36 pre-generated duellists, MONDOs, troopers, bikers and dregs for your GURPS Autoduel campaign.

A selection of 100-point characters make "instant" player characters, and busy GMs will delight in the variety of non-player characters.

Also includes cut-apart counters — vehicles and obstacles — on the back cover.
Duellists

3
Bubba Richardson
Sally O'Shea

13
Jay Thompson
Kathy Calaveri
Trailblazer

7
Hammerdown Smith
Lisa Devereaux
Gus Foley

17
Andy Halloran
Rex Radisson
Hammer

11
Comanche Chief
Badger Estrada Jr.
Interceptor Plus

19
Robert Q. Washington
Kyran Cruz
Willie's
Duellists (and their friends) may belong to several organizations.

**AADA.** Belonging to the AADA costs no points — thousands of people are members. They get literature in the mail, attend the annual banquet, and can enter an arena duel if they have the guts. Most don’t. For most people, the benefits are the AADA weather and road condition reports. The AADA is no Patron — if the AADA rescues you from BLUD, it will only be to save organizational pride.

A normal AADA member with the patch in his car window may get a stray shot or two once in a while from an EDSEL patriot. Well-known AADA personalities may have Enemy status from EDSEL or BLUD. Some duellists have personal enemies made over the years in EDSEL or BLUD.

**Vengeance International (VI).** VI is a well-known mercenary organization that claims to wear the “white hat” and fight bad guys. Critics sometimes disagree. A known member of VI, or anyone in a VI uniform or vehicle, receives respect. VI is a business — they supply needed equipment for specific missions (though many operatives use their own equipment), and plan to suffer losses on most missions.

VI members must have combat-related skills, such as Gunner, Guns, Driving, Piloting and Tactics.

**The Brotherhood.** Most Brotherhood members are independent truckers. The Brotherhood takes vengeance when one of its own is hurt, but vengeance is not instant — the Brotherhood is not that tightly organized. Only among the Knights is fast response possible: Characters working for the Knights do have a recognizable Patron.

**Characters.** In this section we present several AADA duellists (Jay Thompson, Rex Radisson, Badger Estrada and his armouer, Comanche Chief), a team of truckers (Hammerdown Smith, Lisa Devereaux and Gus Foley), a Knight of the Brotherhood (Robert Q. Washington), VI members (Bubba Richardson and Sally O’Shea), a hot-shot TV reporter (Andy Halloran), a hot-shot mechanic (Kathy Calaveri), and a mayor’s daughter (Kyran Cruz).

Bubba was born (a) Clarence Theodore Richardson, and (b) an Army brat.

His father was a career Army officer until the Secession, when he joined the fledgling Texas Guard. Therefore, Bubba grew up knowing all about the military.

With a name like Clarence, Bubba learned to fight with anything he could get his hands on. He also became handy behind the wheel of a car, and in the cockpit of an airplane.

At 16 he entered Officer Training School for the Texas Guard. Thanks to dad’s influence, and Bubba’s own not-inconsiderable abilities, he reached the rank of Captain.

Bubba was honorably discharged at age 24, following a messy border incident with the Louisiana Shore Patrol — the details of which Louisiana is still trying to discover.

He then hired out to various police departments and border patrols, but got fed up with governmental regulations and paperwork. Bored and restless, he joined Vengeance International — a Texas mercenary organization — as the movement specialist, hoping to find a little action. He’s partnered with a merc named Sally O’Shea.

Bubba is a gentleman of the old South. Unfailingly polite to women and always a fair fighter, he is well respected by his comrades. He can be counted on to be at the front of the action. (He can also be counted on to start action if there is nothing else going on at the moment. Which is what they remember him for in Louisiana . . . )

Oh, one more thing. There ain’t nobody that ever called Bubba “Clarence” more than once. Leastways, no one alive, that is.

Sally O’Shea had a hard life, spending most of her early years in The Ruins northwest of Austin. Orphaned at five, the streets were her schools, and she was a good pupil. By the time she was eleven, she could out-fight men twice her age and weight.

At seventeen Sally joined the Texas Marine Guard — not by choice, exactly . . . it was join up, or serve six months in state prison at Waco on a weapons charge. Her successful six-year career included two decorations for bravery and six months in the brig.

Her term came to a sudden end when an officer got a little fresh and ended up in the hospital. Sally regrets not having fifteen more seconds — she might then have met his clone. She then left the Marines and joined Vengeance International, where she soon earned the nickname “Enforcer.”

Sally has proven to be a person you want guarding your back. She’s smart, sassy, and definitely not afraid to take risks.

The media particularly love her. TV execs know that any newscast with the lead-in: “O’Shea does it again — film at eleven” will be a really strong ratings day.

Sally’s a loner, though. It’s hard to get her respect, and even harder to get her friendship. Once you’re her friend, though, she’ll go with you to hell and back.

One such friend is Bubba Richardson. We’re not sure how intimate their friendship is. Gossip is rife, but they aren’t volunteering any information, and no one is really sure they want to risk asking.
Name: Bubba Richardson  Player
Appearance: 6'2", 180lbs, not a stylish dresser
Background: "Movement specialist" for mercenary organization

SKILLS

- Guns (TL7): (PL6) 1/4**
- Fast-Draw: (pistol) (PL7) 1 12
- Driving (TL7): (PLA)
  - van 2 12
  - truck 2 12
  - cars 1 11
- Pilot (TL7): (MIA)
  - large helicopter 2 12
  - small helicopter 2 12
  - airship 1 11
- Navigation (TL7): (MIA) 4 10
- Gunner (TL7): (PLA)
  - laser 2 14**
  - MG 2 14**
  - RL 2 14**
- Spanish (MIA) 1 12
- Riding (PLA) 1 11
- Savor-Faire (PL7) 4 15
- Knife (PL7) 0 8
- Knife Throwing (PL7) 0 8

ENCUMBRANCE

- None (0) = 2xST 22
- Light (1) = 4xST 44
- Med (2) = 6xST 66
- Hvy (3) = 12xST 132
- X-hvy (4) = 20xST 220

TOTAL 6

ACTIVE DEFENSES

- Dodge 4
- Parry 4
- Block

= Move
Weapon/2
Shield/3

DAMAGE RESISTANCE

- Armor: Improved body 4
Fireproof suit 1
TOTAL 5

WEAPONS AND POSSESSIONS

- Colt .45 pistol
  - Damage: 2-1
  - Crush: 14
  - Shield: 125
  - 3
- 2 fast loaders 26 2
- Bowie knife
  - Crush: 8
  - 50 1/2
- Thrown: imp 1-1
- Improvised body armor 1500 25
- Fireproof suit 500 8
- Headset communicators 20 (2)
- Handcuffs 50 1
- Military binoculars 400 3
- Clothes 40 (1)
- Shoes 40 (2)
- Household and personal 1,289 -
- Bank account 960 -

 Totals: $5,000 Lbs. 43 1/2

SUMMARY

- Attributes 70
- Advantages 40
- Disadvantages -35
- Quirks -3
- Skills 28
- TOTAL 100
# GURPS Character Sheet

**Name**: Sally O'Shea  
**Player**:  
**Appearance**: 5'10", 135 lbs., beautiful long hair  
**Background**: Enforcer for mercenary organization, ex-Marine, 26 years old  

<table>
<thead>
<tr>
<th>Pt. Cost</th>
<th>ST 9</th>
<th>DX 14</th>
<th>IQ 12</th>
<th>HT 10</th>
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<tbody>
<tr>
<td></td>
<td></td>
<td>Fatigue</td>
<td>Basic DAMAGE</td>
<td>HITS TAKEN</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Thrust: 1-2</td>
<td>Swing: 1-1</td>
<td></td>
<td></td>
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<table>
<thead>
<tr>
<th>Mvmt</th>
<th>Basic SPEED</th>
<th>MOVE</th>
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</thead>
<tbody>
<tr>
<td>7.25</td>
<td>(HT+DX)/4</td>
<td>6</td>
</tr>
</tbody>
</table>

**ENCUMBRANCE**  
None (0) = 2xST  
Light (1) = 4xST  
Med (2) = 6xST  
Hvy (3) = 12xST  
X-hvy (4) = 20xST  

**PASSIVE DEFENSE**  
Armor: 6  
Shield:  |

**ACTIVE DEFENSES**  
Dodge: 6  
Parry: 9  
Block: |

**DAMAGE RESISTANCE**  
Armor: Improved body: 4  
TOTAL: 4

**ADVANTAGES, DISADVANTAGES, QUIRKS**  
5: Reputation: Vengeance International member  
+2 citizens, -2 criminals  
5: Animal Empathy  
4: Strong Will +1  
10: Night Vision  
10: Alertness +2  
-15: Enemy: EDSEL (6-)  
-10: Duty to Vengeance  
- International (10-)  
-15: Sadism (-3 if known)

