

Gurps Templates

Compiled by zorg

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The material presented here is the original creation of the referenced submitters, intended for use with the GURPS system from Steve Jackson Games. This material is not official and is not endorsed by Steve Jackson Games.

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In this document, you'll find a number of Templates and Lenses for use with Gurps 4E. Remember that Templates are only a suggestion, not a hard rule. You can change or adapt as you see necessary for your own needs.

If you note any errors, or if you want your submission removed, or if have any suggestions, ideas etc., please email me at: *t.gohrbandt AT gmx DOT net*

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Chapter 1 - Job and Occupational Templates

I. High powered, cinematic Templates

Chemically Augmented Super Soldier [+200]

originally by Fnordianslip, edited by zorg

Option #1

Attributes: ST +3 [+30]; DX +2 [+40]; HT +2 [+20]; Basic Speed +1 [+20]

Advantages: Combat Reflexes [+15]; Enhanced Ground Move 1/2 [+10]; ETS [+14] (15 points already spent on CR) (Switchable +10%; Maximum Duration 1 Minute -65%); Extra Attack 1 [+25]; Altered Time Rate 1 (Costs 1 FP/sec, Starvation -14%; TD: Impulsiveness (6) -16%; Max Duration Up to 10 minutes -50%) [+20]; Hard to Subdue 3 [+6]; High Pain Threshold [+10]; Less Sleep 4 [+8]; Unkillable 1 [+35] (Achilles Heel, Brain and Spinal Damage -30%); Fit [+5]; Very Rapid Healing [+15];

Disadvantages: Dependency [-26] (Drugs (Common); Weekly; Aging +30%); Increased Consumption 1 [-10]; Self Destruct [-10]; Shortened Lifespan x2 [-20] (Feature: Age at 4 times normal rate, no effect on aging rolls 0%); Distractible [-1]; Fidgety [-1]

Option #2

Attributes: ST +4 [+40]; DX +3 [+60]; HT +2 [+20]; HP +2 [+4]; FP +5 [+15]; Basic Speed +1 [+20]

Advantages: ATR 1 (RB: Seizure -50%; MaxDuration 10 minutes -50%; Link: ETS +10%) [+20]; ETS (RB: Seizure -50%; MaxDuration 10 minutes -50%; Link: ATR +10%) [+9]; Enhanced Move 1/2 (Ground) [+10]; Unkillable 1 (Achilles Heel, Brain and Spinal Damage -30%) [+35]; Very Fit [+15]; Hard to Subdue 3 [+6]; High Pain Treshold [+10]; Less Sleep 4 [+8]; Regeneration (Regular) [+25]; Recovery [+10]

Disadvantages: Addiction (Expensive, Totally Addictive) [-20]; Distractible [-1]; Fidgety [-1]; Increased Consumption 2 [-20]; On the Edge [-15], Terminally Ill (2 years) [-50]

"Dreamer" Augmentation Process V2.0 [+200]

by zorg

Attributes: ST+1 [+10]; HT +2 [+20]; Move +1 [+5]; Speed +0,5 [+10]

Advantages: Eyes like a Cat [+35]; Mind like Steel [+36]; Unstoppable [+25]; Enhanced Brain Activity [+80]; Combat Instinct [+9]

Disadvantages: On The Edge [-15], as well as [-15] CP out of Phantom Voices, Overconfidence, Impulsiveness, Delusions, Flashbacks

Eyes like a Cat [+35]

Per +2 [+10]; Telescopic Vision 2 [+10]; Discriminatory Smell [+15]

Combat Instinct [+9]

Luck: (Aspected: Combat -20%; Unreliable (11) -20%) [+9]

Mind like Steel [+36]

Less Sleep 3 [+6]; Combat Reflexes [+15]; Resistant/Psi +8 [+15]

Unstoppable [+25]

Regeneration, Slow [+10]; High Pain Treshold [+10]; DR 5 (Ablative -80%) [+5]

Enhanced Brain Activity [+82]

This is really the Body Control Power with a special Power Modifier: (Psi -10%; Resistible

Backlash: Hallucinations -25%).
 The listed abilities are just examples, of course.
 Body Control Power (EBA -35%)

Body Control Talent 1 [+5]

ER 6 (Psi Only -10%, Recharge 1 point/hour -20%) [+13]

Regeneration/Very Fast (EBA -35%; All-Out -25%; Costs 2FP/sec -20%) [+18]

Lifting ST +4 (EBA -35%) [+8]

Super Jump 1 (EBA -35%) [13/lvl]

Enhanced Ground Move 1 (EBA -35%) [13/lvl]

Enhanced Dodge 1 (EBA -35%) [+10]

Total Cyborg/Complete Reconstruction [+200]

by zorg

Advantages: Optical Systems [+35]; Reinforced Internal Systems [+86]; Armor and Protection [+64]; Basic Structure [+70]

Disadvantages: The Price you pay [-55]

Feature: SM +1 [+0]

Basic Structure [+70]

Machine Meta-Trait [+25]; Doesn't Eat or Drink [+10]; Doesn't Breathe [+20]; Sealed [+15]

Armor and Protection [+64]

DR9 [+45]; DR4 (Skull Only -70%) [+6]; DR2 (Vitals Only -30%) [+7]; DR6 (Ablative -80%) [+6]

Reinforced Internal Systems [+86]

Hard to Kill 1 [+2]; ST+5 (Size -10%) [+45]; High Pain Treshold [+10]; HP+5 (Size -10%) [+9]; HT+2 [+20]

Optical Systems [+35]

Night Vision 6 [+6]; Telescopic Vision 2 [+10]; Gyro-Navsystem (Absolute Direction) [+5]; Absolute Timing [+2]; Scanning Sense: Ladar (Targeting Only -40%) [+12]

The price you pay [-55]

Electrical [-20]; Appearance: Monstrous [-20]; Callous [-5]; Maintenance (weekly, 2 people) [-10]

This is just the basic package. Other options can be added as needed (and as the CP budget allows). Among the more common add-ons are Extra Arms (frequently with Extra-Flexible or Weapon Mount) or integrated weapon systems. Many abilities from Gurps Advantages are also appropriate (esp. the Cyborg Upgrades).

Cyborg - Partial Reconstruction [+200]

by zorg

With partial bionic reconstruction, the limbs are exchanged for cybernetics while vital organs are strengthened. Torso and head remain more or less organic.

There are many different ways to partially borg someone: You must choose the Basic Package along with one of the Lenses provided below.

Basic Package [+60]

+) Arms and Legs exchanged for cybernetics [-12]

No Fine Manipulators (Mitigator: Cyberarms DR3, HP as usual -80%) [-6]; Legless (Mitigator: Cyberlegs DR3, HP as usual -80%) [-6]

+) *Vital Organs strengthened* [+20]

DR4 (Skull Only -70%) [+6]; DR2 (Vitals Only -30%) [+7]; Hard to Kill 1 [+2]; +1 HP [+2]; +1 FP [+3]

+) *Improved Servomotors* [+52]

ST+2 (TD: Electrical -20%) [+16]; Enhanced Move: Ground 1 (TD: Electrical -20%) [+16]; Arm ST+5 (TD: Electrical -20%) [+20]

Cyborg Lenses

Cyber-Humanoid [+140]

by zorg

This option is more subtle than most cyborg options. The character still looks human and is therefore a capable infiltrator or agent.

Biocovering/Living Tissue Disguise [-7]

Appearance: Hideous (Mitigator: LTD, easily damaged, hard to repair, cannot be stolen -60%) [-7]

Improved Optical Systems [+52]

Night Vision 7 [+7]; Infravision [+10]; Ultravision [+10]; Telescopic Vision 2 [+10];

Protected Vision [+5]; Scanning Sense: Ladar (TD: Sessile -50%) [+10]

Comm-Unit [+20]

Telecommunication/Laser [+15]; Alt: Telecommunication/Radio [+2]; Alt: Telecommunication/Infrared [+2]; Neural Interface [+1]

Weapon Systems: Close Combat [+30]

Sharp Claws (Armor Divisor 2 +50%) [+8]; Strong Venom (Pow144) [+22]

Weapon Systems: Close Combat 2 [+30]

Affliction 3: HT-2 (Follow-Up on Punches +0%) [+30]

Improved Suspension [+15]

Double-Jointed [+15]

Heavy Combat 'borg [+140]

by zorg

Well, yeah. You guessed it: this option is for those who like to kick ass.

Appearance: Monstrous [-20]

Armored Endoskeleton [+50]

DR5 [+25]; DR5 (Ablative -80%) [+5]; Recovery [+10]; High Pain Threshold [+10]

Targeting System [+40]

Scanning Sense: Ladar (Targeting Only -40%) [+12]; Night Vision 3 [+3]; Gunslinger [+25]

Combat Optimized [+70]

ST+5 [+50]; Talons (Armor Divisor 2 +50%) [+12]; HP+4 [+8]

Ninja-Cyborg [+140]

by zorg

This option tries not to look as inhuman as other cyborg packages, with limited success. This shouldn't be a problem - Ninjas are never seen, anyway.

Appearance: Hideous [-16]

Stealth Systems [+37]

Obscure 5: Radar, IR (+20%; Defensive +50%; Stealthy +100%) [+27]; Silence 2 [+10]

Virus-Carrier [+29]

Affliction 2 HT-1 (Seizures +100%, Cybernetic Only -50%, either Reverse Blood Agent or Telecommunication (Radio or Laser) -20%x-40%=-08%) [+29]

Optical Package [+25]

Dark Vision [+25]

Infiltrator [+20]

Clinging [+20]

Weapon System: Dragons Breath [+25]

Burning Attack 5d (Jet +0%; Incendiary +10%; Takes 5 seconds Recharge -10%) [+25]

(Note: Actually a mouth-mounted plasma gun)

Comm Unit [+20]

Telecommunication/Laser [+15]; Alt: Telecommunication/Radio [+2]; Alt:

Telecommunication/Infrared [+2]; Neural Interface [+1]

Mining-Borg [+140]

by zorg

A rather civilian, but quite tough option.

Appearance: Monstrous [-20]

Armored Endoskeleton [+50]

DR5 [+25]; DR5 (Ablative -80%) [+5]; Recovery [+10]; High Pain Treshold [+10]

High Performance-Actuators [+55]

ST+4 [+40]; Lifting ST+5 [+15]

High Performance-Drill [+55]

Tunneling/Slow 2y/min (All-Out -25%) [+5]; Plasma Torch (Pow139) [+50]

Psiborg [+140]

by zorg

Someone thought it would be a good idea to add brain implants to a cyborg which stimulate certain psionically significant areas of the brain. The result is mixed - though the 'borg does develop certain Psi powers, there are severe side effects.

Appearance: Monstrous [-20]

Brain Implants [+50]

ETS (Resistible Backlash: Severe Pain -20%) [+36], Danger Sense (ESP -10%) [+14]

Psi-Powers [+110]

Choose two out of: Psychokinesis, ESP, Telepathy, Psychic Vampirism - you get Talent 1 and 50 CP to spend for each. All psionics must have - in addition to the Psi-10% power modifier - either Resistible Backlash: Severe Pain (-20%) or RB: Hallucinations (-25%).

Null-Psiborg [+140]

by zorg

In order to provide a countermeasure for the Psiborg. Stimulate other areas of the brain, and you get a walking, talking Psi-Impeder. The EMP was just added for good measure.

