anarchy Way Crossroad", you will need Deluxe Road Sections #2 & #3 and the wilderness maps from Expansion Set #8 = <http://www.warehouse23.com/products/car-wars-expansion-set-8-chopper-challenge>

The rest of the maps commonly used (including the complete town of MIDVILLE and a few autoduelling arenas), in addition to a great collection of the colour car counters, are available in a single package = <http://www.warehouse23.com/products/car-wars-deluxe-edition-car-wars-compendium-upgrade>

This is the complete set of products for playing The Candyland on MARS game, in The Zone! However, these rules deal almost entirely with vehicle combat, and leave little room for character development.

The company that created CAR WARS also created a “compatible” set of rules for Advanced Character play, called GURPS (i.e. Generic Universal Role-Playing System).

I will be issuing, each month, the scenarios for an arena combat and this requires only The CAR WARS Rules (above). These events are relatively simple. Every player has the same fixed amount of money to buy/build a combat vehicle, then we all meet up, at the chosen autoduelling arena, and proceed to fight it out until there is only one vehicle still drivable – and that player-character is the winner. We will be having an arena, once per month, with an annual championships arena, at the end of the year.

There will also be arena-like scenarios, set outside of formal arena context, yet still limited in story potential to vehicle combat. These scenarios involve, for example, massive group raids, by the wasteland punks, on the town of MIDVILLE – players choose sides and then the chaos, terror, rape, blasphemy, and mass murder proceeds to unfold, gloriously. And there are many other sorts of fun events, again, played table-top, rather than in via unchained imagination, i.e. RPG.

The RPG games are the real treasure of the fun, we are creating, through these games, but they require more than the CAR WARS rules. These include story scenarios, with mysteries to solve and adventures to navigate through and complex pedestrian combat encounters. These games require that players use the advance systems contained in The GURPS Rulebook.

Those who wish to develop an advanced GURPS character paradigm to join these wonders will need the following product/s =

GURPS Basic Set: Characters

“The GURPS Basic Set” is two books (The “Characters” Manual & The “Campaigns” Manual). To play the game, you only require The Character Manual, though having both is useful and will allow you access many advanced combat rules, etc. The “Characters” Manual is the essential foundation for playing “in The Zone”, i.e. our autoduelling campaign, called “Candyland on MARS”. You can buy it (either as a pdf or a pretty colourful super-glossy hardcover manual) at the following link =

www.sjgames.com/gurps/books/Basic/

Note that I have included two screen photos, below, to direct you easily – the first shows the screen the link will guide you to, and the second shows the only part of the screen that is relevant, i.e. where you get the book.

GURPS Lite

This manual is expensive, as new books go, and there is a free alternative called GURPS Lite. GURPS Lite is a condensed version (335 pages reduced to 32 pages). If you use it, your character will not be as fantastic as those who bought the manual and you will probably envy many of the skills, abilities, and traits that they have, but were not in the tables and descriptions of your book, but you will have enough info to understand the system and play the game. You can download a pdf of GURPS Lite, free, at =

<http://www.sjgames.com/gurps/lite/>

And as a concluding note, I recommend everybody who orders physical products from SJG, also buy a copy of The Principia Discordia, a classic Grimoire of Lunacy from The 1960’s, which SJG bought a license to printed (note, this is a historic piece of literature, not an SJG product, but important for every Lunatic everywhere as it contains THE WHOLE TRUTH ABOUT EVERYTHING) – and remember, SJG is the company who trademarked The Eye in The Pyramid, back in The 1980’s, got raided by The American Secret Service, as a result, and you can read the story, at this fun link =

<http://www.sjgames.com/SS/>

PART I.

CAR WARS

CAR WARS

THE PLAYER-CHARACTER

The character you will play has four basic dimensions of description – Character Name, Damage Points, Skills, and Equipment.

“Character Name” is the name of the character that is played by you, in The Story. This name can be nearly anything. You can choose this name.

“Damage Points” are the number of points of damage your character can sustain, before dying. Most humanoids have 3DP (Damage Points), but Ogres and Humans with The *Body Building* Skill can have 4DP or more.

“Skills” are The Skill Areas in which you are expert or exceptional. A character will only list *Driver* Skill, if she is a fully trained combat driver, proficient in crazy autoduelling manoeuvres, e.g. The T-Stop & The Bootlegger’s Reverse. However, you are a fully trained combat driver. You start the game, fully skilled in *Running, Climbing, Swimming, Handgunner, Gunner, Driver* Skills. You took an advanced preparation course. In addition to these basic autoduelling skills, you have two skills, which you may choose from the complete skill list. You may only start with skills at base level of proficiency. You may gain expertise by spending Experience Points (XP) that you gain, during play.

“Equipment” is the equipment you carry + your car (and its cargo). As a pedestrian, you can carry 6 units (called “Grenade Equivalentents” or GE) – thus, you can carry 6GE. You may choose your equipment (including Body Armour) from the complete hand weapons & personal equipment list, but you must purchase it using your initial \$15 000 – you may not spend your additional \$5000, until after you have entered The Zone. Note that Ogres and Humans with The *Body Building* Skill can carry 7GE or more.

There is also the question of weight. This is an optional trait. You can choose the weight of your character and you can calculate the weight of your equipment. Knowing your weight can be useful when calculating your movements at speed, but CAR WARS generally assumes that all characters weigh 150lbs. Thus, knowing your weight is entirely optional.

This is the basic game mechanics of The Player-Character.

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CAR WARS

PLAYER CHARACTER-RECORD SHEET

CHARACTER NAME:

Player Name:

Character DP:

Body Armour DP:

CAR WARS SKILLS

Runner

Climber

Swimmer

Handgunner

Gunner

Driver

CAR WARS EQUIPMENT

PC WEIGHT:

Equipment Weight:

TREASURE

Electronic Bank Account: \$5000

Loot:

FREEWAY VEHICLE

CAR WARS SKILLS

Every Player Character starts the game with the following skills – Runner, Swimmer, Climber, Handgunner, Gunner, Driver and 2 skills of The PC's choice, from the list or one skill from the list below and either Runner +1 or Swimmer +1 or Climber +1 (these are the only skill with which you may start the game at +1 Skill Rank).

Acrobatics	Psionics	Runner
Aero-Space Pilot	Theology	Security
Animal Husbandry	Fast-Talk	Science
Archery	Gunner	Stealth
Blade	Handgunner	Streetwise
Boat Pilot	Helicopter Pilot	Survival
Body Building	Hobby	Swimming
Brawling	Hover Pilot	Tank Pilot
Boxing	Journalism	Teaching
Climber	Law	Theft
Communications	Leadership	Trucker
Computer Tech	Luck	Weaponry
Cyclist	Martial Arts	Wrestling
Driver	Mechanic	Witchcraft
Engineering	Paramedic	Agriculture
Espionage	Navigation	
Explosives	Politics	

Aero-Space Pilot includes the ability to pilot Aeroplanes and Interplanetary Space Ships, the ability to pilot Autogyros, Gliders, Carplanes & Hoverplanes (while in the air) and Airships, use hang-glidors and a Jet Pack. There will be few opportunities to pilot a plane, during the campaign, but any character with this skill may also buy a Jet Pack.

Animal Husbandry includes Horse (and other creature)-Riding.

Archery includes Crossbows.

Blade involves only Swords and Knives.

Cyclist includes the ability to drive Trikes.

Helicopter Pilot includes the ability to pilot Autogyros, Grasshoppers (while in the air), and Heli-Packs. A character with Helicopter Pilot may design and buy a Grasshopper, when she has enough money.

Hobby includes any skill not listed here, you chose one.

Hover Pilot includes the ability to drive hovercraft. A character with Hover Pilot may buy a one-man hovercraft instead of cars.

Navigation includes Space Navigation.

Weaponry includes knives and all weapons, except Swords.

Tank Pilot includes all forms of tracked vehicles. A character with Tank Pilot may retrofit her vehicles to use tracks, instead of tires.

Theology means the character has true faith and is religiously schooled in the occult dangers of The Sinful World.

Parapsychology means the character has psychic abilities which she has learned to express through the terminology of The Psychic Sciences.

CAR WARS MELEE-WEAPONRY LIST

Weapon	GE	"To Hit"	Damage	Weight	Cost	Notes
KNIVES						
GURPS Skill: Melee Weapon – Knife DX E						
Knife	1	7	1-2DP	½	\$50	
Bayonet	1	7	1-2DP	1	\$50	
Force Knife ¹	1	6	1d		\$5000	A
CHAINS						
GURPS Skill: Melee Weapon – Flail DX H						
Cycle Chain	1	8	1DP		\$10	D
Spiked Chain	1	8	1-2DP		\$5	D
GURPS Skill: A Martial Arts Skill + Melee Weapon – Kusari DX H						
Kusari						
CLUBS						
GURPS Skill: Brawling DX E						
Brass Knuckles						
Small Heavy Object (e.g. Pistol Butt, Rock, or Sap)	1	6	1DP		-	
GURPS Skill: Melee Weapon – One-Handed Axe/Mace DX A or Melee Weapon – Shortsword DX A						
Club, Wood, One-Handed (e.g. Night Stick)	1	6	1DP		-	
Club, Metal, One-Handed (e.g. Tire Iron)	1	6	1-2DP		-	
GURPS Skill: Melee Weapon – Two-Handed Axe/Mace DX A						
Club, Wood, Two-Handed (e.g. Baseball Bat)	2	6	1-2DP		-	
Club, Metal, Two-Handed (e.g. Rifle)	2	6	1-3DP		-	
Wood-Cutter's Axe	2	7	1d-2			
Chainsaw	3	8	1d		\$25	
SWORDS						
GURPS Skill: Melee Weapon – Rapier DX A						
Sword, Fencing	2	7	1-3DP		\$100	
GURPS Skill: Melee Weapon – Broadsword DX A						
Sword, Knight's						
GURPS Skill: <i>Kenjutsu</i> (The Traditional Art of Katana Use) [3] + Melee Weapon – Broadsword DX A (if used one-handed) and Melee Weapon – Two-Handed Sword DX A (if used two-handed)						
Sword, Katana	2	6	(1- 3)+1DP		\$1000	
GURPS Skill: Melee Weapon – Two-Handed Sword DX A						
Sword, Dragon-Slaying	3	7	(1- 3)+1DP		\$250	
GURPS Skill: Melee Weapon – Force DX A						
Sword, Force ¹	1	6	2d		\$10 000	A
MARTIAL ARTS WEAPONS						
GURPS Skill: A Martial Arts Skill + Melee Weapon – Tonfa DX A						
Tonfa	1	7	1DP		\$25	B
GURPS Skill: A Martial Arts Skill + Melee Weapon – Jitte/Sai DX A						
Sai	1	7	1-2DP		\$250	B
GURPS Skill: A Martial Arts Skill + Melee Weapon – Flail DX A						
Nunchuku	1	7	1-2DP		\$75	B
POLE-ARMS						
GURPS Skills: Melee Weapon – Spear DX A or Melee Weapon – Lance DX A (for use when mounted)						
Spear	3	8	1-3DP		\$25	E

¹ Force weapons project a beam of energy that is used as a blade.

CAR WARS HAND GUN LIST

Weapon	GE	"To Hit"	Damage ²	Shots	Weight (lbs.)	Unloaded Cost	Cost per Shot	Loaded Cost	ST ³
PISTOLS									
GURPS Skill: Guns – Pistol DX E									
Light Pistol	1	7	1	8	1	75	1	83	7
Heavy Pistol	1	7	2	8	3	100	1	108	9
SHOTGUNS									
GURPS Skill: Guns – Shotgun DX E									
DB Shotgun Pistol ("Trainstopper")	1	6	2/4	2	4	150	1*	152	12
Shotgun	2	6	2	10	8	120	1*	130	10
Shotgun, Double-Barrelled	2	6	2/4	10/5	12	200	1*	210	10
RIFLES									
GURPS Skill: Guns – Rifle DX E									
Rifle	2	7	3	20	10	120	1	140	7
Sniper Rifle	3	5	4	5	17.5/0.8	2500	5	2525	9
Semi-Automatic Rifle	3	7	1d+1	10	12	400	15	550	11
Anti-Vehicular Rifle	3	8	1d	5	25	600	5	650	12
Heavy Anti-Vehicular Rifle	4	8	1d+3	5	30	800	10	900	14
SUBMACHINE GUNS									
GURPS Skill: Guns – SMG DX E									
Machine Pistol	1	7	1d-2	6	5	250	12	322	10
Submachinegun	2	6	1d	10	9	250	12	370	8
GAUSS GUNS									
GURPS Skill: Guns – Pistol DX E									
Gauss Pistol	1			5	2				9
GURPS Skill: Guns – Rifle DX E									
Gauss Rifle	2			10	9				9
LASER GUNS									
GURPS Skill: Beam Weapon – Pistol DX E									
Laser Pistol	1			5					7
GURPS Skill: Beam Weapon – Rifle DX E									
Laser Rifle	2			5	10				7
GURPS Skill: Beam Weapon – Projector DX E									
Laser VLAW	2			1	18				8
Laser LAW	3			1	25				8
SPEARGUN									
Speargun									
GURPS Skill: Guns – Spearguns DX E Default DX-4 or any Guns -4; "The speargun has a single shot; reloading takes 2 seconds." CWC (1990)									
	2	8	2 imp	1	5	\$200	\$15 (1/3 GE)	\$215	9

² The minimum amount of damage dealt by any weapon on this table is 1DP.

³ Minimum GURPS Strength needed to wield the lowest recoil gun in the category. Note that most guns in most categories have higher recoil and require higher strength than is noted here. Using a gun without the minimum required strength involves a penalty of -1 "to hit". Players who desire a more detailed weapon list are directed to The GURPS "Characters" Book and the many GURPS supplements on handguns – note that all prices in The Zone are exactly HALF the prices listed in GURPS.

CANDYLAND ON MARS
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HAND-HELD GRENADE LAUNCHERS			
GURPS Skill: Guns – Grenade Launcher DX E			
Grenade Launcher	2	5	K
Under-Rifle Grenade Launcher	+1	1	k, l
GYROSLUGGERS			
GURPS Skill: Guns – Gyroc DX E			
Double-Barrelled Gyroslugger	3	2	M
Under-Rifle Gyroslugger	+1	1	M
ANTI-TANK WEAPONS			
GURPS Skill: Guns – Light Anti-Tank Weapon (LAW) DX E			
Very Light Anti-Tank Weapon	1	1	N
Light Anti-Tank Weapon	2	1	N
FLAMETHROWERS			
GURPS Skill: Liquid Projector – Flamethrower DX E			
Portable Flamethrower	5	5	O
TRIPOD-MOUNTED HEAVY WEAPON			
GURPS Skill: Gunner – Machine Guns DX E + c.f. Tripod-Mounted Weapons			
Tripod-Mounted MG	5	20	P,q
Tripod-Mounted VMG	5		P
GURPS Skill: Guns – LAW DX E			
Tripod-Mounted RR	5	3	P,q
Tripod-Mounted MML	5		P
Tripod-Mounted RL	5		P
Tripod-Mounted HR	5		P

* The Most Common Ammunition in The Zone. The 12" Shotgun Cartridge has been improved, over the course of 500 years, but it remains the same basic design and appearance. These are colour coded. Standard Rounds are Red. Anti-Vehicular Rounds are Black. Anti-Personal Rounds are Green. High Density Rounds are Grey. Explosive Rounds are Yellow. Incendiary Rounds are Purple. Standard Rounds are the only sort commonly available. Regularly, the arms dealing showrooms of The Zone offer sales where rare ammunition types are available with limits on how much any individual can buy. These types of sales on Shotgun Rounds are more common than sales on rare ammunition for any other type of weapon. Shotgun Rounds are the most common sort of "rare" ammunition available in The Zone and these are often found in treasure hoards or upon the bodies of slain opponents.

The Shotgun is an archetypal weapon of The Zone and The TV Consortium encourages this. This popularity may be partly due to the fact that it is the primary handgun of The MFP & MIDVILLE's Security Officers. All MFP Drivers wear a heavy pistol & a Trainstopper. All MFP Pursuit Cruisers are equipped with two shotguns and a single (expensive) scoped rifle. All MFP Security Guards (non-drivers) at City Hall carry double-barrelled pump-action shotguns. And all of these shotguns are loaded with the grey cartridges of Anti-Vehicular Ammunition – The MFP has an unlimited supply. And some occasionally goes missing.

In addition, Black Jesse's Gang gets an equal supply of the same AV Shotgun Rounds and all members of his gang may use this ammo at the same price as Standard Rounds. Black Jesse gets exactly the same number of rounds as City Hall gets – though whomever uses the most defines the numbers. As a result, there are certainly AV Shotgun Rounds on The Black Market and, outside of The Radius, they can be bought discretely almost anywhere at \$15 per round. Shipments of these AV Rounds arrive monthly by armoured semi-trailer trucks which are in danger, whilst outside of The Radius. A single carton of these could be unloaded for \$1000, in The Wasteland and a truck carries many cartons. But The Trucking Companies that have been chosen for The TV Consortium supply contracts are professional and armed to the teeth.

HANDGUN MODIFICATIONS

<i>Waterproofing Weapons</i>						+25% (unloaded cost)
<i>Blue-Green Laser Tuning</i>						
<i>High-Frequency Laser Tuning</i>						
Bayonet	1G					
	E	8	1d-2	1	\$50	
	or					

"Only usable in hand-to-hand combat. When attached to the end of a rifle, it adds no GE." CWC (1990)

Folding Stock

"Adds 1GE for pistols, and subtracts 1 GE for rifles, shotguns, gyroslugges, or SMG. Not available for other hand weapons. A folding stock gives +1 "to hit" with pistols when unfolded. But -1 to hit for other weapons when folded. Folding or unfolding the stock counts as a firing action." CWC (1990)

	+0				
	GE				
-1				+\$	
			+/-3		

Laser Targeting Scope

"This scope may be attached to any weapon of tripod weapon. It gives +1 to hit with any weapon it is attached to. User may "fire" the LTS instead of the weapon it's attached to in order to gain sustained fire bonuses. No to-hit roll is needed." CWC (1990)

	+0				
	GE		1	\$500	

Smartgun Electronics

Includes "An electronic access system" (PC's choice of a biometric scanner or a transponder in a ring or glove) "that llimits usage to an authorized person. Unauthorized users cannot fire the weapon." In addition smart electronics "give a +1 on skill rolls to fix damage or malfunctions". If the weapon also has an Laser Targeting Sight, this may be "built in" to the gun in includes a video uplink to a heads-up display in helm or goggles", see Head's Up Display under helmet modifications.

	+0				\$500
	GE				

GRENADES

GURPS Skill: Thrown Weapon – Grenade DX E	1
	1
	1

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CHOOSING A HANDGUN

Every handgun has an ST rating, defining the minimum strength required to use the weapon. When building a GURPS Character Paradigm, ST costs character points. If you have used a high ST weapon in CW, you will be required to pay GURPS character points for it. Therefore, you are encouraged to contemplate where your character fits on the following chart and choose your weapons accordingly.

THE STRENGTH CHART

ST	
14+	The Strength of an Ogre or a Professional Body-Builder
10-11	The Strength of a Strong Female Humanoid or Ordinary Male Humanoid
8-9	The Strength of an Ordinary Female or Frail Male Humanoid
7	The Strength of a Frail Female or Frail Male Humanoid
6	Upper Strength Range of an Immature Humanoid Child

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RARE AMMO CHARTS

Each PC starts with a full load of rare ammo for her handgun of choice, if she has a handgun from this list –

Roll	Pistol	Shotgun	Rifle	SMG
1	Hollow Point	Anti-Vehicular	Hollow Point	Anti-Vehicular

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PLAYERS MANUAL TO THE ZONE
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2	Hollow Point	Anti-Vehicular	Hollow Point	Explosive
3	Anti-Vehicular	Anti-Vehicular	Anti-Vehicular	High-Density
4	Anti-Vehicular	Anti-Vehicular	Anti-Vehicular	Incendiary
5	Anti-Personal	Anti-Vehicular	Anti-Vehicular	Tracer
6	Anti-Personal	Anti-Vehicular	Anti-Personal	Anti-Personal

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CAR WARS

Body Armour List

BODY ARMOUR	DP	Total GE	WEIGHT ⁴ (lbs.)	COST
Helmet ⁵			3	\$100
Body Armour	+3DP		10	\$250
Blended Body Armour			5	
Improved Body Armour	+6DP	-1GE	25	\$1500
Blended Improved Body Armour			10	
Impact Body Armour	+6DP	-1GE		\$2000
Spiked			+1	+\$100
Fireproof				x2
Laser-Reflective			X1.1	x2
Radarproof (includes Sonar and all Detection Techs common in The Zone)				x1.1
Invisibility				x400
LD Communications System		1GE		+\$350
Gas Mask		1GE	+0.5	+\$30
Tinted Visor				+\$20
Light-Intensifier Visor				+\$300
Infrared Visor Mode				+\$750
Fireproof Suit			3	\$500
Combat Belt				
Takes only 2GE, but holds 1 Pistol (state CW type) and 2GE worth of 1GE-sized Equipment (state exact equipment) + 1 Pistol Magazine (same type as holster) and 1 small lockable equipment-pouch/box which contains 1GE of space, but it can only hold items that are less than 1GE (e.g. car keys, coins, jewels, or, if 2 Pistol Magazines, this must be stated at purchase). Fits over body armour, but must be worn to gain benefits. When buying the item, the user chooses the equipment for which The Combat Belt is designed, including the type of Handgun Magazine. The Combat Belt won't work for other types of equipment. A Combat Belt may be used in conjunction with a Battle Vest or an Armoured Trenchcoat or an Armoured Cape.				
		2GE	3	\$50
Battle Webbing				
Takes only 2GE, but holds 5GE worth of 1 GE-sized Equipment + two belts of 10 individual shots for a single type of Handgun (must specify type, when purchasing The Battle Webbing). "Fits over body armour, but must be worn to gain benefits." Battle Webbing is a set of belts and harnesses designed specifically easily carry a pre-chosen equipment suit. When buying the item, the user chooses the equipment for which the webbing is designed. The webbing won't work for other types of equipment. Battle Webbing may not be used in conjunction with a Combat Belt, a Battle Vest or an Armoured Trenchcoat.				
Battle Vest				
"holds one pistol, two grenades of any type, two hand weapon magazines of any type" (buyer must specify)", and one Bowie knife. Fits over body armour, but must be worn to gain benefits." CWC (1990) A Battle Vest may be used in conjunction with a Combat Belt or an Armoured Cape.				
		3GE	5	
Armoured Trenchcoat				
"holds one pistol, two grenades of any type" (i.e. two deep pockets)", two hand weapon magazines of any type" (buyer must specify)", and one Bowie knife" (or other knife)". Fits over body armour, but must be worn to gain benefits.... gives the wearer an additional 3DP, but only protects on 1 to 4 on 1 die. The armoured battle vest cannot be worn over IBA or impact armour." CWC (1990) SJG originally described this item as the "armoured battle vest", but military terminology is unsuited to our sci-fi genre and trenchcoats look better than flak vests; the stats of the item are otherwise unchanged. An Armoured Trenchcoat may be used in conjunction with a Combat Belt.				
	+3DP	3GE	5	\$225
Armoured Cape				
This bullet-proof, multi-layered item may be worn for protection (no GE encumbrance) or may be used as a melee weapon at 3GE encumbrance. Protects as per Armoured Trenchcoat. An Armoured Cape may be used in conjunction with a Combat Belt, Battle Webbing or a Battle Vest.				
	+3DP	0GE/ 3GE	5	\$50+
Backpack				
"no GEs. The pack carries 5GEs' worth of hand weapons that do not count toward the 6GE limit. It takes a firing action to remove or don a backpack, and items may be added to or removed only from a laid-down pack. It takes 1d seconds to add				
		0GE	5	\$40

⁴ Weight for Body Armour is given for GURPS ST 10. Increase or decrease the weight by 10% for every point of ST above or below 10.

⁵ All types of BA come with a Helmet.

something to or remove something from the pack. If the pack is carried, rather than worn, it counts as 5GE." CWC (1990)

Life Jacket	4
Scuba Gear	60
Swim Fins	4

CAR WARS

CUSTOM BODY ARMOUR

Body Armour is constructed of two layers. The under layer is the bullet-proof plastic-weave fabric (the jumpsuit, worn beneath the armour plates) – called The Soft Armour. The outer layer consists of the hard plates (including the breastplate, arm-guards, leg guards, and helmet) – called The Hard Armour. Standard Body Armour is a jumpsuit of Light Soft Armour under a full set of Light Hard Armour. Standard Improved Body Armour is a set of Heavy Soft Armour under Heavy Hard Armour. Impact Body Armour is only available as a complete set package (see above) and cannot be bought as custom components.

BODY ARMOUR LAYER	DP	Total GE	COST
THE SOFT ARMOUR			
Light Soft Armour	+1DP		\$125
Heavy Soft Armour	+2DP		\$750
THE HARD ARMOUR⁶			
Light Hard Armour	+2DP		\$175
Heavy Hard Armour	+4DP		\$1250

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Miscellaneous Equipment

Some types of non-combat equipment cannot be easily purchased in The Zone and should be purchased before entering. The Zone is a place of freedom from legal restrictions. This means that most types of weaponry are abundantly available and generally only those weapons which remove emphasis from the human element are not released into The Zone. However, many items that are common, beyond The Wall are simply not sold in The Zone. Classical Musical Instruments are an example. There are a number of places where PCs can buy music cubes or electric guitar, but if you want a silver flute, you will have to buy it or order it for delivery to a gate. Kitten places The Flute. Likewise, there are many covert-ops items that not illegal but are not sold and are available only on the black market, in The Zone. Examples (from The GURPS Rulebook Equipment Lists) include Microphone Bugs, Disguise Kits, Laboratory Cases, and Full-Sized Wearable Computers and other hyper-advanced computer tech. There are places where all of these things are relatively easily available, in The Zone, but not at shops. If you want this sort of specialist equipment, you should buy it before you enter the Zone – and that means using your car budget for non-car related equipment. As a general, rule check with The GM on any equipment that is in The GURPS rulebooks, but not in The CAR WARS rulebooks.

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⁶ Hard Armour Protective DP is reduced by 1, without a Helmet.

CAR WARS

SOME "OFF-THE-SHELF" PLAYER-CHARACTER CONCEPTS

THE RACE CAR DRIVER

You are any kind of glory-seeking driver, seeking to make your name in The Zone.

DP: 3

Skills: Runner, Climber, Swimmer, Handgunner, Gunner, Driver, +2 Skills of your choice

Equipment: Body Armour

Cost: \$250

THE COMPUTER HACKER

You have a cybernetic web-jack in your head and you are an expert at hacking computer systems and you intend to market your skills to powerful interests, in The Zone.

DP: 6

Skills: Runner, Climber, Swimmer, Handgunner, Gunner, Driver, Computer Tech, +1 Skill of your choice

Equipment: Body Armour, Cyberdeck Wrist Computer, Heavy Pistol.

Cost: \$358

THE MARTIAL ARTIST

You are any kind of martial artist, seeking to make a name in The Zone.

DP: 3

Skills: Runner, Climber, Swimmer, Martial Arts, Handgunner, Gunner, Driver, +1 Skill of your choice

Equipment: Body Armour

Cost: \$250

THE JOURNALIST

You are any seeking to uncover the mysteries of The Zone ~ perhaps you are undercover?

DP: 3

Skills: Runner, Climber, Swimmer, Handgunner, Gunner, Driver, Journalism, +1 Skill of your choice

Equipment: Body Armour

Cost: \$250

THE BOUNTY HUNTER

You are a registered Hunter, who takes contracts to collect "wanted" rewards", in The Zone.

DP: 3

Skills: Runner, Climber, Swimmer, Stealth, Handgunner, Gunner, Driver, +1 Skill of your choice

Equipment: Body Armour

Cost: \$250

THE WASTELAND TRASH

You are an evil punk, from The Wasteland, seeking to make a name in The Zone.

DP: 3

Skills: Runner, Climber, Swimmer, Handgunner, Gunner, Cyclist, Driver, +1 Skill of your choice

Equipment: Body Armour

Cost: \$250

THE ECO-TERRORIST

You want to raise awareness of environmental issue by acts of terrorism against the various factions that represent the mismanagement of the planet - The Zone offers you the media opportunity to raise the public profile these matters.