**SPECIAL SKILLS**  
**Guns/TL7:**  
- Pistol (P/E)  
- Rifle (P/E)  
- Grenade Launcher (P/E)  
- Bazooka/LAW (P/E)  
- Portable FT (P/E)  
**Motorcycle/TL7:**  
- Medium/heavy (P/E)  
**Gunner/TL7:**  
- MG  
**Fast Draw:**  
- Knife (P/E)  
- Rifle/SMG (P/E)  
- Knife (P/E)  
- Knife Throwing (P/E)  
- Brawling (P/E)  
**Tactics (M/A):**  
- Interrogation (M/A)  
- Sleight of Hand (P/H)  
- Stealth (P/H)  
- Streetwise (M/A)  
**Forcery/TL7:**  
- Fast-Talk (M/A)  
- Running (HT based) (P/H)  
**Area Knowledge (M/E):**  
- City  
- Dregs ruins  
- Professional skill: (M/A)  
- Vengeance Intl. military doctrine

**WEAPON RANGES**  
**WEapon**  
- M-60A2  
**PB INC  ½DMG MAX**  
- 30 shots:  
- Grenade launcher 4 15 - 50  
- 5 shots:  
- Large knife - 1 7 14

**SUMMARY**  
**Point Total**: 55

**Attributes**:  
- Physical: 34
- Mental: -40
- Social: 0
- Skills: 51
- **TOTAL**: 100

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**GURPS Character Sheet**

**Name:** Hammerdown Smith  
**Appearance:** 6', 155 lbs., likes western clothing  
**Background:** Independent trucker, formerly with Texas Guard, age 25

### Basic Stats

<table>
<thead>
<tr>
<th><strong>ST</strong></th>
<th><strong>DX</strong></th>
<th><strong>IQ</strong></th>
<th><strong>HT</strong></th>
<th><strong>Move</strong></th>
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<tbody>
<tr>
<td>11</td>
<td>13</td>
<td>12</td>
<td>10</td>
<td>5</td>
</tr>
</tbody>
</table>

### Passive Defense
- **Armor:** 6
- **Shield:** 1

### Encumbrance
- None (0) = 2×ST  
- Light (1) = 4×ST  
- Med (2) = 6×ST  
- Hwy (3) = 12×ST  
- X-hvy (4) = 20×ST

### Basic Speed
- Basic: 6.875  
- Enc:  
- TOT: 6

### Basic Damage
- **Thrust:** 1−1  
- **Swing:** 1+1

### Weights
- **Guns/TL7:**  
  - **pistol**: (P/E) 2  
  - **rifle**: 2  
- **Fast-Draw:** pistol (P/E) 4  
- **Driving/TL7:** (P/A)  
  - +truck: 8  
  - +cars: 4  
  - +tank: 4  
- **Gunner/TL7:** RR (P/A) 4  
- **Brawling:** (P/E) 1  
- **Knife:** (P/E) 0  
- **Knife Throwing:** (P/E) 2  
- **Running (HT based):** (P/A) 2  
- **Stealth:** (P/A) 2  
- **Computer Operation:** TL7 (M/A) 2  
- **Gambling:** (M/A) 1  
- **Survival:** woodland (M/A) 1  
- **Riding:** (P/A) 1  
- **Frenzied:** (M/A) 1

### Reaction
- **+/− +1 ([2−2 Overconfidence])**

### Advantages, Disadvantages, Quirks
- **15**  
  - **Patron:** Brotherhood  
  - **Reputation:** Member of Brotherhood  
  - **Wealth:** Very wealthy (5×20)
- **5**  
  - **Sense of Duty to Brotherhood**  
  - **Overconfidence** (+2−2)  
  - **Impulsiveness**
- **30**  
  - **Hard of Hearing**
- **-10**  
  - **Tells tall tales & bad jokes**
- **-1**  
  - **Hates "algae-meat"**
- **-1**  
  - **Enjoys rough housing**
- **-1**  
  - **Easily awed by a pretty face**
- **-1**  
  - **Likes bear**

### Weapons and Possessions

<table>
<thead>
<tr>
<th>Item</th>
<th>Damage</th>
<th>Skill</th>
<th>Type</th>
<th>Amt.</th>
<th>Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>Colt .45 pistol</td>
<td>crush</td>
<td>2+1</td>
<td>16</td>
<td>125</td>
<td>3</td>
</tr>
<tr>
<td>Improved body armor</td>
<td>1500</td>
<td>22</td>
<td>9</td>
<td>50</td>
<td>1½</td>
</tr>
<tr>
<td>Bowie knife</td>
<td>cut</td>
<td>-1</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>thrown</td>
<td>imp</td>
<td>1–1</td>
<td>14</td>
<td></td>
</tr>
<tr>
<td>Swiss Army knife</td>
<td>25</td>
<td>-</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
| Remington M1873 | crush | 3 | 16 | 200 | (?)
| | rifle | | | | |
| Clothes | | | | | 40 |
| Real leather cowboy boots | 250 | 3 | | | |
| Genuine Stetson cowboy hat | 150 | - | | | |
| Gold Cross | | | | | |
| Ownership in "Rushrider" truck (see p. A41) | | | | 17,736 |
| Bank account | | | | | 37,924 |

**Weapon Ranges**
- **Colt .45 pistol**  
  - 7 shots: |
- **Remington M1873**  
  - 5 shots:  
    - Bowey knife | 1 | 9 | 17 |

### Summary

- **Attributes:** 60  
- **Advantages:** 50  
- **Disadvantages:** -40  
- **Quirks:** -5  
- **Skills:** 45  
- **Total:** 110

---

* +1 for IQ included  
** +2 for IQ included  
XX: increased Basic Speed by 1/2

---

* +3lbs. if body armor boots are worn

**Totals:** $100,000  
**Lbs.:** 30+2

---

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Jeremiah “Hammerdown” Smith was born in Beaumont, Texas. He spent his childhood camping and hiking in East Texas’ Big Thicket area, where he developed his love of the great outdoors. Hammerdown can live off the land armed with nothing but string, a knife, and a portable radio.

After high school he joined the Texas National Guard and became a tank operator. He picked up some bad habits — carousing, story-telling, overconfidence — in the Guard. A too-close grenade explosion earned Hammerdown a medical discharge. Though his wounds healed, his hearing never returned to normal.

Out of the Guard, Smith used his driving and combat skills to become a trucker. Originally he worked for Erickson Isotopes out of Phoenix, shuttling militarily sensitive cargoes to the West Coast. A dust-up involving Smith against ARF cyclists was unexpectedly recorded by a roving broadcast helicopter, bringing him the “Duellist of the Week” prize from a local broadcast station. Smith used the money to buy his own rig, and has been an independent trucker ever since.

He operated alone until he met Lisa Devereaux during the Los Angeles “peace” riots in 2036. Lisa’s rig had been smashed, while Hammerdown was trapped inside the National Guard citadel with a cargo of perishable medicines. Lisa rode shotgun as they broke out through the rioters, and they’ve been together ever since.

Hammerdown’s tendency to tell outlandish stories and awful jokes is balanced by his willingness to help someone in need. Besides being a Brotherhood member, he has many friends who rush to his aid when there’s trouble.

Born in the bayous of Louisiana, Lisa learned self-reliance early. Her family depended on booty from hapless wanderers for their survival. Lisa first cleaned and loaded weapons, then joined the family in combat as a gunner. While salvaging kills, Lisa learned that she had a natural aptitude for electronics.

At 16, she tried her luck as a thief in Baton Rouge. Her electronics skills were useful as she bypassed security systems in some of the town’s richest mansions to steal valuable art and jewelry.

Lisa’s life of crime was progressing, when she made the mistake of breaking into the Brockett Mansion. Unknown to her, Samantha Brockett was the matron of a voodoo cult, and Lisa entered the home during a cult ritual ceremony.

Caught by the cultists, Lisa was imprisoned in a cult morgue for three days before local lawmen — investigating the disappearance of farm animals — broke into the house, found her in the dungeon, and rescued her.

This traumatic experience made Lisa superstitious and fearful of necromancy and the dead, and convinced her to abandon a life of crime.

Instead, Lisa took to travelling the country, working as a gunner for independent truckers. She met Hammerdown Smith in Los Angeles during the “peace” riots, and signed on as his gunner to get a load of medicine to a children’s epidemic in Oregon. She’s been with him ever since.

Next to the perpetually jovial Smith, Lisa appears downright grim. Lisa’s shadowy presence at Smith’s side usually makes anyone think twice before taking advantage of the Cowboy’s drinking habits.

Gus Foley was born in Oklahoma. His family was poor, and he couldn’t afford the nice things other kids had.