Appearance: Monstrous [-20]

Brain Implants [+75]

ETS (Resistible Backlash: Severe Pain -20%) [+36], Danger Sense (ESP -10%) [+14];

Recovery [+10]; Intuition [+15]

Antipsi-Powers [+55]

Antipsi-Talent 1 and 50 CP in Antipsi (Antipsi +0%)

Weapon System [+30]

EMP-Shock: Burning Attack 4d (No Wounding -50%; No Incendiary Effect -10%; Surge +20%; Reduced Range /2 -10%; Rapid Fire 10 +100%) [+30]

Samurai Demon Hunter [200 Points]

originally by Fnordianslip, edited by zorg

Attributes: ST+2 [+20]; DX+2 [+40]; HT+2 [+20]; Will +2 [+10]; Per +2 [+10]; FP+1 [+3]

Advantages: Musashi Style Blademaster [+44]; Five Rings [+55]; Mystical Awareness [+40]

Disadvantages: Giri [-42]

Musashi Style Blademaster [+44]

Cutting Attack 2d [+38 Points]

(Armor Divisor 2 +100%; Melee Attack: ST-Based, +100%; Melee Attack: Dual, +10%;
Melee Attack Reach 1 or 2 -25%; Accessibility: Must have cutting weapon in hand -20%)
+ Alternative Impaling Attack 1d [+5 points]

(Armor Divisor 2 +100%; Melee Attack: ST-Based, +100%; Melee Attack: Dual, +10%;
Melee Attack Reach 1 or 2 -25%; Accessibility: Must have impaling weapon in hand -20%)
+ Signature Gear [+1]: a bladed weapon of some sort. The skill for this weapon is used for the
above attacks.

Five Rings [+55]

Ambidextrous [+5]; Combat Reflexes [+15]; Enhanced Parry [+10]; Extra Attack 1 [+25]

Mystical Awareness [+40 Points]

Detect Magic/Psi (Reflexive +40%; Precise +100%) [+24]; Mind Shield 3 [12]; Magic
Resistance 3 [+6]

Giri [-42 Points]

Duty: Samurai Clan, 6 or less, extremely hazardous [-7]; Enemy: Various
Mages/Demons/Psis, 6 or less [-15]; Vow: Fight Supernatural Evil without using high-tech
weapons [-10], Code of Honor: Perfect body and soul, practice constantly, use no modern
weapons, be courteous, courageous, modest and loyal [-10]

Telluric Master [+200]

by zorg

Advantages: Telluric Senses [+22]; Telluric Voice [+24]; Telluric Warp [+80]; Telluric
Contemplation [+13]; Projected Eyes [+38]; Telluric Walker [+12]; Energy-Matrix [+11]

Prerequisites: Magery 1 [+15]

Recommended Skills: Navigation (Land); Hidden Lore (Demonology); Thaumatology, Expert:
Telluric Currents. And spells, of course.

Recommended Advantages: Fearlessness, Mind Shield (Magical); Strong Will

Recommended Disadvantages: OPH: rambles about the mystical significance of TC at the
drop of a hat

Telluric Senses [+22]

Detect: Telluric Currents and Pools (Magical -10%; Reliable +2 +10%) [+5]; Detect: Magic
(Magical -10%; Vague -50%; Short-Range -10%) [+3]; See Invisible/Magical (Magical
-10%) [+14]

Notes: Basic abilities for any wizard, really.

[Alt+5]

Projected Eyes [+38]

Clairvoyance (Visible -10%; TD: No Sense Smell/Taste -5%; Increased Range x10 +30%;
Accessibility/TC -30%; Magical -10%) [+38]

Notes: The "Visible" part looks just like a translucent, slightly glowing image of the caster.
Whether this is an idealized version (as the caster sees himself) or a realistic version is a
matter of taste. Though the idealized version sure is more mystical.

Telluric Voice [+24]

Telecommunication: Telesend (Reliable 10 +50%; Magical -10%; Environmental/TC -30%;
Accessibility/TC -30%; Feature: Others with this ability can eavesdrop on a successful Per +
IQ roll - Per to notice, IQ to decipher) [+24]

Notes: Environmental means the target of your ability must be on/in or very near a Telluric
Current (Dragon Line, Chronobahn...). Accessibility means the user himself must also be
on/in or very near a TC. Any wizard needs some communication ability, and this fits the bill.

Telluric Warp [+80]

Warp (Accessibility/TC -30%; Magical -10%; Reliable +10 +50%; TET 6*) -60%; Blind +50%; Limited Uses 4 -20%) [+80]

Notes: The TET means 64 seconds. Note that this power does **not** have Environmental, so one could warp to any location, not just one on/in a TC.

Telluric Walker [+12]

Walk on Air (Accessibility/TC -30%; Magical -10%) [+12]

[Alt+3]

Telluric Contemplation [+13]

Rapid Healing (Accessibility/TC -30%; Magical -10%) [+3]

Regeneration/Fast (ER Only +0%; Magical -10%; Accessibility/TC -30%; Maximum Duration Up to 1 hour -10%; Takes Recharge 500 minutes -30%) [+10]

Notes: Initially, I wanted to use Limited Use on this. However, Maximum Duration seems to be much superior.

Energy-Matrix [+11]

Energy Reserve 12 (Magic Only -10%; Recharges one point per day -60%) [+11]

Mystic Master [+200]

by zorg

Advantages: Trust your feelings [+14]; The Art Of Magic [+24]; Mystical Energy [+9]; Detect Evil [+4]; One with the world [+29]; Let the spirits speak [+27]; Exorcism [+18]; Danger Sense [+14]; ESP Talent 1 [+5]; Healing Talent 1 [+5]; 50 CP in ESP (Psi -10%); 50 CP in Healing (Psi -10%)

Prerequisites: Magery 0; Disciplines of Faith: Mysticism [-10]

Taboo Traits: Magery 2 and up, Spells as Skills, Fanaticism (he's too much in balance for that)

Recommended Skills: Philosophy, Theology, Thaumatology, Psionics, Meditation

Recommended Disadvantages: Wealth (or rather the lack of Wealth), Pacifism, basically any Self Imposed Disadvantage

a) Magic Powers

Trust your feelings [+14]

Intuition (Magical -10%) [+14]

The Art Of Magic [+24]

Cosmic Modular Ability 6 (Spells Only -20%; Prep Time 10 minutes -30%; Personality-Aspected -10%) [+24]

Notes: The PrepTime is spent meditating, only then may the Modular Pool be spent. Since the Mystic Master draws heavily upon his "inner self" (whatever that may be), he is limited in his choice of spells. He may not choose spells which contradict his Mental Disadvantages. Frex, if the MM is Callous, he may not choose Healing Magic, if he is Overconfident, he may not choose Protection/Warning spells, if he has Code of Honor: Knight, he may not use Necromancy and so on. In general, the character should be forbidden from choosing at least one or two big spell categories. This requires GM supervision, obviously.

Mystical Energy [+9]

Energy Reserve 10 (Magic Only -10%; Recharges one point per day -60%) [+9]

Taboo Trait: Magery 2 and up, Spells as Skills

Notes: The MM can never learn a Spell as a Skill (as per the standard rules). He is limited to his Modular Ability, which he can freely spend CP on. He can never remove the Limitations

on the Modular Ability, though.

b) Psi Powers

The following abilities belong to the Mystic-Master Power (Psi). The character can buy a Mystic Master Talent [5/lvl], if he so desires. The Power includes variations and extensions of the listed abilities. Most new abilities should somehow focus on introspection, meditation and the spirit world. The Power Modifier is "Mystic Master Psi", short: MMP.

Detect Evil [+4]

Detect: Supernatural Evil (MMP –10%; Vague –50%; Reflexive +40%) [+4]

Notes: This abilities works as a passive sense, so the character may get information without special concentration.

One With The World [+29]

Invisibility (TD: Sessile –50%; Link +10%; MMP –10%; Switchable +10%) [+24] + Zeroed (Divination Only –50%; Link +10%; MysticPsi –10%) [+5]

Notes: Well. As long as you sit there meditating, you are invisible to the naked eye and all divination/information magic. You can still be touched, though.

Let The Spirits Speak [+27]

Channeling (MMP –10%) [+9]; Precognition (Passive Only –20%; MMP –10%) [+18]

Exorcism [+18]

Terror (Only vs Possessing Spirits –50%; Exposure Time 1 minute –30%; MMP –10%; Cosmic +50%) [+18] [+6/-1 Fright Check]

This Exorcism affects creatures which are usually immune to fear (Unfazeable or whatever). After a possessing spirit (that is a Spirit with Possession, which is possessing someone) has witnessed the Mystic Masters preparations for a full minute, it may panic (and hopefully leave its host). The successful use of this ability should definitely give a bonus to the Exorcism skill (+1 per point the target failed its Fright Check by?).

Danger Sense [+14]

Danger Sense (MysticPsi –10%) [+14]

The Mystic Master also has a Talent for the Healing Power (Psi -10%) and the ESP Power (Psi -10%). He may spend 50 CP on each Power (or, with GM approval, 100 CP one one of them).

Plane Walker [+200]

by zorg

Attributes: Will+1 [+5]

Advantages: Planar Energy [+9]; Plane Walk Home [+20]; Familiar [+11]; Magery 2 [+25]; choose either: Supernatural Master or: +2 IQ [+40]; Dimension Travel Talent 1 [+5]; Feel Dimensional Portals [+5]; Unfazeable [+15]; Command the horror from beyond [+75]

Disadvantages: Secret: Plane Walker [-10]

Prerequisites: One of Bully, Overconfidence or Curious

Taboo Traits: may not learn spells from Colleges other than: Body Control, Gate, Illusion, Making and Breaking, Meta, Movement, Necromancy, Elemental (Air, Fire, Water, Earth)

Planar Energy [+9]

Energy Reserve 10 (Magic Only –10%; Recharges one point per day –60%) [+9]

Feel Dimensional Portals [+5]

Detect: Dimensional Portals (Magical –10%; Reliable +2 +10%) [+5]

Plane Walk Home [+20]

Jumper (Home plane only -50%, Costs 6 FP -30%)

Familiar [+11]

ER 8 (Granted by Familiar -40%; Magic Only -10%; Recharges one point per hour -20%) [+8]; Ally (Minion +50%; Sympathy/Auto-Kill -50%; 25% point total; available 15 or less) [+3]

Supernatural Master [+40]

Patron 20 CP base (Minimal Intervention -50%; Accessibility: Ley Line crosspoints only -50%, Special Abilities: Teaches Spells, knows secret things +50%; Appears on 9 or less) [+10]; Enemy (Rival x1/2; Appears on 6 or less x1/2) [-5]; +5 HP (Magical -10%) [+9]; ER 10 (Magic Only -10%; Recharges one point per hour -20%) [+21]; Magery +1 (One-College Magery - choose Necromancy or Gate -40%) [+6]; Quirk/Delusion: I can control the entity [-1]

Notes: the Plane Walker makes a pact with some sort of extradimensional intelligence. This entity is immensely powerful and malevolent. Though it grants the character mystical energy and power, it does not have his best interests in mind (Surprise!). From time to time, it will give misleading or plain wrong information which may embarrass or hurt the character (though not kill him - the creature doesn't want to lose its servant). The creature can only be contacted where the structure of reality is weakened, such as at points where several Ley Lines cross.

No character would make such a pact without believing that he was in control of the situation.