DP: 3

Skills: Runner, Climber, Swimmer, Handgunner, Explosives, Gunner, Driver, +1 Skill of your choice

Equipment: Body Armour

Cost: \$250

PART II.

GURPS

GENERIC UNIVERSAL ROLE-PLAYING SYSTEM CAR WARS-GURPS CONVERSION RULES

Quick-Start Conversion Rules for The CAR WARS-GURP Character Paradigms.

CHARACTER POINTS

Conversion GURPS to CAR WARS is at ratio 2:1, thus 1 Character Point in CAR WARS = 2 Character Points in GURPS.

CAR WARS PLAYER-CHARACTERS

CAR WARS Characters are simple.

Every Character has 3 Damage Points in addition to a List of Skills and a List of Equipment.

That is everything.

CAR WARS Characters are simple.

SKILLS

Every character starts play with a list of skills: Runner, Swimmer, Climber, Handgunner, Vehicular Gunner, Driver. In addition, every PC has two additional skills from the flowing list:

EQUIPMENT

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GURPS PLAYER-CHARACTERS

The GURPS Character Rules are more advanced than The CAR WARS Character Rules. This advance character system, called "The Ominous GURPS" is for players who want to put more effort and detail into their characters and be rewarded with a more complex suite of abilities. The use of The GURPS Character System is optional.

If you wish to play a GUPS Character, then you will have two character stat paradigms/record sheets ~ your CAR WARS Character Sheet and your GURPS Character Sheet. Both are the same character, merely two different ways of describing her. When you are playing table-top CAR WARS vehicular combat, you will use your CW Character Sheet, though it will be informed by your GURPS Character Stats in ways described below. When you are playing a complex role-play scene, you will use your GURPS Character Stats. Whenever you give experience points to your CAR WARS Character, your GURPS Character Stats also gain experience points.

ATTRIBUTES

GURPS Characters with a Strength of 14 or higher must take The CAR WARS Skill *Body Building*.

MOVEMENT

CAR WARS Characters have a standard movement rate of 1.25 squares or 1.75 squares when sprinting (no other action is possible in that round). This standard movement rate increases by 0.25 squares for every 1 point of GURPS Base Move over 6. CAR WARS Characters with Runner +1 skill must have a GURPS Base Move of not less than 6 and not greater than 7, etc.

DAMAGE POINTS

The conversion rule is 4 HP in GURPS = 1 DP in CAR WARS. Most CAR WARS Characters have 3 DP (Damage Points). Thus, GURPS Characters with 9-12 HP have 3 DP in CAR WARS. GURPS Characters with 13-16 HP have 4DP in CAR WARS. GURPS Characters with 17-20HP have 5DP in CAR WARS. And GURPS Characters with 5-8 HP have 2 DP in CAR WARS.

SKILLS

The conversion rule is GURPS Skill Level 14 = CAR WARS Base Skill Rank. GURPS Skill Level 16 = CAR WARS Skill Rank +1. GURPS Skill Level 17 = CAR WARS Skill Rank +2. GURPS Skill Level 18 = CAR WARS Skill Rank +3. Characters are only proficient in skills which they hold BOTH CAR WARS Base Skill Rank or higher and GURPS Skill Level 14 or higher. Characters who have GURPS Skill Level, but not CAR WARS Base Skill Rank may use The Skill for the duration of the story scene, if they succeed a GURPS Skill Check. If the Skill Check is failed, they may still use the skill, but at a penalty – GURPS Skill Level 12-13 = -1 Penalty, GURPS Skill Level 10-11 = -2 Penalty, GURPS Skill Level 8-9 = -3 Penalty (which is the same as The CAR WARS Default for unskilled action).

To facilitate conversion, I have made a GURPS character sheet with CAR WARS Paradigms integrated.

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USING GURPS COMBAT SKILLS IN CAR WARS GAMES

In CAR WARS, all characters either have the ability to operate vehicular weaponry (i.e. The *Gunner* Skill) or they don't.

In GURPS, characters must buy a separate skill for the ability to operate each individual type of weapon.

A GURPS Skill Level 14 is considered fully adept in The CAR WARS Equivalent Skill, anything less than Skill Level 14 represents partial-competence in The CAR WARS Equivalent Skill. In CAR WARS Combat, GURPS characters are considered to have The CAR WARS Skills *Gunner* or *Handgunner* or *Weaponry* or *Martial Arts/Brawl* only in The GURPS Areas of Specialty they have at Level 14 or above. Higher Ranks of CW Skill must be attended by equal Skill Level Thresholds in The GURPS Equivalent Skills – likewise, the high levels of GURPS Skills must be attended by equal ranks in The CAR WARS Equivalent Skills, for the full benefits to be gained.

Chart for translating GURPS Combat Skills to CAR WARS,

GURPS Skill Level 20	CAR WAR Skill Rank +3
GURPS Skill Level 18	CAR WAR Skill Rank +2
GURPS Skill Level 16	CAR WAR Skill Rank +1
GURPS Skill Level 14	CAR WAR Base Skill Rank
GURPS Skill Level 12	-1 "to Hit"
GURPS Skill Level 10	-2 "to Hit"
GURPS Skill Level 8 or CW Unskilled	-3 "to Hit"

Thus, if a GURPS character in a CAR WARS Game has skill The *Handgunner – Pisto* Skill at Level 14, then that character uses pistols as if she has The CW *Handgunner* Skill at Base Level. However, if that same character has The *Handgunner – Rifles* Skill at only Level 10, then that same character uses all CAR WARS Rifles at -2 "to hit", unless she successfully makes her skill roll before each time she fires the rifle. This system follows for mounted vehicular weapons, also.

For example, Kitten starts the game with The *Gunner – Machine Gun* Skill at Level 14 which means she has full ability to use any vehicular machine guns and also tripod MGs, which she encounters. However, she has The *Gunner – Rockets* Skill at only Level 13. In a CAR WARS Game, this means that Kitten can operate vehicular machine guns as if she has The CAR WARS *Gunner* Skill, but she is at a penalty of -1 when operating recoilless rifles and rockets.

THE BENEFITS OF GURPS: WHAT HAPPENS WHEN RANKS OR SKILLS DON'T MATCH?

It is highly likely that a GURPS character will have some GURPS Skill in areas where she has no CAR WARS Skill. Likewise, it is possible to have a GURPS Skill at the threshold for a CAR WARS Skill Rank, but not have that CAR WARS Skill Rank. In these instances, The Character uses either a Skill Translation between systems or The Character makes GURPS Skill Check each time she wants to use the advantage of that higher Skill Rank.

REGARDING COMBAT SKILLS

All GURPS *Open Hand* and *Melee* and *Handgunner* and *Gunner* Skills translate using the above chart. No skill roll is needed if the GURPS Skill Level is below The CAR WARS Skill Rank – the character merely uses The Translation Chart to determine adjustments to “to hit” score.

A Combat Weapons Example: Kitten has The GURPS *Melee – Thrown Knife* Skill at Level 13, but she has not got The CAR WARS *Weaponry* or *Blade* Skill. She is in a situation where she needs to throw a knife. She makes a single GURPS Skill Check to cover the whole attack round. If she rolls 13 or under she throws her knives with full proficiency, for the entire round of combat. If she fails her GURPS Skill Check, she throws her knives at -1 “to hit”, for the entire combat round.

GURPS Weapon and Open-Hand Combat Skills require only a single Skill Check dice roll, for each combat round, and the penalties for failing the Skill Check are listed on the above chart.

Characters with higher GURPS Skill Level than their equivalent CAR WARS Skill Rank may attempt to use the individual GURPS Skill at the equivalent (but not possessed) CAR WARS Higher Skill Rank. For example, the character who has (for example) GURPS *Handgunner – Pistols* Skill at Level 16, but The CAR WARS *Handgunner* Skill at only Base Skill Rank. This character wants to use her CAR WAR *Handgunner* Skill at Skill Rank +1. She needs only make a single GURPS Skill Check at the start of combat round and if she succeeds, she uses her Pistol as if she has CAR WAR *Handgunner* Skill +1, for the whole of the combat round. Characters with high GURPS Skill Levels are likely to make their skill checks nearly every time, but not every time.

Characters with higher than Base Level CAR WARS Skill Ranks must have the equal GURPS Skill Level. These characters gain the benefits of their high CAR WAR Skill Ranks automatically with all GURPS Skills which they have at Skill Level equal to or greater than their CAR WARS Skill Rank. In addition, the character may attempt to use any weapon within the CAR WARS Skill Category at the proficiency of her CAR WARS Skill Rank, if she has The GURPS Equivalent Skill. The character makes a single (usually unmodified) skill check at the start of the combat round, and if successful, uses the skill at her CAR WARS Skill Rank, for the whole of the combat.

REGARDING NON-COMBAT SKILLS

Characters may attempt to use a GURPS Non-Combat Skill (e.g. Vehicle Piloting, Stealth or Shadowing, First Aid) to compensate for the absence of CAR WARS Skill Ranks. A character who has a GURPS Skill Level, but no CAR WARS Skill may do this. A character who has a GURPS Skill Level of 16+ may use GURPS Skill to temporarily gain the equivalent of CAR WARS Skill Rank of +1 to +3. To use GURPS Skill Level to perform a CAR WAR Skill Rank task, the character must make a (usually unmodified) GURPS Skill Check in order to successfully use The CAR WARS Skill Rank. The character must then make another GURPS Skill Check each time she must make a CAR WARS dice roll related to The CAR WARS Skill.

A Vehicular Piloting Example: Kitten has The GURPS *Cyclist* Skill at Level 12, but she doesn't have The CAR WARS *Cyclist* Skill. During one of Black Jesse's Raids on MIDVILLE, a Cyclist is blasted off his bike and the riderless cycle skithers on the ground to a stop in front of Kitten. She picks up the cycle, mounts it and tries to ignite its plant and ride it. But she has only had a few lessons is cycle riding. She must roll 13 or under on 3d6 in order to successfully ride The Cycle. If she succeeds, she is comfortable and having fun, at basic proficiency level. If she fails, she is making some amateur mistakes and rides the cycles at -1 on Handling Class, but no other penalties (see chart, above). She has some experience at operating the vehicle.

A driver cannot use hand weapons safely during the period of a failed GURPS Vehicle Piloting Skill Check (i.e. another skill check is required and hand weapon is fired at -1 to -3 "to hit").

EXPERIENCE POINTS

XP is awarded as CAR WARS Character Skill Points. Each CAR WARS Skill Point awarded is automatically attended by 1 GURPS Character Point.

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CAR WARS EQUIPMENT LIST (Light Encumbrance GE –lbs or Encumbrance GE – lbs without Helmet)

PERSONALITY:

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GURPS RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	COST
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GURPS HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes
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GURPS EQUIPMENT & POSSESSIONS

Item	Location	Cost	Weight
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GURPS ARMOUR DESIGN

Item	Location	Cost	Weight
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FREEWAY AUTODUELLING VEHICLE - Name

WEALTH

Money: \$5000 + ?

Treasure: nil

Properties: nil

PLAYER-CHARACTER POINT SUMMARY

Attributes/Secondary Characteristics:

Advantages/Perks/TL/Cultural Familiarity:

Disadvantage/Quirks:

Skills/Techniques:

Other:

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GURPS SKILLS & ADVANTAGES

A few GURPS skills involve specializations that are not included in The GURPS Basic Set, whilst others gain from exploration of detail, in this Players Handbook.

SKILL TRANSLATIONS FROM CAR WARS TO GURPS

CAR WARS SKILL	GURPS SKILLS
COMPUTER TECH	Engineering – Electronics Computer Operation Computer Programming Computer Hacking Electronics Repair - Computers Electronics Operation – Cyberdeck Electronics Repair - Cybertech Brain Hacking – Cybertech
ENGINEER (PSIONICS)	Engineering – Psychotronics [1] Electronics Operation - Psychotronics [1] Electronics Repair – Psychotronics [1]
ENGINEER (ROBOTICS)	Engineering – Robotics Mechanics – Robotics
COMMUNICATIONS	Engineering – Electronics Electronics Operation - Communications Electronics Repair – Communications Electronics Operation - Sensors Electronics Repair – Sensors Electronics Operation – Sonar Electronics Repair – Sonar
SECURITY	Engineering – Electronics Electronics Operation - Security Electronics Repair – Security Electronics Operation – Surveillance Electronics Repair – Surveillance
MECHANIC or ENGINEER (VEHICULAR)	Engineering – Vehicular Automobile Mechanic – Power Plant Automobile Mechanic – The Controls Automobile Mechanic – The Motive System Automobile Mechanic – The Transmission Automobile Mechanic – The Hull Automobile Mechanic – The Paint Job Armoury – Vehicular Armour (Engineering – Artillery) Armoury – Heavy Weapons Armoury – Missile Weapons
ENGINEER (SMALL ARMS)	Engineering – Small Arms Armoury – Small Arms Armoury – Melee Weapons Armoury – Body Armour Armoury – Battlesuits Armoury - Force Shields OR Electronics Repair - Force Shields

NEW AUTODUELLING TALENTS

Talents are described on p89 of The GURPS Basic Set and they are cheap ways of dramatically elevating groups of skills.

NEW GURPS TALENT	COST/ Level	GURPS SKILLS AFFECTED
The Driver Talent	5	Driver; Pilot; Aerobatics
The Programmer Talent	5	Computer Operation; Computer Programming; Computer Hacking; Electronics Operation – Cyberdeck; Brain Hacking – Cybertech
The Dancer Talent	5	Dancing; Acrobatics; Jumping; Combat Art; Body Sense
The Enigma Talent	5	Stealth; Shadowing; Camouflage; Holdout; Hide

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GURPS PSIONICS

PSIONIC POWER LIST

This is the list of Psionic Powers⁷ available in The CANDYLAND Campaign. In this regard, statistics in this list supersede those, in other GURPS supplements. Check your PCs list of Psychic Perks and other attendant features, before play starts.

The Skills used for each PSI power are often new skills not listed in The GURPS Basic Set (REF). Some of these can be found in *The GURPS Psionics* (REF) supplement. The character must take the appropriate skill in order to use the PSI power.

PSI Ability	Skill Used	Levels	Cost	Page	Notes
PROBABILITY ALTERATION					
Weirdness Magnet					
Combat Sense	Combat Sense (IQ/H), Meditation (IQ/H)	GM	24/level ⁸	37, 45	
Second Chance	Luck (IQ/H), Intuition (IQ/H)	4	12/24/36/48	45	
Coincidence	Ritual	GM	27/level	44	
Curse	Meditation (IQ/H) , Ritual (IQ/H)	9	22/24/26/28/30/32/34/36/38	45	
Weather Control	Meditation (IQ/H), Ritual (IQ/)	GM	22/level	45-46	
ANTI-PSI					
Psi Static	(none)	1	30 ⁹	26	
Screaming	Screaming (Will/H)	GM	9/+15 ¹⁰	25	
Psionic Overload	Cancellation (Will/H) , Meditation (IQ/H), Ritual (IQ/)	4	25/40/60/85 ¹¹	24 [2]	
Para-Invisibility	Para-Invisibility (IQ/H), Meditation (IQ/H), Ritual (IQ/)	10	5/level	23-24	
Resistant to (Power)	Psionic Resistance (Will/H)*	2	5/7	26	
Resistant to Psionics	Psionic Resistance (Will/H)*	2	10/15	26	
Psionic Shield	Psionic Shield (Will/H) , Meditation (IQ/H), Ritual (IQ/)	GM	2/level	24-25	
ANIMAL EMPATHY					
Beast Control	Beast Control (IQ/H)	5	10/18/23/48/73	72	
ESP ABILITIES					
Danger Sense	Danger Sense (Per/H), Intuition (IQ/H)	1	14	43	
Intuition (Psychic Hunches)	Psychic Hunches (IQ/H), Intuition (IQ/H)	4	14/29/36/51	42	

⁷ NOTES Antipsi Abilities: Psi Static p98, Obscure vs. Detect p72

ESP Abilities: Channelling [] p41, Medium [] p68, Oracle [] p72, Psychometry p78, Detect Psionic Activity p48, Detect Life p48, Danger Sense p47. Telepathy: Animal Empathy p40, Empathy p51, Mind Probe p69, **Mind Control p68, Mind Reading p69**, Mind Shield p70, Mindlink p70, **Possession p75**, Telesend p91, Terror p93, **Innate Attack p61**.

Psychic Healing: Detect Illness p48, Metabolism Control p68, **Regeneration p80**, Healing p59.

Psychokinesis: Vibration Sense p96, **Telekinesis p92, Temperature Control p92**.

⁸ This Psionic Power may only be developed by GURPS Characters who have The CAR WARS Skill of *Luck*.

⁹ *Resistance to Psionics* is the only other Psionic Power that can be learned by Characters who have *Psi Static*.

¹⁰ No "Exemption" or "Projection".

¹¹ No "Crippling Attack".

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Psidar ¹²	Psidar (Per/H), Intuition (IQ/H)	4	9/14/19/29	41-42	
Psi Sense ¹³	Psi Sense (Per/H), Intuition (IQ/H)	4	8/13/22/32	41	
Illuminated	Illumination (IQ/H), Intuition (IQ/H)	1	14	43	[6]
Psychometry (Retrocognition)	Retrocognition (IQ/H), Psychometry (IQ/H)	4	14/20/30/40	38	
Racial Memory	Racial Memory (IQ/H)	2	14/36	43	
Visions	Vision (IQ/H), Dreaming (IQ/H)	1	special	39	[9]
Spirit Communication	Spirit Communication (IQ/H), The Sight (Per/H)	4	8/13/18/28	43	[6]
Oracle	Oracle (IQ/H), Dreaming (IQ/H), Visions (IQ/H)	1	14	43	

DREAMING ABILITIES

Dream Projection	Dream Projection (IQ/H), Dreaming (IQ/H), Meditation (IQ/H), Ritual (IQ/)	9	20/30/40/50/60/65/75/85/95	73-74	
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PSYCHIC VAMPIRISM

Detect Life	Detect Life (Per/H), Intuition (IQ/H)	1	27	52	
Vampirize Outer Aura (Steal Energy)	Vampirize Energy (Will/H), Meditation (IQ/H), Ritual (IQ/)	3	32/34/37/39/42/44/+7	51	
Vampirize Inner Aura (Steal Life)	Vampirize Life (Will/H), Meditation (IQ/H), Ritual (IQ/)	1	25/+4	52	

Malediction p106

TELEPATHY

Emotion Sense	Emotion Sense (IQ/H), Intuition (IQ/H), Telescan	4	3/9/18/20	58	
Emotion Control	Suggestion (IQ/H), Hypnotism (Will/H), Meditation (IQ/H), Ritual (IQ/), Telesend	6	10/15/25/30/55/80	61	15, 16
Instil Fear	Instil Fear (Will/H), Suggestion (IQ/H), Hypnotism (Will/H), Meditation (IQ/H), Ritual (IQ/), Telesend	GM	18/+3	64-65	16
Suggestion	Suggestion (IQ/H), Hypnotism (Will/H), Meditation (IQ/H), Ritual (IQ/), Telesend	7	10/20/30/35/50/75/100	63-64	16
Mental Blow	Mental Blow (Will/H)	6	17/20/23/28/33/38	65	16
Mental Stab	Mental Stab (Will/H)	6	33/43/52/69/85/101	65-66	16
Mind Clouding	Mind Clouding (IQ/H), Telesend	GM	6/level	66	16
Mind Shield	Mind Shield (Will/H)	GM	4/level Feedback 3/level	66-67	
Mindlink	(none)	1	varies	67	17

¹² Detect when somebody is using Psionics, within range.

¹³ Detects where Psionics have been used.

GURPS CYBERPUNK

THE CYBORGS OF THE ZONE

Bionic technology is highly advanced and there are many cyborgs in The Zone. The TV Consortium discourages cyborgs features that look human, as the mechanical gruesomeness is a ratings winner. Characters who wish to have bionic limbs, use the following table.

BIONIC LIMB TECHNOLOGIES

At the current tech level, all bionic technology looks mechanical. The "Natural Appearance" feature is available, but it won't fool anybody who looks closely. Most cyborg parts are unpainted, metal machinery with visible moving components.

Bionic Technology	Points	Cost	CW DP ¹⁵	GURPS Powers
BIONIC LIMBS				
Gripper (Artificial Hand)	-10	\$240	1	Ultra-basic metal hand. DX-4 when performing fine manipulation tasks with that hand. A gripper can mount a concealed weapon up to 1GE and 2lbs.
Fine-Manipulator (Artificial Hand)	5	\$2 400	1	Advanced mechanical hand. DX+1 for manual tasks using that hand. ST 12 for hand-to-hand (gripping, crushing, strangling) damage, only. A Fine-Manipulator can mount a concealed weapon up to 1GE and 2lbs.
Light Cyber-Arm (Artificial Arm)	10	\$5 000	2	Advanced mechanical arm. DX+1 for manual tasks using that arm. Requires minimum ST 10 to use. ST 12 for hand-to-hand damage using the arm. Though the hand component has the same limitations as other bionic arms, a Cyber-Arm can mount up to 2 GE of concealed weaponry, though no weapon may be larger than 1GE.
Basic Cyber-Arm (Artificial Arm)	10	\$5 000	2	Advanced mechanical arm. DX+1 for manual tasks using that arm. Requires minimum ST 12 to use. ST 14 for hand-to-hand damage using the arm. Though the hand component has the same limitations as other bionic arms, a Cyber-Arm can mount up to 2 GE of concealed weaponry, though no weapon may be larger than 1GE.
Heavy Cyber-Arm	15	\$35 000	3	A powerful mechanical arm. This device is available only to characters with ST 14 or The (CW) <i>Body Building</i> Skill. DX+1 for manual tasks using that arm. The Ogre Cyber-Arm has ST 16 for hand-to-hand damage using the arm. Though the hand component has the same limitations as other bionic arms, The "Ogre" Cyber-Arm can mount up to 3 GE of concealed weaponry, though no weapon may be larger than 2GE.
Super Cyber-Arm	25	\$65 000	4	An extremely powerful mechanical arm. This device is available only to characters with ST 16 or The (CW) <i>Body Building</i> Skill +1. DX+1 for manual tasks using that arm. The Ogre Cyber-Arm has ST 18 for hand-to-hand damage using the arm. Though the hand component has the same limitations as other bionic arms, The "Ogre" Cyber-Arm can mount up to 3 GE of concealed weaponry, may mount weapons up to 3GE in size.
Cyber-Peg (Artificial Leg)	-10	\$5 00	3	This is the hi-tech version of a mechanical "peg leg". Adds +1 to Kicking damage, using that leg. Subtracts -3 from Climb, Acrobatics, and Runner Skills. CW Move reduced by ½" and GURPS move reduced by 4.
Cyber-Pod (Artificial Leg)	10	\$5 000	2	A full mechanical leg with basically human-like foot pod arrangement at the base. Adds +2 to Kicking damage, using that leg. Adds 25% to Jumping distance, though kick-off must be from that leg. Characters who have both legs replaced by Cyber-Pods gain bonus of +½" to CW Speed and +4 to GURPS Speed.
Cyber-Tentacle (Artificial Alien Appendage)		\$10 000	2	DX+1 for manual tasks using that tentacle. ST 14 for hand-to-hand damage and add +1 to gripping & strangling damage, using the tentacle. A humanoid can have up to two Cybertentacles mounted one affixed to each shoulder blade of the back and one attached to each hip, on the side, while

¹⁵ Treat bionic appendages as vehicular components, for the purpose of determining hand weapon damage, in CW.

characters with body building can also have a pair attached to the rib cage through each pectorial muscles, and it is possible that exceptionally crazed characters may find other acceptable locations.

These are the basic cyber limbs. When you have chosen your new cybernetic body part, you then choose how you will modify it. When you have chosen all its features, you may then purchase the cyberware either with money or with GURPS character points.

In its standard form your new bionic limb is naked mechanical device with all of its parts showing. You can buy armour plates or even fake skin and you can hide weapons and other devices within it. Your new bionic limb can even be detachable, if you choose.

BIONIC LIMB MODIFICATIONS

Cyberlimb Armour	1pts GURPS = 1pt Armour	\$150 per point	Up to 5 points of CAR WARS plastic vehicular armour (or 1 point of Metal Armour) can be bought for Cyber Arm.
Weapon Mount	1pt per 1lbs.	\$2000 per 1lbs.	Any cyber limb can mount a concealed beam weapon or gun. These take 1 second to fold out and are controlled directly by the brain. Multiple weapons of the same type may be linked, using a standard weapons link (\$50). <i>The Headbanger Cranial Weapons Mount</i> is a complete cybernetic device implanted/carved directly into the humanoid skull/jaw of the individual. It folds out and fires at SS-1, but Acc-3. It can only contain a single weapon up to ½ lbs. It costs \$12 000 or [5pts]. It is visibly a mechanical device, though its combat purpose is not obviously apparent, even on close inspection.
Hidden Compartment			
Detachable		+10%	
Natural Appearance		+250%	
House Rules for Bionic Appendages (Deviation from the rules outlined in GURPS <i>Ultra- Tech</i>)			Bionic Appendages are not subject to the usual Cyberpunk price scale for upgrades. The cost of ST improvement is +300% of the basic item cost for each +1 ST above the basic item ST, maximum of The User's ST+2. The costs of DX improvement is 1000% of the basic item cost for each increase of DX by +1pt above the basic item, maximum of The User's DX +2. The Light Cyber Arm is the same as The Basic Cyber Arm for monetary/character point considerations.

When you have chosen all the features of your new bionic limb, you can add up the monetary cost and character points cost and then buy your item.

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CYBER-TECH

IMPLANTS			
Claws	15	\$4000	Retractable metal claws are built into your fingers. These are visible technological modifications, unless concealed by Natural Appearance (which is quite highly-developed, for this item – no mod to Search skill roll). Add +1 to Climbing skill roles. Add +2 to damage dealt in unarmed combat.
Cortex Bomb	-15	\$500	Tiny explosive at the base of the skull, keyed to detonate at a programmed trigger.
Biomonitor	3	\$5000	Add +2 of First Aid, Diagnosis, and Physician rolls.
Flesh Pocket	2 (Torso)/ 5 (legs)	\$500 (Torso)/ \$800 (legs)	A surgically engineered pocket of flesh designed to hold an item up to the size of a cyber-chip. When fully sealed (i.e. surgically closed), this pocket is difficult to find in even the most intimate searches – Holdout -8. When casually sealed (i.e. not surgically closed), Holdout -5. For an additional \$10 000 or [+10pts], the pocket can be lined so that its contents are undetectable to a materials detector.
Cyberfangs	5	\$1000	Weaponry-grade metal or ceramic or plastic fangs implanted into the gum give the ability to deal (basic ST) cutting damage by biting. Retractable Cyberfangs, invisible when not in use, are available, for an additional \$2000 (no points).
Filter Implant	5	\$20 000	Add +3 to HT rolls against gas that must be inhaled.
Gills	20	\$5000	When switched on, the user can extract oxygen from water. Takes 3 seconds to turn on or off, while the air or the water is expelled from the lungs. A C Cell Battery provides 24 hours of gill use, can be changed by the user, without surgery. The whole device adds no mods to a Search roll.
Cyberliver	5	\$20 000	Add +3 HT bonus to resist toxins and poisons, but you're in a fix, if the battery runs out, when you have no spare.
Intestinal Recycler	10	\$20 000	The cyborg requires only one meal, per day.
Ear, Gyrobalances	15	\$10 000	Endows the advantage Perfect Balance .
Ear, Volume Cutout	5	\$10 000	Immunity to Sound-based attacks.
Ear, Communications Implant	5	\$500	Receives all standard Communications channels. Black Market Electronics Experts can tune this to pick up The MFP's secret com-channel, for an additional \$10 000 or [5 points].
Ear, Elfin Com Implant	15	\$10 500	Receives all standard Communications channels and also contains an Alarm function, which alerts the wearer to humanoid-sized movement within a 5m radius, making an elf difficult to surprise.

These are maintained and fixed with the new skill **Electronic Repair – Cybertech**.