However, Gus had a talent. He discovered that what he couldn’t buy, he could cobble together from parts at the local junkyard! He taught himself all there was to know about engines, then decided to try his hand at designing complete vehicles.

Gus’s future in automotive engineering was secured when he won the Muskogee Junior Autoduel Design competition. Then came honors and awards, many profitable contracts, and Gus found that there was little he couldn’t afford.

Paradoxically, Gus Foley found that wealth just wasn’t happiness. One day, he ran into two truckers trying to repair battle damage to their rig and stopped to help. Discovering that they were freighting precious Red Cross supplies to an Arkansas disaster area, Gus volunteered to ride along as their mechanic to see the supplies through.

Gus, to his surprise, found he enjoyed himself more on that run than he had in years. Lisa, Hammerdown and he became good friends. Now he’s their mechanic-partner, though he still freelances as a vehicle designer from time to time.

Gus can usually sense what’s wrong with a vehicle by just listening to it. This “instinctive” diagnosis of mechanical failures befuddles most other mechanics.

Gus hates the outdoors. He prefers to stay with his gadgets. He is very shy and quiet, but quite friendly when you get to know him. While he repairs duelling vehicles, he has no interest in the sport itself. That’s why he prefers to aid truckers and couriers, who duel only in defense.
**Name:** Gus Foley  
**Appearance:** 6', 200 lbs., rough-looking but gentle-mannered  
**Background:** expert mechanic and vehicle designer, age 28

<table>
<thead>
<tr>
<th>ST</th>
<th>DX</th>
<th>IQ</th>
<th>HT</th>
<th>Mvnt</th>
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<td>11</td>
<td>13</td>
<td>10</td>
<td>5.5</td>
<td>20</td>
</tr>
</tbody>
</table>

**Skills**
- **Guns/TL7: pistol** (PnE) 2/14
- **Driving/TL7:** (PA) cars 2/11 trucks 1/10
- **Mechanic/TL7:** (MA) cars 10/17 'gas' cars 8/16
- **Engineer/TL7:** (MA) vehicles 9/15 electronics 8/15
- **Armoury/TL7:** (MA) vehicular weapons 8/16 vehicular armor 8/16
- **Axe/Mace (wrench), (PA) 0/6**

**Encumbrance**
- None (0) = 2 x ST + DX 2/4
- Light (1) = 4 x ST + DX 4/8
- Med (2) = 6 x ST + DX 6/12
- Hvy (3) = 8 x ST + DX 8/16
- X-Hvy (4) = 10 x ST + DX 10/20

**Passive Defense**
- Armor: __________
- Shield: __________

**REACTION** +/- +1 everyone

**Active Defenses**
- **Dodge:** Move = 3/1 Move  
- **Parry:** Weapon/2 = 3/1 Wrench  
- **Block:** Shield/3

**Damage Resistance**
- Armor: __________
- Shield: __________

**Advantages, Disadvantages, Quirks**
- **Advantages:**
  - Patron: Brotherhood (9/5)
  - Reputation: member of Brotherhood (1)
  - Household: Very wealthy (5 x 20)

  **Disadvantages:**
  - Sense of Duty to Brotherhood (-10)
  - Pacifism: Cannot Kill (-15)
  - Honesty (-10)
  - Gluttony (-5)

  **Quirks:**
  - Pack cat (-1)
  - Will not replace anything that can still be repaired (-1)
  - Shy (-1)
  - Prefers to rely on instincts (-1)
  - Hates "roughing it" (-1)

**Weapons and Possessions**
- **Large wrench** crush 2+1 6 50 5
- **Colt .45 pistol** crush 2+1 14 12.5 (3)
- **Body armor** 1 250 (20)
- **Boots** 80 3
- **Swiss Army knife** 30 -
- **Spare parts** 3,000 (500)
- **Portable shop** 2,000 (300)
- **44 % ownership in** Rushrider truck (see p. A41)

**Summary**

- **Attributes:** 60
- **Advantages:** 50
- **Disadvantages:** -40
- **Quirks:** -5
- **Skills:** 55

**TOTAL:** 120
John "Comanche Chief" Eaglefeather started his duelling career as Joe Estrada Senior's best friend and armourer. Upon his friend's death, the Chief became the guardian and teammate of Joe's son Badger. Together they started a new team and continued on the circuit.

Comanche Chief is a huge, full-blooded (well, that's what he says) Comanche Indian. His friends alternately call him "Comanche" and "the Chief." He's a good armourer, and handy to have on your side in a bar fight.

In fact, that's how he met Joe Estrada. Joe was just beginning on the circuit back then, travelling alone and doing his own mechanic work. The Chief was on the move, looking for work, and was in Veracruz hoping to hitch up with a major duelling team. Joe was attacked by a drunken duellist and his mechanic, upset at their arena defeat that day. The Chief came to the stranger's rescue. After that fight (they won), John and the Chief became fast friends and the Chief began working as Joe's armourer.

At a racetrack arena, the Chief caught a stray shot through his larynx. His vocal cords were destroyed and he was left mute.

This accident started the Chief's close association with Badger, Joe's son, who taught him American Sign Language. The Chief and Badger quickly became close friends.

When Joe Estrada was killed in an arena accident, his will made the Chief the legal guardian for Badger. He and Badger used Badger's inheritance to start their own autoduelling team. They're not the best, but they're competitive and well respected on the circuit.

Ever since he can remember, Joey "Badger" Estrada Junior accompanied his father — a successful duellist — on the Shooting Star duelling circuit.

The mechanics answered his questions, and taught him how to work on cars. The duellists taught him how to drive. Badger learned all the ins and outs of autoduelling by being an insistent little kid, "badgering" information out of his elders and attending carefully when they consented to answer his questions.

During a semi-final round of the 2035 Texas National Championships, his father was the victim of a grenade questionably altered by another competitor. The attack was later ruled illegal by AADA officials but, unfortunately, had already killed his father. This should have been only temporary, considering 2035 medical technology. However, a malfunctioning MMSD left Joe Estrada permanently dead.

The older Estrada specified in his will that Badger was to be declared a ward of Comanche Chief Eaglefeather, a long-time friend and Estrada's armourer. His wishes were carried out. After Badger received his inheritance, the life insurance claim, the AADA penalty levied against the duellist guilty of his father's death, and a large out-of-court settlement from Gold Cross, he became a very wealthy kid.

He and the Chief elected to take Badger's new-found wealth and pursue the only vocation they knew. They bought a couple of cars and some equipment, hired a crew, and got back on the circuit in 2036.

While not yet as good as his father, Badger is one of the best-liked (and the youngest) duellists on the circuit today.
Jay Thompson

Hamilton J. Thompson. The media call him "The Bear." His friends call him "Jay." His enemies call him "Mr. Thompson." . . . when they are unlucky enough to be in the same room with him, that is.

(There's also a certain redhead in Michigan who calls him "Teddy," but we won't get into that!)

Jay is tough in the arena, and a pussycat out of it. While not the best duellist on the circuit, he stands out for being honorable and creative. Folks are still talking about his last minute win over Mike Montgomery in the Daytona 5000, when he loaded his paint sprayer with mayonnaise. Jay is personable, and has a growing favorable media image with the fans.

Jay is an ex-scout, and has been known to "rough it" upon occasion. He is handy with guns, knives, fists, feet, and any improvised weapon at his disposal — he's been in more barroom brawls than most Marine squadrons.

Jay has a heart as big as the outdoors he loves so dearly, and has been known to get into trouble helping underdogs and those he perceives to be victims.

He also has an annoying habit of adopting wild animals, and rare are the times you don't see at least one furry face peeking out from his jacket pocket. The media nicknamed him "The Bear" after the bear cub he adopted one season.

He has some dedicated foes in EDSEL due to a long hard night in Baltimore three years ago, but he also has a lot of friends gained over the last few years.

Oh, and he's ALWAYS available for a run up to Michigan.

Kathy Calaveri

Kathy Calaveri is a hotshot, multi-skilled mechanic who would rather rebuild an engine than go shopping.

She was raised by her father, Eddie, who lived mostly for engines. His little girl took after him. So she rebuilds engines.

She is now number-two mechanic at Calaveri Motors. Like many mechanics, she lives over the shop. But her 'den' is an elegant, feminine hideaway that would amaze the customers who only see her grease-jockey side. And she's no tomboy — she likes to dress up and go out on the town.

Nobody — not even Eddie — has ever kept Kathy from doing anything she wanted to do. She is stubborn, strong-willed, and hard to push around. Worse, she's quite willing to win an argument by flashing a smile that turns most men's knees to jelly. No, it's not fair. But that's Kathy.

Kathy is stubborn, but she offsets it by her sense of humor and ready smile. She can be a good friend, with a tender heart and a great love of people and animals.