Command the horror from beyond [+75]

Mind Control (Magical -10%; Hearing Based -20%; Accessibility: Only on entities not native to your home plane of existence -50%; Extended Duration x100 +80%; Cosmic: successful resistance doesn't grant temporary immunity +50%) [+75]

Techno-Wizard [+200]

by zorg

Attributes: IQ+1 [+20]; Per-1 [-5]

Advantages: Technomagic Energy [+9]; Techno-Wizardry [+23]; Master of Technomagic [+100]; Quick Gadgeteer [+50]; Fearlessness 1 [+2]; Gizmos 3 [+15]

Disadvantages: Chose -15 out of: Greed (12) [-15]; Miserliness (12) [-15]; Obsession (Finish my Magnum Opus); Absent-Mindedness [-15]

Technomagic Energy [+9]

Energy Reserve 10 (Magic Only -10%; Recharges one point per day -60%) [+9]

Techno-Wizardry [+23]

Magery 0 [+5]; Magery 3 (Technological College Only -40%) [+18]

Master of Technomagic [+100]

Cosmic Modular Ability 50 [+100]

(Only for: Affliction *) -50%; Requires IQ roll -10%, Accessibility: Requires costly stuff + workshop -30%) [2/level]

*) All Afflictions must have these modifiers: Malediction 1, Touch-Based; Extended Duration: Permanent; Preparation Time: One hour; grants Advantages**)

***) All advantages granted must have these modifiers: Gadget-Based, Magical, Costs FP

Notes: You can create Devices which can grant any advantage, as long as it is magical. These

devices can only be used by those with some sort of Magery (simulated by “Can be stolen, won’t – usually – work for the thief”), and they remain functional indefinitely. To create such a device, you need at least an hour, as well as a workshop equipped with expensive machinery and technomagic paraphernalia.

It is probably easiest to afflict oneself with the created Gadgets. If an Affliction fails to work (because the character fails his HT roll), this can be explained by design flaws which need to be corrected for another try. As soon as the Affliction works, the Gadget is created and can be given away. Note that Extended Duration: Permanent means that the Gadget is a permanent creation, which remains even if the CMA pool is rearranged.

Note that the target of these Afflictions is not a device, but a person. To empower a device instead, the Affliction would have to have the “Accessibility: Only on Machines”, and the granted advantages wouldn’t need to be Gadget-Based. This way is also feasible, but not the one I chose.

Examples:

Electricity Generator [+20]

Create Electricity 5 (Gadget-Based (DR6-15; Repairable; Can be stolen by force, SM-7) –30%; Magical –10%; Accessibility: Only usable by M0+ -30%; Costs 2 FP –10%) [4/lvl]

Create Electricity Generator [+48]

Affliction 1 (Touch-Based Malediction 1 +80%; Electricity Generator +200%; Extended Duration: Permanent +150%; Prep Time 1 hour –50%) [48/lvl]

Stealth Module [+12]

Invisibility (Switchable +10%; Gadget-Based (DR6-15; Repairable; Can be stolen by DX, SM-7) –30%; Magical –10%; Accessibility: Only usable by M0+ -30%; Costs 2 FP –10%)

Create Stealth Module [+40]

Affliction 1 (Touch-Based Malediction 1 +80%; Stealth Module +120%; Extended Duration: Permanent +150%; Prep Time 1 hour –50%) [40/lvl]

II. Realistic, modern Templates

Academic [+50]

By Perfect Organism

Attributes: ST -1 [-10]; IQ +2 [40]

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

Advantages: 25 points chosen from among Cultural Familiarity [Varies], Eidetic Memory [5], Languages [Varies], Less Sleep [2/level], Lightning Calculator [2], Mathematical Ability Talent [10/level], Patron [Varies], Single Minded [5], Social Regard (Respected) [5/level], Status [5/level], Tenure [5], Wealth [Varies] or +1 IQ [20].

Disadvantages: -15 points chosen from among Absent-Mindedness [-15], Bad Sight (Correctable) [-10], Clueless [-10], Combat Paralysis [-15], Curious [-5*], Honesty [-10*], Jealousy [-10], Oblivious [-5], Pacifism [Varies], Truthfulness [-5*], Unfit [-5] or Workaholic [-5].

Primary Skills: Research (A) IQ+1 [4]-13, and one of Anthropology, Archaeology, Chemistry, Economics, Expert Skill (any), Geography, Geology, History, Law, Linguistics, Literature, Mathematics, Philosophy, Physics or Sociology (H) IQ+1 [8]-13, Biology (VH) IQ [8]-12, Connoisseur (any) (A) IQ+2 [8]-14 or 8 points in any other 'academic' skill.

Secondary Skills: any two of Administration (A) IQ [2]-12, Computer Operation (E) IQ+1 [2]-13, Public Speaking (A) IQ [2]-12, Savoir-Faire (E) IQ+1 [2]-13, Teaching (A) IQ [2]-12, and Writing (A) IQ [2]-12.

Background Skills: 4 points in any of the skills listed under primary skills or any other skill

relevant to their field of expertise.

Artist [+30]

By Perfect Organism

Attributes: IQ +1 [20]

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

Advantages: 15 points chosen from among Charisma [5/level], Fashion Sense [5], Gifted Artist Talent [5/level], High Manual Dexterity [5/level], Indomitable [15], Patron [Varies], Reputation [Varies], Sensitive [5], Single Minded [5] and Versatile [5].

Disadvantages: -25 points chosen from among Addiction [Varies], Alcoholism [-15], Compulsive Carousing [-5*], Cowardice [-10*], Impulsiveness [-10*], Jealousy [-10], Laziness [-10], Loner [-5], Manic Depressive [-20], Nightmares [-5*], Pacifism (Any) [Varies], Selfish [-5], Skinny [-5], Wealth [Varies] or -1 ST or HT [-10].

Primary Skills: one of Architecture (A) IQ+2 [8]-13, Artist (H) IQ+1 [8]-12, Musical Composition (H) IQ+1 [8]-12, Photography (A) IQ+2 [8]-13, Poetry (A) IQ+2 [8]-13, Writing (A) IQ+2 [8]-13, or eight points in any other 'creative' skill.

Secondary Skills: any two of Artist (H) IQ [4]-11, Connoisseur (A) IQ+1 [4]-12, Group Performance (A) IQ+1 [4]-12, Literature (H) IQ [4]-11, Musical Instrument (H) IQ [4]-11, and Observation (A) Per+1 [4]-12.

Background Skills: any two of Body Language (A) Per [2]-11, Carousing (E) HT+1 [2]-11, Carpentry (E) IQ+1 [2]-12, Connoisseur (A) IQ [2]-11, Fast-Talk (A) IQ [2]-11 Linguistics (H) IQ-1 [2]-10, Philosophy (H) IQ-1 [2]-10, Research (A) IQ [2]-11, and Scrounging (E) Per+1 [2]-12.

Notes: Painters, sculptors, photographers, poets, novelists and composers can all be represented by choosing the appropriate skills for this template. Note that some skills may be taken more than once, as artists frequently have multiple specialties within a field.

Beat Officer [+45]

By Infirmic

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

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 11 [0]; Per 11 [0]; FP 10 [0]; Basic Speed 5.0 [0]; Basic Move 5 [0]

Advantages: Legal Enforcement Powers [5]; Police Rank 0 [0] and 15 points in any of Ally (other cops) [Varies]; Combat Reflexes [15], Contacts (Street, Skill 12-, Somewhat reliable) [1/each]; Danger Sense [15]; Fit [5] or Very Fit [15]; Patron (powerful individual, 6-) [-5]; Police Rank 1 or 2 [5 or 10]; Smooth Operator [15/level]; Talker [5/level]; Tough Guy [5/level]; +1 Move [5]; Increased Per [5/level]; Increased Will [5/level] or +1 ST or HT [10]

Disadvantages: Code of Honor (Police) [0]; Duty 15 or less [-15] and a total of -15 points from Addiction (Tobacco) [-5]; Alcoholism [-15] or Compulsive Behavior (Hard drinking) [-5]; Bad Temper [-10*]; Bully [-10*]; Honesty [-10]; Intolerance [-5 or -10]; Overconfidence [-5*]; Pacifism: Cannot Harm Innocents [-10] or Reluctant Killer [-5]; Secret (Corrupt) [Varies]; Sense of Duty [-2 to -10] or Stubborn [-5]

Primary Skills: Area Knowledge (beat) (E) IQ+1 [2]-12; Area Knowledge (city) (E) IQ [1]-11; Brawling (E) DX+1 [2]-11; First Aid (E) IQ [1]-11; Guns (Pistols) (E) DX+2 [4]-12; Guns (Shotgun) DX [1]-10; Professional Skill (Law Enforcement) (A) IQ+1 [4]-12; Shortsword/Club (A) DX [2]-10 or Tonfa (H) DX-1 [2]-9; Wrestling (A) DX [2]-10 and Writing (A) IQ-1 [1]-10. Also one of Bicycling (E) DX+1 [2]-11; Driving (A) DX [2]-10; Motorcycle (E) DX+1 [2]-11 or Riding (A) DX [2]-10

Secondary Skills: Climbing (A) DX-1 [1]-9; Search (A) Per-1 [1]-10, Streetwise (A) IQ-1 [1]-10 and 4 points in any of Body Language (Per/A), Diplomacy (IQ/H), Fast Talk (IQ/A) or Intimidation (Wil/A)

Background Skills: 6 points in any of Administration (IQ/A); Animal Handling (Dogs or Horses) (IQ/A); Computer Operation (IQ/E); Criminology (IQ/A); Guns (Taser) (DX/E); Law (Criminal) (IQ/H); Psychology (IQ/H), Running (HT/A) or in Primary and Secondary skills

Notes: Talker and Tough Guy are Talents from GURPS Mysteries.

TL 8 U.S. Army Soldier (Private) [+49]

By SavageDoc, edited and modified by zorg

Attributes: ST+1 [10]; HT+1 [10]

Secondary Characteristics: Will+1 [5]; FP+1 [3]

Advantages: Military Rank-0 [0]; Fit [5]

Disadvantages: Duty (U.S. Army) (9 or less) [-5]; Choose one of: Sense of Duty (Squad) [-5]; Overconfidence [-5]; Gullibility [-5]; and Post-Combat Shakes [-5]

Skills: Bayonet (M7) DX-1 [1]; First Aid IQ+1 [2]; Gunner-Machine Gun (M2HB, M240B) DX [1]; Gunner-Rockets (AT-4) DX [1]; Guns-Rifle (M16A family, M4) DX+2 [4]; Guns-GL (M203) DX [1]; Guns-LMG (M249 SAW) DX+1 [2]; Hiking HT+1 [4]; NBC Suit DX [2]; Savoir-Faire-Military IQ+1 [2]; Soldier IQ+1 [4]; Throwing-Grenade DX [2]

Notes: Fresh from BCT! Here's an FNG, a cherry, ready to report to advanced schools or hit the front lines to pick up some lenses.

Lenses

By SavageDoc, edited and modified by zorg

Infantry [+20]

Attributes: HT+1 [+10]

Skills: Distribute 10 CP among the following: Bayonet; First Aid; Gunner: any; Guns: any; Hiking; NBC Suit; Soldier; Throwing: Grenade; Brawling; Land Navigation; Tactics; Survival; Stealth; Running; Drive-HMMWV; Knife; Interrogation; Forward Observer; Camouflage; Carousing; or Electronic Ops-Comms

Combat Veteran [+5]

By SavageDoc, edited and modified by zorg

Advantages: Combat Reflexes [15]; Common Sense [10]; Alcohol Tolerance [1], Deep Sleeper [1]

Disadvantages: Careful [-1]; Likes to tell war stories [-1]. In addition, choose [-10] out of: Addiction: Tobbaco (cheap, highly addictive, legal) [-5]; Callous [-5]; Delusion-"If I have socks to wash back at base camp, I'll always come back, can't leave anything undone!" [-5]; Post-Combat Shakes [-5]

Twilight Survivor [-30 points]

By SavageDoc

Remove Patron (US Army) [50] and Duty (US Army) [-20], "You're on your own, good luck!"

III. Near-Future, cyberpunkish Templates

Gang-Member [-10]

by zorg

Attributes: ST +1 [+10]

Secondary Statistics: FP 10; HP 11; Speed 5; Dodge 8

Advantages: Ally Group (other Gang Members, for free)

Disadvantages: Code of Honor (Pirates) [-5]; Wealth (Poor) [-15]; Social Stigma: Criminal Record [-5]

Skills: Area Knowledge: City-[1]-10; Brawling-[2]-11; Streetwise-[2]-10; Fast Talk-[1]-9; Guns: Any-[1]-10; Knife-[2]-11; Knife Throwing-[1]-10;

Notes: Member of a rather violent street gang. Wears colors and some sort of insignia.