NEURO-TECH

NEURO-TECH IMPLANTS

Neural Interface Jack			Basic Netrunner Hardware – See Netrunner Equipment, below.
Induction Helmet		\$75 000	"This device allows you to "plug in" without actually having a socket in your head." The Induction Helmet is "a mirrored half-sphere with electrodes attached to it. It is placed on the user's head to establish contact." GURPS Cyberpunk
Chip Slot	5	\$5000 Doubles per Extra Slot	"A chip slot is a socket installed on the user's head. Slots are required to use the chips described below, unless an induction helmet (p. 41) is available. The first chip slot costs \$5,000. As more slots are added, the circuitry required becomes more complex. The cost for each successive chip doubles, e.g. \$10,000 for the second slot, \$20,000 for the third, \$40,000 for the fourth, and so on up to a maximum of \$160,000 per slot. A user is limited to IQ/2 slots (round up) — beyond that, the brain can't handle the incoming information. It takes 2 seconds to insert a chip, or 5 seconds to remove one and insert another. Chips are powered by the body's heat and nervous system — a corpse's chips don't work! For \$20,000, all slots can be hidden (usually underneath hair or a fake flap of skin.) This fee is only charged once." GURPS Cyberpunk. Characters with Head Slots also have The Disadvantage Programmable [-15].

NEURO-CHIPS

Clock Chip	5	\$500	"This chip features an onboard clock and timer accurate down to milliseconds (1/1000 of a second). It conveys the <i>Absolute Timing</i> advantage (see p. B19). It can also be used as an alarm clock, set to alert or wake the user at a set time." GURPS Cyberpunk
Math Chip	10	\$5000	Grants The <i>Mathematical Ability</i> Advantage.
Literacy Chip	10	\$10 000	"Does not grant the language skill itself. A different literacy chip is needed for each language known." GURPS Cyberpunk
Ambidexterity Chip	10	\$10 000	Grants The <i>Ampidexterity</i> Advantage.
Combat Reflexes Chip	15	\$15 000	Grants The <i>Combat Reflexes</i> Advantage.
High Pain Threshold Chip	10	\$10 000	Grants The <i>High Pain Threshold</i> Advantage.
Cyber-Vid Chip	1/hour	\$2000/hour	These Cyber-Vid "Eidetic Chips \$2,000 per hour 1 point per hour These chips give the equivalent of Eidetic Memory for the appropriate number of hours. A spy, for instance, wouldn't have to sneak a camera in to get a copy of a document if he was chipped in this manner — he'd just have to look at it and download it to some other storage medium. The chip can be turned on and off; a 1-hour chip could last almost a month if used for only a minute or two per day. The chip can be sent to a computer via a datajack, or simply unplugged — the non-volatile RAM in the chip will hold the memories for up to one month before they discharge and decay. Once the chip is removed, the user has only "normal" memories of the time passed. Another user who slots the chip can relive the physical experiences — sight, hearing, etc. — but will not know what the original user was thinking during that time!" GURPS Cyberpunk
The Macho-Chip	5	\$2000	"This simple chip overrides all the body's pain sensors. The user is immune to physical stunning due to pain; he does not slow down when down to 3 hits. However, he may hurt himself accidentally; he could feel a tap on the knee without knowing he had cut his shin open on a concrete block. The player no longer knows how many hits his character has taken when this chip is used." GURPS Cyberpunk
The Harvey Wallbanger Chip		\$1,000	"The user is mindlessly drunk."
The Nightmare Chip		\$2,000	"Simulates a very bad "trip.""
The Headbanger Chip		\$3,000	"This is a torture device; it is Legality Class 1. It stimulates the victim's pain centre. Some also keep him from screaming . . ."

SOME OTHER CHIPS

SKILL CHIPS

"1/2 point cost of chip These chips convey extra ability in a particular mental skill. They are mostly databases and retrieval programs at the lower levels, but higher-value skill chips (or "skips") include an expert system. Each skip grants the user a certain number of character points dedicated to its specific skill. This is indicated by a number in brackets after the skill. Note that no more than 4 points can be added to a creative or performance skill like Writing or Singing. Example: A Metallurgy[8] skip grants 8 character points in Metallurgy. If used by someone with no Metallurgy skill, it would give them IQ +2 in that skill (8 points in any Mental/Hard skill gives IQ +2). If the user already had Metallurgy, it would increase his effective skill by 4 levels — 2 per character point. Even an expert can benefit from a skip; it puts huge amounts of data at his command, and he knows how to use it. The dollar cost of a skip is \$2,000 per point for up to 8 points, \$5,000 per point on chips from 9 to 20 points, and \$10,000 per point for chips of more than 20 points. If the GM is charging character points for skips, they cost half their calculated point value; an 8-point skip would cost 4 character points. Examples: A chip worth 6 points costs \$12,000. A 14-point chip would cost \$70,000, while a 26-point chip would cost \$260,000."

OCCUPATIONAL CHIPS

"These chips, also called 0-ROMs (Occupational Read Only Memory), include the skill databases and expert systems necessary for someone with little or no training in a given field to act as a competent professional. They can also be used by someone who has trained in that field to increase skills in a particular area, but are not as cost-effective for this purpose as a regular skip. Many 0-ROMs also include advantages, disadvantages and quirks that are useful for the profession; these are operative whenever the 0-ROM is in use and cannot be switched off. 0-ROMS are used like other cyberwear chips (see p. 38) — the user physically attaches the chip to his body through a socket, usually in the head or spine. Thus, a socket is required to use a chip.

These chips are not cheap — cost is 12 times the monthly salary listed on the Jobs Table! On the other hand, they do allow someone who wants to be a corporate accountant, for instance, to work at his job while he studies for the "unenanced" version. Count each five hours of work at a job while using an 0-ROM as one hour of study toward the attaining of any one skill it includes. Of course, the high price encourages bootlegging, and there are many black-market versions of every available 0-ROM. A few are good, but most have bugs. (Some of the bugs are intentional; several versions of the Accountant 0-ROM exist which have the Honesty disadvantage removed, replaced by the Law skill and Portuguese language — for crooked accountants who want to cook the books and escape to Brazil.) Like software (see sidebar, p. 79), 0-ROMS decline in value as they become older. For game purposes, this is treated as a loss of skill, as the world changes to obsolete the information in the chip. For most jobs, though, an 0-ROM takes six times as long to (effectively) lose 1 point of skill. A chip designed to teach Computer Programming skill would lose one point of effective skill for every two months of age. Each lost skill point reduces the value of the 0-ROM by 20%.

Accountant. Includes Mathematical Ability, Lightning Calculator, Accounting, Administration, a database of current accounting practice and the Honesty disadvantage. Note that Honesty is included as a matter of course in any commercial 0-ROM involving money or other tangible assets.

Cop/Soldier. Includes Combat Reflexes, Guns (several types at the appropriate TL), Strategy, Tactics and a handbook of procedure. Police will usually have Area Knowledge for their beat and may also have a language built in, depending on the area (Spanish for San Antonio, Chinese for San Francisco). Soldiers may have an MOS specialty built in; Intelligence Analysis, Telegraphy or perhaps an enemy language. Note that the two chips are not interchangeable, though the skills are the same. A good cop is usually not a good soldier, and vice versa. The Odious Personal Habit "No Sense of Humor" occasionally shows up in the police 0-ROM; it started out as a joke by the original programmers, but some departments liked it so much they wrote it into their specifications.

Geisha. Technically, this is a misnomer, since the traditional geisha does not offer sexual services. (For reasons unknown, in Japan this chip is called *kauguru* — "cowgirl.") This chip includes skills not detailed in the GURPS Basic Set; suffice it to say that joygirls who use this chip can command a hefty fee and make their customers think it's worth every penny of it. The male version is usually called the "tomcat" chip.

Military Cyberwear. Soldiers and mercenaries have their own specialized forms of cyberwear. Some of this involves cyborging — equipping Special Forces units with bionic arms, internal weapons, gyroscopic stabilizers and so forth — but most military cyberwear is similar to the standard occupational ROM. For instance, a forward observer O-ROM might include Mathematical Ability, Lightning Calculator, Intelligence Analysis, Geography, Surveying/TL8 (a Mental/Average professional skill) and Gunner (Heavy Artillery)/TL8. Duplicating O-ROMs is much faster and easier than running soldiers through forward observer training, the skill can be reused indefinitely, and they make the Army's job of keeping important information classified much easier (especially if the O-ROMs are designed to fuse their internal components within two hours after the user dies, making them useless to the enemy). Some of the O-ROMs used by military units are Military Police, Intelligence Analysis, Hand-To-Hand Combat, Weapons Repair and Vehicle Repair. A particularly specialized O-Cyberwear — 40 — ROM includes a foreign language, Mathematical Ability and the professional skill Cryptography (a Mental/Hard skill), along with extensive databases of word patterns, letter frequency, etc. By using this O-ROM and some basic training, a cryptographer has only to look at a coded text, do some database searches and arithmetic, and on a roll against the chip's Cryptography skill can read a code as though it were plain text! Some specialized military chips use a nonstandard jack design, making them harder to use by the wrong people. Adapters for military jacks are a Legality 0 item; the street price is \$10,000." GURPS Cyberpunk

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GURPS CYBERPUNK

THE NETRUNNERS OF THE ZONE

THE WORLD WIDE WEB THROUGH THE ZONE

The Interface Jack is a cybernetic computer plug drilled into a human skull and brain. This plug can receive a chip or a cable. A chip is a single data storage device, usually containing some information for the connected brain, e.g. the skill of **Pilot – Helicopter** can be encoded on a chip which can be inserted into the human head and the cybernetic human who did not have that skill becomes proficient for as long as the chip remains in the head. A cable is a lead which connects the human head to an electronic device or a cyberdeck which uses a second cable to connect to a web port. Idiots who put wireless modems in their heads deserved to be controlled by hackers. The interface requires a cable, as the information flow is simply too high and too sensitive to transmit wirelessly.

There are 4 basic sorts of Interface Jacks. *The Basic Interface Jack* [10] cost \$2750 and is designed for operating machines (e.g. typewriters, cake-mixers, vehicles) by direct thought, but whilst it may provide Freeway Driver with some advantages, it is not designed for cyber hackers and netrunners. *The Marque Interface Jack* [20] costs \$5250 and allows the netrunners to operate via virtual text, projected into the side of the vision. *The Icon Interface Jack* [25] costs \$10 000 and allows the netrunner to operator via complex virtual symbols, projected into the side of the vision. *The Environmental Interface Jack* [30] costs \$25 000 and allows full virtual interface. These are used and maintained and fixed with the new skills **Computer Operations – Cyberdeck** and **Electronic Repair – Cybertech** and, occasionally, **Brain Hacking - Cybertech**.

The second piece of equipment needed by a net runner is a Cyberdeck. The Netrunner PC is encouraged to read up on Cyberdecks and net processes in GURPS Cyberpunk or Ultra-Tech. Some basic cyberdecks are outlined here. Complexity 4 Cyberdecks are not commercially available. Cyberdecks cost 1 GURPS Character Point per \$1000 of price (rounded up).

CYBERDECKS

Model	Complexity	# of Programs +50%/Program	SI +25%/1pt	Slots +10%/Slot	Cost	GURPS Character Points
Basic	2	2	1	2	\$2500	[3]
Advanced	2	3	3	4	\$5500	[6]
Hi-Speed	2	5	8	6	\$16 000	[16]
Tri-Core	3	10	1	6	\$35000	[35]

In 2518AD, The Cyberdeck is a disc-shaped device set into a powerful wrist-mounted computer with chip sockets. A cable from The Cyberdeck plugs into The Brain Socket (i.e. The Interface Jack), while a second cable, perhaps from a range of socket connections, is plugged into The Fixed Web Port. The Wrist Computer (i.e. Cyberdeck) weighs 1lbs. and is 1GE Encumbrance.

Players playing Netrunner Characters are advised to read GURPS Cyberpunk (**weblink**) and note that all equipment listed there is at 10% of the listed price, though check with GM for availability.

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GURPS ROBOTS

THE QUESTION OF DROIDS

Starting your character with a mini-droid assistant is a surprisingly cheap [10] advantage. Sadly, your droid can be blasted (then, repaired using The *Mechanics – Robotics* Skill). Thus, it is a device that represents a vast archive of skills, advanced diagnostic equipment, and a specialist tool kit, at a very cheap price. Yet, in practice, only expert mechanics, gadgeteers, or physicians will find a droid assistant to be invaluable. These micro-droids each constitute The *Ally* Advantage [10]. Note that your droid takes up a space in any vehicle you drive.

THE BASIC MINI-DROID TEMPLATE

This is a small metallic dome (55lbs), 55cm diameter, on tracked wheels, with an antenna. It is completely loyal and will follow its owner everywhere, unless commanded to behave otherwise. The Basic Droid's tracked wheels can switch to a soft suction mode which allows it to cling to paintwork (or most other surfaces) and drive vertically up the side of a car, window, wall, etc. Any car can be modified to have a Droid Hatch (1 space, no weight, \$500), into and out of which The Droid can move, automatically or when commanded.

THE AI PERSONALITY OF THE DROID

Every droid has a different personality, within the constraints of the psychologically relevant Advantages/Disadvantage list of The Droid's Type. This personality is programmed by the first owner of The Droid, and though it can be memory wiped and reprogrammed, it will always retain fundamental qualities of this first programming. The PC Owner of the new droid thus programs in its first personality. The Droid does not have a human name (because it is not a human), instead it has a alpha-numerical identifier which belongs to it ~ multiple droids can only have the same identifier by being illegally reprogrammed. The identifier records every act the droid ever makes, both in its memory, in its upload/update records at the droid factory, and in all of its web/computer interface activity. Droids have no reason to ever engage in wrong activity, thus no reason to ever engage in deceit in relation to any facet of their behaviour.

BASIC DROID TEMPLATE [See below]

ST 5 [-50]; DX 10; IQ 12 [40]; HT 10

HP 5; WILL 5 [-35]; PER 12; FP N/A

HP 8 [4]

CAR WARS DP 2 = 1 (casing) + 1 (droid)

CAR WARS SPEED: 1.5

Languages: Binary (Spoken), The Owner is encouraged to take *Spoken Language – Binary* to a fluent level, so you can communicate with all technical droids.

Advantages [143]: Machine Meta-Trait [see components]; Digital Mind [5]; Photographic Memory [10]; Absolute Direction [5]; Absolute Timing [2]; Modular Abilities (Chips) [p71]; Unfazeable [15]; Doesn't Sleep [20]; Doesn't Breath [20]; Immunity to Metabolic Hazards [30]; Injury Tolerance (No Blood, Unliving) [25]; Doesn't Eat or Drink (But may require Energy Supplements) [-10]; Vacuum Support [5]; Radiation Tolerance Divisor 2 [5]; Sanitized Metabolism [1]; Clinging [?]; Patron (Owner = Basic; Highly Accessible, +50%) [15];

Disadvantages [-250]: Electrical [-20]; Fragile (Brittle) [-15]; Horizontal [-10]; No Legs (Tracked Vehicle) [-20]; One-Arm [-20]; Numb [0]; Restricted Diet (Electricity & Sunlight) [0]; Maintenance [0]; Unhealing (Total) [-30]; Cannot Float [-1]; No Sense of Smell/Taste [-5]; Sexless [-1]; Vulnerability (Magnets) [-10]; Slave Mentality [-40]; Reprogrammable [-20]; Sense of Duty (to Registered Owner) [-20]; Pacifism (No Combat or Sabotage) [-20]; Clueless [-10]; Truthfulness [-5]; Attentive [-1]; Broad-Minded [-1]; Low Empathy [-20]; Wealth (Dead Broke) [-25]; Social Stigma (Valuable Property) [0]

Armour [2]: Non-Combat Casing = Damage Resistance 1 (Can't wear Armour, -40%; Hardened 3 +60%; Ablative -80%) [2]. In CAR WARS terms, this means that The Droid has 2DP. The Droid is treated as a vehicular component, for the purpose of determining which weapons can damage it.
Sensors [49]: Protected Senses (Vision) [5]; Hyperspectral Vision [25]; Penetrating Vision Level 3 (12" Depth; Blockable by Lead, -10%) [14]; Microscopic Vision Level 1 [5]
Appendage [15]: Fine Manipulators [0];
Skills: Climb [16] 14 DX A; + See Droid Type
Battery Life: 48hrs without Solar or Plug-In Recharge.
Size: The Basic Droid Template takes up 1 Space and weighs 45lbs.

THE PRODUCTS AVAILABLE AT THE DROID FACTORY

FOR INITIAL PLAYER-CHARACTERS

Each of these droids use The Basic Droid Template, plus the additional traits lists below.

BASIC MECHANIC DROID [10]

It is fantastically knowledgeable and skilled in every aspect of vehicular mechanics. If your car breaks down in the desert, this droid can probably get it working, But, because The Basic Mechanic Droid has only one mechanical arm (which extends out from a sealed compartment, in the dome) and a low ST, it can't easily perform most heavy mechanic tasks alone. It can use its soft suction mode to climb over the car access any part of its machinery or even to give it any entire new paint job that is programmed into it, assuming paint is provided (\$250, the droid has a paint-spray tool). This droid can function as a fine assistant to a humanoid mechanic.

Appendage [15]: Fine Manipulators [0]; Built-in Vehicle Mechanics Tool Kit (Tools for all common one-handed vehicular mechanics tasks) [10]

Vehicular Mechanic – Power Plant [8] 14 IQ A; Vehicular Mechanic – The Controls [8] 14 IQ A; Vehicular Mechanic – The Motive System [8] 14 IQ A; Vehicular Mechanic – The Transmission [8] 14 IQ A; Vehicular Mechanic – The Hull [8] 14 IQ A; Vehicular Mechanic – The Paint Job [8] 14 IQ A; Armoury – Heavy Weapons [8] 14 IQ A; Armoury – Rockets [8] 14 IQ A; Armoury – Beam Weapons [8] 14 IQ A Armoury – Vehicular Armour [8] 14 IQ A.

BASIC ELECTRONICS DROID [10]

This droid is identical to The Basic Mechanics Droid, though its area of expertise is electronics and its tool kits is suited, thus.

Advantages: Electronics Tool Kit [10]

Skills: Climb [16] 14 DX A; Engineering – Electronics [4] 12 IQ H; Computer Repair [8] 14 IQ A; Electronics Repair – Sensors [8] 14 IQ A; Electronics Repair – Communications [8] 14 IQ A; Electronics Repair – Security [8] 14 IQ A; Electronics Repair – Surveillance [8] 14 IQ A; Electronics Repair - Force Shields [8] 14 IQ A; Mechanics – Robotics [8] 14 IQ A;

BASIC COMMUNICATIONS DROID [10]

This droid is identical in appearance to The Basic Mechanics Droid, though it is designed to emit and receive communications and operate comm systems, it is also fitted with an compact extensive sensor array.

Advantages:

Skills: Climb [16] 14 DX A; Computer Operation [8] 15 IQ E; Computer Programming [12] 14 IQ H; Electronics Operation – Communications [8]; Electronics Operation – Sensors [8]; Electronics Operation – Security [8]; Electronics Operation – Surveillance [8]

BASIC MEDICAL DROID [10]

This droid is identical to The Basic Mechanics or Electronics Droid, though it is painted white with a red cross and has skills and instruments suited to its tasks.

Advantages: Basic Medical Instruments [10]; Supply of Medicines and Medical Consumables [10/\$500 to refill]

Skills: Climb [16] 14; Physician [12] 14 IQ H; Pharmacy [12] 14 IQ H

ACCESSORIES

Light Armour Casing [+6] or \$1500

Your Droid can be fitted with an armoured casing to protect from being blasted. The Light Armour Casing replaces The Non-Combat Casing. This new armour weighs an additional 10lbs. and is Damage Resistance 6 (Can't wear Armour, -40%; Hardened 3 +60%; Ablative -80%), in GURPS. In CAR WARS terms, this means that The Droid has 2DP and 5pts of Plastic Armour and is treated as a vehicular component.

Self-Destruct [+1] or \$500

There is a grenade planted within your Droid (no Payload advantage possible) and keyed to detonate if an attempt is made to reprogram The Droid's Owner Information. This is one of the few droid related traps permitted in The Zone. The grenade detonates with standard burst radius, destroying The Droid.

Homing Beacon [+1] or \$250

You will always know the location of your droid and by pressing a button on your wrist computer, you can make your droid awaken and come to you.

Secret Compartment [+1] or +\$500

This is the Payload 1 advantage (1GE; 5lbs.) to represent a small hidden compartment within The Droid. The Droid will only open or reveal this compartment in accord with its instructions. 1DP of damage to a vehicular component must be inflicted upon The Droid to forcibly open the secret compartment, and this act negates The Droid's Sealed advantage. This advantage cannot be easily retrofitted.

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HANDGUNS IN GURPS

In GURPS, the average character has 10HP (note damage location system), while a .44 Magnum Pistol deals "3d pi+" and a snub revolver .38 deals "1d+2 pi" damage. The "pi" means piercing damage, but "pi+" means large piercing damage – these "indicate the *type* of injury or effect the attack causes. A victim loses HP equal to the damage that penetrates his DR." But then "Halve this for small piercing attacks; increase it by 50% for cutting and large piercing attacks; and double it for impaling and huge piercing attacks. Subtract fatigue damage from FP instead of HP." (GURPS Characters, p268-269)

In CAR WARS, the average character has 3 Damage Points (DP). Light Pistols deal 1DP per shot. Heavy Pistols deal 2DP per shot.

Thus, in GURPS, a .44 Magnum Pistol can, with a single shot, blow away the average character or the character with three times the average number of HP – whilst the same is not possible in CAR WARS.

When handguns are used vs. vehicles or vehicular components, The CW Paradigm is used. We will be using The CW Handgun Paradigm as the only paradigm, until The GM introduces The GURPS Paradigm for Handguns. Thereafter, The Rule we will use is The Either/Or Rule – when handgun vs. pedestrian combat occurs, we use The CW rules as default, but, if all parties agree, those involved in the battle may use The GURPS Handgun Rules and more dramatically blow each other away. Consensus, not majority, is required to switch to GURPS Handgun Rules, in a combat.

GURPS RANGED WEAPONS

Weapon	Damage	Acc	Range	GE	Weight	RoF	Shots	ST	Bulk	Rcl	Loaded COST
LIGHT PISTOLS											
.22 Automatic	1d pi	2	100/1000	1	1/0.3	3	16+1(3)	7	-1	1	\$50
.32 Snub Revolver	1d+2 pi	1	120/1250	0	1/0.2	3	3(3i)	8	-1	3	\$40
8mm Automatic	2d-2 pi	2	135/1700	1	1.8/0.4	3	8+1(3)	8	-2	2	\$75*
.38 Revolver	2d-1 pi	2	120/1500	1	2/0.2	3	6(3i)	8	-2	2	\$50
9mm Automatic	2d+2 pi	2	150/1900	1	2/0.7	3	8+1(3)	9	-2	2	\$150
.357 Magnum Revolver	3d-1 pi	2	185/2000	1	3/0.21	3	6(3i)	10	-2	3	\$250
HEAVY PISTOLS											
.41 Discrete Single Shot	1d pi+	1	80/650	0	1/0.1	1	1(3i)	9	-1	2	\$50
.40 Automatic	2d pi+	2	170/1900	1	2/0.5	3	8+1(3)	9	-2	2	\$100*
.45 Automatic	2d+1 pi+	2	180/2100	1	3/0.7	3	8+1(3)	10	-2	3	\$300
.44 Magnum Revolver	3d pi+	2	200/2500	1	3.25/0.3	3	6(3i)	11	-3	4	\$500
.44 Magnum Automatic	3d pi+	2	230/2500	1	4.5/0.6	3	8+1(3)	12	-3	4	\$700

* The most common pistols in The Zone.

Weapon	GE	CW "To Hit"	Damage	Shots	Weight (lbs.)	Unloaded Cost	Cost per Shot	Loaded Cost	ST ¹⁶ / Notes

This is the only basic GURPS pistol data for sidearms, commonly available in The Zone. Larger weapons may be bought from The GURPS Supplements published by SJG. This Players Handbook is not designed to be used separately from the supplements published by SJG, only to organize the commercially-available information, in relation to The Campaign.

¹⁶ Minimum GURPS Strength needed to wield the lowest recoil gun in the category. Note that most guns in most categories have higher recoil and require higher strength than is noted here. Using a gun without the minimum required strength involves a penalty of -1 "to hit". Players who desire a more detailed weapon list are directed to The GURPS "Characters" Book and the many GURPS supplements on handguns – note that all prices in The Zone are exactly HALF the prices listed in GURPS.

PCs may use most GURPS versions of Handguns from The CAR WARS Handgun List, included in this Player's Handbook. There are general overview rules for this process and there are individual rules for handguns from each GURPS sourcebook.

Pistols that deal pi- or pi damage are rated Light Pistols, whilst those that deal pi+ damage are rated Heavy Pistols.

Handguns may be bought from the handgun list in The GURPS Basic Set at half the listed prices. Smartgun Electronics and Laser Targeting Sights are two separate items which function as outlined in The Players Handbook.

Handguns may be bought from the handgun list in GURPS Autoduel, at the listed prices.

A Universal Currency could be established for GURPS Equipment, allowing easy translation of prices into any Campaign World.

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GURPS AUTODUEL

Customizing Body Armour

GURPS CUSTOM BODY ARMOUR

GURPS Autoduel Body Armour divides the body into The Head, The Torso, The Arms, The Hands, The Legs, The Feet.

BODY ARMOUR COMPONENT	DP	Total GE	COST
HEAD			
Armoured Soft Hood	+1DP <small>(1-4 on d6)</small>		\$40
Light Hard Helm			\$85
Heavy Hard Helm			\$250
<u>Helm Accessories</u>			
LD Communications System		1GE	+\$350
Gas Mask		1GE	+\$30
Tinted Visor			+\$20
Light-Intensifier Visor			+\$300
Infrared Visor Mode			+\$750
TORSO			
Light Soft Armour Shirt			
Heavy Soft Armour Shirt			
Light Hard Breastplate			
Heavy Hard Breastplate			
ARMS			
Light Soft Armour Sleeve			
Heavy Soft Armour Sleeve			
Light Hard Armour Arm Guards			
Heavy Hard Armour Arm Guards			
<u>Arm-Guard Accessories</u>			
Concealed Knife			
Wrist-mounted Crossbow			\$150
Wrist mounted 9mm Gun (single-shot)			\$750 or \$1500 if concealed
HANDS			
Open-Fingered Combat Gloves			

Manually Delicate Light Combat Gloves

Light Combat Gloves

Heavy Combat Gloves

Glove Accessories

Wrist Communications Unit

Small Tool Sheaths

LEGS

Light Soft Armour Pant

Heavy Soft Armour Pant

Light Hard Armour Leg Guards

Heavy Hard Armour Leg Guards

FEET

Light Combat Boots

Light Combat & Climbing Boots

Stealthy Light Combat Boots

Stealthy Light Combat & Climbing Boots

Heavy Combat Boots

Boot Accessories

Retractable Tread Spikes

Tool Sheath

Knife Sheath

General Armour Component Modifications

Fireproof	x2
Radarproof	x1.1
Laser-Reflective	x2
Blended	x3 or more

Spikes +\$100

Knife Sheath

Hidden Compartment

GURPS AUTODUEL

PLAYER-CHARACTER PACKAGES

For Players who want to generate their character quickly, these template packages are provided, allowing for the assembly of a character, very easily. These are GURPS templates that you can use as the foundation stats around which to build your character. PCs may take a package and some plug-ins, if they can afford it. Every Player has [160] GURPS Character Points to build a character. The PC Packages system allows the Player to choose a package and then personalize it by adding plug-ins for driving skills or handgunning skills or hand-to-hand combat skills and other less common plug-ins are also available here. When The Player has chosen her character's Package and Plug-Ins, she then spends the remainder of her points, increasing attribute or skill or trait levels and buying other personal disadvantages and advantages. Write the traits from your package and plug-ins onto your character sheet and then spend your remaining character points. This system of Packages and Plug-Ins is merely and tool to help New Players. Advanced GURPS Players can use the game manuals and accessory books to create their own Characters from scratch.

GURPS Autoduel Template Character Package

THE HOTSHOT RACER [99]

You are all about cars. You have a background of car racing, either street racing or professional. Your skill-set is focused upon your driving skill. You live and breathe speed. Your areas of strength are reflexes, co-ordination, and wits. You can drive almost any sort of vehicle in The Zone, confidently use almost any vehicle weaponry, and you are skilled with most handguns. This is one of the best general character packages for vehicular combat performance, in The Zone. *The Hotshot Driver* requires a PERSONAL COMBAT and/or a WEAPONRY PLUG-IN.