Kathy disapproves of violence. Her pacifism hasn't stopped her from becoming skillful with vehicle weaponry, or from owning and knowing how to use a handgun. But she won't shoot first or keep shooting at a foe who is no longer a threat.

Kathy doesn't date duellists, combat football players, or vigilantes who go looking for trouble. She admires cops and military men, and gives them good service in the shop and sweet smiles outside the shop.

Oddly enough, Kathy is a fan of Micro adventures — the bloodier the better. "If it doesn't hurt anybody, it's all right to enjoy it," she says, "and I'm old enough to tell the difference."

Trailblazer

Trinity Motors

<table>
<thead>
<tr>
<th>Model</th>
<th>Price</th>
<th>Weight</th>
<th>Acc</th>
<th>Top Speed</th>
<th>Driving Skill Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heavy Trike</td>
<td>$15,340</td>
<td>3160 lbs.</td>
<td>15</td>
<td>90</td>
<td>1 (+2 off-road)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Location</th>
<th>PD</th>
<th>DR</th>
</tr>
</thead>
<tbody>
<tr>
<td>Top</td>
<td>4</td>
<td>12</td>
</tr>
<tr>
<td>Front</td>
<td>4</td>
<td>12</td>
</tr>
<tr>
<td>Left</td>
<td>2</td>
<td>12</td>
</tr>
<tr>
<td>Right</td>
<td>2</td>
<td>12</td>
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<tr>
<td>Under</td>
<td>2</td>
<td>12</td>
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<tr>
<td>Back</td>
<td>2</td>
<td>12</td>
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<table>
<thead>
<tr>
<th>Weapon</th>
<th>Damage Type</th>
<th>Range</th>
<th>Info</th>
<th># Shots</th>
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<tr>
<td>VMG</td>
<td>crush/4</td>
<td>8/30</td>
<td>450/1200</td>
<td>20</td>
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</table>

<table>
<thead>
<tr>
<th>Off-Road Suspension/Super Cycle</th>
<th>Powerplant/Three Off-Road Solid Tires/Single Driver</th>
</tr>
</thead>
</table>
Name: Jay Thompson
Appearance: 5'11", 160 lbs., seems larger
Background: ex-scout and successful AAFD duellist

SKILLS
- Guns/TL7: SMG (p/4) 2 16
- Driving/TL7: (p/4) 4 14
- Trike 4 14
- Car 4 14
- Gunner/TL7: MG (p/4) 8 17
- Knife (p/4) 1 13
- Knife Throwing (p/4) 0 9
- Harate (p/4) 2 12
- First Aid/TL7 (M/4) 1 13
- Running (HT-based) (p/4) 3 11
- Survival: plains (M/4) 1 12
- Stealth (p/4) 1 13
- Traps/TL3 (M/4) 1 12
- Cooking (M/4) 1 12
- Leadership (M/4) 1 12
- Scrounging (M/4) 1 12
- Electronics/TL7: (p/4) 6
- Computers 1 12
- Armoury/TL7: MG (M/4) 1 12
- Acting (M/4) 2 13

WEAPONS AND POSSESSIONS
Ingram M-49 SMG crush 2+2 16 150 7
2 clips ammo 8 2
Commando Knife cut 1 13 40 1
thrown 1 11 4
Improved body armor 1,500 25
Fireproof suit 500 8
Clothes 40 1
Household + personal 1,000 -
Bank account 1,762
Haraté punch hits on 12 - 1+1
Haraté kick hits on 10 - 2+1 (damage includes +1 for boots)
-2 +2 for IQ included
-2 x increased Basic Speed by 1.375

WEAPON RANGES
Ingram SMG
- 32 shots
- Large knife - 1 10 17

SUMMARY
- Attributes 100
- Advantages 7
- Disadvantages 35
- Quirks 5
- Skills 33
- TOTAL 100
Name: Kathy Calaveri  Player:  
Appearance: 5'6", 120 lbs., brown hair, blue eyes  
Background: Great mechanic

<table>
<thead>
<tr>
<th>Skill</th>
<th>Pt. Cost</th>
<th>Level</th>
<th>TL</th>
<th>(4P)</th>
<th>(1)</th>
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<tr>
<td>Guns TL7</td>
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<td>Driving TL7</td>
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<td></td>
</tr>
<tr>
<td>Gunner TL7</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sex Appeal TL7</td>
<td></td>
<td></td>
<td></td>
<td></td>
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<tr>
<td>Mechanic (HT)</td>
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<td></td>
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<td></td>
<td></td>
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<tr>
<td>'Gas' cars</td>
<td>6</td>
<td>16</td>
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<tr>
<td>Airships</td>
<td>1/2</td>
<td>13+</td>
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<tr>
<td>Armory (MA)</td>
<td>6</td>
<td>16</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Vehicular weapons</td>
<td>1/2</td>
<td>13+</td>
<td></td>
<td></td>
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<td>Hand weapons</td>
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<tr>
<td>Vehicular armor</td>
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<td>13+</td>
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<tr>
<td>Electronics TL7</td>
<td>2</td>
<td>14</td>
<td></td>
<td></td>
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<tr>
<td>Communications</td>
<td>1/2</td>
<td>12</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>TL7 (MA)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Dancing (PLA)</td>
<td>1</td>
<td>12</td>
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FEET
Boots PD2, DR2

REACTION +/- none

WEAPONS AND POSSESSIONS

<table>
<thead>
<tr>
<th>Item</th>
<th>Damage</th>
<th>Skill</th>
<th>$</th>
<th>Wt.</th>
<th>Type</th>
<th>Amt.</th>
<th>Level</th>
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<tbody>
<tr>
<td>Big wrench</td>
<td>crush+2</td>
<td>8</td>
<td>50</td>
<td>5</td>
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<td></td>
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<tr>
<td>Work boots</td>
<td>10</td>
<td></td>
<td>3</td>
<td></td>
<td></td>
<td></td>
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<tr>
<td>Eye glasses</td>
<td>50</td>
<td></td>
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<td></td>
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</tr>
<tr>
<td>Swiss Army knife</td>
<td>25</td>
<td></td>
<td></td>
<td></td>
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<td></td>
<td></td>
</tr>
<tr>
<td>Colt .45 pistol</td>
<td>crush+2</td>
<td>15</td>
<td>10 (25)</td>
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<td></td>
<td></td>
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<tr>
<td>Body armor</td>
<td>250</td>
<td>(20)</td>
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<td>Tool kit</td>
<td>500</td>
<td>(40)</td>
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<td>Armouring tools</td>
<td>150</td>
<td>(15)</td>
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<tr>
<td>Computer</td>
<td>1,000</td>
<td>(15)</td>
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<tr>
<td>Household &amp; personal</td>
<td>300</td>
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<tr>
<td>Bank account</td>
<td>1,830</td>
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</table>

Total: $5,000  Lbs. 9

SUMMARY

Attributes: 15
Advantages: 47
Disadvantages: -40
Quirks: -5
Skills: 23
TOTAL: 100

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GURPS
CHARACTER SHEET

Name: Andy Halloran
Player:

Appearance: 5'10", 145 lbs, stylish though casual dresser
Background: hot shot TV reporter with a nose for trouble

ST 10
DX 12
IQ 13
HT 11

Fatigue

 BASIC DAMAGE
Thrust: 1-2
Swing: 1

HITS TAKEN

Mvnt
BASIC SPEED
(HT + DX)/4
7
(HT + DX)/4
6

MOVE

ENCUMBRANCE
None (0) = 2 x ST
Light (1) = 4 x ST
Medium (2) = 6 x ST
Heavy (3) = 12 x ST
Extra-heavy (4) = 20 x ST

TOTAL
1
1 vs imp

BASE - Enc.