Cthulhu-Gang Member [+10]

by zorg

Attributes: ST+1 [+10]

Advantages: DR 1 (Tough Skin -40%) [+3]; Poison Glands (Pow144, Average Venom) [+10];

Sharp Teeth [+1]; Blunt Claws [+3]; High Pain Treshold (Costs 1FP/min -10%) [+9]; Night Vision IV [+4]

Disadvantages: Appearance: Monstrous [-20]; Social Stigma: Criminal Record [-5]; Bully (12) [-5]

Notes: A member of a Cthulhu-gang, complete with little tentacles, bug eyes and a slimy skin. They like to scare people.

Mercenary [+30 CP]

by zorg

Attributes: ST +1 [+10]

Secondary Statistics: FP 10; HP 11; Speed 5; Dodge 8

Advantages: Combat Reflexes [+15]; Fit [+5]; Neural Interface [+1]

Disadvantages: Code of Honor (Stays Bought) [-5]; Greed (15) [-8]; Callous [-5]

Skills: Brawling-[2]-11; Guns: Any-[2]-11; Guns: Any other-[1]-10; Knife-[2]-11; Tactics-[2]-9; Explosives-[1]-9; Armoury: Small Arms -[2]-10

Notes: Fights for money, no matter for whom or what. Equipment can vary radically.

Thug [+20 CP]

by zorg

Attributes: ST +3 [+30]

Secondary Statistics: FP 10; HP 15 (+4); Speed 5; Dodge 8

Advantages: High Pain Treshold [+10]

Disadvantages: Bully (12) [-10]; Wealth (Poor) [-15]; Social Stigma: Criminal Record [-5]; Overconfidence (12) [-5]

Skills: Boxing-[4]-11; Knife-[2]-11; Streetwise-[1]-9; Judo-[4]-10

Notes: Bouncer, enforcer or gorilla.

Scientist [+40 CP]

by zorg

Attributes: IQ +2 [+40]

Secondary Statistics: FP 10; HP 10; Speed 5; Dodge 8

Advantages: none

Disadvantages: -15 out of: Absent-Mindedness; Obsession (Finish Project XY); Delusion (My theories actually work); Workaholic [-5] and Oblivious [-5]

Skills: (Any Science)-[8]-13; (Any related science)-[4]-12; Administration-[1]-11; Computer Operation-[1]-12; Current Affairs: Science-[1]-12

Notes: A scientist in a random field, working for a random employer. Biologist, Cybertechnician, Moleculartronician...

Exec [+40 CP]

by zorg

Attributes: IQ +1 [+20]

Secondary Statistics: FP 10; HP 10; Will 12 (+5); Speed 5; Dodge 8

Advantages: +20 out of: Favor; Patron (possibly Unwilling); Ally (possibly Unwilling); Smooth Operator I (+15); Charisma (5/lvl); Wealth (Comfortable / Wealthy) [+10/+20]

Disadvantages: Workaholic [-5]; -15 out of: Greed* (12) [-15]; Lecherousness* (12) [-15]; Code of Honor: Professional [-5]; Stubbornness [-5]; Selfish* (12) [-5]

Skills: Savoir Faire: Business-[1]-11 (*); Administration-[2]-11; Accounting-[4]-12; Fast Talk-[4]-12 (*); Acting-[2]-11 (*); Politics-[2]-11 (*)

Notes: (*) may profit from Smooth Operator.) A corporate executive on the way up. Also known as Mr Johnson.

Netrunner [+50 CP]

by zorg

Attributes: ST -1 [-10]; IQ +2 [+40]; HT -1 [-10]

Secondary Statistics: FP 9; HP 9; Speed 4,75; Dodge 7

Advantages: Neural Interface [+1]; Mathematical Ability [+10/lvl]; either Luck (Aspected: Netrunning Only -20%) or Combat Reflexes (Accessibility: Netrunning only -20%) [+12]

Disadvantages: -20 out of: Workaholic [-5]; Overconfidence (12) [-5]; Oblivious [-5]; Clueless [-10]

Skills: Computer Operation-[1]-12; Computer Programming-[8]-13; Computer Hacking-[8]-12; Electronics Repair: Computer-[2]-12; E-Ops: Surveillance--[4]-13; E-Ops: Comm-[2]-12; Savoir Faire: Matrix-[2]-13

Notes: A Computer Specialist, hacker or data retrieval operator.

Medic [+30 CP]

by zorg

Attributes: IQ +1 [+20]

Secondary Statistics: FP 10; HP 10; Speed 5; Dodge 8

Advantages: Resistant to Sickness (+3 HT) [+5]

Disadvantages: -10 out of: Workaholic [-5]; Overconfidence (12) [-5]; Code of Honor: Professional [-10]; Addiction (any, variable)

Skills: First Aid-[2]-12; Diagnosis-[4]-11; Physician-[4]-11; Pharmacy: Synthetic-[4]-11; Computer Operation-[1]-11

Priest [+35 CP]

by zorg

Attributes: IQ +1 [+20]

Secondary Statistics: FP 10; HP 10; Speed 5; Dodge 8

Advantages: Clerical Investment [+5]; Social Regard 1: Respected [+5]; Charisma 1 [+5]

Disadvantages: Disciplines of Faith: Mysticism [-10]; either Intolerance: Unbelievers [-5] or Sense of Duty: My flock [-5]

Skills: First Aid-[2]-12; Theology-[4]-11; Public Speaking-[4]-12; Religious Ritual-[4]-11; Propaganda-[1]-10

Notes: A priest, mystic or technoshaman.

Dark Cabal Fanatic [-20]

by zorg

Secondary Statistics: Will+2 (+10)

Advantages: Allies (free); Claws, Sharp, switchable [+6], Follow-Up Poison (Average Venom, Pow144) [+10]

Disadvantages: Fanaticism [-15]; Enemy: Law Enforcement (Large Group, 9 or less) [-30] -15 out of: Sadism* [-15]; Bloodlust* [-10]; Delusion: I serve the Antichrist! [-15]; Callous [-5]

Skills: Acting-[4]; Occultism-[2]; Theology: Satanism-[2]; Philosophy: Nihilism-[2]; Brawling-[2]; Free Fall-[2]

Inquisitor [+75]

by zorg

Attributes: IQ+1 [+20]

Secondary Statistics: Will+2 (+10)

Advantages: Inquisitor-Package *) [+52]; TP Talent 1 [+5]

Disadvantages: Fanaticism [-15]; Intolerance: Mundanes [-10]

Skills: Expert: Psionics-[1]; Brainwashing-[2]; Interrogation-[16]; Tactics-[4]

Notes: Usually added on to Exec, Scientist or Medic. Goes well together with Elite and either Drug-Crazed or Cyber-Enhanced.

*) Aggressive use of Mind Reading or Mind Control may substitute Interrogation for IQ.

Inquisitor-Package Korps [+52]

by zorg

Mind Control [+20]

(TP -10%; Conditioning Only -50%)

Mind Reading [+21]

(TP -10%; Racial -20%)

Mind Shield III [+11]

(TP -10%)

Inquisitor-Package Techno-Psi [+52]

by zorg

Mind Control [+45]

(CyP -60%; Conditioning +50%)

Mind Reading [+6]

(CyP -60%; Racial -20%)

Mind Shield V [+8]

(CyP -60%)

Skills: EOps: Psychotronics-[1]

Illusionist [+75]

by zorg

Goes well with Scientist, Gang Member or Priest. Usually with Drug-Crazed, never with Cyber-Enhanced or Biomodified.

Attributes: IQ+1 [+20]

Advantages: Illusionist-Package *) [+50]; Illusion Talent 1 [+5]

Disadvantages: OPH: Incoherent mumbling [-5]

Skills: Pharmacy: Herbal-[4]; Carousing-[1]

**) Illusionist Package [+50]*

by zorg

Morph [+30]

(Dpsi -15%; Cosmetic -50%; Costs 1 FP -5%)

Illusion [+20]

(Dpsi -15%, Costs 1 FP -5%)

Notes:

Cyber-Psi (-60%)

by zorg

(short: CyP)

This power requires the use of a neurosynaptic enhancer. This device looks like an apple-sized sphere of dark metal, which sprouts a pencil-thick cable. This cable is plugged in to your lower arm, while the sphere is held in the hand. If the sphere is forced open, it will explode violently. If a thief is willing to pierce his skin with the cable, he can use the device.

(Psi -10%; Gadget DR4 SM-6 -25%, Can be taken QuickCont DX -30%; Reliable +1 +5%)

Typical Powers: Telepathy, Psychokinesis

Drug-Psi (-15%)

by zorg

(short: Dpsi)

This power is awakened by the constant use of Hashish, opening and expanding the users mind (don't try this at home, kids). Every use of psionic powers triggers a psychedelic flash. Users of this power are known to sometimes target their own hallucinations. Drug-Psi cannot be blocked or suppressed by normal techniques.

(Psi -10%; Nuisance Effect (Backlash): Hallucinating, not resistible -50%; Required Disad: Addiction (Hashish, Legal Sedative) -5%; Cosmic +50%)

Typical Powers: ESP, Illusion

Certain abilities may have more expensive variants of Cosmic. In this case, the first 50% are already paid for.

Ninja [+80 CP]

by zorg

Attributes: DX +2 [+40]

Secondary Statistics: FP 10; HP 10; Speed 6 [+10]; Dodge 9

Advantages: Night Vision 3 [+3]; Combat Reflexes [+15]; Catfall [+10]; Fit [+5]

Disadvantages: Extremely Hazardous Duty: Ninja Clan (12 or less) [-15]; Code of Honour: Professional [-10]; Secret: Ninja [-20]

Skills: Stealth-[4]-13; Climbing-[4]-13; Shortsword-[4]-13; Knife-[8]-15; Knife Throwing-[2]-13; Garrote-[4]-14; add [4] to a skill of your choice; choose either

#) Acting-[2]-10; Disguise-[4]-11; Poisons-[4]-10; Shadowing-[2]-10

or

#) Karate-[8]-13; Judo-[4]-12

Notes: This is a low-power ninja, still rather realistic. He is not (yet) cybered, biomodified or psionically gifted. I'm fully aware that a huge number of other traits could easily be justified - this is deliberately a low-end design.



Faith: Mysticism [-10]; *Wealth:* Poor [-15]

Skills: Philosophy (choose one)-[4]-11; Savoir Faire: Temple-[1]-11

Lens: Killer for Hire [+0]

by zorg

Advantages: Reputation +2: Capable Hit-Man (underworld only) [+5]; Sharp Claws (Armor Divisor 3 +100%; Cybernetic +0%) [+10]

Disadvantages: Callous [-5]; Greed (12) [-15]

Skills: Add [4] to any one skill and [1] to any other skill

Lenses

Drug-Crazed [-15]

by zorg

Advantages: High Pain Threshold [+10]

Disadvantages: Addiction (Hallucinogenic, Illegal, Cheap) [-15]; -10 out of: Delusions (various); Flashbacks [-10]; OPH: Giggles, drools [-10]; Berserk* [-10]

These three Lenses can only be added on the Ninja Template:

Lens: Loyal Servant [+10]

by zorg

Advantages: Patron (Master) (15 CP base, 9 or less, supplies equipment +50%) [+23]

Disadvantages: Sense of Duty (Master) [-2]; Fanaticism: Loyal to Master [-15]

Skills: add [4] to any one skill

Notes: The "Master" is likely an individual, such as a Ninja-Clanlord or the CEO of a corporation.