CW Skills: Runner, Climber, Swimmer, Handgunner, Driver, Gunner & 2 Skills from List (Brawling, Weaponry, Cyclist, Trucker, Hoverpilot, Boat Pilot, Helicopter Pilot, Aerospace Pilot, Rocket Pack, Luck)

GURPS Traits:

ATTRIBUTES [40]: DX +2 [40]

ADVANTAGES [5]: The Driver Talent +1 [5];

SKILLS [54]: Driver - Cars [2]; Driver - Cycles [2]; Driver - Trucks [1]; Driver - Hovercraft [2]; Pilot - Helicopter [2]; Jumping, c.f. from Vehicles [1]; Automobile Mechanic - Power Plant [1]; Automobile Mechanic - The Controls [1]; Automobile Mechanic - The Motive System [1]; Automobile Mechanic - The Transmission [1]; Automobile Mechanic - The Paint Job [1]; Armoury - Vehicular Armour [1]; Gunner - MG [4]; Gunner - Cannon [4]; Gunner - Rocket [4]; Gunner - Beam [4]; Liquid Projector - Flamethrower [4]; Armoury - Heavy Weapons [1]; Armoury - Missile Weapons [1]; Thrown Weapon - Grenade [1]; Handgun - Pistol [4]; Handgun - Rifle [1]; Handgun - Shotgun [4]; Handgun - SMG [4]; Armoury - Small Arms [1]; First Aid [1].

SOME OPTIONAL ADVANTAGES & DISADVANTAGES: Appearance - Attractive [4]; Appearance Beautiful/Handsome [16]; Fearlessness [2/level]; Combat Reflexes [15]; Daredevil [15]; Gunslinger [25]; Additional Levels of Driver Talent [5 per Plus]; Shtick; Versatile [5]; Signature Gear [variable, p85].

GURPS Martial Arts Template Character Package

THE NEO-SAMURAI WARRIOR [99]

You are a genuine Samurai Warrior, trained in the tradition art and bound by the codes of honour and behaviour. Perhaps you come from a Samurai family, but in 2519, not all Samurai families are Japanese. Modern Samurai often use high-tech equipment and weapons made from advanced materials. The Neo-Samurai Warrior requires a DRIVER & HANDGUNNER PLUG-IN (or Custom Skill Set).

CW Skills: Runner, Climber, Swimmer, Martial Arts, Blade, Handgunner, Gunner, Driver

GURPS Traits:

ATTRIBUTES [40]: DX +2 [40]

ADVANTAGES [10]: Enhanced Defences (All Parries) +1 [10]

DISADVANTAGES [-15]: Code of Honour (Samurai) [-15]

FIGHTING STYLES [12]: Shotokan Karate [4]; Aikijutsu (Samurai Unarmed Judo) [2]; Kenjutsu (The Traditional Use of The Katana) [3]; Bajutsu (Samurai Steed Riding) [3]

SKILLS [52]: Theology (Shinto) [1]; Savoir-Faire (Dojo) [1]; Mental Strength [1]; Aikijutsu Judo [12] (TECHNIQUES: Arm Lock [1]; Choke Hold [1]; Trip [1]; Breakfall [1]); Aikijutsu Immovable Stance [1]; Shotokan Karate [1] (TECHNIQUES: Exotic Hand Strike [1]; Kicking [1]; Jump Kick [1]); Jumping [1]; Fast Draw – Katana [1]; Kenjutsu Melee Weapon – Two-Handed Sword, c.f. Katana [8] (TECHNIQUES: Feint [1]; Disarming [1]; Retain Weapon [1]; Whirlwind Attack [1]; PERKS: Grip Mastery [1]; Weapon Bond [1]); Kenjutsu Melee Weapon – Broadsword, c.f. Katana [1]; Kenjutsu Power Blow – Katana [1]; Kenjutsu Immovable Stance [1]; Bajutsu Riding (Two-Legged Mounts) [1] (TECHNIQUES: Flying Leap onto Mount [1]; Combat Riding [1]); Bajutsu Riding (Four-Legged Mounts) [1] (TECHNIQUES: Flying Leap onto Mount [1]; Combat Riding [1]); Bajutsu Riding (Flying Mounts) [1] (TECHNIQUES: Flying Leap onto Mount [1]; Combat Riding [1])

COMMON OPTIONAL ADVANTAGES & DISADVANTAGES: Fearlessness +1 [2 per Plus]; Combat Reflexes [15]; Double-Jointed [15]; Forceful Chi; Duty (To Lord or Family) [-2 to -10]; Signature Gear [variable, p85].

GURPS Cyberpunk Template Character Package

THE NETRUNNER [99]

This character is a computer-hacker, with cybernetic jack port in her head. She can plug into machines and run them using her mind. When an internet web port is available, she can upload her entire consciousness into The Web and engage in cyber adventures, hacking secure computer systems. She uses a suite of offensive/defensive computer programs she that has input, as chips in her cyberdeck. Her most important piece of hardware is her Interface Jack (The Computer-Plug in her head). This is much harder to upgrade than any other piece of equipment that she will use, in her shady trade. She has also armed herself with a powerful wrist computer, called a Cyberdeck, which has an extendable cable to plug into her head and another to plug into a web port. This character can drive her car by plugging it directly into her head. Note that a Netrunner PCs with Cyberdeck is carrying a shocking amount of expensive hardware, but only her original equipment set is covered by her insurance. The Netrunner Character does require a DRIVER & PERSONAL COMBAT or WEAPONRY PLUG-IN (or Custom Skill Set) to operate a combat vehicle.

CW Skills: Runner, Climber, Swimmer, Handgunner, Driver, Gunner, Computer Tech & 1 Skill from List (Communications, Security, Engineering, Navigation, Science, Hobby, Teaching, Espionage, Fast-Talk, Explosives, Helicopter Pilot, Psionics, Luck)

GURPS Traits:

ATTRIBUTES: +2 IQ [40]

ADVANTAGES: The *Computing* Talent +2 [10]

REACTIONS: Reputation +2 (*The Hacker Community*)

CYBERWARE: Environmental Interface Jack [30]

EQUIPMENT: Advanced Cyberdeck [6]

SKILLS [13]: Computer Operation [1]; Electronics Operation – Cyberdeck [2]; Computer Programming [2]; Computer Hacking [4]; Brain Hacking – Cybertech [1]; Electronics Operation – Communications [1]; Electronics Repair – Computers [1]; Electronics Repair – Cybertech [1].

GURPS Autoduel Template Character Package

THE BOUNTY HUNTER [99]

A Bounty Hunter can make big money bringing in a single catch, but it is dangerous work. The Bounty Hunter Package does require a DRIVER PLUG-IN and a HANDGUNNER PLUG-IN and a PERSONAL COMBAT or WEAPONRY PLUG-IN (or Custom Skill Sets).

CW Skills: Runner, Climber, Swimmer, Stealth, Handgunner, Driver, Gunner & 1 Skill from List (Brawling, Weaponry, Stealth, Survival, Cyclist, Hoverpilot, Boat Pilot, Tank Pilot, Helicopter Pilot, Aeroplane Pilot, Rocket Pack)

GURPS Traits:

ATTRIBUTES [90]: ST +1 [10]; DX +2 [40]; IQ +2 [40]
REPUTATION [-20]: *Registered Bounty Hunter* – Social Stigma -1 (*The Wastelanders* 1; Frequency 1) [-5]; *Enemy (Everybody with a Price on their Head* 1; Frequency 1) [-15]
SKILLS [29]: Driving – Cycle [1]; Driving – Tracked Vehicles [1]; Pilot – Helicopter [1]; Pilot – Rocket Pack [1]; Observation [1]; Detect Lie [1]; Stealth [1]; Holdout [1]; Search [1]; Electronics Operation – Communications (c.f. Communications Interception) [1]; Electronics Operation – Sensors (c.f. Advanced Vehicular Sensor Arrays, Hand-Held Electronic Pedestrian-Tracking Equipment [1]) [1]; Electronics Operation – Security (c.f. Ultra-Tech Humanoid Restraints; Electronic Lockpicking [1]) [1]; Explosives – Demolition [1]; Explosives – Explosives Ordinance Disposal [1]; Computer Operation [1]; Investigation [1]; Shadowing [8]; Camouflage [1]; Tracking TL10 [1]; Survival – The Zone [1]
EQUIPMENT (\$3150): Hand-Held Humanoid Tracker Radar (1GE 0.5lbs., \$1150); Electronic Screwdriver (Electronic Lockpick +3 vs. Electronic Locks, \$1500, 1GE, 1.5lbs.), 1 Set of Smart Code Shackles (Magnetic Restraints with remote-operated Stun Function, 1GE, 0.25lbs. \$500)

SOME OPTIONAL ADVANTAGES & DISADVANTAGES: Appearance – Attractive [4]; Appearance Beautiful/Handsome [16]; Shtick [1]; Fearlessness [2/level]; Combat Reflexes [15]; Gunslinger [25]; Gizmo [5].

GURPS Psionics Template Character Package

THE INFERNAL SORCERER [90]

You are a psychic, an experienced seeker of The Forbidden, an evil sorcerer dedicated to the worship of Demons and Devils and The Darkness of The Human Soul – and you are a would-be Founder of a 99 *Lodge*. You are ready to take the step. Anybody can summon *The Devil* and gain a charter to found a 99 *Lodge* – but a Human Sacrifice is needed. You have a grimoire and you are skilled at the rituals of spirit evocation, but you need a human sacrifice to offer up, in the conjuration ritual – thus have you come to The Zone. When you offer up the human sacrifice on television, The World will know you have a license from *The Devil* and you can be one of the few Black Lodges to operate openly, publicly, commercially, shamelessly. You will become rich and powerful and infamous. However, whilst you have extensive skill in ritual and cult-related sorceries, you are a Conjurer, rather than a Seer – a male psychic, rather than a female psychic. You require a Seer, in order to perform the ritual that will found a 99 *Lodge of The Devil's Witches*. You must find a Female with *The ESP Talent*, train her to develop *The Spirit Communication* Ability and use her in your ritual. You must also find a Human Sacrifice. Probably, you will need followers, in order to carry out your evil deed! *This package* requires a DRIVER, HANDGUNNER PLUG-IN, and PERSONAL COMBAT or WEAPONRY PLUG-IN (or Individually-Chosen Skill Set).

CW Skills: Running, Climbing, Swimming, Handgunner, Gunner, Driver, Witchcraft

GURPS Traits:

ADVANTAGES [15]: *The Smooth Operator* Talent +1 [15]

DISADVANTAGES [-25]: Pact with a Demon [-15]; Disciplines of Faith (Duties to Demonlord – Choose) [-5]; Sadism SCN15 [-5]

PSIONICS [50]: **ESP Talent +1** [5], Illuminated Level 1 [14]; **Telepathy Talent +1** [5]; Mental Blow +1 [8]; Instil Fear [18]; Suggestion [10]

LANGUAGES [14]: English (Native) [0]; French (Fluent) [4]; Latin (Fluent) [4]; Ancient Greek (Basic Written/Spoken) [2/2]; Ancient Hebrew (Basic Written Only) [2]

SKILLS [35]: Savoir-Faire (The Occult Scene) [2]; Detect Lie [1]; Diplomacy [1]; Fast-Talk [1]; Hypnotism [4]; Intimidation [1]; Brainwashing [1]; Lip Reading [1]; Leadership [1]; Public Speaking [1]; Carousing [1]; Sex Appeal [1]; Erotic Art [1]; Sleight of Hand [1]; Holdout [1]; Escape [1]; Philosophy [1]; Occultism [4]; Symbol Drawing [1]; Meditation [1]; Ritual [8]; Ranged Weapon – Crossbow, c.f. Hand Crossbow [1]

EQUIPMENT: Black Robes; Ritual Dagger; Grimoire (Ritual of Demonic Evocation)

And OPTIONALLY possibly also Meglomania [-10]; Fanaticism [-15]; Delusions [-1 to -15]; Lecherousness SCN15 to 7 [-5 to -15*]; Nightmares [-5]; Paranoia [-10]; Cannibal [-10]; Callous [-5]; Selfish [-5].

Let all sadistic selfish meglomaniacal psychic vampire PCs know that you will be expected to show that you have role-played each disadvantage you choose, in each session of the game, and failure to account will result in loss of the disadvantage and the character POINTS of the trait will be taken from your

psychic powers, in ways not of your choice. Build only characters you genuinely can easily and comfortably and dramatically play. That said, you are welcome to play naughty characters. You are entering The Zone. Sadism, cannibalism, and vampirism are legal.

GURPS Autoduel Template Character Package

THE NOBLE LADY/GENTLEMAN DUELLIST [99]

You are the child of an influential family of high status. Your name wields power. You are raised with the social education appropriate to a Lady or Lord of The Realm. You are an expert at the noble art of swordsmanship - not only with standard physical blades, but your area of expertise is the force sword, i.e. an expensive elite type of duelling sword that projects a blade of energy and can cut through almost anything. Usually only nobles and very rich people learn this art, but you have been trained by masters. In addition, you have received the finest tuition in the skills of combat driving, both in relation to cars, but also in relation to more expensive vehicles, including hovercraft and helicopters – and you have some basic proficiency in the use of rocket packs. The Noble Lady/Gentleman Duellist does require a PERSONAL COMBAT PLUG-IN (or Custom Skill Set), for situations where no weapon is available.

CW Skills: Runner, Climber, Swimmer, Blade, Handgunner, Driver, Gunner & 1 Skill from List (Boxing, Wrestling, Hobby, Cyclist, Hoverpilot, Tank Pilot, Boat Pilot, Helicopter Pilot, Aerospace Pilot, Rocket Pack, Luck)

GURPS Traits:

ATTRIBUTES [10]: HT +1 [10]

ADVANTAGES [6]: Status 1* – Daughter/Son of a Prominent Noble Family [5]; Quirk – British or Foreign Aristocratic Accent [1]; Dislike – Those who commit breaches in Etiquette [-1]

DISADVANTAGES [-15]: Code of Honour – *Noblesse Oblige* [-15]

SKILLS [88]: History (British/Avalonian or Another) [1]; Etiquette (High Avalonian or Another) [2]; Connoisseur (Valuable Items) [1]; Autoduelling Skills: Driver - Cars [16]; Driver - Hovercraft [1]; Pilot – Rocket Pack [1]; Pilot – Helicopter [1]; Gunner – MG [8]; Gunner – Rocket [4]; Gunner – Beam [8]; Liquid Projector – Flamethrower [1]; Personal Combat Skills: Melee – Force Sword [16]; Melee – Broadsword, c.f. The Duellists' Blade [4]; Melee – Horsewhip [1]; Handgun – Pistol [16]; Handgun – Rifle [4]; Handgun – Shotgun [1]; Handgun – SMG [1]; Armoury – Small Arms [1].

* Prerequisite for entry to The Old Boys' Network.

SOME OPTIONAL ADVANTAGES & DISADVANTAGES: Appearance – Attractive [4]; Appearance Beautiful/Handsome [16]; Status 2 – Heir of a Prominent Noble Family (prerequisite = Status 1 must still be paid for, as above) [+5]; Status 3 – Tertiary Daughter/Son of a Powerful Imperial Noble Family (prerequisite = Status 1 must still be paid for, as above) [+10]; Contact (a MIDVILLE Contact or a Green Door Contact or a Wasteland Contact) [2 to 10] & Claim to Hospitality (the same person) [2 to 10**]; The *Driver* Talent +1 [5]; Combat Reflexes [15]; Fearlessness [2/level]; Signature Gear [variable, p85]; Shtick [1]. Note that the limitation that all duellists enter The Zone with \$15 000 + \$5000 and only earned funds, thereafter, means that no levels of The *Wealth* Advantage need be bought with the additional levels of *Status*.

** Your "Contacts" in The Zone are people with whom you have an indirect relationship, e.g. a high society connection with your family or an invitation you have received or feature of your name which will cause them to receive you, if you knock. You have not personally met the person in any deep direct social connection, though you may have corresponded through or received the initial introductions at a function. You may activate this contact immediately you enter The Zone or keep it secret. The cost of a Contact (or related advantage) is based on the status of the individual (from -2 to 5, with Status less than 1, counted as 1, for cost purposes) ~ [2] points per level of Status. You can probably choose your contacts or you may leave it to The GM to arrange this. You may suggest the context of The Contact, but The GM will probably modify your suggestions in accord with the nature of The Game World.

GURPS Autoduel Template Character Package

THE WASTELAND WARRIOR [99]

You are punk scum, intending to make a place for yourself in the wastelands, by gaining a reputation and joining a gang. The Wasteland Warrior does not require any PLUG-INS.

CW Skills: Runner, Climber, Swimmer, Handgunner, Driver, Gunner, Theft & 1 Skill from List (Body Building, Brawling, Acrobatics; Weaponry, Stealth, Streetwise, Fast-Talk, Security, Cyclist, Trucker, Survival)

GURPS Traits:

ATTRIBUTES [40]: DX +2 [40]

ADVANTAGES [7]: Arm ST +1 [8]; Distinctive Appearance – Punk Haircut & Loud Clothing [-1]

DISADVANTAGES [-10]: Social Stigma -1 “Punk Wasteland Scum” (-2 in MIDVILLE, but +1 in The Badlands) [-5]; Enemy – The MONDOs [-5]

FIGHTING STYLES [4]: The Street Fighting Style [4]

SKILLS [66]: Fast Talk [1]; Intimidation [1]; Sex Appeal [1]; Dancing – Punk Street Dancing [1]; Stealth [1]; Climbing [1]; Jumping [1]; Observation [1]; Holdout [1]; Flitch [1]; Electronics Operation – Security c.f. Car-Jacking [4]; Search [1]; Survival – The Zone [1]; Autoduelling Skills: Driver – Cycles [2]; Driver – Cars [8]; Automobile Mechanic – Power Plant [1]; Automobile Mechanic – The Controls [1]; Gunner – MG [4]; Gunner – Rocket [1]; Liquid Projector – Flamethrower [1]; Armoury – Heavy Weapons [1]; Personal Combat Skills: Street Brawling [2]; Melee – Axe/Mace, c.f. Club [1]; Melee – Shortsword, c.f. Iron Bar, Hatchette [1] [1]; Melee – Two-Handed Axe/Mace, c.f. Baseball Bat, Chainsaw [1] [1]; Melee – Pole Arm [1]; Melee – Spear [1]; Melee – Lance, c.f. Cycle-Mounted [1]; Melee – Knife [1]; Thrown Weapon – Knife [1]; Thrown Weapon – Grenade [1]; Handgun – Pistol [4]; Handgun – Shotgun [1]; Handgun – SMG [2]; Armoury – Small Arms [1]; First Aid [1].

EQUIPMENT (\$1520): Brass Knuckles; Blackjack; Car-Jacking Electronic Ripper-Shaft (Electronic Lockpick; +4 vs. Car Locks, on *Security* Skill Rolls) [\$1500]

SOME OPTIONAL ADVANTAGES & DISADVANTAGES: Appearance – Attractive [4]; Appearance – Beautiful/Handsome [16]; Unnatural Appearance (e.g. Horns) [-1]; Cannibal [-10]; Bloodlust [-10]; Berserker [-10]; Fearlessness [2/level]; Combat Reflexes [15]; Daredevil [15]; Versatile [5]; Gunslinger [25]; Driver Talent +1 [5]; Signature Gear [variable, p85]; Shtick [1].

GURPS Psionics Template Character Package

THE SPIRITUAL HEALER [99]

You have the spiritual ability to heal the afflicted of diseases, by laying your hands upon them. Now, you have come to The Zone, to heal and teach and bring peace to The World, on global television. You believe you are possibly a minor messiah. Note that there will only be one of this character template, in the game. The Spiritual Healer does require a DRIVER, HANDGUNNER, & PERSONAL COMBAT or WEAPONRY PLUG-IN (or Custom Skill Set).

CW Skills: Runner, Climber, Swimmer, Blade, Handgunner, Driver, Gunner, Psionic & 1 other Skill

GURPS Traits:

ATTRIBUTES: HT +3 [30]

ADVANTAGES [5]: The *Healer* Talent +1 [5]

REPUTATION [4]: Reputation (Miraculous Psychic Healer) [4]

DISADVANTAGES [-26]: Code of Honour (The Spiritual Path of Goodness) [-15]; Vow (To Heal The Sick) [-5]; Delusion (Messianic Self-Obsession Complex) [-5] Quirk (Always accepts Surrender) [-1]

PSIONICS [77]: **Psychic Healing Talent +3** [15]; Empathy [14] IQ H; Resistant to Diseases +1 [3] IQ H, Cure Disease Level 4 [24] IQ H; Cure Injury Level 1 [12]; Recovery [9]

SKILLS [8]: Intuition [2]; Physician [1]; Diagnosis (Psychic) [1]; Laying on Hands [4]

OTHER COMMON ADVANTAGES & DISADVANTAGES: Disciplines of Faith [-5 each]; Clueless [-10], Truthful [-5], Honest Face [1].

GURPS Robots Template Character Package

THE GADGETEER [99]

The Gadgeteer has both the ability to invent new gadgets and the ability to pull out of her clothing a 1GE techno-gizmo of her choice (not listed on her carried equipment), once every game session. This character will rely heavily upon inventions and equipment, rather than more traditional combat skills. The Gadgeteer is an expensive character concept and only creative players will be happy playing it, but

it is the only character concept that allows you to design your own unique personal equipment and unique vehicular modifications. If you take this package, you may wish to give yourself some extra points by taking some of The Disadvantages, listed below. The Gadgeteer Character does require a DRIVER PLUG-IN and a HANDGUNNER PLUG-IN and a PERSONAL COMBAT or WEAPONRY PLUG-IN (or Custom Skill Sets) to operate a combat vehicle and manage violence.

CAR WARS Skills: Runner, Climber, Swimmer, Handgunner, Gunner, Driver, Engineer + 1 other Skill

GURPS Traits:

Attributes: IQ +2 [40]

ADVANTAGES [61]: The *Math* Talent +2 [10]; Gadgeteer [25]; Gizmo [5]; Ally [10 – Basic Mechanics Micro-Droid];

DISADVANTAGES [-21]: University Debt [-15 = \$15 000]; Social Awkwardness -1 [-5]; Quirk – Talks in Erudite Language [-1]

SKILLS: COMPUTER TECH [3] = Computer Operation [2]; Computer Programming [2]; Computer Repair [1]; ELECTRONICS [9] = Engineering – Electronics [4]; Electronics Operation – Sensors [1]; Electronics Repair – Sensors [1]; Electronics Operation – Communications [1]; Electronics Repair – Communications [1]; Electronics Operation – Matter Transfer Devices [1]; Electronics Repair – Matter Transfer Devices [1]; Electronics Repair – Force Shields & Weapons [1]; ROBOTICS [6] = Engineering – Robotics [4]; Mechanics – Robotics [1]; MECHANICS [5] =: Engineering – Vehicular [1]; Vehicular Mechanic – Power Plant [1]; Vehicular Mechanic – The Controls [1]; Vehicular Mechanic – The Motive System [1]; Vehicular Mechanic – The Transmission [1]; Vehicular Mechanic – Armour [1]; Vehicular Mechanic – Paint Job [1]

WEAPONRY [2]: Engineering – Artillery [1]; Engineering – Small Arms [1]

SUGGESTED Disadvantages: Absent-Mindedness [-15]; Clueless [-10]; Code of Honour [-15]; Truthful [5]; Meglomania [-10]

GURPS Autoduel Template Character Package

THE BEAST-RIDER [99]

Genetic technologies brought back the dinosaurs, some centuries ago, and many changes have since occurred. In The Zone, there are dinosaurs that have been domesticated and dinosaurs that have artificially evolved into ideal mounts. There are rideable creatures that run on two legs, four legs, more legs and those that fly and those that swim and perhaps even those that burrow in the sand. The Beast-Rider is a natural expert at taming wild creatures and making them into mounts – if the animal can be ridden, you can ride it! The indigenous tribes of The Zone ride a very fast two-legged neo-dinosaur (named Red Runners) that can run through terrain that no off-road car could safely pass through. They were the first to tame this animal, they now breed them, train them, and sell them at very high-prices, internationally. The Beast-Rider does require a DRIVER PLUG-IN, a HANDGUNNER PLUG-IN, and a PERSONAL COMBAT or WEAPONRY PLUG-IN (or Custom Skill Sets).

CW Skill: Runner, Climber, Swimmer, Handgunner, Driver, Gunner, Animal Husbandry & 1 Skill from List (Brawling, Weaponry, Stealth, Survival, Cyclist, Hoverpilot, Boat Pilot, Tank Pilot, Helicopter Pilot, Aeroplane Pilot, Rocket Pack)

GURPS Traits:

ATTRIBUTES [40]: DX +1 [20]; IQ +1 [20]

ADVANTAGES [20]: The *Animal Friend* Talent +2 [10]; The *Outdoorsman* Talent +1 [10]

SKILLS [39]: Connoisseur – Natural Environments [1]; Naturalist [1]; Veterinary [1]; Animal Handling – Mounts [4]; Ride – Two-Legged Mount [4] (TECHNIQUES: Combat Riding [1]); Ride – Four-Legged Mount [4]; Ride – Six-Legged Mount [4]; Ride – Many-Legged Mount [4]; Ride – Flying Mount [4]; Teamster [1]; Falconry [1]; Packing [1]; Stealth [1]; Camouflage [1]; Shadowing [1]; Tracking TL10 [2]; Mimicry [1]; Navigation, c.f. Astronomical [1]; Survival – The Zone [1]

SOME OPTIONAL ADVANTAGES & DISADVANTAGES: Appearance – Attractive [4]; Appearance Beautiful/Handsome [16]; Shtick [1]; Fearlessness [2/level]; Combat Reflexes [15]; Gunslinger [25]; Gizmo [5].