PASSIVE DEFENSE
Armor: 2/1
Shield: 0

REACTIVE DEFENSES
Dodge
Parry
Block

6
-
-

DAMAGE RESISTANCE
Armor

 = Move
Weapon/2
Shield/3

TOTAL
4
2 vs imp

ADVANTAGES,
DISADVANTAGES, QUIRKS

15 Appearance: Handsome
(+2 males, +4 females)
Reputation: Journalist (+1)
Alertness (+1)
Wealth: Comfortable (5x)
Voice (+2)

-15 Lecherousness
Overconfidence (+2/-2)
Greed

-1 Bristles at "pretty boy" references
-1 Always Buying new clothes
-1 Cynical outlook
-1 Obsessed with "truth"

WEAPONS AND POSSESSIONS

Item
357 Magnum crush 4/2 15 100 3
1 Fast-loaders 52 4
Laser targeting scope +2 500 3
TV camera 3,000 5
4 computer cubes 40 2
Hideaway camera 250 1/2
Clothes & Shoes 210 3
Keelar vest (underclothes) 250 10
Portable computer terminal 100 3
35mm camera w/ cube attachment 350 (1)
Tape recorder 35 (1)
Home computer 1,000 (15)
Military binoculars 400 (3)
Household & personal 1,500 -
Bank account 1,883 -

TOTALS: $0,000 Lbs. 33/2

WEAPON RANGES

Weapon
357 Magnum 6 shots

SKILLS

Gun TL7: pistol (PE) 2 15*
Fast-Draw: Pistol (PE) 1 12
Driving TL7: Cars (PA) 1 11
Gunner TL7: (PA)
MG 1 15*
RL 1 15*
First Aid TL7 (MA) 1 13
Climbing (PA) 1 13
Running (HT based) (PA) 1 10*
Swimming (PE) 1 10*
Skiing (PA) 1 11
Fast-Talk (MA) 2 13
Sex Appeal (HT based) (MA) 2 13*
Detect Lies (MA) 1 11
Shadowing (MA) 1 12
Bard (MA) 1 14
Photography TL7 (MA) 2 13
Writing (MA) 1 13
English (native) 9 17
Spanish (MA) 1 12
French (MA) 1 12

Professional skill (MA)
Journalism 4 14
TC: cameraman 2 13

Electronics TL7 (MA)
Communications 2 13

Computer Operations (MA) 1 13
TL7

TOTAL POINTS 100

SUMMARY

Attributes 60
Advantages 45
Disadvantages -40
Quirks -4
Skills 39
TOTAL 100

Copyright © 1987 by Steve Jackson Games Incorporated.
Andy Halloran has got everything it takes to be a big-time reporter — he’s smart, good-looking, and good at his job. Very good. (If you don’t believe it, just ask him!)

Currently one of the top reporters for a Chicago television station — KILL — Andy’s always busy adding to his resume for that big network job.

But Halloran’s more than just a pretty face. He speaks three languages, knows his way around both a video and a still camera, and writes all his own reports. He supplements his already nice income with free-lance writing, and — like most reporters — plans to someday author a novel.

Not much gets past Halloran; he’s tough to fool, and he’s turned the tables on many an interviewee who’s tried to burn him. He’s always on the scene, often before the police, and has a nose for trouble second to none. The viewers love him. The police endure him, complaining that he doesn’t hesitate to interfere, annoy them, harass them, or even steal evidence from them just to get a scoop.

He has two major flaws. His desire for the Big Time (and the big money) keeps him hopping from job to job, looking for that big break. He’s not really experienced enough to make the jump, but you can’t tell him that. He’s also overly fond of the ladies, and he’s broken at least two hearts at every stop on his career path — sometimes more.

Halloran owns almost every piece of equipment necessary to do his job, but if company equipment is available for an assignment, he’ll use it. The rest of his money — $1,883 — is in the bank.

Many duellists drive by the seat of their pants. Rex Radisson drives by the seat of his wallet.

The only son of a wealthy industrialist, Radisson bought the success he couldn’t earn. In the early days he rigged duels with a well-placed bribe. Today, with the aid of the best in equipment and trainers, Rex no longer needs bribes to win.

Radisson got his first break in auto-duelling from a crime boss named Fratello, who still calls for occasional favors. Usually these are minor, such as blasting someone that Fratello doesn’t like off the highway, but there are a few states in the Union that Radisson now deems it wise to avoid.

Radisson is unpopular among his fellow duellists because he doesn’t accept surrenders, and because of his tendency to gloat over dead or seriously injured opponents. He accepts a surrender only when it is to his tactical advantage.

Rex is jealous of duellists who are more popular with the fans, and he exhibits a cruel streak towards them. This reprehensible behavior has eliminated any Reputation bonuses his skills might provide, and has earned him a powerful enemy — a duellist named Johnstone, whose brother was humiliated and killed by Radisson. Johnstone has sworn to kill Radisson — preferably in a fair duel, but if that can’t be arranged . . .

Radisson owns his own vehicle, the Hammer, spends money freely, and has an expensive woman in every city. He has an art collection inherited from his father, valued at $35,000. Art means nothing to him, but he will not sell them at any price — they were his father’s. The rest of his stake — $1,654 — is in the bank.

Hammer

<table>
<thead>
<tr>
<th>Type</th>
<th>Manufacturer</th>
<th>Weight</th>
<th>Powerplant</th>
<th>Tires</th>
<th>Driver</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mid</td>
<td>Hudson Mfg</td>
<td>$16,720</td>
<td>5450 lbs.</td>
<td>PR 4</td>
<td>Single</td>
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Driving skill modifier: +3

<table>
<thead>
<tr>
<th>Top</th>
<th>PD: 0</th>
<th>DR: 8</th>
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</thead>
<tbody>
<tr>
<td>Front</td>
<td>PD: 0</td>
<td>DR: 18</td>
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<tr>
<td>Left</td>
<td>PD: 0</td>
<td>DR: 12</td>
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<tr>
<td>Right</td>
<td>PD: 0</td>
<td>DR: 18</td>
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<tr>
<td>Under</td>
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<td>DR: 12</td>
</tr>
<tr>
<td>Back</td>
<td>PD: 0</td>
<td>DR: 12</td>
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Weapon Damage Range Info # Of

<table>
<thead>
<tr>
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<th>PB//½/-/MAX Shots</th>
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<tbody>
<tr>
<td>VMG</td>
<td>crush/4 8/30/450/1200 20</td>
</tr>
<tr>
<td>RR</td>
<td>crush/5 5/20/—/-1000 10</td>
</tr>
<tr>
<td>RR</td>
<td>crush/5 5/20/—/-1000 10</td>
</tr>
</tbody>
</table>

Extra-Heavy Chassis/Heavy Suspension/Large Powerplant/Four PR Radial Tires/Single Driver

Armor is fully honeycombed. Vulcan Machine Gun is in a medium-sized turret. Recoilless rifles are linked.

Weight left for cargo and crew: 310 lbs.

Cubic feet left: 0
**GURPS**

**CHARACTER SHEET**

- **Name**: Rex Radisson
- **Appearance**: 6', 165 lbs., likes to wear "menacing" clothes
- **Background**: duellist son of wealthy industrialist, age 23

<table>
<thead>
<tr>
<th>Pt. Cost</th>
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<th>12</th>
<th>FATIGUE</th>
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<tr>
<td></td>
<td>DX</td>
<td>13</td>
<td>BASIC DAMAGE</td>
</tr>
<tr>
<td></td>
<td>IQ</td>
<td>11</td>
<td>Thrust: 1-1</td>
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<tr>
<td></td>
<td>HT</td>
<td>11</td>
<td>Swing: 1+2</td>
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<td></td>
<td>Mvmt</td>
<td>7.25</td>
<td>MOVE</td>
</tr>
<tr>
<td></td>
<td>Encumbrance</td>
<td>None (0) = 2 x ST</td>
<td>PASSIVE DEFENSE</td>
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<tr>
<td></td>
<td>Basic = Enc</td>
<td>24</td>
<td>Armor: 6</td>
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<tr>
<td></td>
<td>Light (1) = 4 x ST</td>
<td>48</td>
<td>Shield:</td>
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<td>Med (2) = 6 x ST</td>
<td>72</td>
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<td></td>
<td>Hvy (3) = 12 x ST</td>
<td>144</td>
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<td>X-Hvy (4) = 20 x ST</td>
<td>240</td>
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<td>PT. COST</td>
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**SKILLS**

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<td></td>
<td>Rifle</td>
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<td>Fast-Draw: (P/E)</td>
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<td></td>
<td>Pistol</td>
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<td></td>
<td>Fast-loader</td>
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<td>Driving/TL7: cars (P/A)</td>
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<td>Lasers</td>
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<td>Shortsword (P/A)</td>
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<td></td>
<td>Knife (P/E)</td>
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<tr>
<td></td>
<td>Brawling (P/E)</td>
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<td></td>
<td>Jumping (P/E)</td>
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<td>Parachuting (P/E)</td>
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<td>Running (HT-based) (P/H)</td>
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<td>Throwing (P/H)</td>
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<td>Carousing (HT-based) (P/A)</td>
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<td>Merchant (M/A)</td>
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<td>Streetwise (M/A)</td>
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**WEAPONS AND POSSESSIONS**