Lens: Mystical Assassin [+15]

by zorg

Attributes: IQ+1 [+20]

Advantages: Intuition [+15]

Disadvantages: Disciplines of

Cyber-Enhanced/Combat [+20]

by zorg

Advantages: High Pain Treshold (TD: Maintenance, daily -10%)[+9]; DR2 (Tough Skin - 40%) [+6]; HP+5 (TD: Maintenance, daily -10%) [+9]; Neural Interface [+1]; Claws, sharp [+5]; Unbreakable Skeleton +5 [+5]

Disadvantages: Social Stigma: Second Class Citizen [-5]; Impulsiveness* [-10]

Cyber-Enhanced/General Purpose [+20]

by zorg

Advantages: Neural Interface [+1]; Chip Slots (2 slots 2 CP each) [+32]; HP+1 [+2]

Disadvantages: Social Stigma: Second Class Citizen [-5]; Impulsiveness* [-10]

Biomodified/Combat [+20]

by zorg

Advantages: Claws, sharp [+5]; Combat Reflexes [+15]; High Pain Treshold [+10]; Fit [+5]

Disadvantages: Social Stigma: Valuable Property [-10]; Unusual Biochemistry [-5]

Yakuza [+5]

by zorg

Attributes: DX+1 [+20] or ST+2 [+20]

Advantages: Allies (free)

Disadvantages: Social Stigma: Criminal Record [-5]; Duty: Oyabun, 12 or less [-10]; either Code of Honor (Yak) [-10] or Bully* [-10]

Skills: Karate-[2]; Savoir Faire: Yakuza-[2]; Streetwise-[2]; Broadsword-[2]; SMG-[2]

Feature: always wears a black suit, black tie, black sunglasses and white shirt, no matter what

Illegal Psi [+0]

by zorg

Secondary Statistics: Will+2 (+10)

Advantages: +30 in Psi Powers

Disadvantages: Secret: Illegal Psi [-20]; Enemy: Psi Korps (Large Group, 9 or less) [-30]

Skills: Streetwise-[2]; Acting-[4]; Disguise-[4]

Elite [+30]

by zorg

Attributes: IQ+1 [+20] or DX+1 [+20]

Advantages: -/-

Disadvantages: -/-

Skills: [10] in important skills

Chapter 2 - Racial Templates

Mountain Dwarf [+20]

by hjo3

Short, tough humanoids who usually live underground. The males are invariably bearded.

Attributes: ST+1 [10].

Secondary Characteristic Modifiers: Move-1 [-5]; Will+1 [5].

Advantages: Alcohol Tolerance [1]; Deep Sleeper [1]; Hard to Kill 1 [2]; Night Vision 3 [3];

Extended Lifespan 1 [2]; Magic Resistance (Above ground only, -20%) [2].

Disadvantages: Dislikes Deep Water [-1].

Hill Dwarf sub-race [+20]

by hjo3

Replace Magic Resistance with Temperature Tolerance 1 [1] and remove Dislikes Deep Water.

Elf [+50]

by hjo3

Graceful, pointy-eared denizens of the forest.

Attributes: ST-1 [-10]; DX+1 [20].

Secondary Characteristic Modifiers: Per+1 [5].

Advantages: Appearance (Attractive) [4]; Less Sleep 3 [6]; Resistant to Disease (+8) [5];

Telescopic Vision 1 [5]; Unaging [15].

Goblin [-20]

by hjo3

Small, hairless humanoids with green skin, a long, skinny nose, and pointed ears.

Attributes: ST-2 [-20]; DX+1 [20]; IQ-1 [-20].

Secondary Characteristic Modifiers: SM-1.

Advantages: Immunity to Disease [10]; Infravision [10]; Reduced Consumption 2 (Cast-Iron Stomach) [4].

Disadvantages: Cowardice (15) [-5]; Short Lifespan 1 [-10]; Social Stigma (Second-Class Citizen) [-5]; Appearance (Unattractive) [-4].

Onocentaur [+60]

by hjo3

Creatures with the ears and lower body of a donkey and the upper body of a human.

Attributes: ST+1 [10]; ST+3 (Lower body only, -20%) [24]; HT+1 [10].

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

Advantages: Acute Hearing 2 [4]; Claws (Hooves) [3]; Enhanced Move _ (Ground) [10];

Extra Legs (Four Legs) [5]; Temperature Tolerance 3 [3]; Fur (Only on lower body, -20%) [1]; Talent (Green Thumb) 1 [5].

Disadvantages: Cannot Vomit [-1]; Congenial [-1]; Increased Consumption 1 [-10].

Proton Gladiatorial Combat Robot**Model Horus-2 [+100]***By zorg*

This is a light robot designed for fast-paced gladiatorial combat. It's perched on 6 legs, with the torso sitting centaur-like atop. The Horus relies on mobility, quick jumps and its camouflage system to avoid damage.

The Sekhmet-variant is identical, but uses twin swords instead of machine pistols and two light chainguns instead of missile launchers.

A remote operator, who earns prize money for destroying other robots and obstacles, usually controls the robot. Certain robots are autonomous; these are added to an arena to turn up the heat.

Attributes: IQ-3 [-60]

Advantages: DR 3 [+15]; DR 9 (Front Only -20%) [+36]; Optical Camouflage Unit [+26]; 2x Submachine Gun, each [+21], Total [+42]; 2x Missile Launcher, each [+54], Total [+108]; Six Legs [+10]; Machine [+25]; AI [+32]; Radio Unit (Telecommunication/Radio with Reduced Range /5 -20%) [+8]; Super Jump 3 [+30]

Disadvantages: Electrical [-20]; Fragile: Explosive [-15]; Social Stigma: Valuable Property [-10]; Automaton [-85]; Cannot Learn [-30]

Skills: Innate Attack/Gun-[4]-12; Innate Attack/Missile-[4]-12; Stealth-[8]-12; Jumping-[4]-12

Features: Available in a wide range of custom paint jobs.

Design Notes:

On the whole, the robot is inspired by the PS2 game "S.L.A.I." (which features, surprisingly, gladiatorial robot battles).

Optical Camouflage Unit [+26]

Chameleon 4 (Dynamic +40%; Feature: Maximum Duration 10 seconds, Recharge Time equals the time Chameleon was used - if you use Chameleon for 3 seconds, you need to wait 3 seconds before using it again; Feature: Cannot be used while suffering a Shock penalty) [+26]

Missile Launcher [+50]

Crushing Attack 5d (Accurate +2 +10%; Explosion 1 +50%; Takes Extra Time 1 -10%; Optical Homing +50%; 1/2D = Max +15%) [+54]

Note: The Missile Launcher does not have unlimited ammo. However, it's shots range in the dozens, so this is not a Limitation.

Submachine Gun [+21]

Piercing Attack 2d (Accurate +1 +5%; Extra Recoil +1 -10%; RoF 12 +100%; Increased Range x2 +10%) [+21]

Note: The Submachine Gun does not have unlimited ammo. However, it's shots range in the dozens, so this is not a Limitation.

Lenses and Upgrades*By zorg**AAI-Chip: Cat [+135]*

Eliminate Cannot Learn [+30]; Incurious [+10]; Slave Mentality [+40]. Add Jumping-[4]; Perception +2 [+10]; IQ+2 [+40]; Tactics-[1]-7

Notes: This Artificial Animal Intelligence Chip is modeled after the thought patterns of a cat. It's only a cinematic model, of course, which gives the robot an increases personality (and therefore, recognition value).

AAI-Chip: Wolf [+135]

Eliminate Cannot Learn [+30]; Slave Mentality [+40]. Add Jumping-[4]; Perception +1 [+5]; Will +1 [+5]IQ+2 [+40]; Tactics-[2]-8; Innate Attack/Gun-[4]; Innate Attack/Missile-[4]; Tracking-[1]-9

Notes: Many more AAI chips are available. These two are only examples.

Horus-1 [+0]

Remove Extra Legs [-10]; Super Jump 1 [-10]; Add Enhanced Move/Ground 1 [+20]

Chapter 3 - Other Templates

Corpse [-120]

By Atreyu Hibiki

Advantages: Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Injury Tolerance (Unliving) [20]; Legal Immunity [10]; Psi Static [30]; Immunity to Metabolic Hazards [30]; Zeroed [10]

Disadvantages: Bad Smell [-10]; Blindness [-50]; Deafness [-20]; Mute [-25]; No Sense of Smell/Taste [-5]; Numb [-20]; Quadriplegic [-80]; Supernatural Feature: Pallor [-10]; Unhealing [-30]

Features: Spirit Not In Body [0]

Notes: Designed for use with Alternate Form afflictions that could, potentially, raise a corpse into a zombie, or that can revive a person completely. Other uses are left as an exercise (or is that exorcize?) for the sadistic GM. Apply this template to the stats of whoever the dead person was in life. Basic stats and abilities are kept intact, just not in contact with the body, unless the corpse is acted on from an outside source. Spirit Not In Body allows us to overlook the fact that the remainder of this template would have the person be completely alert during, say, burial or cremation, but not able to move or speak.

Modifying: In some campaigns, Social Stigma: Dead might be appropriate.

Chapter 4 - Machines and Vehicles

Variable Fighter

TL: 9+

By Nik1979

Transforming Fighter based on the Macross Veri-techs. Based on the VF-1

ST/HP: 120

Hnd/SR: +2/3

HT: 10f

Move: fighter 35/1098 *) soldier 11, guardian 11/22

LWt.: 24.6

Load: 11.4

SM: +5

Occ.: 1

DR: 100

Range 8hrs

Cost: \$3.5M

*) max speed is affected by atmosphere 3950kph

Fighter Mode [+3,443]

(w/o Altered Form: [+859])

Attributes: ST 120 [220]; IQ 0 [-200]

Secondary Characteristics: Dmg: 11d/13d; BL: 1.3 tons; HP: 120; Will: 0; Per: 0; FP: NA; SM +6; Basic move (flight): 53 [0]; Basic Speed 5.5 [0]; Basic Move (ground) 11 (40kph).

A.I.: Absolute Timing [2]; Digital Mind [5]; Doesn't Sleep [20]; Intuitive Mathematician [5]; Photographic Memory [10]; Reprogrammable [-10]

Automaton: Hidebound [-5]; Incurious (6) [-10]; Low Empathy [-20]; No Sense of Humor [-10]; and Slave Mentality [-40].

Machine: Doesn't Breathe [20]; Immunity to metabolic Hazards [30]; Increased consumption 13 (10.4 tons of fuel) [-130]; Injury tolerance (No Blood; unliving) [25]; Numb [-20]; Pressure Support [5]; Restricted Diet (fuel; common) [-10]; Sealed [15]; Social Stigma (valuable property) [-10]; Unhealing (total) [-30]; Vacuum Support [5]; Wealth (dead broke) [-25].

Features: 8 hours of energy per (increased consumption 13) 10.4tons of fuel

Vehicle: Compartmentalized Mind (controls) [25]; SM+6 [0]; DR (cannot wear armor -40%) 100 [300];

Variable Form: Alternate Form (Soldier) (reduced time 1 second +20%) (1178) [1291], Alternate Form (guardian) (reduced time 1 second +20%) (1169) [1292]

Communications: Telecommunication: Laser Communications [40]; Telecommunication: Radio [10]

Life Support (affliction granting advantage to the pilot): Doesn't Breathe +200%; Pressure Support [0]; Protected Hearing, Smell and Vision +150%; Sealed [0]; Temperature Tolerance 30 +300%; Vacuum Support [0]

Movement: Basic Move (flight) 35 (3.5G) [0]; Flight (Move 35) (Newtonian Space Flight +25%; Nuisance effect -5%, Cannot Hover-15%; +24 flight move [48]) [93] + Enhanced Move (space; Newtonian -50%; Handling +2 +10%) 5 (max move: 1098 or 3,850kph) [30] + Enhanced Move (air, (Air, Handling +2 +10%) 5 (max move: 1098 or 3,850kph) [55]

Payload: 1 occupant (0.4m³) [1]; Fuel and Weapons (10.4 tons) [88]

Sensors: Hyperspectral Vision [25]; Telescopic 10 (x2k) [100]

Statistics: Weight: 8.7 tons; Size +6 (18m)

Weapon Systems [+970]

\$60,000 (CPx \$56)

BMG .50 cal.