GURPS Martial Arts Template Character Package

THE BLACK DRAGON NINJA [99]

In the year, 2399CE, through psychic feats that amazed The World, the martial artist, ZanZaTae fought and won The Grand Master's Seat on The Road of Warriors, in The Red Mountains of The Zone. He stood for one year, before retiring to establish The Black Dragon Monastery Temple, hidden among high cloudy peaks. Ninjutsu practitioners pilgrimage to his grave, a shrine, high on The Cloudy Dragon Mountain, in The Zone. Any can present her or himself for The Black Dragon Ordeal, but only The Most Talented are accepted into The Temple. The Black Dragon Ninja Clan is a family and to be initiated into The Temple Mysteries is to join, forever. You are a Black Dragon Ninja, born into The Clan. Nobody knows your identity – The Family is influential. You have finished college at Oxford or Cambridge or Harvard or Queensland and you are returning home, entering The Zone under the guise of a mere thrill-seeking martial artist, skilled in Ninjutsu (styles are recognizable) and perhaps planning a pilgrimage, as many others will be? You must keep your identity secret and return to The Family, without anybody guessing that you are going there, for these reasons. The Grandfather of The Clan will see you and have instructions for you. You must obey these, even if it costs your life. The Black Dragon Ninja will need a DRIVER PLUG-IN & a HANDGUNNER PLUG-IN (or custom skill set). *This package can be plugged into most other packages with the basic skill set.*

CAR WARS Skills: Runner, Climber, Swimmer, Martial Arts, Handgunner, Driver, Gunner + 1 other Skill

GURPS Traits:

ATTRIBUTES [20]: DEX +1 [20]

STYLES [20]: Taijutsu [6]; Kobujutsu [8]; Kusarigamajutsu [2]; Shurikenjutsu [4]

ADVANTAGES [5]: Gizmo (Ninja Tool – PC creates list of 5x 1GE Gizmos) [5]

DISADVANTAGES [-41]: Code of Honour (*Bushido* – Japanese Warrior Code) [-15]; Duty (Total Obedience to The Black Dragon Clan) [-15]; Secret (Nobody can discover that you are a Ninja) [-10]; Quirk (Wears Non-Descriptive Hollywood-Style Ninja Uniform, on secret missions) [-1]

SKILLS [95]: Academics (Choose) [4]; Savoir-Faire (High Society) [1]; Connaisseur (Archeological Artifacts) [1]; Savoir-Faire (Dojo) [1]; Philosophy (The Japanese Schools of Thought) [1]; Meditation [1]; Mental Strength [1]; Pressure Points [1]; Pressure Secrets [1]; Body Control [1]; Stealth [1]; Light Walk [1]; Invisibility Art [1]; Holdout [1]; Acting [1]; Disguise [1]; Lockpicking [1]; Electronics Operation – Security, c.f. Electronic Lockpicking [1]; Electronics Operation – Surveillance, c.f. Sabotage [1]; Climb [1]; Lizard Climb [1]; Jump [1]; Flying Leap [1]; Taijutsu Acrobatics [1] (TECHNIQUES: Acrobatic Stand [1]; Breakfall [1]; Evade [1]); Taijutsu Karate [16] (TECHNIQUES: Feint [1]; Exotic Hand Strike [2]; Targeted Attack (Exotic Hand Strike/Neck) [1]; Kicking [2]; Spinning Kick [1]; Jump Kick [1]; Targeted Attack (Kick/Groin) [1]); Taijutsu Judo [1] (TECHNIQUES: Arm Lock [1]; Choke Hold [1]); Blind Fighting [1]; Breaking Blow [1]; Kusarigamajutsu Melee Weapon – Kusarigama [2] (TECHNIQUES: Arm Lock [1]; Back Strike [1]; Return Strike [1]; Targeted Attack (Swing/Arm) [1]; Targeted Attack (Swing/Skull) [1]; Targeted Attack (Thrust/Face) [1]; Entangle [1]; Binding [1]; PERKS: Special Setup (Parry > Arm Lock) [1]); Kobujutsu Melee Weapon – Jitte/Sai [1] (TECHNIQUES: Disarming [1]; Reverse Grip [1]; Dual-Weapon Attack [1]; Dual-Weapon Defence [1]; Whirlwind Attack [1]); Kobujutsu Melee Weapon – Tonfa [1] (TECHNIQUES: Trip [2]; Dual-Weapon Attack [1]; Dual-Weapon Defence [1]); Kobujutsu Melee Weapon – Knife [1]; Shurikenjutsu Fast-Draw – Shuriken [1] (PERKS: Off-Hand Weapon Training [1]); Shurikenjutsu Thrown Weapon – Shuriken [2] (TECHNIQUES: Targeted Attack (Throw/Neck) [1]; Targeted Attack (Throw/Hand) [1]; Targeted Attack (Throw/Leg) [1]; Dual-Weapon Attack [1]; PERKS: Off-Hand Weapon Training [1]); Shurikenjutsu Thrown Weapon – Knife [1]; Ranged Weapon – Blowpipe, c.f. Metsubushi [1]

SOME OPTIONAL TRAITS: Obsession (Master The Ninja Arts) [-1]

GURPS Space Template Character Package

THE ADVENTURING DOCTOR [99]

You are a talented medical graduate who has come to The Zone, for whatever reason – yet you have signed *The Death Waiver*, like everybody else in The Zone. You will have to decide your views on killing. Healers are always in need, in The Zone, and your character may assume an immediate position at The MIDVILLE Hospital or The Wasteland Arena of The Green Door Truck Stop – and your Status and Pay is factored into The Character Package. If you have Driving Skill, you might choose to become an Ambunaught Driver. The Physician does require a DRIVER PACKAGE & a HANDGUNNER & PERSONAL COMBAT or WEAPONRY PLUG-IN (or Custom Skill Set) to operate a combat vehicle.

CW Skills: Runner, Climber, Swimmer, Handgunner, Driver, Gunner, Paramedic + 1 other Skill

GURPS Traits:

ATTRIBUTES [70]: IQ +3 [60]; HT +1 [10]

REPUTATION [15]: Rank 1 (MD) [5]; Comfortable Wealth (Employment at a Hospital = \$500/week) [10]

ADVANTAGES [9]: The *Healer* Talent +1 [5]; Contact (An Established MD of Rank 2) [4]

DISADVANTAGES [-11]: Vow (To Heal The Sick, Friend or Foe) [-10]; Quirk (Always accepts Surrender) [1]

SKILLS [17]: Intuition [1]; Science [1]; Physician [4]; Diagnosis [4]; Pharmacology [2]; Hazardous Materials [1]; Electronic Operation – Medical Equipment [1]; Computer Operation [1]; Savoir-Faire (Medical Culture) [1]; Handgun – Pistol, c.f. Dart Guns [1];

OTHER COMMON ADVANTAGES & DISADVANTAGES: Contact (increase Contact to Rank 3, The Head of The Hospital) [+2]; Clueless [-10]; Truthful SCN 15 to 7 [-5 to -15]; Honest Face [1].

GURPS Martial Arts Template Character Package

THE ASSASSIN OF THE EXECUTIONERS GUILD [99]

Toward the end of The Age of Oil, a re-emerge of World War II Nazi Philosophy, as a militant youth movement called "Skinhead", prompted a satanic counter-movement called The Executioners Guild of PAN. The members of this movement ritually shave their heads and receive a Black Inverted Pentagram, tattooed upon their forehead, above the hairline (and many regrow their hair, concealing the mark), as part of their Oath to become Assassins. This movement grew into a secret society dedicated to defending Liberty and has spread to become a part of human culture. You are an initiated Apprentice Assassin. You must offer up a human sacrifice to The Devil, to become a full Assassin. You have entered The Zone to earn your bones. This package requires a DRIVER & HANDGUNNER PLUG-IN (or custom skill set).

Requisite CAR WARS Skills: Runner, Climber, Swimmer, Martial Arts, Handgunner, Driver, Gunner & 1 other Skill

GURPS Traits:

ATTRIBUTES [30]: ST +1 [10]; DX +1 [20]

STYLES [9]: Gladius Nocturnae [5]; Shurikenjutsu [4]

ADVANTAGES [10]: Patron (The Executioners Guild) [5]; Striking ST +1 [5]

DISADVANTAGES [-17]: Code of Honour (*The Assassin's Code*) [-15]; Unnatural Feature (Black Inverted Pentagram Tattoo on Forehead) [-1]; Distinctive Feature (Black Inverted Pentagram Tattoo on Forehead) [-1]

SKILLS [67]: Theology (Satanism) [1]; Savoir-Faire (Dojo) [1]; Connoisseur (Weapons) [1]; Meditation [1]; Pressure Points [1]; Stealth [1]; Holdout [1]; Lockpicking [1]; Electronics Operation – Security, c.f. Electronic Lockpicking [1]; Traps [1]; Poisons [1]; Climb [1]; Jump [1]; Acrobatics [1] (TECHNIQUES: Acrobatic Stand [1]; Breakfall [1]; Evade [1]); Nocturnal Karate [16] (TECHNIQUES: Feint [1]; Exotic Hand Strike [2]; Targeted Attack (Exotic Hand Strike/Neck) [1]; Kicking [2]; Spinning Kick [1]; Targeted Attack (Kick/Groin) [1]; Improvised Weapons – Sap, Dust, Potable Liquids [3]); Nocturnal Judo [1] (TECHNIQUES: Arm Lock [1]; Choke Hold [1]); Blind Fighting [1]; Nocturnal Melee Weapon – Garrote [1]; Nocturnal Melee Weapon – Whip, c.f. The Black Whip of The Executioners [1] (TECHNIQUES: Entangle [1]; Targeted Attack (Arm/Entangle) [1]; Targeted Attack (Leg/Entangle) [1]); Nocturnal Thrown Weapon – Staff [1]; Nocturnal Thrown Weapon – Spear [1]; Nocturnal Thrown Weapon – Spear [1] (TECHNIQUES: Cycle Jousting [1]); Nocturnal Melee Weapon – Short Sword, c.f. The Gladius [1]; Nocturnal Melee Weapon – Axe/Mace, c.f. Club [1]; Nocturnal Melee Weapon – Knife [1]; Nocturnal Thrown Weapon – Knife [1]; Shurikenjutsu Thrown Weapon – Shuriken [1] (TECHNIQUES: Targeted Attack (Throw/Neck) [1]; Targeted Attack (Throw/Leg) [1]); Fast-Draw (Shuriken) [1];

SOME OPTIONAL TRAITS: Unnatural Feature (Shaved Head = accentuating The Tattoo) [additional -1]; Quirk (Dresses entirely in Black) [-1]; Combat Reflexes [-15]; Fearless [variable]; Nocturnal Melee Weapon – Short Sword, c.f. The Gladius [+0] (TECHNIQUES: Off-Hand Weapon Training [1]; Dual Weapon Combat [1]; Whirlwind Attack [1]) [Total = +3]; Nocturnal Melee Weapon – Scimitar, c.f. Traditional Persian Scimitar [1]; Nocturnal Melee Weapon – Broad Sword, c.f. Avalonian Knight's Blade [1]; Obsession (Master The Assassin's Arts) [-1]; Delusion (I am a Master) [-1]; Contact (The Master of a Fighting School, within The Zone) [5]; Duty* (A Master or Fighting School, within The Zone) [-5 to -15]; Claim to Hospitality* (The Same Master of a Fighting School, within The Zone) [5];

* Requires to The "Contact" Advantage also be taken.

GURPS Psionics Template Character Package

THE CLAIRVOYANT SEER [99]

You have the powerful psychic ability of *The Sight* and your power involves the ability to read the history of objects. When you hold an object and concentrate, you have vision flashes of powerful emotional events associated with the object. This power is called Psychometry and you are very gifted. You can also see people's auras and read their personality therefrom, and you have the ability to detect when psionic powers are being used, around you (Psidar). You alone know why you have entered The Zone. You are a powerful psychic, perhaps on a mission for *The Ascended Masters* whom you serve.

CW Skills: Psionics

GURPS Traits:

ATTRIBUTES [20]: IQ +1 [20]

DISADVANTAGES [-2]: Quirk (Talks in Occult Gobbledegook) [-1]; Dislikes (Non-Spiritual People) [-1]

REACTIONS: Reputation ("Gifted International Psychic") +2 [0]

PSIONICS [58]: **ESP Talent +2** [10]; Detect Psionic Activity +1 [8], Retrocognitive Flashbacks ("Psychometry") Level 2 [14]; Clairvoyance Level 1 [13]; Clairaudience Level 1 [13]

SKILLS [23]: Savoir Faire (The Occult Scene) [1]; Intuition [1]; Clairvoyance [1]; Psychometry [16]; Meditation [1]; Performance [1]; Detect Lie [1]; Electronic Operation – Psychotronics c.f. Etheric Residue Amplifier [1]

EQUIPMENT: Hand-held Etheric Residence Amplifier (1GE, \$575, +1 of Psychometry rolls)

SOME COMMON ADVANTAGES & DISADVANTAGES: Sense of Duty (Your Spiritual Duty, in The Zone – a Task given to you by Spirits or Deities) [-5 to -15]; Code of Honour – Your Spiritual Principles [-15]; Sensitive []

GURPS Rogues Template Character Package

THE FEME FATALE OR THE MANIPULATIVE SNAKE [99]

You are an expert at getting what you want through the emotional and sexual manipulation of those around you. The Feme Fatale does require a DRIVER and PERSONAL COMBAT or WEAPONRY PLUG-IN (or Custom Skill Set).

CW Skills: Runner, Climber, Swimmer, Handgunner, Driver, Gunner, Fast-Talk & 1 Skill from List (Espionage, Martial Arts, Weaponry, Stealth, Explosives, Computer Tech, Communications, Journalism, Security, Theft, Cyclist, Hoverpilot, Boat Pilot, Helicopter Pilot, Rocket Pack, Luck, Psionics)

GURPS Traits:

ATTRIBUTES [40]: IQ +2 [40]

ADVANTAGES [20]: Attractive +1 [4]; The *Smooth Operator* Talent +1 [15]; Shtick (Your Signature Style Feature) [1]

SKILLS [20]: Detect Lies [4]; Lip-Reading [1]; Acting [1]; Diplomacy [1]; Fast-Talk [4]; Intimidation [2]; Sex Appeal [4]; Erotic Art [1]; Carousing [1]; Streetwise [1]; Savoir Fair – High Society [1]; Connoisseur – Valuable Items [1]; Observation [1]; Search [1] Stealth [1]; Hide [1]; Holdout [1]; Flitch [1]; Escape [1]; Poison [1]

SOME OPTIONAL ADVANTAGES: Beautiful +4 [+8/replaces "Attractive +1"]; Charisma +1 [5]; Fashion Sense [5]; Status (From a Prominent Family) [5] & Savoir-Faire, c.f. High Society [1]; Status (From The Lower Social Classes) [-1] & Streetwise [1]; Contact (a MIDVILLE Contact or a Green Door Contact or a Wasteland Contact) [2 to 10] & Claim to Hospitality (the same person) [2 to 10]

GURPS Autoduel Template Character Package

THE NATURAL MECHANIC [99]

You are an expert at repairing vehicles – you have a genuine talent. You also have a Droid to help you. This package requires a DRIVER, HANDGUNNER, and PERSONAL COMBAT or WEAPONRY PLUG-IN.

CW Skills: Runner, Climber, Swimmer, Handgunner, Driver, Gunner, Mechanic + any 1 other Skill.

GURPS Traits:

ATTRIBUTES: IQ +1 [20]

ADVANTAGES [30]: The *Artificer* Talent +2 [20]; Basic Electronics Droid [10]

SKILLS [49]: Engineering – Vehicular [1]; Vehicular Mechanic – Power Plant [4]; Vehicular Mechanic – The Controls [4]; Electronic Repair – Communications [1]; Electronic Operation – Communications [1]; Electronic Repair – Sensors [1]; Electronic Operation – Sensors [1]; Electronic Repair – Security [1]; Electronic Operation – Security [1]; Vehicular Mechanic – The Motive System [4]; Vehicular Mechanic – The Transmission [4]; Automobile Mechanic – The Hull [4]; Automobile Mechanic – The Paint Job [4]; Armoury – Vehicular Armour [4]; Armoury – Heavy Weapons [4]; Armoury – Missile Weapons [4]; Armoury – Force Shields [1]; Armoury – Small Arms [2]; Armoury – Battlesuits [1]; Armoury – Melee Weapons; Mechanics – Robotics [1]

GURPS Cyberpunk Template Character Package

THE CYBORG [99]

You were critically injured in a mishap, but modern science rebuilt you as a semi-mechanical person. You have a chip slot in your head and by inserting various chips, you can instantly gain skills and ability, but they only last until you remove the chip (you can choose the chips you start with). You were muscly, to begin with, and now you also have a fantastical strong metal arm that has a concealed laser gun and long blade weapon, which fold out on your mental command, but are nearly impossible for anybody to find, if they try to search you – and it is great for grabbing any ordinary human by the throat and lifting him off the ground and choking him slowly. You have a great bionic eye and another cybernetic body organ. The Cyborg Character does require a DRIVER, HANDGUNNER, & PERSONAL COMBAT or WEAPONRY PLUG-INS (though you can proficiently use your built-in weapons and bionic arm combat skills).

CW Skills: Body Builder, Runner, Climber, Swimmer, Handgunner, Driver, Gunner + 1 other Skill

GURPS Traits

ATTRIBUTES: [30] ST+2 [20]; HT +1 [10]

CYBERNETICS [54]: Bionic Eye +2 [4]; Chip Slot (Head) [5];

Your CHOICE of {a)CyberVid (5hrs) Chip [5] or b) The Macho Chip [5] or c) Boxing Combat Chip (w/"The British Boxer for The Gentleman" Package minus Striking Strength +1) [5]}; Total [5]

Your CHOICE of {a)High Pain Threshold Chip [10] or b) Ampidexterity Chip [10] or c) Basic Mathematics Neuro Chip (*Lightening Calculator* Advantage) [10]}; Total [10]

Your CHOICE of {a)Cyber Liver [5] or b) Volume Cut-Out Ear Implant [5] or c) Nose Filter Implant [5] or d) Hidden Compartment (1GE) in Leg [5]}; Total [5]

Basic Cyber Arm (no covering plates) [10] with Concealed Laser Pistol [10] & Concealed Bayonet [5]; Total [25] This Cyber-Arm fulfils the basic requirements of The CW Body Builder Skill.

DISADVANTAGES [-10]: Programable [-10];

SKILLS [8]: Electronics Repair – Cybernetics [1]; Wrestling (Bionic Arm only) [1] (TECHNIQUES: Choke Hold [1]); Handgun – Beam Weapons [4]; Melee Weapon – Bayonet [1]

AN OPTIONAL EXTRA TRAIT KIT – THE MANCHURIAN CANDIDATE [-45]

Whoever turned you into a cyborg did not have your best interests in mind. Your creator has programmed you with a Secret Mission, and perhaps that is why you are in The Zone. Your Cortex Bomb was picked up on a routine medical scan, whilst they were processing you to enter The Zone. You consulted a cybernetics junk dealer who ran a shop on the promenade in The Gate Tower (which is actually a skyscraper building with a small city inside it). The junk-dealer scanned a tattoo that he found on the back of your hand. For some reason you had never noticed it there. It confirmed that you are the legal property of The Patron, and the stamp stands up. He examined The Chip Slot in your head and confirmed that there is some seriously-complex additional wiring in your head, probably a permanent program – but it is linked to the cortex bomb, and that dealer wouldn't want to try and touch it. But he knows somebody who could! Real cheap, clam? Clean, too, the guy was a certified physician, before losing his license. But the call for your Gate came and you had to go. Into The Zone. With no knowledge of who you are really working for and what sort of mission you have been programmed to complete. You are in a very unpredictable situation, because The GM chooses your mission, and when it occurs, you must fulfil it, unless you have found a way to resist.

Disadvantages [-45]: Cortex Bomb [-15]; Secret [-15, your Mission is Unknown to You]; Puppet SCN7 (to Your Secret Master/Programmer) [-15]

GURPS Martial Arts Template Character Package

THE PRAYING MANTIS KUNG FU INITIATE [99]

You are a traditionally trained and ceremonially initiated adept at The Shaolin Martial Arts School of Praying Mantis Kung-Fu. The Praying Mantis Kung Fu Initiate requires a DRIVER & HANDGUNNER PLUG-IN.

CW Skills: Runner, Climber, Swimmer, Martial Arts, Handgunner, Driver, Gunner & 1 other Skill

ATTRIBUTES [40]: DX +2 [40]

ADVANTAGES [10]: Fit [5]; Enhanced Parry +1 (Open Hand) [5]

DISADVANTAGES [-15]: Code of Honour (Honourable Combat Only) [-15]

STYLES [10]: Shaolin Temple Style [6]; Praying Mantis Style [4]

SKILLS [54]: Theology – Taoism [1]; Meditation [1]; Acrobatics [4] (TECHNIQUES: Acrobatic Stand [1]; Evade [1]); Light Walk [1]; Praying Mantis Karate [12] (TECHNIQUES: **Shaolin Style** – Exotic Hand Strike [1]; Feint [1]; Kicking [1]; Spinning Kick [1]; Jump Kick [1]; Flying Jump Kick (Spinning Kick) [1]; **Praying Mantis Style** – Choke Hold [1]; Roll with Blow [1]; Pressure-Point Strike [1]; Targeted Attack (Grapple/Arm) [1]; Arm Lock [1]; Special Setup (Karate Parry > Arm Lock) [1]; Disarming [1]; Praying Mantis Style Grand Disarm (Martial Arts Weapon) [1]; PERKS: Chi Resistance [1]; Hypnotic Hands [1]; Pressure Points [1]; Praying Mantis Judo [1] (TECHNIQUES: Sweep [1]); Shaolin Melee Weapon – Pole Arm [1]; Shaolin Melee Weapon – Spear [1]; Shaolin Melee Weapon – Staff [1]; Shaolin Melee Weapon – Three-Piece Rod [4] (TECHNIQUES: Dual Weapon Attack [1]; Dual Weapon Defence [1]; Counterattack [1]; Trip [1]; Disarm [1]); Shaolin Melee Weapon – Knife [1]; Shaolin Thrown Weapon – Knife [1]

GURPS Space Template Character Package

THE SPACE-PILOT [99]

If it can fly, you can fly it. You used to be a hotshot space pilot, but you have lost your license and chosen to seek fortune in The Zone, where your diverse flying skills may be put to use. The CW *Aerospace* Skill is a bonus choice as it provides two piloting abilities in a single skill: Aeroplanes & Spaceships. There are not many opportunities to pilot spaceships, in The Zone, but there are opportunities to pilot high performance light aircraft and jet aircraft, if you are playing regularly, outside of the arena. The only aircraft in The Zone are owned by pilots who have each been given a flight license by The TV Consortium. They give out flight licenses rarely. You have the piloting qualification (and probably few other can boast that), but you must make a name in The Zone, before they will give you a flight license, if they are going to give you a flight license. The Space Pilot requires a DRIVER, HANDGUNNER, & PERSONAL COMBAT or WEAPONRY PLUG-IN (or Custom Skill Set).

CW Skills: Runner, Climber, Swimmer, Handgunner, Gunner, Driver, Aerospace Pilot + 1 other Skill

GURPS Traits:

ATTRIBUTES [80]: IQ +2 [40], DX +2 [40]

DISADVANTAGES [-10]: Reputation (Deregistered Pilot, considered Dangerous & out of favour with The Powers that be) [-5]; Enemy (The CEO of The Company whose Flagship you crashed/Daughter you seduced/Payload you lost, etc., to lose your license) [-5] Nevertheless, you are very talented!

SKILLS [29]: Pilot – Light Airplane [1], Pilot – High Performance Airplane [1]; Pilot – High Performance Spacecraft [12]; Pilot – Low Performance Spacecraft [2]; Shiphandling – Starship [1], Pilot – Lightsails [1], Pilot – Autogyro [1], Pilot – Contragravity [1]; Gunner – Beam Weapons [1]; Crewman – Spacer [2]; Free Fall [2]; Handgunner – Beam Weapons [1]; Pilot – Rocket Pack [1]; Pilot – Vertol [1]; Pilot – Helicopter [1].

GURPS CHARACTER PLUG-INS

Your Player-Character is [160] point character – these compact ‘ability kits’ can be plugged into any of the above characters, to give the additional skills sets. What shall happen if your Plug-Ins give you the same Skill twice? Never fear, add the point from both together and you have the skill at a higher level. However, you usually cannot take the same advantage/disadvantage twice and you can never take the same Fighting Style Twice, therefore, reimburse yourself the appropriate amount of [points] when this happens, with your Plug-Ins.

ORGANIZING YOUR GURPS CHARACTER SCORES

Your Character has 8 CAR WARS Skills. Your Character does not need to have The GURPS Skills of Running; Climbing; and Swimming. However, your Character must have GURPS Skills (at Skill Level 14) Driver; Gunner – (Any); Handgunner – (Any) and 2 GURPS Skills to represent your 2 other CW Skills. This is a basic requirement for starting Player-Characters, in this campaign.

DRIVER PLUG-INS

DRIVER PLUG-IN I. THE BASIC COMBAT DRIVER DX 10=[28]; DX 11=[20]; DX 12=[12]; DX 13=[6]

Driver skill is expensive. This is because everybody must be a professional Combat Driver to have The CW *Driver* Skill. All PCs start with this skill. The ‘Basic Combat Driver’ Plug-In is the most basic GURPS package for fulfilling the requirements of The CW Skills (Runner, Climber, Swimmer, Driver, Gunner), with no frills. This is the minimum you can get away with spending on your Autoduelling Skills. *This package can be plugged into most other packages to give the basic skill set.*

CW Skills: Driver

GURPS Traits:

SKILLS: [DX 10/DX 11/DX 12/DX 13] Driver - Cars [16/12/8/4] DX A; Gunner – (MG or Rocket or Beam) [12/8/4/2] DX E;

DRIVER PLUG-IN II. THE PROFESSIONAL COMBAT DRIVER DX 10=[32]; DX 11=[24]; DX 12=[16]; DX 13=[10]

You can use most weapons that are common in The Zone. This skill-set is a firm basic foundation for survival in The Zone. *This package can be plugged into most other packages to give the basic skill set.*

CW Skills: Driver

GURPS Traits:

SKILLS: Driver - Cars [16/12/8/4] DX A; Gunner – MG [12/8/4/2] DX E; Gunner – Rocket [1]; Gunner – Cannon [1]; Gunner – Beam [1]; Liquid Projector – Flamethrower [1].

DRIVER PLUG-IN III. THE AMATEUR CYCLIST [2]

You have had a few lessons in how to drive cycles & trikes, and you must make a roll to drive them without penalty, but that is better than not being able to drive them at all and it is a very cheap Plug-In. *This skill does not provide mounted melee-combat or jousting ability (see Weaponry Plug-Ins for that ability) and is not a replacement for, but a supplement to, The Driver – Cars Skill, which is a prerequisite for every player-character.*

CW Skills: No Prerequisites

GURPS Traits:

SKILLS: Driver - Cycles [1] DX A; Driver – Trikes [1]

DRIVER PLUG-IN III. THE PROFESSIONAL CYCLIST DX 10=[17]; DX 11=[12]; DX 12=[9]; DX 13=[5]

You can drive cycles with full proficiency. *This skill does not provide mounted melee-combat or jousting ability (see Weaponry Plug-Ins for that ability) and is not a replacement for, but a supplement to, The Driver – Cars Skill, which is a prerequisite for every player-character.*

CW Skills: Cyclist

GURPS Traits:

SKILLS: Driver - Cycles [16/12/8/4] DX A; Driver – Trikes [1]

HANDGUNNER PLUG-INS

HANDGUNNER PLUG-IN I. THE MINIMUM HANDGUNNER DX 10=[12]; DX 11=[8]; DX 12=[4]; DX 13=[2]
This is the most basic GURPS package for fulfilling the requirements of The CW Skill (Handgunner), with no frills. This is the minimum you can get away with spending on your Personal Combat Skills. *This package can be plugged into most other packages to give the basic skill set.*

CW Skills: Handgunner

GURPS Traits: Handgun – (Choose 1 from Pistol, Rifle, Shotgun, or SMG) [12/8/4/2] DX E.

HANDGUNNER PLUG-IN II. THE CRACK SHOT DX 10=[21]; DX 11=[17]; DX 12=[13]; DX 13=[11]

You can use most weapons that are common in The Zone. This skill-set is a firm basic foundation for survival in The Zone. *This package can be plugged into most other packages to give the basic skill set.*

CW Skills: Handgunner

GURPS Traits:

SKILLS: Handgun – Pistol [12/8/4/2]; Handgun – Rifle [1]; Handgun – Shotgun [1]; Handgun – SMG [1]; Handgun LAW [1]; Handgun – Gyroc [1]; Handgun – Light Machine Gun [1]; Ranged Weapon – Crossbow [1]; Thrown Weapon – Grenade [1]; Armoury – Small Arms [1]

HANDGUNNER PLUG-IN III. THE LASER JOCKEY [5]

You can use most hand-held laser weapons. *This package can be plugged into most other packages to give the basic skill set.*

CW Skills: No Prerequisites

GURPS Traits:

SKILLS: Beam Weapon – Pistol [2]; Beam Weapon – Rifle [2]; Beam Weapon – Projector, c.f. Laser LAWs [1]

PERSONAL COMBAT PLUG-INS

These Plug-Ins each contain a set of skills for unarmed hand-to-hand combat. The unarmed skills are important, our game requires that all characters buy a "Fighting Style" before any points can be spent in Unarmed Combat "Skills". Characters can only buy "Techniques" available to the "Fighting Styles" they know. The rules for "Fighting Styles" & "Techniques" are contained in The GURPS Basic Set, and The Basic List of Fighting Styles is outlined in GURPS *Martial Arts*, in addition, some new Fighting Styles of The Zone are included in this book. Below is an extended list of Unarmed Fighting Style-Based Plug-Ins, for players who haven't got the all of supplements listed above.

THE BRITISH BOXER'S PLUG-IN FOR THE GENTLEMAN [+10]

CAR WARS Skill: No Prerequisites.

Style: Boxing [4]

Skills: Boxing [4] (TECHNIQUES: Uppercut [1]; Feint [1])

Some Optional Advantages: Striking ST +1 [5].