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<tr>
<td>357 Magnum</td>
<td>crs</td>
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<td>12</td>
<td>100</td>
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<tr>
<td>Laser targeting scope</td>
<td>12</td>
<td>500</td>
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<tr>
<td>2 Fast-loaders</td>
<td>26</td>
<td>2</td>
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<tr>
<td>Blast Master</td>
<td>crs</td>
<td>2</td>
<td>12</td>
<td>125</td>
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<tr>
<td>3 Grenades</td>
<td>crs</td>
<td>3</td>
<td>12</td>
<td>75</td>
</tr>
<tr>
<td>Improved body armor</td>
<td>1,500</td>
<td>25</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Clothes</td>
<td>200</td>
<td>1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Shortsword</td>
<td>cut</td>
<td>13</td>
<td>12</td>
<td>100</td>
</tr>
<tr>
<td>Remington M750 rifle</td>
<td>crs</td>
<td>3</td>
<td>14</td>
<td>200</td>
</tr>
<tr>
<td>Telescopic sight</td>
<td>+1</td>
<td>150</td>
<td></td>
<td></td>
</tr>
<tr>
<td>100 rounds rifle ammo</td>
<td>100</td>
<td></td>
<td></td>
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</tr>
<tr>
<td>Vehicle: &quot;Hammer&quot; (P/I7)</td>
<td>16,770</td>
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</tr>
<tr>
<td>Fully programmed</td>
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</tr>
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<td>Gold Cross clone</td>
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</tr>
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<td>Household and personal</td>
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<td>Art</td>
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</table>

**SUMMARY**

- **Attributes**: 70
- **Advantages**: 30
- **Disadvantages**: -40
- **Quirks**: -5
- **Skills**: 45
- **TOTAL**: 100

**INTERNAL TEXT**

- **Advantages, Disadvantages, Quirks**
  - Wealth: Very wealthy ($x 20)
  - Jealousy
  - Sadism (-3 if known)
  - Duty to crime boss (+7)
  - Enemy: Johnstone (100 pt. character, 9)
  - Dislikes insects
  - Won't sell art at any price
  - Ignores press before matches
  - Prone to drinking binges
  - Never late

- **Weapon Ranges**
  - 357 Magnum
    - 6 shots
  - Blast Master
    - 8 shots
  - Remington M750
    - 5 shots

- **Summary**
  - Point Total: 100
It's as if his life started over again that day.

Robert doesn't remember it (how could he?), but he has read the newspaper reports.

Midnight. A truck is barreling down the road, two hours ahead of deadline, when a distress flare is spotted. A woman and two small children stand helplessly next to their out-of-commission car.

Truckers Robert Q. Washington and Greg McDaniel, boyhood friends and partners, step down from their truck cab to help, as they had done so many times before. Greg had a good heart that way.

The police found them the next day. Greg was dead. Robert wasn't so lucky — he stayed alive through months of painful surgery and the agony of rehabilitation therapy, vowing to avenge Greg.

Robert Q. Washington is now a militantly trucker. He works with two other Knights of the Brotherhood, acting as bait for hijackers, bandits, and other road scum. Robert still comes to the aid of people in distress — it is, after all, what Greg would have wanted. But he keeps a gun handy.

Robert suffered some brain damage during his ordeal. The major side-effect is the uncontrollable rage he feels in combat — in his berserk state, he simply leaves no enemies standing.

He also lost social skills and memories because of the tragedy. He tries to be normal, but when he's tired, in a crowd, or concentrating on something important, Robert can be unthinkingly rude and mannerless. He hasn't many friends anymore, other than a grateful few in the Brotherhood who know of his service.

The youngest daughter of the Mayor of San Antonio, Kyran Cruz likes to meet new people — one at a time.

Growing up as she did in the limelight with her parents, Kyran (pronounced KEER-ahn) dislikes "the masses" in general, and the media in particular. Some people call her snotty.

When she was much younger, a mob of unemployed demonstrators overran the Mayor's Mansion, holding Kyran and her family hostage for several hours. She collapsed and was carried to safety.

Ever since, large, hostile crowds — lymph mobs, motorcycle gangs, and so on — sometimes cause Kyran to panic and overreact. Crowds can also bring on one of her epileptic seizures. Her greatest fear is having a seizure in a crowd while holding an automatic weapon — the consequences could be disastrous. She has been unable to find a medication to prevent these seizures.

Except for this fear of large crowds, Kyran is a spunky girl with plenty of life and courage. Some people find it odd that a mayor's daughter works as a gunner or a mechanic, but not Kyran — she needs money like everyone else, and the job lets her meet interesting people.

She's very selective about who she falls in with, usually joining small bands of idealistic adventure seekers or helping out at a family-run garage. She never works any particular place very long.

One interesting fact about Kyran: Papa is worried about his little girl, and has her constantly tailed — unknown to her. So, if anyone ever causes serious damage to Kyran — that is, kills, maims, or abducts her — that someone would be wise to stay out of the Mayor's city.

“Willie’s is the standard by which all other truck stops are judged. 'It can't possibly be as bad as Willie’s' is a catch phrase among the Brotherhood.'”

— AADA Road Atlas and Survival Guide

Willie Svobota was a mess sergeant with the Army of Deseret during the Independence Campaign. He gained a reputation for his cooking. “Whatever it is in your brain that lets you cook,” one of his army buddies said, “Willie hasn’t got it.”

After independence, Willie opened a truck stop restaurant. He turned his inability to cook, plus a natural talent for making strangers feel at home, into one of Deseret's better-known businesses.

First Willie’s reputation for awful food spread by word of mouth. Professional drivers passing through would stop to see if the food was really as awful as they'd heard — and, after meeting Willie, returned repeatedly to see their “friend” and his restaurant with the terrible food.

When the Salt Lake International Airfield moved to its present location, Willie refused to sell his land. The government tried to annex it, but Willie successfully fought the case in court with the aid of his customers.

Today, Willie reigns supreme in a complex of service areas, hotels, and shops, with Willie’s Truck Stop Restaurant at the hub. The truck stop proper contains the restaurant, a TV lounge, the service area, an interactive video room, a billiards room, and a bar/lounge (non-alcoholic of course — this is Deseret).

The main attraction at Willie’s, besides Willie and the horrible food, is a huge, transparent armorplast window looking out on the airfield. Visitors can watch the great airships arrive and depart, a sight that Willie’s guests never seem to tire of.
**GURPS CHARACTER SHEET**

**Name:** Robert Q. Washington  
**Appearance:** 5'9", 150 lbs.; likes to wear dark clothes  
**Background:** Vigilante trucker - hunts road scum  

<table>
<thead>
<tr>
<th>PT Cost</th>
<th>ST</th>
<th>FATIGUE</th>
<th>DX</th>
<th>IQ</th>
<th>HT</th>
<th>MOVES</th>
<th>ENCUMBRANCE</th>
<th>PASSIVE DEFENSE</th>
<th>ACTIVE DEFENSES</th>
<th>WEAPONS AND POSSESSIONS</th>
<th>SUMMARY</th>
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<tbody>
<tr>
<td>0</td>
<td>10</td>
<td>45</td>
<td>14</td>
<td>12</td>
<td>11</td>
<td>5</td>
<td>None (0) = 2xST</td>
<td>Basic - Enc.</td>
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<td>45</td>
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<td>Light (1) = 4xST</td>
<td>Armor: 6</td>
<td>DODGE 5</td>
<td>44 Magnum 2.13 16 175 3</td>
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<td>20</td>
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<td>Med (2) = 6xST</td>
<td>Shield:</td>
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<td>100 rounds .44 ammo 50 (8%)</td>
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<td>10</td>
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<td>Hvy (3) = 12xST</td>
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<td>BLOCK -</td>
<td>.22 pistol 2.3 16 75 2</td>
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<td>X-Hvy (4) = 20xST</td>
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<td></td>
<td>(in boat) 120 rounds .22 ammo 60 (8%)</td>
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<td>Clothes 40 1</td>
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<td>(saving for own rig)</td>
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**WEAPON RANGES**

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<tr>
<th>Weapon</th>
<th>PB</th>
<th>INC</th>
<th>1/2 DMG</th>
<th>MAX</th>
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<tr>
<td>44 Magnum</td>
<td>5</td>
<td>5</td>
<td>100</td>
<td>400</td>
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<tr>
<td>.22 pistol</td>
<td>3</td>
<td>5</td>
<td>60</td>
<td>150</td>
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**SKILLS**

- Guns/TL7: pistol (P/E) 1 16**
- Foot-Draw: pistol (P/E) 1 14
- Driving/TL7: truck 4 15
cars 2 14
- Gunner/TL7: (P/A) MG 2 15*
- RR 4 14*
- Carousing (HT-based) (P/A) 1 10
- Brawling (P/E) 15 2
- Acting (M/A) 12
- Professional Skill (M/A) trucking 4 13
- Merchant (M/A) 2 12

**ADVENTAGES, DISADVANTAGES, QUIRKS**

- Luck
- Wealth: Comfortable ($2,500)
- Patron: Brotherhood (9-)
- Reputation: Member of Brotherhood (+1)
- Fanaticism: Hunter of Criminals
- Berserk
- Sense of Duty to Brotherhood
- Refuses to go unarmed
- Socially inept
- Doesn't drink alcohol
- Very private person
- Likes company in small doses

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<thead>
<tr>
<th>PT Cost</th>
<th>Luck</th>
<th>Wealth: Comfortable</th>
<th>Patron: Brotherhood</th>
<th>Reputation: Member of Brotherhood</th>
<th>Fanaticism: Hunter of Criminals</th>
<th>Berserk</th>
<th>Sense of Duty to Brotherhood</th>
<th>Refuses to go unarmed</th>
<th>Socially inept</th>
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**TOTALS:** 10,000 lbs.