Dmg: 13d+1(2) pi; Acc: 6+10; Range: 1.8/7.4; RoF: 8!; Shots: 100(5); Bulk: -8; Rcl: 2

Innate attack (piercing 13d+1 [67]; accuracy +3 +15%; armor divisor (2) +50%; Extra Recoil 2 -10%; Rapid Fire 8 +100%; Limited Use (fast reload) -10%; Range x200 1/2D +35%, x50 +25%) [250] \$14,000

85mm Missiles

Dmg: 6dx3(10) cr ex; Acc: 3+10; Range: 1/10; RoF: 2x25; Shots: 50 (5); Bulk: -6; Rcl: 1
 Innate attack (Crushing 18d [90]; Area Effect (16m) +200%; Armor divisor (10) +250%; Rapid Fire 50 (multiple projectile, selective fire) +200%; Homing (Hyperspectral) +75%; Limited Use (1 load) -40%; Range x100 +60%, explosion +50%) [805]
 \$45,108

Soldier Mode [+1,179]

Attributes: ST 120 [550]; IQ 0 [-200]

Secondary Characteristics: Dmg: 13d/15d; BL: 1.3 tons; HP: 120; Will: 0; Per: 0; FP: NA; SM +5; Basic Speed (flight): 11 [0]; Basic Speed 5.5 [0]; Basic Move (ground) 18 (64kph) [35].

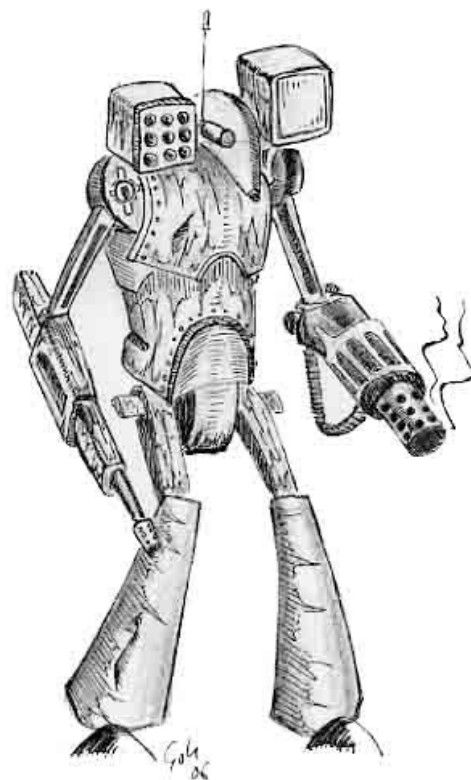
Movement: Basic Move (flight) 11 (1.1G) [0]; Flight (Move 11) (Newtonian Space Flight +25%; Nuisance effect -5%) [48];

Guardian Mode [+1,099]

Attributes: ST 120 [550]; IQ 0 [-200]

Secondary Characteristics: Dmg: 13/15d; BL: 1.3 tons; HP: 120; Will: 0; Per: 0; FP: NA; SM +5; Basic Speed: 5.5 [0]; Basic Move (flight): 11 [0]; Basic Speed Basic Move (ground) 11 (40kph).

Movement: Basic Move (flight) 11 (1.1G) [0]; Flight (Move 11) (Newtonian Space Flight +25%; Nuisance effect -5%) [42] + Enhanced Move (space; Newtonian -50%; Handling +4 +20%) 2 (max move: 22 or 80kph) [14] + Enhanced Move (air, Handling +4 +20%) 2 (max move: 22 or 80kph) [24];



Advanced Variable Fighter

TL: 10+

By Nik1979

Transforming Fighter based on the Macross Veri-techs.

Based on the VF-19

ST/HP: 100

Hnd/SR: +4/3

HT: 10f

Move: fighter 53/6803 *), soldier 11, guardian 11/22

LWt.: 20.1

Load: 11.4

SM: +6

Occ.: 1

DR: 100

Range: 8hrs

Cost: \$6.7M

*) max speed is affected by atmosphere

Fighter Mode [+6,611]

(w/o Altered Form: [+1,254])

Attributes: ST 100 [180]; IQ 0 [-200]

Secondary Characteristics: Dmg: 13d/15d; BL: 0.9 tons; HP: 100; Will: 0; Per: 0; FP: NA; SM +6; Basic move (flight): 53 [0]; Basic Speed 5.5 [0]; Basic Move (ground) 11 (40kph).

A.I.: Absolute Timing [2]; Digital Mind [5]; Doesn't Sleep [20]; Intuitive Mathematician [5];



Photographic Memory [10];
Reprogrammable [-10]

Automation: Hidebound [-5]; Incurious (6) [-10]; Low Empathy [-20]; No Sense of Humor [-10]; and Slave Mentality [-40]

Machine: Doesn't Breathe [20]; Immunity to metabolic Hazards [30]; Increased consumption 13 (10.4 tons of fuel) [-130]; Injury tolerance (No Blood; unliving) [25]; Numb [-20]; Pressure Support [5]; Restricted Diet (fuel; common) [-10]; Sealed [15]; Social Stigma (valuable property) [-10]; Unhealing (total) [-30]; Vacuum Support [5]; Wealth (dead broke) [-25]

Features: 8 hours of energy per (increased consumption 13) 10.4tons of fuel

Vehicle: Compartmentalized Mind (controls) [25]; SM+6 [0]; DR (cannot wear armor -40%) 100 [300]

Variable Form: Alternate Form (Soldier) (reduced time 1 second +80%) (1633) [2673], Alternate Form (guardian) (reduced time 1 second +80%) (1640) [2684]

Communications: Telecommunication: Laser Communications [40]; Telecommunication: Radio [10]

Life Support (affliction granting advantage to the pilot): Doesn't Breathe +200%; Pressure Support [0]; Protected Hearing, Smell and Vision +150%; Sealed [0]; Temperature Tolerance 30 +300%; Vacuum Support [0]

Movement: Basic Move (flight) 53 (5.3G) [0]; Flight (Move 53) (Newtonian Space Flight +25%; Nuisance effect -5%, Cannot Hover-15%; +42 flight move [84]) [126] + Enhanced Move (space; Newtonian -50%; Handling +4 +20%) 7 (max move: 6803 or 24,494kph) [49] + Enhanced Move (air, Handling +4 +20%) 7 (max move: 6803 or 24,494kph) [84]

Payload: 1 occupant (1.2m³) [1]; Fuel and Weapons (11.4 tons) [126]

Sensors: Hyperspectral Vision [25]; Telescopic 10 (x2k) [100]

Statistics: Weight: 8.7 tons; Size +6 (18m)

Weapon Systems [970]

\$60,000 (CPx \$56)

BMG .50 cal.

Dmg: 13d+1(2) pi; Acc: 6; Range: 1.8/7.4; RoF: 8!; Shots: 100(5); Bulk: -8; Rcl: 2

Innate attack (piercing 13d+1 [67]; accuracy +3 +15%; armor divisor (2) +50%; Extra Recoil 2 -10%; Rapid Fire 8 +100%; Limited Use (fast reload) -10%; Range x200 1/2D +35%, x50 +25%) [250] \$14,000

85mm Missiles

Dmg: 6dx3(10) cr ex; Acc: 3; Range: 1/10; RoF: 2x25; Shots: 50 (5); Bulk: -6; Rcl: 1

Innate attack (Crushing 18d [90]; Area Effect (16m) +200%; Armor divisor (10) +250%; Rapid Fire 50 (multiple projectile, selective fire) +200%; Homing (Hyperspectral) +75%; Limited Use (1 load) -40%; Range x100 +60%, explosion +50%) [+805]

\$45,108

Soldier Mode [+1,633]

Attributes: ST 100 [450]; IQ 0 [-200]

Secondary Characteristics: Dmg: 11d/13d; BL: 0.9 tons; HP: 100; Will: 0; Per: 0; FP: NA;

SM +5; Basic Speed (flight): 11 [0]; Basic Speed 5.5 [0]; Basic Move (ground) 18 (64kph) [35]

Movement: Basic Move (flight) 11 (1.1G) [0]; Flight (Move 11) (Newtonian Space Flight +25%; Nuisance effect -5%) [48]

Guardian Mode [+1,640]

Attributes: ST 100 [450]; IQ 0 [-200]

Secondary Characteristics: Dmg: 11d/13d; BL: 0.9 tons; HP: 75; Will: 0; Per: 0; FP: NA; SM +5; Basic Speed: 5.5 [0]; Basic Move (flight): 11 [0]; Basic Speed Basic Move (ground) 11 (40kph)

Movement: Basic Move (flight) 11 (1.1G) [0]; Flight (Move 11) (Newtonian Space Flight +25%; Nuisance effect -5%) [42] + Enhanced Move (space; Newtonian -50%; Handling +4 +20%) 2 (max move: 22 or 80kph) [14] + Enhanced Move (air, Handling +4 +20%) 2 (max move: 22 or 80kph) [24]

Variable Combat Trike

TL: 9+

By Nik1979

Transforming Combat Trike based on the robotech cyclone Battle armor.

ST/HP: 50

ST/HP: +2/2

HT: 10

Move: trike 9/108 (388 kph), soldier 9/36 (130kph)

LWt.: 1.2

Load: 105kg

SM: +1

Occ.: 1

DR: 75

Range: 8hrs

Cost: \$1.37M

Fighter Mode [+1,139] (491)

Attributes: ST 50; IQ 0

Secondary Characteristics: Dmg: 5d+2/8d-1; BL: 3.8 tons; HP: 50; Will: 0; Per: 0; FP: NA; SM +1; Basic Speed 5 [0]; Basic Move (ground) 9 (40kph) [15]

A.I.: Absolute Timing [2]; Digital Mind [5]; Doesn't Sleep [20]; Intuitive Mathematician [5]; Photographic Memory [10]; Reprogrammable [-10]

Automaton: Hidebound [-5]; Incurious (6) [-10]; Low Empathy [-20]; No Sense of Humor [-10]; and Slave Mentality [-40].

Machine: Doesn't Breathe [20]; Immunity to metabolic Hazards [30]; Increased consumption 6 (87 kg of fuel) [-60]; Injury tolerance (No Blood; unliving) [25]; Numb [-20]; Restricted Diet (fuel; common) [-10]; Social Stigma (valuable property) [-10]; Unhealing (total) [-30]; Wealth (dead broke) [-25]. Features: No FP [0]

Features: 8 hours of energy per (increased consumption 10) 1.3tons of fuel

Vehicle: Compartmentalized Mind (controls) [25]; Strength 50 (no manipulators -80%) [50]; Intelligence-0 [-200]; Health 10 [0]; SM+1 [0]; DR (cannot wear armor -40%; Hardened 1 +20%) 70 [560]

Variable Form: Alternate Form (Soldier) (reduced time 1 second +80%) (383) [648]

Communications: Telecommunication: Radio [10]

Life Support (affliction granting advantage to the pilot): Doesn't Breathe +200%; Protected Hearing, Smell and Vision +150%

Movement: Enhanced move 3.5 (+2 handling +10%; ground) [39]; Super Jump 2 [20]

Payload: 1 occupant (0.35m³)

Sensors: Hyperspectral Vision [25]; Telescopic 3 (x15) [30]

Statistics: Weight: 1.2 tons; Size +1 (3.5m)

Weapon Systems [+970]

\$35,500 (CPx \$56)

BMG .50 cal.