THE BRITISH BOXER'S PLUG-IN FOR THE PROFESSIONAL [+30]

(For Characters who take The CAR WARS *Boxing* Skill)

CW Skill: Boxing

Style: Boxing [4]

Attributes: (Minimum DX 12 is required for this Package)

Advantages: Fit [5]; Hard to Subdue +1 [2]; Striking ST +1 [5]

Skills: Boxing [8] (TECHNIQUES: Uppercut [2]; Targeted Attack (Boxing Uppercut/Face) [1]; Counterattack (Boxing) [1]; Feint (Boxing) [1]; Boxing Power Blow [1])

GRAECO-ROMAN WRESTLER PLUG-IN [+20]

CAR WARS Skill: No Prerequisites

Style: Graeco-Roman Neo-Wrestling [3]; Pankration [5] p185

Skills: Wrestling [4]; Performance [1]

Techniques: Feint (Wrestling) [1]; Choke Hold [1]; Arm Lock [1]; Neck Snap [1]; Ground Fighting (Wrestling) [1].

Cinematic Skills: Immovable Stance [1].

Cinematic Techniques: Hand Catch [1]; Roll with Blow [1].

Perks: Power Grappling [1].

Secondary Characteristics: HP +1 [2]

Advantages: Fit [5]; Hard to Subdue +1 [2]

Disadvantages: Obsession (Make and maintain weight) [-5];

Quirk: Health Food Fanatic [-1]

Optional Advanced Traits for Characters with The CAR WARS *Wrestling Skill*

Attributes: ST +2 [40]

Secondary Characteristics: HP +1 [2]

Advantages: Fit [5] or Very Fit; Charisma; Hard to Subdue; High Pain Threshold; Patron (Wrestling Organization); Reputation (Good Guy, from fans); Charisma []; Hard to Subdue +1 [2]; High Pain Threshold [15]; Reputation (Wrestling Fans 1/3, Infrequently 1/3) [1]; Special Exercises (Lifting ST +1) []; Special Exercises (DR 1 with Tough Skin) []; Special Exercises (Lifting ST +1) []; Special Exercises (DR 1 with Tough Skin) []; Pressure Points

Disadvantages: Gigantism; Overconfidence; Reputation (Signature move).

Skills: Wrestling; Judo.

Techniques: Arm Lock; Feint (Wrestling); Low Fighting (Wrestling); Elbow Drop; Elbow Strike; Arm Lock; Head Lock; Wrench (Limb); Wrench Spine; Disarming (Wrestling); Finger Lock; Breakfall; Sweep (Judo); Ground Fighting (Judo or Wrestling).

Cinematic Techniques: Backbreaker; Springing Attack (Wrestling); Pressure-Point Strike.

Perks: Shtick (Varies); Special Exercises (Lifting ST +1); Skill Adaptation (Varies).

WASTELAND DIRT WRESTLER'S PLUG-IN [+20]

Wasteland Dirt Wrestling is a Major TV "Sport", because there are no laws to prevent opponents from hurting each other. The Wrestlers each have a persona's (The Alter Ego) and the matches are held in a Boxing Ring. The place people go to make a name for themselves is The (Greek name for Wrestling Ring), which is a giant stadium in The Badlands – every wrestling fan on the planet watches the matches, there. You play a young Wasteland Dirt Wrestling fan with some talent and skill, out to make a name for yourself as an autoduellist or you can spend extra points on your skills and buy the suggested optional traits, if you want to be a Professional Wrestler, in The Badlands.

CAR WARS Skill: No Prerequisites

Style: Wasteland Dirt Wrestling [3]

Skills: Wrestling [4]

Techniques: Elbow Drop [1]; Hammer Fist [1]; Head Butt [1]; Eye-Gouging [1]; Breakfall [1]; Drop Kick [1]; Stamp Kick [1]; Wrench (Limb) [1]; Wrench Spine [1]; Ground Fighting (Wrestling) [1]

Cinematic Techniques: Piledriver [1]; Springing Attack (Wrestling) [1]

Perks: Alternate Identity – Wrestling Persona [-5]; Unusual Training (Roll with Blow, Only on the spring-loaded ring floor or against the ropes) [1]

Optional Advanced Traits for Characters with The CAR WARS *Wrestling Skill*

Attributes: ST +3 [60]

Secondary Characteristics: HP +1 [2]

Advantages: Fit [5]; Charisma []; Hard to Subdue +1 [2]; High Pain Threshold [15]; Reputation (Wrestling Fans 1/3, Infrequently 1/3) [1]; Special Exercises (Lifting ST +1) []; Special Exercises (DR 1 with Tough Skin) []; Special Exercises (Lifting ST +1) []; Special Exercises (DR 1 with Tough Skin) []

Disadvantages: Fat; Gigantism; Bloodlust; Bully; Overconfidence; Reputation (Bad Guy, from fans); Reputation (Signature move).

Techniques: Low Fighting (Wrestling); Arm Lock; Head Lock; Targeted Attack (Brawling Kick/Groin); Wrench Spine; Disarming (Brawling or Wrestling)
Skills: Lifting; Savoir-Faire (Gym), Wrestling Sport; Games (Wrestling); Brawling; Brawling Art; Acrobatics; Hobby Skill (Feats of Strength); Performance; Stage Combat; Two-Handed Axe/Mace (Chairs).

TRADITIONAL SUMO WRESTLER PLUG-IN [+25]

The First International Sumo Wrestling Matches were held in Australia, in The Zone, in The Year 2248. The Pacific Islander People Cape York Peninsula won the first championship – to everybody's surprise. The result was a flood of enthusiasm for the sport spread from Hawaii to New Zealand And The Wide Mountain Temple was established in the cloudy hidden crags around Dragon's Lair. That temple has grown to become host to one of the most important annual Sumo Wrestling events in The Solar System. Rich enthusiasts travel from far away, signing *The Death Waiver* and entering The Zone, to attend The Wide Mountain Tournaments an associated revelry. The same personalities attend each year and the event is abundantly sponsored by rich patrons. And, as a result of the presence of this famous school, temple, and arena, Sumo Wrestlers are not entirely uncommon, in The Zone.

CAR WARS Skill: No Prerequisites

Style: Traditional Sumo Wrestling [3]

Attributes: ST +3 [30] and The PC is recommended to take additional points in The ST Attribute

Skills: Wrestling (Sumo) [4]; Savoir-Faire (Dojo) [1]; Performance (Combat Art) [1]

Techniques: Low Fighting (Wrestling) [1]; Feint (Wrestling) [1]; Low-Line Defence (Wrestling) [1]; Committed Attack (Strong) [1]; All-Out Attack (Strong) [1]; Trip [1]; Arm Lock [1]; Breakfall [1]; Neck Snap [1]; Ground Fighting (Wrestling) [1]

Cinematic Skills: Immovable Stance [1]

Cinematic Techniques: Hand Catch [1]

Perks: Power Grappling [1]

Secondary Characteristics: FP +1 [2]

Advantages: Hard to Subdue +1 [2]

Disadvantages: Obsession (Make and maintain weight) [-5]; Very Fat [-5]; Gluttony [-5]; Gigantism [0]; Reputation (Signature move); Increased Weight [-15]¹⁷

Quirk: Japanese Food Fanatic [-1].

THE BAR-FIGHTER PLUG-IN [+0]

This package is free and will actually give you five extra points to spend, whilst also providing a complete set of Brawling Abilities!

CAR WARS Skill: No Prerequisites

STYLE: The Street Fighting Style [4].

Advantages: Alcohol Tolerance [1].

Disadvantages: Alcoholism – Mild [-15].

Skills: Carousing [1]; Brawling [4] (TECHNIQUES: Targeted Attack (Punch/Face) [1]; Feint [1]; Improvised Weapon – Bottle [1]); Melee Weapon – Two-Handed Axe/Mace, c.f. Chair [1].

Perk: Shtick (Your hair always looks good, after a brawl) [1]

OPTIONAL ADVANTAGES & DISADVANTAGES: Enhanced Dodge +1 [15]; Compulsive Carousing []; Bar-Brawling is a time-honoured tradition, codified into its own fighting school, over the century of television in The Zone. Anybody can take a Bar-Brawling Course, for free, in MIDVILLE. The instructors are local bar-flies who are paid by The TV Consortium, which both teaches people how to fight

¹⁷ The Sumo Wrestler's weight is in The 200lbs. Crew/Passenger Class (instead of the usual 150lbs. Class) and this must be factored into vehicle design. In appropriately designed vehicles can be used once or twice, but will suffer handling loss if not retro fitted from the sumo's weight. The need to retrofit any stock car to suit the character constitutes a VERY significant disadvantage, in The CAR WARS Setting, and hence the cost of The Disadvantage.

cinemagraphically and ensures there are always bar goers who love to brawl, filling the drinking holes, in MIDVILLE.

WOMEN'S SELF-DEFENCE PLUG-IN [+10]

CAR WARS SKILL: No Prerequisites

STYLE: Street Fighting [4]

DISADVANTAGE: Quirk (Professional Fighters have Low Respect for this Package) [-1]

SKILLS: Street Wrestling [1] (TECHNIQUES: Evade [1]; Disarming [1]); Street Brawling [1] (TECHNIQUES: Knee Strike [1]); Street Fighting Melee Weapon – Knife [1]; Street Fighting Thrown Weapon – Knife [1]

THE AUTO-ENTHUSIAST PLUG-IN [+15]

Style: The Street Fighting Style [4]

Skills: Street Brawling [1] (TECHNIQUES: Targeted Attack (Punch/Face) [1]; Feint [1]; Roll with Blow [1]; Improvised Weapon – Mechanic's Tools [1]); Forced Entry, c.f. Automotives [1]; Street Fighting Melee Weapon – Axe/Mace, c.f. Tire Iron; Improvised Weapon (Debris) [1] [1]; SF Melee Weapon – Flail, c.f. Cycle Chain [1]; SF Melee Weapon – Knife [1]; SF Thrown Weapon – Knife [1]

THE TOUGH STREETFIGHTER'S PLUG-IN [+30]

Style: The Street Fighting Style [4]

Secondary Characteristics: HP +1 [2]

Disadvantages: Social Stigma ("The Fighting Style of The Lower Classes") [-1]

Skills: Street Brawling [4] (TECHNIQUES: Targeted Attack (Punch/Face) [1]; Targeted Attack (Punch/Neck); Feint [1]; Elbow Strike [1]; Eye-Rake [1]; Knee Strike [1]; Stamp Kick [1]; Roll with Blow [1] Improvised Weapon - Debris [1]
Techniques: Targeted Attack (Brawling Punch/Face) [1]; Targeted Attack (Brawling Punch/Neck); Feint [1]; Elbow Strike (Brawling) [1]; Eye-Rake (Brawling) [1]; Knee Strike (Brawling) [1]; Stamp Kick (Brawling) [1]; Street Wrestling [1] (TECHNIQUES: Choke Hold [1]; Disarming [1]; Hammer Fist [1]; Head Lock [1]); Forced Entry, c.f. Automotives [1]; Street Fighting Melee Weapon – Axe/Mace, c.f. Club; Improvised Weapon (Debris) [1] [1]; SF Melee Weapon – Flail, c.f. Cycle Chain [1]; SF Melee Weapon – Two-Handed Axe/Mace, c.f. Baseball Bat [1]; SF Melee Weapon – Knife [1]; SF Thrown Weapon – Knife [1]; Thrown Weapon – Grenade, c.f. Grenade; Molotov Cocktail [1] [1]

SOME OPTIONAL TRAITS

Advantages: Toughness; Combat Reflexes, Fit

Disadvantages: Bloodlust; Social Stigma (Low Socio-Economic Caste)

BASIC JUDO PLUG-IN [+15]

CAR WARS SKILL: No Prerequisites

STYLE: Judo [4]

Skills: Savoir-Faire (Dojo) [1]; Judo [4] (TECHNIQUES: Roll with Blow [1]; Arm Lock [1]; Breakfall [1]; Ground Fighting [1]; PERKS: Technique Mastery (Judo Throw) [1]; Technique Mastery (Sacrifice Throw) [1])

SOME OPTIONAL TRAITS

Secondary Characteristics: FP +1 [2]

Advantages: Language (Japanese); Fit [5]; Hard to Subdue +1 [2], Enhanced Parry +1 (Open-Hand Only) [5].

Disadvantages: Delusions (I am a Master) SCN15 [-1].

BASIC KARATE PLUG-IN [+15]

CAR WARS SKILL: No Prerequisites

STYLE: Isshinryu Karate [4]

ADVANTAGES: Enhanced Parry +1 (Open Hand) [5]

SKILLS: Savoir-Faire (Dojo) [1]; Karate [2] (TECHNIQUES: Exotic Hand Strike [1]; Kicking [1]; Sweep [1]);

SOME OPTIONAL TRAITS

Secondary Characteristics: FP +1 [2]

Advantages: Language (Japanese); Fit [5]; Hard to Subdue +1 [2]; Fit [5]

Disadvantages: Delusions (I am a Master) SCN15 [-1].

BLACK BELT KARATE PLUG-IN [+45]

This GURPS package fulfils the basic requirements of The CAR WARS *Martial Arts* Skill.

CAR WARS SKILL: Martial Arts

PREREQUISITES: (Minimum DX 12)

STYLE: Kyokoshin Karate [4]; Kobujutsu Weapon Training [8]

SKILLS: Savoir-Faire (Dojo) [1]; Karate [12] (TECHNIQUES: Exotic Hand Strike [1]; Targeted Attack (Karate Exotic Hand Strike/Vitals) [1]; Aggressive Parry [1]; Counterattack [1]; Kicking [1]; Leg Grapple [1]; Sweep [1]; Jump Kick [1]; PERKS: Unusual Training (Breaking Blow, Only vs. well-braced objects out of combat) [1]); Kiai [1]; Kobujutsu Melee Weapon – Tonfa [1] (Dual Weapon Attack [1]; Dual Weapon Defence [1]); Kobujutsu Melee Weapon – Staff [1]; Kobujutsu Melee Weapon – Two-Handed Axe-Mace [1]; Kobujutsu Melee Weapon – Axe/Mace [1]; Kobujutsu Melee Weapon – Knife [1]; Kobujutsu Thrown Weapon - Knife [1]

SOME OPTIONAL TRAITS

Secondary Characteristics: FP +1 [2]

Advantages: Language (Japanese); Fit [5] or Very Fit [15]; Hard to Subdue +1 [2], Enhanced Parry +1 (Open-Hand Only) [5]; Combat Reflexes [15]; High Pain Threshold [15]; Fit [5] or Very Fit [15]

Disadvantages: Delusions (I am a Grand Master) SCN15 [-1]; Unnatural Features (Gnarled knuckles from iron-hand training)

THE WING CHUN PRACTITIONER'S PLUG-IN [+20]

CAR WARS SKILL: No Prerequisites

STYLE: Wing Chung Kung Fu [4]

SKILLS: Karate [2] (Exotic Hand Strike [1]; Feint [1]; Stamp Kick [1]; Targeted Attack (Stamp Kick/Leg) [1]); Wrestling [4] (Arm Lock [2]; Elbow Strike [2]; Counterattack [1]); Push [1]

SOME OPTIONAL TRAITS

Secondary Characteristics: FP +1 [2]

Advantages: Language (Chinese, Hanyu); Fit [5] or Very Fit [15]; Hard to Subdue +1 [2], Enhanced Parry +2 (Open-Hand Only) [10]; Combat Reflexes [15]; High Pain Threshold [15].

Techniques: Exotic Hand Strike, Targeted Strike (Karate/Exotic Hand Strike Vitals); Pressure Point Strike; Kicking; Jump Kick; Spinning Kick

Cinematic Skills: Pressure Points; Pressure Secrets

Disadvantages: Delusions (I am a Grand Master) SCN15 [-1]

THE JEET KUNE DO STREETFIGHTER'S PLUG-IN [+30]

CAR WARS SKILL: No Prerequisites

STYLE: Jeet Kune Do [3]

ADVANTAGES: Striking ST +1 [5]

SKILLS: Acrobatics [1]; Jeet Kune Do Karate [4] (Counterattack [1]; Feint [1]; Pressure-Point Strike [1]; Kicking [1]; Jump Kick [1]; Flying Jump Kick [1]); Jeet Kune Do Judo [1]; Hypnotic Hands [1] (Ear Clap [1]; Disarm [1]); Push [1]; Pressure Points [1]; Flying Leap [1]; Jeet Kune Do Melee Weapon – Flail, c.f. Nunchuku [2] (Counterattack [1]; Feint [1]; Disarm [1]); JKD Melee Weapon – Staff [1]; JKD Thrown Weapon – Axe/Mace [1]; JKD Melee Weapon – Knife [1]; JKD Thrown Weapon – Knife [1]

SOME OPTIONAL TRAITS

ADVANTAGES: Language (Chinese, Cantonese); Fit [5] or Very Fit [15]; Hard to Subdue +1 [2], Enhanced Parry +1 (Open-Hand & Martial Arts Weapons) [10]; Combat Reflexes [15]; High Pain Threshold [15]; TECHNIQUES: Off-Hand Weapon Training (Flail); Dual Weapon Attack (Flail); Dual Weapon Defence (Flail)

DISADVANTAGES: Delusion ("Bruce could . . .") [-1]; Obsession (Perfect my martial art) [-1]

THE WEAPONRY PLUG-INS

These packages address only weaponry skills, no unarmed combat – Note that many or most Oriental Martial Arts Packages, from **The Personal Combatant Category**, include Melee & Thrown Weapon Skills and, generally, their use must be accompanied by unarmed martial arts skills.

THE BASIC KNIFE-FIGHTER PLUG-IN [+5]

CW Skill: No prerequisites

Style: Knife-Fighting [3]

Skills: Knife-Fighting Melee Weapon – Knife [1]; Knife-Fighting Thrown Weapon – Knife [1]

THE EXPERT KNIFE-FIGHTER PLUG-IN [+20]

CW Skill: No prerequisites, but can be used to fulfil The CW *Blade* Skill, if The GURPS *Melee Weapon – Knife* Skill is at Level 14, i.e. [+6 at DX12] or [+8 at DX11] or [+12 at DX10]

Style: Knife-Fighting [3]

Skills: Wrestling, c.f. Knife [1] (TECHNIQUES: Armed Grapple [1]; Arm Lock [1]; Disarming [1]); Knife-Fighting Melee Weapon – Knife [2] (TECHNIQUES: Reverse Grip [1]; Feint [1]; Spinning Strike [1]; Back Strike [1]; Choke Hold [1]; Retain Weapon [1]; Dual-Weapon Attack [1]; Fighting While Seated [1]); Knife-Fighting Thrown Weapon – Knife [1]; Fast Draw – Knife [1]; Power Blow – Knife [1]

THE CROWBAR PLUG-IN [+10 or +6 if The PC already has The Street Fighting Style]

CAR WARS SKILL: None

PREREQUISITE: None

STYLE: Street Fighting [4]

SKILLS: Street Melee Weapon – Two-handed Axe/Mace, c.f. Crowbar [1]; Street Melee Weapon – Axe/Mace, c.f. Crowbar, Tire Iron [1] [1]; Power Blow – Crowbar [1]; Forced Entry, c.f. Automotives [1]; Street Melee Weapon – Flail, c.f. Cycle Chain [1]

SOME OPTIONAL TRAITS: A few points in a Mechanics Skill seem in order.

THE BASIC AVALONIAN CHIVALRIC DUELLING PLUG-IN [+10]

The Free Kingdom of AVALON arose as an idea that united The English-Speaking World in action to counter global warming, at the end of The Age of Oil. This kingdom, dedicated to the idea of Liberty, emerged from world-chaos, as a phoenix from the ashes. The World was united under the leadership of AVALON to form a round table at which the whole of Humanity is represented. *The Free Kingdom of AVALON* thus used its military-industrial complex to form humanity's first Professional Liberation Business, arguing that human nature ensures that we will never run out of business, a "buy now, pay later" scheme business plan was instituted. This resulted in the fall of most major tyrannies, over the following centuries, leading to the modern military utopia, with The Zone as The Number One TV rating event. AVALON is known to make the finest straight-bladed swords in the solar-system and the metal creation techniques are a closely guarded secret.

CW Skill: No Prerequisites

Style: Avalonian Chivalric Duelling [5]

Skills: Avalonian Melee Weapon – Broadsword, c.f. Avalonian Knight Sword [2]; Avalonian Melee Weapon – Two-Handed Sword, c.f. Avalonian Knight Sword [1]; Avalonian Melee Weapon – Knife [1]; Avalonian Thrown Weapon – Knife [1]

THE ADVANCED AVALONIAN CHIVALRIC DUELLING PLUG-IN [+25]

CW Skill: No Prerequisites or The CW *Blade* Skill can be bought by increasing the skill, Avalonian Melee Weapon – Broadsword, at the cost of [+4 at DX12] or [+8 at DX11] or [+12 at DX10].

Style: Avalonian Chivalric Duelling [5]

Skills: Fast Draw, c.f. Avalonian Knight Sword [1]; Avalonian Melee Weapon – Broadsword, c.f. Avalonian Knight Sword [4] (TECHNIQUES: Counterattack [1]; Targeted Attack (Thrust/Vitals Armour Chinks) [2]; Whirlwind Attack [2]; Disarming [2]; Retain Weapon [1]; PERKS: Grip Mastery [1]); Avalonian Melee Weapon – Two-Handed Sword, c.f. Avalonian Knight

Sword [2] (TECHNIQUES: Choke Hold (Blade) [1]); Power Blow – Avalonian Knight's Sword [1]; Avalonian Melee Weapon – Knife [1]; Avalonian Thrown Weapon – Knife [1]

THE KNIGHT'S AVALONIAN CHIVALRIC DUELLING PLUG-IN [+40]

CW Skill: Blade

Style: Avalonian Chivalric Duelling [5]

Attributes: Minimum DX 12 is required or this Package cost [+4], to Avalonian Melee Weapon – Broadsword, per point less of DX

Advantages: Enhanced Parry +1 (Broadsword) [5]

Skills: Fast Draw, c.f. Avalonian Knight Sword [1]; Avalonian Melee Weapon – Broadsword, c.f. Avalonian Knight Sword [8] (TECHNIQUES: Counterattack [1]; Targeted Attack (Thrust/Vitals Armour Chinks) [4]; Targeted Attack (Swing/Arm) [1]; Disarming [4]; Whirlwind Attack [1]; Timed Defence [1]; Retain Weapon [1]; PERKS: Grip Mastery [1]; Weapon Bond [1]); Avalonian Melee Weapon – Two-Handed Sword, c.f. Avalonian Knight Sword [2] (TECHNIQUES: Choke Hold (Blade) [1]); Power Blow – Avalonian Knight's Sword [2]; Avalonian Melee Weapon – Knife [1]; Avalonian Thrown Weapon – Knife [1]

THE INITIATED BABYLONIAN SWORD DANCER PLUG-IN [+20]

This package is available for both males and females, though males are limited as to how high they can progress, in this art.

CW Skill: none

Style: Babylonian Sword Dancing [5]

Skills: Theology (The Goddess Temples) [1]; Fast Draw, c.f. Persian Scimitar [1]; Babylonian Melee Weapon – Scimitar, c.f. Persian Scimitar [2] (TECHNIQUES: Sweep [1]; Choke Hold (Blade) [1]; Whirlwind Attack [1]; Retain Weapon [1]); Acrobatics, c.f. Babylonian Sword Dancing [1] (TECHNIQUES: Low Fighting [1]; Recover from Prone [1]; Roll with Blow [1]); Babylonian Melee Weapon – Knife [1]; Babylonian Thrown Weapon – Knife [1]

SOME OPTIONAL TRAITS: Faith (The Goddess Temples) [-5]; Quirk (Considers Women to be superior to Men) [-1]

THE ADEPT BABYLONIAN SWORD DANCER PLUG-IN [+40]

The Persian Middle-East underwent revolution, starting toward the end of The Age of Oil and lasting two and half centuries – The result of was the rebirth of the old countries of Iraq and Iran as The Realm of New Babylon, a country dedicated to The Coin and the worship of The Goddess LILITH, who is called by many names. This highly aggressive and subtle and overtly evil worship spread among the women of The Muslim World, resulting in a secret uprising that brought about the fall of Islam. The new goddess faith, adopting the symbol of The Moon and The Star to represent the ancient cults observations of ASTARTE, sacrificed the Muslim priests through ritual beheadings and desecrated the mosques in The Forbidden Names of The Goddess. Thus did every temple in The Middle East become temples of The Goddess, orbiting their spiritual centre in The New Babylon. Many believe a Jewish conspiracy was at work behind these events and certainly, The Goddess Temple has a covenant with ISRAEL, to be honoured for 1001 years. But with the return of The Goddess, so returned the ancient art of the Persian scimitar as a temple weapon. The Priestesses of The Goddess, as a temple meditation discipline developed The Art of Sword Dancing. This combat form is typified by fluid circular movements and designed to favour the strengths of female body and exploit the weaknesses of the male body, with tripping and unbalancing moves being highly developed. Females of *The Executioners Guild* often develop this skill in terrifying ways. Men of every culture have learned to fear this combat technique due to its ruthless adherence to practicality and unpredictability and death – Its high-level secrets are taught on to females, initiated into the temple and any man who learns the secrets is killed before he can speak. The ceramic scimitar blades made in New Babylon hold an almost mythical place in the modern global culture of Planet Earth, believed to be among the sharpest weapons ever created. Babylonian Sword Dancing is a temple art, which, at this level, is only taught to initiates.

CW Skill: Blade

Attributes: Female or Transgender + Minimum DX 12 or package costs [+4] to the skill, Babylonian Melee Weapon – Scimitar, per point of DX less than Prerequisite

Style: Babylonian Sword Dancing [5]

Disadvantages: Discipline of Faith (The Goddess Temples) [-5]; Quirk (Considers Women to be superior to Men) [-1]

Advantages: Enhanced Parry +1 (Scimitar) [5]

Skills: Theology (The Goddess Temples) [2]; Fast Draw, c.f. Persian Scimitar [1]; Babylonian Melee Weapon – Scimitar, c.f. Persian Scimitar [8] (TECHNIQUES: Sweep [2]; Counterattack [1]; Whirlwind Attack [2]; Targeted Attack (Swing/Neck) [2]; Choke Hold (Blade) [1]; Beheading [2]; Retain Weapon [1]; PERKS: Grip Mastery [1]); Acrobatics, c.f. Babylonian Sword Dancing [4] (TECHNIQUES: Low Fighting [1]; Evade [4]; Acrobatic Stand [1]; Roll with Blow [1]); Babylonian Melee Weapon – Knife [1]; Babylonian Thrown Weapon – Knife [1]

THE ATLANTEAN ENERGY SWORD DUELLING PLUG-IN [+30]

The Atlantean Energy Sword is ultra-tech hand grip which projects a stable blade of visible energy with exceptional cutting power. These swords are available in almost any configuration, from The Avalonian Longsword to The Japanese Katana, Force Daggers are also popular, and more exotic types of Force Weapon can be bought. Force Weapons project a blade of purple energy, near the visible top of the high-frequency range, though there is some colour variation among weapons. Force Swords are expensive, e.g. a Force Sword the basic dimension of an Avalonian Longsword is likely to cost approximately \$10 000. Therefore, it is unlikely that a character skilled in this form of combat will enter The Zone with a Force Sword ~ t'is more likely that character will need to acquire the funds, in The Zone. There are businesses that sell every sort of hand weapon, up at *The Temple of MARS*, in The Red Mountains. Due to the expense, rarity, and prestige associated with this weapon, character who learn it are likely to come from a rich background. The character can imagine any grip-design she chooses, but the blades are generally the same size and shape as conventional sword design.