**SUMMARY**

Attributes: 75  
Advantages: 45  
Disadvantages: -40  
Quirks: -5  
Skills: 25  
TOTAL: 100

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**GURPS**

**CHARACTER SHEET**

<table>
<thead>
<tr>
<th>Name</th>
<th>Guy Cesaratti</th>
<th>Player</th>
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<tbody>
<tr>
<td>Appearance</td>
<td>5'4”, 110 lbs., friendly expression</td>
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<tr>
<td>Background</td>
<td>neighborhood cop with a fondness for kids</td>
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<tr>
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<td>IQ</td>
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<td>HT</td>
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**Fatigue**

<table>
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<tr>
<th>Head</th>
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<tbody>
<tr>
<td>Helmet PD4; DR3</td>
<td>Kevlar PD 2/1; DR 4/2</td>
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<table>
<thead>
<tr>
<th>Arms</th>
<th>Hands</th>
<th>Legs</th>
<th>Feet</th>
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</thead>
<tbody>
<tr>
<td>Shirt PD0; DRO</td>
<td>Gloves PD 1; DR 1</td>
<td>Pants PD0; DRO</td>
<td>Boots PD2; DR 2</td>
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</table>

**SKILLS**

<table>
<thead>
<tr>
<th>Guns TL7:</th>
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<tbody>
<tr>
<td>Pistol (P/E) 2 16**</td>
</tr>
<tr>
<td>SMG (P/E) 1 15**</td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>Gunner TL7:</th>
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</thead>
<tbody>
<tr>
<td>MG (P/A) 4 16**</td>
</tr>
<tr>
<td>RL (P/A) 1 19**</td>
</tr>
</tbody>
</table>

| Driving TL7: cars (P/A) 4 14 |
| Judo (P/H) 2 12 |

| Shortsword (nightsickle) (P/A) 2 13 |
| First Aid TL7 (M/E) 2 14 |
| Streetwise (M/A) 2 13 |
| Swimming (P/E) ½ 12 |

**Area Knowledge:**
- City (M/E) 4 15
- Professional Skill:
  - Law Enforcement (M/A) 10 17
- Psychology (M/H) ½ 10
- Italian (M/A) 1 12
- Savoir Faire (M/E) 1 13
- Law (M/H) 2 12

**REACTION** +/− +5 kids, +3 local cops, -3 local criminals, -4 other criminals, +2 others

**WEAPONS AND POSSESSIONS**

<table>
<thead>
<tr>
<th>Item</th>
<th>Damage</th>
<th>Skill</th>
<th>$</th>
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<td>Ingram M-43 SMG</td>
<td>crush 2×2 15</td>
<td>* 7</td>
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<tr>
<td>2 spare ammo clips</td>
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<td>* 2</td>
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<tr>
<td>.44 Magnum</td>
<td>crush 2×3 16 * 3</td>
<td>(3)</td>
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<tr>
<td>4 fast loads</td>
<td></td>
<td>* 4</td>
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<td>Nightstick</td>
<td>crush 1×3 13 * 2</td>
<td>(2)</td>
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<tr>
<td>thrusting crush 1×2</td>
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</tr>
<tr>
<td>Kevlar</td>
<td></td>
<td>* 10</td>
<td></td>
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</tr>
<tr>
<td>Helmet</td>
<td></td>
<td>* 2</td>
<td></td>
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<tr>
<td>Uniform and boots</td>
<td></td>
<td>* 4</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Walkie-Talkie</td>
<td></td>
<td>* 3</td>
<td></td>
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<tr>
<td>Handcuffs</td>
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<td>* 1</td>
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<tr>
<td>Wristwatch</td>
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Total: $2,500 Lbs. 32

**SUMMARY**

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<td>90</td>
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Copyright © 1987 by Steve Jackson Games Incorporated.
Cops are as visible in 2037 as they are today.

Benefits: The Police Department provides many resources, both official and unofficial. Cops protect each other, and avenge their dead. Citizens respect police officers.

Equipment provided: Departments commonly provide one handgun, and one rifle or shotgun, to all officers. "Standard" weapons are chosen by the department; all officers use these weapons when on duty. Kevlar armor is also provided, with body armor available for hazardous assignments. Uniform, boots, walkie-talkie, handcuffs and nightstick (traditional) are also provided. Squad cars may be provided for officers when on duty.

Obligations: Cops have a duty to uphold the law. A good cop is never "off-duty" — if he sees a criminal action, he’s ON duty. Cops are hated by criminals because they are cops; many have personal enemies. Training is required by most departments — “Professional skill: Law Enforcement” reflects Police Academy graduation or its equivalent; roles against this score may be made for performing routine duties: correct arrest procedure, knowledge of local ordinances, or to pass inspection. The new advantage, “Legal Enforcement Powers,” gives a character the right to enforce laws and perform arrests.

Optional: Many police officers study criminology and psychology (detectives); others study tactics and heavy weapons skills (SWAT or Riot Control). Short-sword skill allows an officer to wield his nightstick correctly. Area Knowledge can reflect experience on a beat or in a town. Sense of Duty is natural to some officers; others lack it.

Characters: In this section you will meet Jack Hanson, a rather typical officer; Guido Cesaratti, a neighborhood cop who loves kids; Joe Bob, the owner of Joe Bob’s Donut Emporium; and Mike Harmon, a corrupt cop. These characters can be used as stock police officers; as player characters for a police campaign; or as opponents in an outlaw campaign. Guido Cesaratti’s efforts to save kids can make an excellent adventure, if the players meet him.

Every kid in town knows Guy.
Guido “Guy” Cesaratti’s the one to go to when you’re in trouble, when you’ve got a problem, or when you just want to talk. With a smile on his lips and a never-ending supply of chewing gum, Guy can be counted on to make life a little easier, even in the rough neighborhoods of Washington, D.C.
Guy’s buddies on the police force count on him, as well. Whenever there’s a tough assignment, or when they need a back-up man that never misses, the first name that comes to mind is Cesaratti’s. Guy has been decorated half a dozen times, he thinks — he’s not sure, since he gives his medals away to kids who stay off drugs for a year.
Guy Cesaratti is the classic neighborhood policeman. He knows his job and his neighborhood. He could be sitting in a cushy desk job somewhere, but he’d rather be out on the streets, looking out for “his kids.”
Guy spends every moment, in his own personal holy war on crime and drugs, trying to save kids. One might almost call him a fanatic on the subject. His wife did, right before she left him — after one too many nights alone.
His kids worship him. They bring him news that no other informant can, hints and whispers and gossip from the back rooms of every joint in town. After all, who bothers watching words in front of a kid? What can they do? Who even notices them? As a result, Guy has a very efficient spy system/courier service. However, he is careful not to endanger any of his young assistants.
Guy is still hoping his wife will return, and he sends her flowers once a month. But he’s not lonely — he’s got a family of kids on the streets.

Joe Bob’s Donut Emporium is a favorite hang-out for policemen and other law enforcement officers.
“Joe Bob” is the nickname for Nguyen Van Xiao, the owner. “Some officer or another decided he couldn’t pronounce ‘Nguyen’,” says Sergeant Alfred Wirth, one of Joe Bob’s regulars. “So he tagged Nguyen ‘Joe Bob.’ Nguyen liked it, and the name stuck.”
Joe Bob came to America as a child with his parents, and took over the family bakery when his father died. It started out as a Vietnamese bakery, but Joe Bob found a secret for success: sell sweets.
When the Grain Blight hit, one of Joe Bob’s regulars showed him an article on making algae “flour.” After experimentation and hours of effort, Joe Bob was one of the first to have baked goods following the Blight.
Joe Bob’s was in a high-crime area, until Joe Bob offered policemen free coffee and donuts. “Since I have done this, I have not been robbed,” says Joe Bob.
Word got around that Joe Bob’s area was safe. Other downtown merchants developed better relations with the police. Civic pride increased. Today, Costa Mesa is one of the safest urban areas in North America.
The Donut Emporium is small, with only six tables. The walls are covered with pictures of Joe Bob’s family, an American flag, and delicate hand-embroidered silk wall hangings. The glass counter is filled with mouth-watering sweets. Joe Bob takes meticulous care of his shop — the kitchen is polished until it shines.
Joe Bob is old, but has no intention of retiring. Two of Joe Bob’s six sons work in the business, and intend to carry on the family baking tradition.
Name: Jake Schwartz  
Player:  
Appearance: 5'11", 160 lbs., armor is worn but serviceable  
Background: a good cop in a small town