Dmg: 13d+1(2) pi; Acc: 6; Range: 1.8/7.4; RoF: 8!; Shots: 100(5); Bulk: -8; Rcl: 2

Innate attack (piercing 13d+1 [67]; accuracy +3 +15%; armor divisor (2) +50%; Extra Recoil 2 -10%; Rapid Fire 8 +100%; Limited Use (fast reload) -10%; Range x200 1/2D +35%, x50 +25%) [250] \$14,000

Special Ammo: Incendiary (6d burn, persistent); Anti-Armor Rounds (3d cor, persistent, affliction weakens DR-5 (cumulative))

60mm Missiles.

Dmg: 6dx2(10) cr ex; Acc: 3; Range: 0.33/3.3; RoF: 2x15; Shots: 30 (5); Bulk: -6; Rcl: 1

Innate attack (Crushing 12d [60] total 510%; Armor divisor (10) +250%; Rapid Fire 30 (multiple projectile, selective fire) +150%; Homing (Hyperspectral) +75%; Limited Use (1 load) -40%; Range x30 +25%, explosion +50%) [366]

\$20,500

Soldier Mode [+874]*Attributes:* ST 50; IQ 0*Secondary Characteristics:* Dmg: 5d+2/8d-1; BL: 1.2 tons; HP: 50; Will: 0; Per: 0; FP: NA; SM +1; Basic Speed 5.0 [0]; Basic Move (ground) 9 (64kph) [15]*Vehicle:* Compartmentalized Mind (controls) [25]; Strength 50 (size -10%) [450]; Intelligence-0 [-200]; Health 10 [0]; SM+5 [0]; DR (cannot wear armor -40%; Hardened 1 +20%) 70 [560]*Movement:* Enhanced move 2 (+2 handling +10%; ground) [22]; Super Jump 2 [20]**Free Trader [+2,011]***By Nik1979*

\$2M

Simply named for its main purpose, this merchant vessel can comfortably accommodate several passengers and keep space worthy for up to 4 months if fully fueled. There was a lot of history to its design, as it was made to break the corporate monopoly on inter planetary trade. The Free Trader became the template many future generation of trader vessels are based.

Appearance: An intelligent wing body design based on mid 21st century re-usable and as big as one, there is no secret where the inspiration of this ship came from.*Encountered.* One of the most common ships encountered (at about 10% the original work horse design and 20% variations, knockoffs, and salvaged)*Attributes:* ST 570 (no manipulators -80%) [1180]; IQ 0 [-200]*Secondary Characteristics:* Dmg: 58d/60d; BL: 29.2 tons; HP: 570; Will: 0; Per: 0; FP: NA; SM +9; Basic Move (space): 11 [0]; Basic Speed 5 [0]; Basic Move 9 [-25]*A.I.:* Absolute Timing [2]; Digital Mind [5]; Doesn't Sleep [20]; Intuitive Mathematician [5]; Photographic Memory [10]; Reprogrammable [-10]*Automaton:* Hidebound [-5]; Incurious (6) [-10]; Low Empathy [-20]; No Sense of Humor [-10]; and Slave Mentality [-40].*Machine:* Doesn't Breathe [20]; Increased Consumption 14 (20mtons) [-140]; Immunity to metabolic Hazards [30]; Immunity to Heat (1,500+celcius) [30]; Injury tolerance (No Blood; Unliving) [25]; Maintenance (30mhr/day) [-50]; Numb [-20]; Reduced consumption (1/month) [8]; Restricted Diet (fuel) [-10]; Social Stigma (valuable property) [-10]; Unhealing (total) [-30]; Wealth (dead broke) [-25]. Features: No FP [0]*Vehicle:* Compartmentalized Mind (controls) [25]; DR (cannot wear armor -40%) 100 [300]*Communications:* Telecommunication (Radio) [10]; Telecommunication (Laser Communications) [40]*Life Support:* Life Support (+350%); Affliction (Doesn't Breathe, +200; Protected, Hearing, +50%; Protected, Smell, +50%; Protected, Vision, +50%) [45]

Movement: Basic Move 5 [0]; Flight (Move 11) (Newtonian Space Flight +25%; Nuisance effect, rocket noise, -5%; Extra move, +1) [51] + Enhanced Move (Newtonian -50%, Space) 11 (22.5km/s) [55] + Enhanced Move (Air) 5 (352m/s) [50];

Payload: Living space occupant (3,000m³ total life support systems; 2,040m³ actual living facilities; 10x 50m³ cabins; 200m³ common room and galley; 7x, 150m³ state rooms; 1, 200m³ luxury state room; 70m³ sickbay; 20m³ cryo-berth) [345]; Cargo and vehicle bay (300mtons; 900m³) [104]; Fuel Storage (61mtons) [21]

Sensors: Hyperspectral Vision [25]; Telescopic 20 (x2k) [200]

Statistics: Crew: 3 (max 82+4cryo); Maintenance: 30mhr/day; Weight: 1500mtons; Volume: 7,000m³

Weapon Systems [+212]

\$56,00 (CP x \$66)

BMG .50 cal HMG.

dDmg: 1d+1(2) pi; Acc: 6+20; Range: 1.8/7.4; RoF: 8!; Shots: 100(5); Rcl: 1

BMG .50 cal HMG (+215%) Piercing 13d+1 (accuracy, +3, +15%; armor divisor, (2), +50%;

Rapid Fire, 8, +100%; Limited Use, (fast reload), -10%; Range, x200 1/2D, +35%; Range: x50 Max, +25%) [212]

14,000\$

Safe Engagement Range (Note for opponents) : 1,000km (-34)

- BMG 9.5 mins

Dog Fight Range (Note for opponents) :

- BMG 5secs; 9km

Man of War [+3,513]

\$5M

By Nik1979

Also called the “Man’o’War”, the Man of War is a standardized corvette design that has been in use for almost as long as the Free Trader’s. The main template many armed escort ships have been derived and most are still running up to now.

Appearance: A wing body design common to ships expected to travel in atmosphere but stockier and with more stubborn lines expected in such a robust vehicle.

Encountered. The most common armed vessel, many poorer governments have used this effectively as their staple force with few modifications. Some wealthy governments have used fleets of this ship instead of developing anything more advanced and have proven to economically as it is military effective. With so many variations, almost a 3rd of all encounters are of some variety of Man of War.

Attributes: ST 720 (no manipulators -80%) [1420]; IQ 0 [-200]; HT 12 [20]

Secondary Characteristics: Dmg: 73d/75d; BL: 46.7 tons; HP: 720; Will: 0; Per: 0; FP: NA; SM +9; Basic Move (space): 11 [0]; Basic Speed 5.5 [0]; Basic Move 9 [-25].

A.I.: Absolute Timing [2]; Digital Mind [5]; Doesn’t Sleep [20]; Intuitive Mathematician [5]; Photographic Memory [10]; Reprogrammable [-10]

Automaton: Hidebound [-5]; Incurious (6) [-10]; Low Empathy [-20]; No Sense of Humor [-10]; and Slave Mentality [-40].

Machine: Doesn’t Breathe [20]; Increased Consumption 14 (20mtons) [-140]; Immunity to metabolic Hazards [30]; Immunity to Heat (1,500+celcius) [30]; Injury tolerance (No Blood; unliving) [25]; Maintenance (30mhr/day) [-50]; Numb [-20]; Reduced consumption (1/month) [8]; Restricted Diet (fuel) [-10]; Social Stigma (valuable property) [-10]; Unhealing (total) [-30]; Wealth (dead broke) [-25]. Features: No FP [0].

Vehicle: Compartmentalized Mind (controls) [25]; Compartmentalized Mind (dedicated controls: Auto-cannon, x4; Cannon, x1) [50]; DR (cannot wear armor -40%) 600 [1,800];

Communication: Telecommunication (Radio) [10]; Telecommunication (Laser Communications) [40]

Life Support: Life Support (+350%); Affliction (Doesn’t Breathe, +200; Protected, Hearing, +50%; Protected, Smell, +50%; Protected, Vision, +50%) [45]

Movement: Basic Move 5 [0]; Flight (Move 38; 3.8G) (Newtonian Space Flight +25%; Nuisance effect, rocket noise, -5%; extra move, +27) [83] + Enhanced Move (Newtonian - 50%, Space) 11 (77.8km/s) [55] + Enhanced Move (Air) 6.5 (2558m/s) [65]

Payload: Living space occupant (1,150m³ total life support systems; 800 m³ actual living facilities; 10x 50m³ cabins; 200m³ common room and galley; 1, 100m³ luxury cabin) [83]; Cargo and vehicle bay (100mtons; 300m³) [23]; Fuel Storage (40mtons) [9]

Sensors: Hyperspectral Vision [25]; Telescopic 20 (x2k) [200]

Statistics: Crew: 5 (max 44); Maintenance: 30mhr/day; Weight: 3000 tons; Volume: 7,000m³;

Weapon Systems [+21,063]

\$1.4M (CP x \$66)

x6, "Barbazu" 2A38 Auto Cannon 30x165mm APDS

dDmg: 3d (2) pi++; Acc: 7+20; Range: 1.8/6.9; RoF: 13; Shots: 100x2(2i)

Barbazu 30mm Auto-Cannon (+220%) Piercing: (large piercing) 30d (accuracy, +4, +20%; armor divisor, (2), +50%; Rapid Fire, 13, +100%; Limited Use, (fast reload), -10%; Range, x200 1/2D, +35%; Range, x50 Max, +25%) [384]

\$25,500

"Rook" BGM-71E TOW2A GM

dDmg: 2d x5 (10) cr ex; Acc: 3+20; Range: 0.7/5; Wt. --/0.025; RoF: 4; Shots: 4(5); Rcl: 1

"Rook" BGM-71E TOW2A GM (+490%) Crushing 6dx17 (Armor divisor, (10), +250%; explosive, +50%; Homing, Hyperspectral, +75%; Limited Use, (fast reload), -10%; Range, x100 1/2D, +30%; Range, x50 Max, +25%; Rapid Fire, 5, +70%) [3009] \$200,000/ \$160,000 reload

Titan 2A46M (T-72) HE

dDmg: 6dx10 cr ex [1d(3)]; Acc: 7+20; Range: 2.8/7.6; RoF: 1; Shots: 24(6i); Rcl: 1

Titan 2A46M (T-72) HE (+425%) Crushing 6dx100 (accuracy, +4, +20%; Explosive, +50%; Fragmentation, 10d, (Armor Divisor, 3, +100%), +300%; Limited Use, (fast reload), -10%; Range, x200 1/2D, +35%; Range, x100 Max, +30%) [15,750] 1M/\$24,000 per reload

Safe Engagement Range (Note for opponents) : 1,500km (-35)

- Barbazu 13 mins

- Rook 35 mins

- Titan 8.9 mins

Dog Fight Range (Note for opponents) :

- Barbazu 5 sec ; range 9km

- Titan 5 sec; range 14km

- Rook +1.8 min; range 76km

edit: note, that these ships are designed with centrifugal artificial gravity with a tri-chamber configuration (3 cylinders in 1 big cylinder that allows the ship to be in a gravity environment without things messing about).

Chapter 5 - Monsters and Creatures

Bioplas Nanomorph [+800]

By GnomesofZurich

Attributes: Will vary greatly based on size

Advantages: 360° Vision (Pan-Optic 2, +60%; Extended* (Hearing, Taste), +40%) [50]; Damage Resistance 2 [10]; Duplication (No Sympathetic Injury, +20%; Shared Resources, -40%) [28]; Injury Tolerance: Diffuse [100]; Regeneration (Fast) [50]; Regrowth [40]; Morph (Unlimited, +50%; Improvised Forms, +100%; Reduced Time 4, +80%; Mass Conservation, -20%) [310 + 75 points for more powerful forms]; Telecommunication (Radio) (Increased Range x50, +50%) [15]; Unkillable I [50]; Machine Meta-trait (no Injury Tolerance, no Unhealing) [30]; A.I. Meta-trait [32]; Doesn't Breathe [20]; Doesn't Eat or Drink [10]

Disadvantages: Low Empathy [-20]

Living Metal Nanomorph [+860]

as above, but Damage Resistance 4 [+10]; Regeneration Very Fast [+50]

Shadow [+220]

By RedMattis

A shadowy creature that exists somewhere between the physical world and the spirit world.