CW Skill: Blade

Style: Force Sword Duelling [5]

Attributes: (Minimum DX 12 is required for this Package)

Advantages: Enhanced Parry +1 (Force Sword) [5]

Skills: Fast Draw, c.f. Force Sword [2]; Force Melee Weapon – Force Sword, c.f. Choose any one type/size [8] (TECHNIQUES: Counterattack [1]; Retain Weapon [1]; Targeted Attack (Swing/Neck) [1]; Targeted Attack (Thrust/Vitals Armour Chinks) [1]; Targeted Attack (Swing/Arm) [1]; Targeted Attack (Swing/Leg) [1]; Timed Defence [1]; PERKS: Grip Mastery [1]; Weapon Bond [1]); Force Melee Weapon – Knife, c.f. Force Knife [1]

SOME OPTIONAL TRAITS: Status 1 – Daughter/Son of a Prominent Noble Family [5] + Quirk – British or Foreign Aristocratic Accent [1]; Code of Honour – Chivalric [-15]

THE BASIC STEED JOUSTING PLUG-IN [+5]

CAR WARS SKILL: No Prerequisites

STYLE: Jousting [2]

SKILLS: Ride – choose one from Two-Legged Steed, Four-Legged Steed, Many-Legged Steed [1] (TECHNIQUES: Combat Riding [1]); Jousting Melee Weapon – Lance, c.f. Steed-Mounted [1];

SOME OPTIONAL TRAITS: Jousting Melee Weapon – Any [+0] (TECHNIQUES: Mounted Combat [1]) [TOTAL = +1]

THE ADVANCED STEED JOUSTING PLUG-IN [+20]

CAR WARS SKILL: No Prerequisites

STYLE: Jousting [2]

SKILLS: Ride – Two-Legged Steed [1] (TECHNIQUES: Combat Riding [1]); Ride – Four-Legged Steed [1] (TECHNIQUES: Combat Riding [1]); Ride – Many-Legged Steed [1] (TECHNIQUES: Combat Riding [1]); Ride – Flying Steed, c.f. chose one from Giant Insects, Giant Pterodactyls or Bioengineered Dragons (These Great Drakes require Status 3, to learn as a Starting Skill) [1] (TECHNIQUES: Staying Seated; Combat Riding [1]); Animal Husbandry, c.f. Ground Mounts, Flying Mounts [1]; Jousting Melee Weapon – Lance, c.f. Steed-Mounted [2] (TECHNIQUES: Retain Weapon [1]; PERK: Grip Mastery [1]); Jousting Melee Weapon – Polearm (TECHNIQUES: Mounted Combat [1]) [1]; Jousting Melee Weapon – Axe/Mace, c.f. Mace (TECHNIQUES: Mounted Combat [1]) [1]; Shield [1] (TECHNIQUES: Mounted Combat [1])

SOME OPTIONAL TRAITS: The *Animal Friend* Talent +1 [10]; Jousting Melee Weapon – Lance [+0], c.f. Cycle-Mounted [1] + Jousting Melee Weapon – Lance [+0], c.f. Cycle-Mounted [1] [TOTAL = 2];

THE CYCLE JOUSTING PLUG-IN [+5]

CAR WARS SKILL: None

PREREQUISITE: Requires The GURPS Drive – Cycle Skill

STYLE: Jousting [2]

SKILLS: Driver – Cycle [1]; Jousting Melee Weapon – Lance, c.f. Cycle-Mounted [1] (TECHNIQUES: Retain Weapon [1])

SOME OPTIONAL TRAITS: Jousting Melee Weapon – Any previously known [+0] (TECHNIQUES: Mounted Combat [1]) [TOTAL +1]

MECHANICS PLUG-INS

MECHANIC PLUG-IN I. THE DRIVER'S TOOLKIT [+10]

This Plug-in contains the complete set of skills needed for maintaining (but not repairing) your own combat vehicle, and if you break down in The Red, you might be able to get her started again. *This package can be plugged into most other packages to give the basic skill set.*

CW Skills: No Prerequisites

GURPS Traits:

SKILLS: Vehicular Mechanic – Power Plant [1]; Vehicular Mechanic – The Controls [1]; Vehicular Mechanic – The Motive System [1]; Vehicular Mechanic – The Transmission [1]; Automobile Mechanic – The Hull [1]; Automobile Mechanic – The Paint Job [1]; Armoury – Vehicular Armour [1]; Armoury – Heavy Weapons [1]; Armoury – Missile Weapons [1]; Armoury – Beam Weapons [1]

Note that The Armoury – Small Arms Skill is used to maintain Handguns.

MECHANIC PLUG-IN II. THE TALENTED HOBBYIST [+30]

This package can be plugged into most other packages to give the basic skill set. Note that if the character has IQ of less than 11, [4] additional points will need to be spent on a single Mech Specialty Skill, to raise it to Skill Level 14.

CW Skills: Mechanic

GURPS Traits:

ADVANTAGES: The *Artificer* Talent +1 [10]

SKILLS [20]: Vehicular Mechanic – Power Plant [2]; Vehicular Mechanic – The Controls [4]; Vehicular Mechanic – The Motive System [4]; Vehicular Mechanic – The Transmission [4]; Automobile Mechanic – The Hull [1]; Automobile Mechanic – The Paint Job [1]; Armoury – Vehicular Armour [2]; Armoury – Heavy Weapons [1]; Armoury – Missile Weapons [1]

SOCIAL PLUG-INS

SOCIAL PLUG-IN I. THE SEXY MINIMALIST [+5]

This package can be plugged into most other packages with the basic skill set.

CW Skills: No Prerequisites

GURPS Traits:

ADVANTAGES: Attractive +1 [4]

SKILLS: Sex Appeal [1]

SOCIAL PLUG-IN I. THE SEX BOMB [+20]

This package can be plugged into most other packages with the basic skill set.

CW Skills: No Prerequisites

GURPS Traits:

ADVANTAGES: Beautiful +2 [12]

SKILLS: Acting [1]; Diplomacy [1]; Fast-Talk [1]; Detect Lies [1]; Carousing [1]; Sex Appeal [2]; Erotic Art [1]

SOCIAL PLUG-IN III. THE SEX GODDESS/GOD [+40]

This package can be plugged into most other packages with the basic skill set.

CW Skills: No Prerequisites

GURPS Traits:

ADVANTAGES: Very Beautiful/Handsome +6 (+2) [16]

SKILLS: Streetwise or Savoir-Faire (Choose from – The Art World, High Society, The Fashion World, Realm Politics) [1]; Acting [1]; Public Speaking [1]; Leadership [1]; Diplomacy [1]; Fast-Talk [2]; Detect Lies [1]; Intimidation [1]; Carousing [2]; Sex Appeal [2]; Erotic Art [1]

SOME OPTIONAL DISADVANTAGES: Selfish [-5]; Enemy (Powerful Jilted Lover) [5]; Secret [-1 to -15]

SOCIAL PLUG-IN IV. THE WOULD-BE POLITICIAN [+25]

This package can be plugged into most other packages with the basic skill set.

CW Skill: None or Fast Talk (Additional GURPS Character Points must be spent to raise one "Smooth Operator" Skill to Level 14, if The CW *Fast Talk* Skill is taken.)

GURPS Traits:

ADVANTAGES: The Smooth Operator Talent +1 [15]

SKILLS: Savoir-Faire (High Society) [1]; Politics [1]; Public Speaking [1]; Leadership [1]; Diplomacy [1]; Fast-Talk [1]; Detect Lies [1]; Intimidation [1]; Carousing [1]; Sex Appeal [1];

SOME OPTIONAL DISADVANTAGES: Delusions (I am The Best) [-1]; Overconfidence []; Selfish [-5]; Lecherousness SCN [-5 to -15*]; Paranoia [-10]; Secret [-1 to -15]

NETRUNNER PLUG-INS

These plug-ins contain the complete set of skills needed for plugging into The Web and Hacking into the virtual matrix of any establishment in The Zone, or trying, at least.

NETRUNNER PLUG-IN I. THE CHEAP & NASTY NETGEAR PACK [+30]

You want save money (and character points) getting your cybernetic web-gear brain implants? No problems! Step into this allyway? This package fulfils the requirements of The CAR WARS Computer Tech Skill, if Electronics Operation – Cyberdeck is raised to Skill Level 14. Thus, if The Character has IQ 12 , then +3 pts must be spent to get Electronic Operation – Cyberdeck [4]; if IQ 11, then +7 pts must be spent to get Electronic Operation – Cyberdeck [8]; if IQ 10, then +11pts to get Electronics Operation - Cyberdeck [12].

CW Skills: No prerequisites.

GURPS Traits:

CYBERWEAR: *The Marque Interface Jack* [20]; Basic Cyberdeck [3]

DISADVANTAGES:

SKILLS: Computer Operation [1]; Computer Programming [1]; Computer Hacking [2]; Electronics Operation – Cyberdeck [2]; Electronics Repair – Cybertech [1]

NETRUNNER PLUG-IN II. THE AMATEUR NETRUNNER PACK [+40]

This pack fulfils the requirements of The CAR WARS *Computer Tech* Skill, if The Character has IQ 12 (if IQ 11, then +4 pts must be spent to get Electronic Operation – Cyberdeck [8]; if IQ 10, then +8pts to get Electronics Operation - Cyberdeck [12]) *This package can be plugged into most other packages to give the basic skill set.*

CW Skills: No Prerequisites

GURPS Traits:

CYBERWEAR: *The Icon Interface Jack* [25]; Advanced Cyberdeck [6]

SKILLS [20]: Computer Operation [1]; Computer Programming [1]; Computer Hacking [1]; Brain Hacking – Cybernetic [1]; Electronics Operation – Cyberdeck [4]; Electronics Repair – Cybertech [1]

NETRUNNER PLUG-IN III. THE HIGH-QUALITY NET-JACK PACK [+50]

This pack fulfils the requirements of The CAR WARS *Computer Tech* Skill, if The Character has IQ 12 (if IQ 11, then +4 pts must be spent to get Electronic Operation – Cyberdeck [8]; if IQ 10, then +8pts to get Electronics Operation - Cyberdeck [12]) *This package can be plugged into most other packages to give the basic skill set.*

CW Skills: No Prerequisites

GURPS Traits:

CYBERWEAR: *The Environmental Interface Jack* [30]; Advanced Cyberdeck [6]

ADVANTAGES: The *Netrunner* Talent +1 [5]

SKILLS [20]: Computer Operation [1]; Computer Programming [1]; Computer Hacking [1]; Brain Hacking – Cybernetic [1]; Electronics Operation – Cyberdeck [4]; Electronics Repair – Cybertech [1]

THE PSIONIC PLUG-INS

THE MYSTICAL SEEKER PLUG-IN [+5]

You are on a spiritual path to develop mystic powers through karmically-responsible learning.

CW Skills: No Prerequisites

GURPS Traits:

DISADVANTAGES [-6]: Vow (To dedicate yourself to The Spiritual Path) [-5]; Quirk (Likes to wear Spiritual Paraphernalia) [-1]

PSIONICS [4]: **Psychic Healing Talent +0**; Aura Reading Level 1 (i.e. Very Unreliably Vague) [4];

SKILLS [7]: Theology (Diverse Goddess Spirituality) [1]; Meditation [1]; Intuition [1]; Clairvoyance [1]; Savoir-Fair (Diverse Forms of Psychic Culture) [1]; Etiquette, c.f. New Age Spirituality Culture, Temple/Religious Intercultural [1] [1]

OTHER COMMON ADVANTAGES & DISADVANTAGES: Clueless [-10]

THE HYPNOTIST PLUG-IN [+25]

You are a competent clairvoyant, who uses a scrying stone to view events, at a distance – visual information only, you cannot hear sounds, through this power.

CW Skills: none or Psionics

GURPS Traits:

ATTRIBUTES: (Minimum IQ12)

DISADVANTAGES [-1]: Quirk (Accustomed to Control) [-1]

PSIONICS [20]: **Telepathy Talent +1** [5]; Suggestion Level 1 [20];

SKILLS [6]: Hypnotism [4]; Meditation [1]; Detect Lie [1]

THE CLAIRVOYANT PLUG-IN [+35]

You are a competent clairvoyant, who uses a scrying stone to view events, at a distance – visual information only, you cannot hear sounds, through this power.

CW Skills: none or Psionics

GURPS Traits:

DISADVANTAGES [-1]: Quirk (Dresses to The Role) [-1]

PSIONICS [18]: **ESP Talent +2** [10]; Clairvoyance Level 2 [18, +5 per Level];

SKILLS [8]: Occult [1]; Meditation [1]; Intuition [1]; Clairvoyance [2]; Savoir-Fair (Your Spiritual Culture) [1]; Detect Lie [1]; Performance [1]

OTHER COMMON ADVANTAGES & DISADVANTAGES: Haunted [-5 to -15]; Delusions [-1 to -15]; ESP Power – Visions (Dreams) [5] + Dreaming (Skill) [1] + (optionally) Nightmares (A Terrifying Type of Event, in The Zone) [-10]

THE ANIMAL EMPATH PLUG-IN [+22]

You have an empathic bond with animals that lets them understand you and do your will.

CW Skills: none or Psionics

GURPS Traits:

DISADVANTAGES [-1]: Dislikes (Humans who are out of touch with Nature) [-1]
ADVANTAGES: The *Animal Friend* Talent +1 [5]
PSIONICS [18]: **Animal Telepathy Talent +1** [5]; Beast Control Level 1 [10]
SKILLS [8]: Animal Husbandry (Choose) [1]; Empathy [1]; Intuition [1]

THE WASTELAND PROPHET PLUG-IN [+20]

You can hear discarnate voices or read signs or receive direct information, beyond – perhaps you get messages from The Mothership by staring into TV Fuzz or perhaps your mind is drawn into a psychic planar vortex through a meditation trance or perhaps you cast chaos (cards, sticks, bones) and gaze into it to see it re-arrange itself into terrifying oracles, giving information on the past or the present or the future?

CW Skills: none or Psionics

GURPS Traits:

ADVANTAGES [-2]: Quirks (Emits a Mild Aura of Lunacy) [-2]
PSIONICS [18]: **ESP Talent +1** [5]; Oracles [14]
SKILLS [6]: Divination [1]; Performance [1]; Intimidation Scary Ominous Prophecies [1]

SOME OPTIONAL TRAITS: Lunacy [-10]; Phantom Voices [-5 to -15]; Fanaticism [-15]

THE TELEPATH PLUG-IN [+50]

You have developed telepathic abilities that can be used with intense concentration, both to read thoughts and to send thoughts, though your talent is only at the early stages of development and you must make physical contact with your victim.

CW Skills: none or Psionics

GURPS Traits:

DISADVANTAGES [1]: Perk (Choose one from *Avatar*, *I know what you mean*, *Intimidation Factor*, *Tactical Reading*, p63) [1]
PSIONICS [18]: **Telepathy Talent +1** [5]; Telereceive [21]; Telespeak [18]
SKILLS [8]: Telereceive [4]; Detect Lie [1]; Telesend [1]

THE DREAM INVADER PLUG-IN [+30]

You have an empathic bond with animals that lets them understand you and do your will.

CW Skills: none or Psionics

GURPS Traits:

ADVANTAGES: Ally (Sentient Dream Creature) +1 [1]
PSIONICS [18]: **Dreaming Talent +1** [5]; Dream Projection Level 1 [20]
SKILLS: Dreaming [4]

THE ASTRAL TRAVELLER PLUG-IN [+25]

You can proficiently project from your body and walk around the ethereal shadow of the physical world.

CW Skills: none or Psionics

GURPS Traits:

ADVANTAGES [1]: Perk – Astral Accessory (A Piece of Signature Gear) [1]
PSIONICS [18]: **Astral Travel Talent +1** [5]; Astral Sight Level 1 [6]; Astral Travel Level 1 [28]; **Psychic Healer Talent +0**; Aura Reading +1 [4]
SKILLS [6]: Clairvoyance [1]; Astral Projection [4]; Area Knowledge (The Ethereal Plane) [1]

THE THEOLOGY PLUG-INS

THEOLOGY PLUG-IN I. THE FAITHFUL LAMB [+0]

You have a true faith in your Lord Jesus Christ (or alternative Judeo-Christian religion).

CW Skill: No Prerequisites

ADVANTAGES [15]: True Faith [15]

DISADVANTAGES: Faith (The Saviour Jesus Christ) [-5]; Vow (Piety, Chastity, and Religious Observance) [-10]; Enemy (*Most Satanic Wasteland Scum* in The Zone) [-5]; Quirk (Tends to speak like a Cultist) [-1]
SKILLS [5]: Theology [1]; Savoir-Faire (Church Culture) [1]; History (Church) [1]; Etiquette (Church) [1]; Empathy [2]

THEOLOGY PLUG-IN IV. THE ORDAINED PREACHER [+20 or +15, if The PC has got *The Faithful Lamb* Plug-In]

Many Christian Preachers strap a gun to their leg and enter The Zone to preach God's holy word to The Sinners of that ungodly place. Some survive, but most never make it to MIDVILLE – as The Wasteland Trash take great pride in their Menu Recipes for Christian Priests. Many spells require parts from a Christian, and thus, their desecrated corpses are of above-average financial value, in The Badlands, being saleable not only to the butcher shops.

CW Skill: Theology

GURPS Traits:

ATTRIBUTES: (Assumes minimum IQ 11, but this package cost [4] points of Theology, for IQ10)

REPUTATION [4]: Rank 1 – Ordained Minister of a Church [5]; Quirk – Habitually quotes from *The Bible* [-1]; Dislike – Those who break *The Ten Commandments* [-1]

DISADVANTAGES [-20]: Faith (Christian) [-5]; Code of Honour – Traditional Rules of Clergy Behaviour [-15]; Vow (Celibacy) [-10 or -5, if The PC has *The Faithful Lamb* Plug-In]2

ADVANTAGES [10]: Clerical Investment [5] Ally (The Church & most Christians, in The Zone) [5]

SKILLS [26]: Theology [12]; Ritual [2]; Savoir-Faire (Church Culture) [2]; History (Church) [2]; Etiquette (Church) [2]; Occultism [1]; Public Speaking [1]; Diplomacy [1]; Fast-Talk [1]; Intimidation, c.f. *Fire & Brimstone* [1]; Detect Lies [1]

THEOLOGY PLUG-IN IV. THE INITIATED HEBREW RABBI [+0]

Young or old, you a member of God's Chosen People, validly initiated into the secrets of The Tabernacle and formally schooled in the mysteries of Qabala and adept in the theological rituals of Solomon's Temple.

CW Skill: Theology

GURPS Traits:

ATTRIBUTES: (Minimum IQ12)

REPUTATION [0]: Rank 1 – Ordained Hebrew Rabbi [5]; Social Stigma (*Jew*) [-2]; Quirk – (Habitually moans about God unfairness) [-1]; Quirk (Racial Reputation as Conspiratorial Money Misers) [-1] Dislike (Racists) [-1]

DISADVANTAGES [-25]: Faith (Hebrew) [-5]; Duty (The Secret High Council of Zion) [-5]; Vow (Observe Temple Behaviour Requisites) [-10]; Enemy (All Anti-Semitic Bigots) [-5]

ADVANTAGES: Clerical Investment [5]; Ally (The Zionist Conspiracy) [5]

SKILLS [20]: Theology [8]; Ritual [2]; Savoir-Faire (Global Jewish Culture) [2]; History (Hebrew) [2]; Economics [1]; Etiquette (Hebrew) [2]; Diplomacy [1]; Fast-Talk [1]; Detect Lies [1]

THE FORBIDDEN BLACK MAGIC PLUG-INS

PSI PLUG-IN I. THE WITCH [+0]

You have performed the ancient ritual of witchcraft, at midnight, at a crossroad, or as part of a coven, in the suburbs, and thereby, you sold your soul to *The Devil*. Some say that you have become free, and witchcraft is an implication of Liberty, but you are certainly damned to HELL. In addition to the foundation powers of witchcraft, all witches can learn more psychic powers, using XP with relatively easy training conditions, and most witches take additional psionic Plug-Ins, at character creation. *This package can be plugged into most other packages with the basic skill set.*

CW Skills: No Prerequisites

GURPS Traits:

DISADVANTAGE [-31]: Pact with *The Devil* (Full Soul Pact) [-15]; Faith (Satanism) [-5]; Enemy (Primitive Religious Fanatics of The Christian Sects) [-5]; Dislike (Christians) [-1]

PSIONICS [29]: **ESP Talent +0**, Illuminated [14]; Resistant to Psionics [10]

SKILLS [2]: Intuition [1]; Occultism [1];

SOME OPTIONAL DISADVANTAGES (When making a becoming a Witch or pact with The Devil through another means, the individual is encouraged to take some of these Disadvantages, to power for additional PSI powers gained): **VOW** (This is probably the most important starting disadvantage The Witch will take, because it involves The Promises to make offerings to The Devil, and she buys her new Psionic Powers from the points gained through these Vows, but they must be upheld, lest she lose those points/traits, until she has made atonement - some example Vows e.g. Never Surrender; Never Show Mercy; Never be Kind to Christians; Bring Souls to *The Devil*, Perform Ritual after Killing, Sacrifice Christians to *The Devil*, Build Ziggurat to The Demons, and this disadvantage can be taken repeatedly, for each different Vow) [-1 or -5 to -15]; **Secret** [-5 to -30]; **Sense of Duty** (The Satanic Church or a Satanic Order) [-5 to -15]; **Fanaticism** (Faith) [-15]; **Hatred** (Christians) [5 to -15]; **Obsession** [-1, -5, or -10*]; **Destiny** [-5]; **Selfish** [-5]; **Proud** [-1]; **Overconfidence** [-5 to -15]; **Megomania** [-10]; **Sadism** SCN15 to 9 [-5 to -15*]; **Odious Personal Habit** [-5, -10, or -15]; **Delusions** [-1 to -15]; **Lecherousness** SCN [-5 to -15*]; **Paranoia** [-10]; **Nightmares** [-5]; **Aura of Evil** (Psionics Automatically Sense this on 12, Non-Psionics Sense on 15) [-5]; **Increase Faith** to [-10 or -15]

FORBIDDEN PSI PLUG-IN II. THE BASIC SATANIST [+20 or +25 for Witches]

When you cast a successful *Curse* upon somebody, you can force them to re-roll a single dice roll (of your choice), in the next game session – but victim must be chosen and the ritual performed, before the combat. *This package can be plugged into most other packages with the basic skill set.*

CW Skills: No Prerequisites

GURPS Traits:

DISADVANTAGE [-5]: Disciplines of Faith (Satanism) [-5] – Note that The Witch who takes this Plug-In already has this disadvantage
PSIONICS [22]: Curse – Level I [22]

SKILLS [3]: Detect Lies [1]; Erotic Art [1]; Ritual (IQ/H) [1]

FORBIDDEN PSI PLUG-IN III. THE DEMON CULTIST [+20]

CW Skills: none or Witchcraft

GURPS Traits:

You are a dark sorcerer with a book on how to devour souls, through a ritual of human sacrifice. You have ambition to fulfil the ritual. When you sacrifice any human, using the ritual, you gain XP, which can only be used on your psychic powers. You are in The Zone to develop your psychic powers, by feeding upon human victims. You have never performed the ritual or killed, but you have bought human flesh, prepared legally by “The Butcher of MIDVILLE”, in The Zone, and exported to a famous restaurant in a gate tower. The Goat’s Head Restaurant is built in an architectural extrusion from the 13th floor of a gatetower, and is technically, in The Zone. As a result, this restaurant offers exotic dishes available nowhere, outside of The Zone. Cannibalism is part of the ritual – you eat your victim’s heart. You can only vampirize through acts of Human Sacrifice, whence you devour the outer husk of The Soul and become immensely powerful, for a few weeks. You gain 5 GURPS Character Points if you successfully drain another person of life force to the point of their death – triple, if it is another PC, whom you sacrifice. However, the ritual requires a livingstone altar and extensive preparation. You have come to The Zone to feed and wax strong on power! You have an electronic device (which uses crystals) called a “vamp amp” that you must use, in The Ritual.

DISADVANTAGE [-25]: Sadism SCN12 [-10]; Cannibalism [-10]

PSIONIC TRAITS [30]: **Psychic Vampire Talent +1** [5], Vampirize Inner Aura (Steal Life) Level 1 [25]

SKILLS [10]: Occultism [2]; Ritual [2]; Symbol Drawing [1]; Vampirize Aura, c.f. Steal Life [1] IQ H; Electronic Operation – Psychotronics, c.f. The “Vamp Amp”lifier [1]; Electronic Repair – Psychotronics, c.f. The “Vamp Amp”lifier [1]; **Melee Weapon** – Knife, c.f. Sacrificial Dagger [1] (Note that you must already have The *Melee Weapon - Knife* Skill, in order to use this cultural familiarity in combat) [0]

NOTES: The first time you feed, you will gain a permanent Disadvantages (Aura of Evil) and the full number of character points associated with this, but you can only use these XP to buy psychic powers or related skills and other traits: Aura of Evil (Psionics automatically sense this on 12, Muggles can automatically sense it on a 15) [-5]; or, if you already have that Disadvantage, you will increase it to a Potent Aura of Evil (Psionics automatically sense this on 9, Muggles can automatically sense it on a 12) [-10], gaining you only the same amount of additional points, as listed above.

FORBIDDEN PSI PLUG-IN IV. THE SEXUAL VAMP [+50]

You are a natural psychic and at some early age, you learned that you could “suck” essence from the souls of others, **through the sexual act**. You vampirize people’s aura, by seducing them. This results in near overwhelming bliss, for them, and a crazy intoxication of power, for you. However, each time you perform the act, you **vampirize 1 of their Experience Points!** They won’t recognize this has happened, until the next time they earn XP and see that point/s have been deducted for “mysterious reasons”, which could include vampirization, among many other possible explanations. **You can only perform this power, once per night.** Nobody knows you are a vamp and it will be almost impossible for you to feed, if your secret is discovered. Therefore, use your power carefully. Group orgies might be safest, as many sexual vamps are known to wonder The Zone. You can vampirize other players and this is the only place you can get XP, though you can satiate your hunger, elsewhere. **You must feed, once per week.** At the end of every game session, every player declares with who they will be enjoying coitus, over the week to come, and it is reported in the tabloids of The Zone. You will have to choose your prey, carefully. But you can potentially drain a single individual of 7XP in a single week. This character package is expensive, because (if played carefully) it is an XP “get rich quick” scheme that works. *This package can be plugged into most other packages with the basic skill set.*

CW Skills: Witchcraft

GURPS Traits:

DISADVANTAGE [-15]: Compulsive Behaviour (Must Feed when The Opportunity comes) SCN15 [-5]; Secret (You are a Vamp) [-10]

PSIONICS [59]: **Psychic Vampire Talent +1** [5], Detect Life [27]; Vampirize Outer Aura (Steal Energy) [32]

SKILLS [6]: Occultism [1]; Fast-Talk [1]; Detect Lies [1]; Sex Appeal [1]; Erotic Art [1]; Vampirize Energy (Will/H) [1]

THE LUCK PLUG-INS

The Dare Devil (**CW Skills:** Luck; **GURPS Traits:** **Probability Alteration +3** [15], Dare Devil [], Second Chance []; **Optional Disadvantage:** Pact with The Devil [])

The Warrior Monk

CW Skills: Luck;

GURPS Traits: **Probability Alteration +3** [15], Combat Reflexes [15]; Combat Sense []; Second Chance [];

Skills: Zen Archery []

Disadvantages: Code of Honour [15]

The Circus Performer (**CW Skills:** Luck & Acrobatics; **GURPS Traits:** ESP +1 [5]; Psidar []; **Probability Alteration +2** [15], Perfect Balance [], Second Chance [])

STRANGE PLUG-INS

NINJA PLUG-IN I. THE NINJA WANNABE [+35]

This package can be plugged into most other packages with the basic skill set.

CW Skills: No prerequisites

GURPS Traits:

STYLES: Taijutsu Unarmed Combat [6]; Kobujutsu Weapon Training [8]; Shurikenjutsu Weapon Training [4]

DISADVANTAGES: Quirk (Pop Ninja Wannabe) [-1]

SKILLS: Savoir-Faire (Dojo) [1]; Meditation [1]; Stealth [1]; Taijutsu Karate [1] (TECHNIQUES: Exotic Hand Strike [1]; Kicking [1]); Kobujutsu Melee Weapon – Shortsword, c.f. Ninja-To [1]; Kobujutsu Melee Weapon – Climbing Claws [1]; Kobujutsu Melee Weapon – Knife [1]; Kobujutsu Melee Weapon – Jitte/Sai [1] (TECHNIQUES: Dual-

Weapon Attack [1] OR Kobujutsu Melee Weapon – Tonfa [1] (TECHNIQUES: Dual-Weapon Defence [1]); Kobujutsu Thrown Weapon – Knife [1]; Shurikenjutsu Thrown Weapon – Shuriken [1]; Fast-Draw (Shuriken) [1]
SOME OPTIONAL TRAITS: Code of Honour (*Bushido* – Japanese Warrior Code) [-15]; Vow (Perform Honour Ritual Pilgrimage to The Grave of The Great Ninja Master, ZanZaTa) [-5]; Secret (Nobody can discover you are a Ninja) [-5]; Obsession (Master The Ninja Arts) [-1]; Delusion (I am a Master Ninja) [-1]

NINJA PLUG-IN II. THE HOLLYWOOD NINJA [+55]

This package can be plugged into most other packages with the basic skill set.