Attributes: ST-6 [-60] DX+2 [40]; IQ-2 [-40]

Secondary Characteristics: Hp+10 [20]; Sizemod -2 [0]

Advantages: Catfall (Feather Fall, +30%) [13]; Claws (Talons [8]; Dark Vision [25]; Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; Enchanted Dodge 1 [15p]; Enchanced Move 1: Shadow Form [20]; High Pain Tolerance [10] Indomitable [15]; Injury Tolerance: Diffuse [100]; Regeneration: Very Fast [100]; Shadow Claws [23]; Shadow Form [50]; Silence 6 [30]; Unaging [15]; Unfazeable [15]; Unkillable 1 (Achilles Heel: damage to the heart/core -30%) [35]

Disadvantages: Appearance: Monstrous [-20]; Dread: Very strong light [-10]; Fragile: Unnatural [-50]; Hidebound [-5]; Low Empathy [-20]; Magic Susceptibility 3 [-9]; No Sense of Humor [-10]; Numb [-20]; On the Edge: CR 9 [-22]; Slave Mentality [-40]; Social Stigma: Monster [-15]; Vulnerability: Fire (x4) [-60]; Vulnerability: Magical Effects (x2) [-30]; Weakness: Sunlight (1d/5min) [-30]

Skills: N/A

Features: Weights only a few pounds [0]; Victims' shadows becomes 'Shadows' [0]; 'Heart' can be hit at normal penalty for full damage [0]

Notes: Nasty little critters from the Abyss that likes to swarm their enemies.

Option: Replace High Pain Threshold with Immune to Pain (Immune to Shock, Knockdown/Stunning, Pain/Agony conditions and Pain-Based torture) [+20]

Shadow Claws [+23]

Cutting Attack 1d (Melee Attack: C -30%; Cosmic: Ignores DR, +300%)

Kingdom Hearts' Heartless: Shadow [-34]

by Atreyu Hibiki, modified from RedMattis' Shadow

Attributes: ST-6 [-60] DX+2 [40]; IQ-2 [-40]

Secondary Characteristics: Sizemod -2 [0]

Advantages: Catfall (Feather Fall, +30%) [13]; Claws (Talons) [8]; Dark Vision [25]; Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; Enhanced Move 1: Shadow Form [20]; High Pain Tolerance [10]; Indomitable [15]; Shadow Claws** [4]; Shadow Form [50]; Silence 6 [30]; Unaging [15]; Unfazeable [15]; Unkillable 1 (Achille's Heel: damage to the heart/core -30%) [35]

Disadvantages: Apperance: Monstrous [-20]; Dread: VERY strong light [-10]; Fragile: Unnatural [-50]; Hidebound [-5]; Low Empathy [-20]; Magic Suceptibility 3 [-9]; No Sense of

Humor [-10]; Numb [-20]; On the Edge: CR 9 [-22]; Slave Mentality [-40]; Social Stigma: Monster [-15]; Vulnerability: Fire (x4) [-60]; Vulnerability: Magical Effects (x2) [-30]; Weakness: Sunlight (1d/5min) [-30]

Skills: N/A

Features: Weighs only a few pounds [0]; Victims' shadows becomes 'Shadows' [0]; 'Heart' can be hit at normal penalty for full damage [0]

Notes: Small inherently evil creatures that spawn from the evil in people's hearts. Based on the Shadows from the video game Kingdom Hearts.

Option: Replace High Pain Threshold with Immune to Pain (Immune to Shock, Knockdown/Stunning, Pain/Agony conditions and Pain-Based torture) [+20]

Shadow Claws [+4]

Cutting Attack 1d (Melee Attack: C -30%)

Winged Monkey Template [50 points]

By Mysterious Dark Lord v3.2

Attributes: ST+1 [+10]; DX+2 [+40]; IQ-2 [-40]; HT+2 [20]

Secondary Attributes: Perception +3 [15]

Advantages: Arm ST: 2 Arms +3 [15]; Brachiator [5]; Damage Resistance 1 [5]; Extra Arm (Extra Flexible +50%; No Physical Attack -50%; Weak: One-Quarter ST -50%) [5]; Extra Arms x2 (Foot Manipulators -30%) [14]; Flight (Small Wings -10%) [36]; Sharp Teeth [1]

Disadvantages: Appearance: Unattractive [-4]; Bad Grip 2 [-10]; Dwarfism [-15]; Reprogrammable [-10]; Slave Mentality [-40]

Skills: Climbing-DX+2 [2]; Flight-DX [2]

Quirks: Likes Wearing Bellboy Hats [-1]

Notes: These are your classic Winged Monkeys, the perfect minions of wicked persons everywhere (especially places Over The Rainbow). They look like some species of tailed ape (except for the wings and silly hats), but are capable of clear speech and understanding explicit orders. They have an average IQ of 80, but a Minion of Evil doesn't need too much brainpower, does he?

Dwarfism is included because the Winged Monkeys are assumed to be former humans who have been changed into their current forms (and shrunk by half their height) by Evil Forces. Thus there is no "Winged Monkey Culture", no place they would fit in, and Dark Overlords are not known for making their Evil Lairs accessible to the differently-enabled, so they suffer the difficulties of Dwarfism. If you don't like this interpretation, remove Dwarfism and Perception, and the point costs balance out.

Basic Vampire Template [+162]

By zorg

Attributes: ST+2 [+20]; HT+2 [+20]; HP+1 [+2]

Advantages: Unaging [+15]; Dark Vision [+25]; Doesn't Breathe [+20]; Doesn't Eat [+10]; Doesn't Sleep [+20]; IT: Unliving [+20]; Immunity to MH [+30]; IT: DR /2 (not vs Wood, Sunlight or Water -20%) [+40]; Regeneration: Fast [+50]; Unkillable 2 (Hindrance: Wood -25%; Achilles Heel: Sunlight -50%; Water -50%) [+20]; Regeneration: Very Fast (Unkillable Only -40%) [+30]; DR30 (not vs Wood, Sunlight or Water -20%) [+120]; Summon Flies [+20]; Smell Blood [+12]; Hypnotic Eyes [+43]; Dominance (Feature: requires three consecutive nights of feeding, works with Vampire Bite; Alternative Ability to Be My Slave) [+4]; Be my Slave [+22]; Blood calls for Blood [+23]; Shapeshifter [+30]; Vampire Bite [+39]

Disadvantages: Blood is Life [-19]; Vulnerability: Wood x4 [-60]; Weakness: Running Water (1d/second: Reduced Time 6, +120%) [-132]; Weakness: Daylight (1d/second: Reduced Time 6, +120%) [-132]; Dread: Crucifixes, Garlic [-20]; Dependency: Native Soil (very common; daily) [-15]; Decreased Time Rate (Only in Sunlight -30%) [-70]; Social Stigma: Monster [-

15]; Uncontrollable Appetite (12) [-15]

Summon Flies [+20]

Obscure: Vision 4 (Extended: Hearing +20%; Area Effect 8yards +100%; Ranged +50%; Nuisance Effect: Eyes glow, vampiric features more pronounced -5%; Accessibility: Must speak theatrically -10%; Magical -10%)

Smell Blood [+12]

Detect: Blood (Smell-Based -20%; Reflexive +40%)

Hypnotic Eyes [+43]

Mind Control (Nuisance Effect: Eyes glow, vampiric features more pronounced -5%; Vision-Based -20%; Reverse Vision-Based -20%; Magical -10%; Extended Duration x10 +40%)

Be my slave [+22]

Affliction (Disadvantage: Slave Mentality +40%; Reverse Blood Agent -40%; Accessibility: requires three consecutive nights of feeding -30%; Extended Duration: Permanent - canceled by killing the vampire +150%) [22/1v1]

Blood calls for Blood [+23]

Telecommunication: Telesend (Magical -10%; Accessibility: only those you have bitten -15%)

Shapeshifter [+30]

Alternate Form: Wolf [+15]; Alternate Form: Bat [+15]

Note: I assume that the racial template of Wolf and Bat will be cheaper than that of our vampire.

Vampire Bite [+39]

Leech 1d (Reverse Blood Agent -40%; Accelerated Healing +25%) [22+16]; Sharp Teeth [+1]

Blood is Life [-19]

Draining: Human Blood, Illegal (Symptoms at 1/3 Loss: Chronic Pain +30%; at 1/2 Loss: Fanaticism (Must Feed) +30%; at 2/3 Loss: Delusions (-15 CP; Extended Duration: Permanent +150%) +38%) [-19]

You must choose one of the Lenses below:

Lens: Vampire Overlord [+80]

By zorg

Attributes: +3 ST [+30]; -3 HP [-6]

Advantages: Patron: Demonic Spirit (9 or less; Minimal Intervention -50%; Feature: contacted by esoteric rituals) [+10]; Rank 8 (Vampire Society) [+40]; Charisma 2 [+10]

Disadvantages: Appearance: Unattractive [-4]

Feature: huge number of vampiric minions (Ally, for free, as per B37)

Notes: This vampire is a little pale and skinny, but he makes up for it with his charme. His Patron, who undoubtedly has some nefarious reasons for this act, has transformed him to a vampire.

Lens: Subserviant Vampire [-111]

By zorg

Attributes: +1 ST [+10]; -1 HP [-2]

Advantages: Rank 1+ (Vampire Society) [+5]

Disadvantages: Appearance: Ugly [-8]; Impulsiveness (12) [-10]; Dependency: the existence

of the Vampire Overlord (Common; Constantly; 1d/second: Reduced Time 6, +120%) [-110]
Feature: considerable number of vampiric minions, Lowest Vampires only (Ally, for free, as per B37)

Notes: Pale, skinny, sunken eyes and sparse hair. This vampire will crumble to dust when the Vampire Overlord dies.

Lens: Lowest Vampire [-250]

By zorg

Attributes: - 4 IQ [-80]

Disadvantages: Short Attention Span (12) [-10]; Berserk; Impulsiveness (9) [-15]; Appearance: Monstrous [-20]; Bestial [-15]; Dependency: the existence of the Vampire Overlord (Common; Constantly; 1d/second: Reduced Time 6, +120%) [-110]

Notes: Obviously a horrific monster - Nosferatu-like and disgusting. This guy also needs the Vampire Overlord to survive.

Morte [+160]

By Arakhor, edited by zorg

Attributes: DX +2 (No Fine Manipulators -40%) [+24]

Advantages: Skeletal Undead [+68] (Fantasy, p.112); Darkvision [+25], Hard To Kill 3 [+6], Immunity to Psionics [+30], Doesn't Sleep [+20], DR 18 (Limited: Only vs Cold -40%, Can't Wear Armor, -40%) [+18]; Taunt (Affliction: Disadvantages Bad Temper (6) +20%; Berserk (6) +20%, Malediction, Sensory Based: Hearing, +220%) [32]; Flight (low ceiling: 10 ft., -20%) [+32]; Injury Tolerance (upgrade to Homogenous, No Neck) [+15]

Disadvantages: No Manipulators [-50]; Invertebrate [-20]; Dead Broke [-25]

Features: No Legs (Aerial) [0]; Size Modifier -4

Notes: Rapier Wit, Pressure Support and Unhealing may also be appropriate. Sharp Teeth or appropriately-shaped Strikers may also be added.