CW Skills: Martial Arts

GURPS Traits:

STYLES: Taijutsu Unarmed Combat [6]; Kobujutsu Weapon Training [8]; Shurikenjutsu Weapon Training [4]

SKILLS: Savoir-Faire (Dojo) [1]; Meditation [1]; Stealth [1]; Taijutsu Karate [8] (TECHNIQUES: Exotic Hand Strike [1]; Kicking [1]; Spinning Kick [1]; Jump Kick [1]); Taijutsu Judo [1] (TECHNIQUES: Arm Lock [1]); Kobujutsu Melee Weapon – Shortsword, c.f. Ninja-To [2] (TECHNIQUES: Whirlwind Attack [2]); Kobujutsu Melee Weapon – Climbing Claws [1]; Kobujutsu Melee Weapon – Jitte/Sai [1] (TECHNIQUES: Dual-Weapon Attack [1]; Dual-Weapon Defence [1]) OR Kobujutsu Melee Weapon – Tonfa [1] (TECHNIQUES: Dual-Weapon Attack [1]; Dual-Weapon Defence [1]); Kobujutsu Melee Weapon – Pole Arm [1]; Kobujutsu Melee Weapon – Axe/Mace [1]; Kobujutsu Melee Weapon – Knife [1]; Kobujutsu Thrown Weapon – Knife [1]; Shurikenjutsu Thrown Weapon – Shuriken [1] (TECHNIQUES: Targeted Attack (Throw/Leg) [1]; Fast-Draw (Shuriken) [1])

SOME OPTIONAL TRAITS: Code of Honour (*Bushido* – Japanese Warrior Code) [-15]; Vow (Perform Honour Ritual Pilgrimage to The Grave of The Great Ninja Master, ZanZaTa) [-5]; Secret (Nobody can discover that you are a Ninja) [-5]; Obsession (Master The Ninja Arts) [-1]

NINJA PLUG-IN III. THE TRADITIONAL NINJA [+61]

This package can be plugged into most other packages with the basic skill set.

CW Skills: Martial Arts

GURPS Traits:

STYLES: Taijutsu Unarmed Combat [6]; Kobujutsu Weapons Training [8]; Kusarigamajutsu Weapons Training [2]; Shurikenjutsu Weapons Training [4]

DISADVANTAGES: Code of Honour (*Bushido* – Japanese Warrior Code) [-15]; Vow (Perform Honour Ritual Pilgrimage to The Grave of The Great Ninja Master, ZanZaTa) [-5]; Secret (Nobody can discover that you are a True Ninja) [-5]

SKILLS: Savoir-Faire (Dojo) [2]; Theology (Shinto) [1]; Meditation [2]; Body Control [1]; Stealth [1]; Light Walk [1]; Holdout [1]; Acting [1]; Disguise [1]; Lockpicking [1]; Traps [1]; Poison [1]; Climb [1]; Lizard Climb [1]; Jump [1]; Flying Leap [1]; Acrobatics [1] (TECHNIQUES: Breakfall [1]; Evade [1]); Taijutsu Karate [8] (TECHNIQUES: Feint [1]; Exotic Hand Strike [1]; Targeted Attack (Exotic Hand Strike/Neck) [1]; Kicking [1]; Spinning Kick [1]; Jump Kick [1]); Taijutsu Judo [1] (TECHNIQUES: Arm Lock [1]); Blind Fighting [1]; Kobujutsu Melee Weapon – Jitte/Sai [1] (TECHNIQUES: Reverse Grip [1]; Dual-Weapon Attack [1]; Dual-Weapon Defence [1]; Disarming [1]); Kobujutsu Melee Weapon – Tonfa [1] (TECHNIQUES: Dual-Weapon Attack [1]; Dual-Weapon Defence [1]; Trip [1]); Kusarigamajutsu Melee Weapon – Kusarigama [1] (TECHNIQUES: Targeted Attack (Swing/Arm) [1]; Targeted Attack (Swing/Leg) [1]; Entangle [1]); Kobujutsu Melee Weapon – Knife [1]; Kobujutsu Melee Weapon – Staff [1]; Kobujutsu Melee Weapon – Pole Arm [1]; Kobujutsu Melee Weapon – Axe/Mace [1]; Kobujutsu Ranged Weapon – Blowpipe, c.f. Metsubushi [1]; Kobujutsu Thrown Weapon – Knife [1]; Shurikenjutsu Thrown Weapon – Shuriken [1] (TECHNIQUES: Targeted Attack (Throw/Neck) [1]; Targeted Attack (Throw/Hand) [1]; Targeted Attack (Throw/Leg) [1]; Dual-Weapon Attack [1]; PERK: Off-Hand Weapon Training [1]; Improvised Weapon – Throw Nails [1]; Fast-Draw (Shuriken) [1] (PERK: Off-Hand Weapon Training [1])

SOME OPTIONAL TRAITS: Obsession (Master The Ninja Arts) [-1]

THE ASSASSIN PLUG-INS

The Executioners Guild, also called The Assassins Guild, is a global culture, more than a centralized organization. It originally emerged as an anti-racist youth counter-culture, in response to the rise of genetic separatist ideologies, in the lead up to The Gene Wars. However, the religious devotion underpinning it resulted in the movement grew to become a cultural phenomenon that is now ubiquitous with anti-racist politics. Initiation into *The Executioners Guild* (which can be performed by a

Ritual for The Solitary Practitioner, supplemented by the many books that have been written on *The Assassin's Art* is a spiritual path and attended with temple responsibilities. Assassins of *The Executioners Guild* ritually shave their heads, take an Oath, and optionally receive a "The Devil's Mark" as a black inverted pentagram tattooed upon their forehead, above the hairline. If the individual has allowed his hair to regrow, The *Unnatural Feature* Disadvantage is reduced to [-1]. *The Executioners Guild* is an archetypally male organization (hence it is commonly called a Brotherhood), yet there are many female members, though most have no visible mark (but instead have The *Secret* Disadvantage [-5], requiring them to hide the fact that they are Assassins). Assassins use both an unarmed combat form, called *The Nocturnal Martial Arts Style* and a weaponry form, called *The Nocturnal Weaponry Style*, that focuses on concealable weapons. The archetypal sword of The Assassins Guild is The Babylonian Gladius, a straight, extremely light, compact shortsword, modelled more on the early Greek weapons – very fast, basic, easy to carry and relatively concealable.

ASSASSIN PLUG-IN I. THE 1° INITIATED THUG [+10]

CW Skill: No prerequisites

Style: Nocturnal Martial Arts Style [4]; Nocturnal Weaponry Style [5]

Disadvantages: Unnatural Mark (Black Inverted Pentagram on Forehead) [-2]; Distinctive Mark (Black Inverted Pentagram on Forehead) [-1]; Duty (The Unseen Brotherhood of *The Executioners Guild*) [-5]; Vow (To further *The Great Work of Liberty* through Evil Acts) [-5]; Enemies (Philosophical Tyrants of all Creeds) [-5]; Dislike (Christians) [-1]

Skills: Theology (The Forbidden Devotions of Devil Worship) [1]; Detect Lie [1]; Stealth [1]; Hide [1]; Holdout, c.f. Assassin's Weaponry [1]; Smuggling [1]; Traps [1]; Poison [1]; Climb [1]; Nocturnal Acrobatics [1] (TECHNIQUES: Acrobatic Stand [1]); Nocturnal Karate [1] (TECHNIQUES: Kicking [1]); Nocturnal Wrestling [1]; Nocturnal Melee Weapon – Shortsword, c.f. The Babylonian Gladius [1]; Melee Weapon, c.f. Club – Axe/Mace [1]; Nocturnal Melee Weapon – Knife [1] (TECHNIQUES: Reverse Grip [1]); Nocturnal Thrown Weapon – Knife [1]; Nocturnal Ranged Weapon – Crossbow [1]

SOME OPTIONAL TRAITS: {Remove Unnatural Mark (Black Inverted Pentagram on Forehead) [-2] and add Secret (Nobody can you discover that you are an Assassin) [-5] thus [TOTAL = -3]}; Faith (Ermine Demon Worship) [-5]; Skill = Torture [1]; Sadism SCN15 to 9 [-5 to -15]; Combat Reflexes [15]

ASSASSIN PLUG-IN II. THE 2° SHADOW APPRENTICE [+20]

CW Skill: No prerequisites

Style: Nocturnal Martial Arts Style [4]; Nocturnal Weaponry Style [5]

Disadvantages: Unnatural Mark (Black Inverted Pentagram on Forehead) [-1]; Distinctive Mark (Black Inverted Pentagram on Forehead) [-1]; Code of Honour (*The Assassins Code*) [-15]; Duty (The Secret Brotherhood of *The Executioners Guild*) [-5]; Vow (To further *The Great Work of Liberty* through Evil Acts) [-5]; Enemies (Philosophical Tyrants of all Creeds) [-5]; Dislike (Christians) [-1]

Skills: Theology (The Forbidden Devotions of Devil Worship) [1]; Detect Lie [1]; Observation [1]; Stealth [1]; Search [1]; Hide [1]; Holdout, c.f. Assassin's Weaponry, Payloads [1] [1]; Smuggling [1]; Pickpocket [1]; Flitch [1]; Escape [1]; Poison [1]; Traps [2]; Lockpicking [1]; Jump [1]; Climb [1]; Nocturnal Acrobatics [2] (TECHNIQUES: Acrobatic Stand [1]; Evade [1]; Roll with Blow [1]); Nocturnal Karate [2] (TECHNIQUES: Targeted Attack (Punch/Throat) [1]; Kicking [1]; Sweep [1]); Nocturnal Wrestling [1] (TECHNIQUES: Disarm [1]; Choke Hold [1]; Head Lock [1]); Nocturnal Melee Weapon – Shortsword, c.f. The Babylonian Gladius [1]; Fast Draw, c.f. Knife [1]; Melee Weapon, c.f. Club – Axe/Mace [1]; Nocturnal Melee Weapon – Knife [2] (TECHNIQUES: Reverse Grip [1]; Feint [1]; Spinning Strike [1]; Choke Hold [1]; Dual-Weapon Attack [1]); Nocturnal Thrown Weapon – Knife [1]; Nocturnal Ranged Weapon – Crossbow [1]

SOME OPTIONAL TRAITS: {Remove Unnatural & Distinctive Mark (Black Inverted Pentagram on Forehead) [-2] and add Secret (Nobody can you discover that you are an Assassin) [-5] thus [TOTAL = -3]}; Disciplines of Faith (Ermine Demon Worship) [-5]; Skill = Torture [1]; Sadism SCN15 to 9 [-5 to -15]; Combat Reflexes [15]

ASSASSIN PLUG-IN III. THE 3° POLITICAL SABOTEUR [+40]

Style: Nocturnal Martial Arts Style [4]; Nocturnal Weaponry Style [5]

Disadvantages: Faith (Ermine Demon Worship) [-5]; Code of Honour (*The Assassins Code*) [-15]; Duty (The Secret Brotherhood of *The Executioners Guild*) [-5]; Vow (To further *The Great Work of Liberty* through Evil Acts) [-5]; Enemies (Philosophical Tyrants of all Creeds) [-5]; Dislike (Christians) [-1]

Skills: Theology (The Forbidden Devotions of Devil Worship) [1]; Occultism [1]; Detect Lie [1]; Observation [1]; Stealth [2]; Search [1]; Hide [1]; Holdout, c.f. Assassin's Weaponry, Payloads [1] [1]; Smuggling [1]; Pickpocket [1]; Flitch [1]; Escape [1]; Poison [1]; Traps [8]; Lockpicking [1]; Electronic Operation – Security, c.f. Electronic Lockpicking [1]; Electronic Operation – Surveillance, c.f. Sabotage [1]; Explosives – Demolitions [1]; Explosives – EOD [1]; Scuba [1] Swimming [1]; Jump [1]; Climb [1] (TECHNIQUES: Rope Use [1]); Nocturnal Acrobatics [4] (TECHNIQUES: Acrobatic Stand [1]; Evade [1]; Roll with Blow [1]); Nocturnal Karate [4] (TECHNIQUES: Targeted Attack (Punch/Throat) [1]; Kicking [1]; Sweep [1]; Targeted Attack (Kick/Knee) [1]; Spinning Kick [1]); Nocturnal Wrestling [1] (TECHNIQUES: Disarm [1]; Catch Kick [1]; Leg Lock [1]; Choke Hold [1]); Fast Draw, c.f. The Babylonian Gladius [1]; Nocturnal Melee Weapon – Shortsword, c.f. The Babylonian Gladius [1]; Melee Weapon, c.f. Club – Axe/Mace [1]; Nocturnal Melee Weapon – Knife [2] (TECHNIQUES: Reverse Grip [1]; Feint [1]; Spinning Strike [1]; Choke Hold [1]; Dual-Weapon Attack [1]; Retain Weapon [1]); Nocturnal Thrown Weapon – Knife [1]; Nocturnal Ranged Weapon – Crossbow [1]

SOME OPTIONAL TRAITS: Unnatural & Distinctive Mark (Black Inverted Pentagram on Forehead) [-2]; Secret (Nobody can you discover that you are an Assassin) [-5]; Disciplines of Faith (Ermine Demon Worship) [-5]; Skill = Torture [1]; Sadism SCN15 to 9 [-5 to -15]; Combat Reflexes [15]

ASSASSIN PLUG-IN IV. THE 11° DEVIL'S ASSASSIN [+15]

Style [9]: Nocturnal Martial Arts Style [4]; Nocturnal Weaponry Style [5]

Disadvantages [-71]: Pact with *The Devil* (Full Soul Pact) [-15]; Disciplines of Faith (Ermine Demon Worship) [-10]; Destiny (A Work for *The Devil*) [-5]; Code of Honour (*The Assassins Code*) [-15, unless already part of a basic package]; Duty (The Secret Society of *The Executioners Guild*) [-5]; Vow (To further *The Great Work of Liberty* through Evil Acts) [-5]; Vow (To offer a Human Sacrifice, written in Gold, to *The Devil*) [-5]; Secret (Nobody can you discover that you are an Assassin) [-5]; Secret (The Character is a Witch of *The Devil*) [-10]; Enemies (Philosophical Tyrants of all Creeds) [-5]; Enemy (Primitive Religious Fanatics of The Christian Sects) [-5]; Dislike (Christians) [-1]

Psionics [46]: **ESP Talent +0**, Illuminated [14]; Resistant to Psionics [10]; Curse – Level I [22]

Skills [21]: Theology (The Forbidden Devotions of Devil Worship) [2]; Occultism [2]; Ritual [1]; Detect Lie [1]; Poison [1]; Climb [+0] (TECHNIQUES: Rope Use [1]); Nocturnal Acrobatics [+0] (TECHNIQUES: Acrobatic Stand [1]; Vehicular Evasion [1]); Nocturnal Karate [1] (TECHNIQUES: Kicking [1]; Sweep [1]); Nocturnal Wrestling [1] (TECHNIQUES: Disarm [1]; Choke Hold [1]); Melee Weapon, c.f. Club – Axe/Mace [1]; Nocturnal Melee Weapon – Knife [1] (TECHNIQUES: Reverse Grip [1]; Retain Weapon [1]); Nocturnal Thrown Weapon – Knife [1]

SOME OPTIONAL DISADVANTAGES (When making a becoming a Witch or pact with The Devil through another means, the individual is encouraged to take some of these Disadvantages, to power for additional PSI powers gained): Vow (This is probably the most important starting disadvantage The Witch will take, because it involves The Promises to make offerings to The Devil, and she buys her new Psionic Powers from the points gained through these Vows, but they must be upkept, lest she lose those points/traits, until she has made atonement - some example Vows e.g. Never Surrender; Never Show Mercy; Never be Kind to Christians; Bring Souls to *The Devil*, Perform Ritual after Killing, Sacrifice Christians to *The Devil*, Build Ziggurat to The Demons, and this disadvantage can be taken repeatedly, for each different Vow) [-1 or -5 to -15]; Secret [-5 to -30]; Sense of Duty (The Satanic Church or a Satanic Order) [-5 to -15]; Fanaticism (Faith) [-15]; Hatred (Christians) [5 to -15]; Obsession [-1, -5, or -10*]; Selfish [-5]; Proud [-1]; Overconfidence [-5 to -15]; Meglomania [-10]; Sadism SCN15 to 9 [-5 to -15*]; Odious Personal Habit [-5, -10, or -15]; Delusions [-1 to -15]; Lecherousness SCN [-5 to -15*]; Paranoia [-10]; Nightmares [-5]; Aura of Evil (Psionics Automatically Sense this on 12, Non-Psionics Sense on 15) [-5]; Increase Faith to [-10 or -15]

APPENDIX

THE DEMI-HUMAN NEO-RACES

CAR WARS/GURPS

THE OGRE NEO-RACE OF HUMANITY

Ogres are a genetically-engineered race of super-soldiers, renowned for their savagery. In 2058, they were discovered and declared free, after the illegal program that created them was halted. Since then they have been free citizens, reproducing using Gold Cross faculties. Players are permitted to play Ogre Characters.

CAR WARS

THE OGRE PACKAGE [55]*

The Ogre is giant in appearance with naturally huge muscles, having savagely overactive natural steroid production. An average sized ogre stands 6'3" in height and weighs 200lbs. All ogres have a menacing physical presence. The Ogre has small tusk-like lower canine teeth. These are approximately 2cm diameter and 3cm length. These ogre tusks protrude from the lower jaw and are impossible to conceal. The genetic-engineers who created The Ogres intentionally made them to be alien in appearance. It was considered dangerous to allow The Ogres to breed with humans. The skin of Ogres can be any colour except human skin colours, but the eye colour of ogres can be any colour, even very strange colours. Likewise, the hair colour of ogres can be any non-human hair colour, and yellow and red hair exists, but they are inhuman colours of yellow and red.

SKILLS: Every Ogre Character automatically starts with The CW *Body Builder* Skill and the basic CAR WARS Skill Set (i.e. Runner, Climber, Swimmer, Body Building, Handgunner, Gunner, Driver Skills) + **only 1 additional Skill**, instead of the normal +2. The Ogre may use this additional Skill to buy Body Builder +1 Skill Rank, instead of another skill at Base Skill Rank. An Ogre with Body Builder +1 Skill has 8DP, can carry 8GE worth of Equipment, and deals +2DP Damage with Open Hand or Melee Weapon Strikes!

TRAITS: Due to their great size and strength, standard Ogre Player-Characters have 7DP, can carry 7GE worth of Equipment, and deal +1DP Damaged with Open Hand and Melee Weapon Strikes (as per The CW *Body Builder* Skill). These Advantages are represented by The *Body Building* Skill. However, the strange appearance of Ogres give them a -1 Penalty on the use of The CW *Stealth* Skill, when shadowing in pedestrian situations. In addition, every Ogre may lift a Tripod MG (5GE) from its mount and carry and fire it as a hand weapon. An Ogre with The CW *Body Building* Skill at rank +1 may carry and use a Tripod RR (GE), in this way. The ogre can continue to carry and fire these heavy weapons for a duration of 12 turns or 1 turn per remaining FP, if GURPS rules are used. A Human with The CW *Body Building* Skill at rank +1 can perform this trick with a Tripod MG and requires Body Building +2 to juggle a Tripod RR, this way.

CAR WARS Characters who also use The GURPS Paradigm, must also buy The GURPS Ogre Package.

GURPS BIO-TECH

THE OGRE PACKAGE [55]

Attribute Modifiers [40]: ST +3 [30]; HT +1 [10].

Secondary Characteristic Modifiers [3]: FP +1 [3].

Advantages [22]: Radiation Tolerance DIV2 +1 [5]; High Pain Threshold [10]; Hard to Subdue +1 [2]; Arm ST +1 [5].

Disadvantages [-20]: Social Stigma (Ogre) [-5]; Unnatural (Genetically-Engineered) Feature – Strangely Coloured Skin [-1]; Distinctive Feature – Strangely Coloured Skin [-1]; Unnatural (Genetically-Engineered) Feature – Small Tusks [-1]; Unnatural (Genetically-Engineered) Feature – Small Tusks [-1]; Distinctive Feature – Strangely Coloured Skin [-1].

Common Ogre Traits: Distinctive Feature – Strangely Coloured Hair (if not Red or Yellow) [-1]; Unnatural Feature – Strangely Coloured Eyes (if not a standard human colour) [-1] + Distinctive Feature – Strangely Coloured Eyes (if not a standard human colour) [-1]; Berserk [-10]; Bad Temper [-1]; Bloodlust [-10]; Combat Reflexes [15]; Lifting ST +1 [3]; Striking ST +1 [3]; Bully [-10]; Code of Honour (Warrior) [-15]; Dislike (Elves) [-1]; Distractible [-1]; Dull [-1]; Easy to Read [-10]; Giantism [0]; Gluttony [-5]; Hidebound [-5]; Honesty SCN12 [-10]; Impulsiveness [-10]; Sense of Duty [-2 to -10]; Alcohol Tolerance [1]; Illiteracy [-3].

Common Ogre Skills: Soldier [1] + Savoire Faire – Military Culture [1]; Military Rank (Soldier) [5]; Crewman [1]

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CAR WARS/GURPS

THE ELVES OF THE ZONE

Elves are a type of designer human, created in the people factories of BABYLON. Any humanoid or couple can travel to The Jewel Markets of New Babylon and pay to have an elfin child, born of their own DNA. Elves look much like humans, with the addition of almond-shaped eyes, pointed ears, and long delicate agile fingers, they also tend to be more comely than ordinary humans. Three main varieties (called Sub-Races) of Elves exist ~ The Gold Elves, The Sylvan Elves, and The Night Elves. It does not cost any CAR WARS Skill Points to play an Elf PC.

GOLD ELVES

Gold Elves (also called *Sun Elves*) tend to have golden or red hair and blue or grey or green eyes, and though they are stereotyped as having pale ivory skin tones, this is often not so. They are descended from a dubious legacy of violence associated with a number of world wars. Since the creation of the gene machines of New Babylon, people of every race have become Gold Elves and it is no longer possible for the collective to see itself as associated with the interests of only a single race. Thus, did The Gold Elves become a factor uniting humanity and ending much racial conflict. The Gold Elves are dedicated to the diversity of humanoid society, but many distrust them. The Gold Elves observe an Egyptian-based religious devotion of Sun-worship, associated with The God HORUS, and based on a racial infernal pact that is due to come to term in April, 3004CE. Gold Elves consider themselves to be superior to most other races, but are, in fact, burdened by many normal human flaws, and are consistently dominated by the highly engineered, competitive, and predatory brilliance of The Night Elves.

GURPS BIO-TECH

THE GOLD ELF PACKAGE [15]

Attribute Modifiers. HT +1 [10].

Secondary Characteristic Modifiers. Nil.

Advantages. Acute Hearing [2]; Fine Manual Dexterity +1 [5].

Disadvantages. Unnatural (Genetically-Engineered) Feature – Pointed Ears [-1]; Distinctive Feature – Pointed Ears [-1]. Gold Elves have pale skin that is highly-susceptible to sunburn.

SYLVAN ELVES

Sylvan Elves (also called *Wood Elves* and *Forest Elves*) tend to be of earthy skin and hair tones, with startling emerald eyes of every hue. They were originally created naturally as human environmentally aware sub-cultures merged to form a new culture of humanity, whose devotees, over the course of generations, became a single race. During the year 2273, the collective performed The Butterfly Transformation, where shared communal wealth was used to give elfin genes to every member of the sylvan race. Thus, were born The Wood Elves, who since embrace all new members into their race by giving the gene transformation, which technologies they now own and innovate and administer to new members. The Wood Elves are a peaceful race, living harmoniously with every other society of humanoids and contributing to these societies through their astonishing ecological and botanical and zoological skills. The Wood Elves has a distinctive religion centred around the worship of Mother Nature, Mother Earth, and *The Forest God* PAN.

GURPS BIO-TECH

THE SYLVAN ELF PACKAGE [15]

Attribute Modifiers. HT +1 [10].

Secondary Characteristic Modifiers. Nil.

Advantages. Acute Hearing [2]; Fine Manual Dexterity +1 [5]. Many Wood Elves have Psionic Abilities.

Disadvantages. Unnatural (Genetically-Engineered) Feature – Pointed Ears [-1]; Distinctive Feature – Pointed Ears [-1]. Wood Elves usually have significant amounts of melanin, in their skin.

Racially-Learned Skills. Cultural Familiarity – Sylvan Society [1]; Connoisseur – Natural Environments [1] IQ A; Naturalist [1]; Gardening [1]; Musical Instrument [1]

SOME OPTIONAL TRAITS: *The Animal Friend* Talent +1 [5]; *The Outdoorsman* Talent +1 []; *Savoir-Faire – The Environmental Scene* [1]; *Politics – Environmental* [1]; *Philosophy – Socialist/Communist* [1]; *Language – Ancient Greek* [variable]; *Language – Celtic Tongue* [variable]; *Cybernetic Ear Communicator Implant* [5].

NIGHT ELVES

Night Elves (also called *Dark Elves*) are a matriarchal sub-race who worship demons, particularly a Great Spider Deity named LILITH. They have dusky skin tones of every dark hue, from only a shade less than pale to the deepest purple-black, and hair colour of an astonishing silver that ranges from true white to grey to ultra-reflective silver metallic, and eyes of every colour, but they are known for their purples (which colour they were involved in the bioengineering of). These Elves were created through blood alchemy most evil. Despite its many sins, the experiment searched the world for powers of The Mind and established the modern sciences of psionics. The original Dark Elves were the first of The Elves. They were born of darkly powerful human bloodlines, seeking to gather all human greatness into their grail, in terrible genetic experiments. Any humanoids can now pay to have children born of The Original Psionic Lines of Night Elfin DNA, thus to be descended from some of the most infamous sorcerers, in human history. Night Elves tend to have extraordinary powers of intelligence. Night Elves are greatly feared and distrusted by Gold Elves, due to their innate superiority. Most Night Elves have agreeable relations with The Sylvan Elves, but consider their forest kin's peaceful culture to be amusingly placid – a stereotypical perception which is not always true of the individual.

GURPS BIO-TECH

THE NIGHT ELF PACKAGE [30]

Attribute Modifiers: HT +1 [10].

Secondary Characteristic Modifiers: Nil.

Advantages: Acute Hearing []; Cybernetic Ear Communicator Implant [5]; Fine Manual Dexterity +1 [5]. Many Dark Elves have Psionic Abilities.

Disadvantages: Unnatural (Genetically-Engineered) Feature – Pointed Ears [-1]; Distinctive Feature – Pointed Ears [-1]; Unnatural (Genetically-Engineered) Feature – White or Grey or True Silver Hair [-1]; Distinctive Feature – White or Grey or True Silver Hair [-1]. Dark Elves usually have significant amounts of melanin, in their skin.

Racially-Learned Skills: Cultural Familiarity – Babylonian Society [1]; Native Language – High Persian [0]; Connoisseur – Garden Architecture [1] IQ A

SOME OPTIONAL SKILLS: Language – Hebrew [variable]; Language – Ancient Babylonian [variable]; Savoir-Faire – High Society [1]; Connoisseur – Luxury Items [1] IQ A; Musical Instrument [1].

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CHRONOLOGICAL NOTES ON THE DEMI-HUMANS

2156AD The Accord of CYBEL. After The Gene Wars, all genetically-created sentient creatures were freed and given equal civic status ~ the right to become full citizens of The Free World. Hundreds of thousands of strange creatures spread out through the human societies of The Solar System and life has been very much more interesting since. The Elves pledged themselves to The Great Accord of Agreement, a pact that The Cup of Horror will be poured out upon any group which declares itself to have the right of rule over those who are different.

2200AD The Gold Elves declared themselves a Vampyre Race and, renouncing racial purity, they adopt a practice of interbreeding with humanity's finest, seeing this process as "drinking the blood of Human Greatness". They soon become excepted as kin, by the humans, and recognized as a race of neo-humans. Their distinctive features (e.g. pointed ears and blond hair) were invisible in the children of these interbreedings, but reoccurred three generations later, with benefits from the journey.

2255AD The Night Elves of New Babylon assumed existence as a neo-human race.

Thus, did The Elves found a balance through a new satanic immorality and their naturally vampyric nature and a CONCORD to Unify humanity and Her descendants. Thus, was it agreed that All peoples new and old will be civically equal, in all societies. Each Elfin collective has its own pagan temple.

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