**SKILLS**

<table>
<thead>
<tr>
<th>Skill</th>
<th>Pt. Cost</th>
<th>Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>Guns/TL7: (P/E)</td>
<td>10</td>
<td>4 17*</td>
</tr>
<tr>
<td>SMG</td>
<td>2</td>
<td>16*</td>
</tr>
<tr>
<td>Gunner/TL7: MG (P/A)</td>
<td>1</td>
<td>19*</td>
</tr>
<tr>
<td>Driving/TL7: Cars (P/A)</td>
<td>1</td>
<td>13</td>
</tr>
<tr>
<td>Bicycling (P/E)</td>
<td>1</td>
<td>14</td>
</tr>
<tr>
<td>Shortsword (P/A)</td>
<td>2</td>
<td>14</td>
</tr>
<tr>
<td>Shield (P/E)</td>
<td>2</td>
<td>15</td>
</tr>
<tr>
<td>Running (hit-based) (P/A)</td>
<td>4</td>
<td>12*</td>
</tr>
<tr>
<td>Professional skill: (M/A)</td>
<td>4</td>
<td>13</td>
</tr>
<tr>
<td>Law enforcement</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Tactics (M/A)</td>
<td>2</td>
<td>10</td>
</tr>
<tr>
<td>Streetwise (M/A)</td>
<td>1</td>
<td>10</td>
</tr>
</tbody>
</table>

**WEAPONS AND POSSESSIONS**

<table>
<thead>
<tr>
<th>Item</th>
<th>Damage</th>
<th>Skill</th>
<th>$</th>
<th>Wt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ingram M-95 SMG</td>
<td>crush 2</td>
<td>2</td>
<td>16*</td>
<td>7</td>
</tr>
<tr>
<td>2 G3 clips</td>
<td></td>
<td>* 2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>357 Magnum</td>
<td>crush 2</td>
<td>17*</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>Nightstick</td>
<td>crush 1</td>
<td>14*</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Thrusting</td>
<td></td>
<td>* 1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Body armor</td>
<td>* 20</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Uniform</td>
<td></td>
<td>* 1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Lexan riot (medium) shield</td>
<td>* 7</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Walkie-Talkie</td>
<td>* (3)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Handcuffs</td>
<td>* 1</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Amex 2017</td>
<td>crush 2</td>
<td>15</td>
<td>125 (8)</td>
<td></td>
</tr>
<tr>
<td>10 Shotgun shells</td>
<td></td>
<td>10</td>
<td>(2)</td>
<td></td>
</tr>
<tr>
<td>Infrared goggles</td>
<td></td>
<td>300</td>
<td>(1)</td>
<td></td>
</tr>
<tr>
<td>Household &amp; personal</td>
<td></td>
<td>500</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Bank account</td>
<td></td>
<td>65</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Police Car (see p. A38)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Provided by patron</td>
<td></td>
<td></td>
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<td></td>
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**WEAPON RANGES**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>PB</th>
<th>INC</th>
<th>1/4 Dmg</th>
<th>MAX</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ingram SMG</td>
<td>3</td>
<td>4</td>
<td>100</td>
<td>500</td>
</tr>
<tr>
<td>.357 Magnum</td>
<td>4</td>
<td>5</td>
<td>80</td>
<td>300</td>
</tr>
<tr>
<td>6 Shotguns</td>
<td>8</td>
<td>3</td>
<td>20</td>
<td>500</td>
</tr>
<tr>
<td>Amex shotgun</td>
<td>8</td>
<td>3</td>
<td>20</td>
<td>50</td>
</tr>
</tbody>
</table>

**SUMMARY**

- **Attributes**: 95
- **Advantages**: 26
- **Disadvantages**: -10
- **Quirks**: -5
- **Skills**: 24
- **Total**: 100

---

* +1 for 10 included  
* X increased Basic Speed by 1.5

---

* * Proven by patron

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There are advantages and disadvantages to living in Richmond, Virginia. One of the biggest advantages is the beautiful Shenandoah Valley, just a short drive away. One of the disadvantages is that Richmond is poor — it never has recovered from the Food Riots.

Jake Schwartz is a poor police officer in a poor police department. The equipment is old and the pay is often late. The Mayor has begged for more funding from the Governor, but so far has been ignored. So, the Richmond Police Department makes do.

Jake is nominally on the S.W.A.T. team, assigned to Riot Control. In practice, however, he rides shotgun in patrol cars. When they’re running, that is. When they’re not, he’s on foot.

Jake is an honest man, dedicated and proud of the uniform he wears. He wishes it wasn’t quite so threadbare - the acute lack of funding frustrates him beyond belief.

He is always looking for a way to raise money for the department, whether it be charity dances, speeches to Rotary Clubs, bake sales, or mugging Girl Scouts for cookie money (just kidding there!).

Some of his schemes have gotten him in trouble. His “We Love The Brotherhood” rally, intended to bring truckers into Richmond, also drew out a crew of BLUD bully boys — it took five hours to clear them from downtown.

The Chief is not always pleased with Jake’s bounty hunting, though it brings in needed cash the department can use. He’ll do anything (that’s legal) for cash, particularly if it’s been a while since his patrol car was fixed. (He hates being on foot!)

Angel “Hot Shot” Brewster, on the police force less than a year, dreams of being Commander-in-Chief of Colorado. Law enforcement is almost a religion to Hot Shot. Her sense of duty to the Colorado State Patrol is fanatic — she follows orders, and does her job quickly and efficiently.

Her Patrol Academy days were too hectic to allow for much college fun. Survival, tracking, and judo rounded out her coursework. Hot Shot still takes evening judo classes, working to improve her skill to master level.

Hot Shot is not a maniac about combat. She carefully studied strategy and tactics in school — she would rather fight smart than fight stupid. But she doesn’t minimize the power of a good weapon — her handy BlastMaster shotgun, from which she got her nickname, will do the trick.

Hot Shot could get along better with other troopers. She is almost arctic to any friendly approach, especially from men who have ulterior motives or call her “Angel.” Her best friend is a cat; when she needs to talk, her Aunt Catherine is only a long-distance phone call away.

She regularly jogs through Denver, giving her a somewhat better knowledge of that city than of Colorado as a whole. She’s a bit of a penny-pincher and so takes good care of her weapons and any vehicle assigned to her.

Hot Shot works the day shift because of her dread of darkness. Her greatest fear is that she’ll panic and blow an arrest some dark night. She hasn’t told anyone about her phobia.

The Colorado State Patrol, her Patron, provides her with a squad car and her choice of weapons.

Mike Harmon is the typical corrupt cop. He takes his payoffs from two sources: the organized criminal element, and those who are afraid of the organized criminal element. Top dollar gets his service.

Fellow cops suspect this philosophy, but no one (yet) has gotten anybody to admit it. Mike is a tough cop, not above roughing up suspects. There have been several suspicious “self defense” killings, as well as an unusual number of justified shootings. Mike is smart — nothing has been proven.

He’s smart, brassy, good-looking, and a little vulgar. Mike never does drugs or drinks — he’s too afraid of being caught off guard. He knows every dirty joke in town, and most of the shady ladies. He has his own particular lady, an expensive (and well worth it!) blonde named Molly — maybe, if it weren’t for her, he could live on his policeman’s salary. Probably not, though.

Mike enjoys shakedowns at “road check stations,” and is the first to volunteer for any duty involving gunplay. If involved in routine violence, Mike shoots first and ask questions of survivors . . . if any.
**GURPS**

**CHARACTER SHEET**

**Name**: Mike Harman  
**Player**:  
**Appearance**: 5'9", 150 lbs., brassy, vulgar  
**Background**: typical corrupt cop

<table>
<thead>
<tr>
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<th>FATIGUE</th>
<th>0</th>
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<tr>
<td></td>
<td>DX 13</td>
<td>BASIC DAMAGE</td>
<td>30</td>
</tr>
<tr>
<td></td>
<td>IQ 12</td>
<td></td>
<td>20</td>
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<tr>
<td></td>
<td>HT 10</td>
<td>HITS TAKEN</td>
<td>0</td>
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<tr>
<td>Mvmt</td>
<td>Basic Speed 5.75</td>
<td>MOVE</td>
<td>4</td>
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<tr>
<td></td>
<td>(HT+DX)/4</td>
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**ENCUMBRANCE**

None (0) = 2xST 2.0  
(Light) (1) = 4xST 4.0  
(Med) (2) = 6xST 6.0  
(Hvy) (3) = 12xST 12.0  
(X-hvy) (4) = 20xST 20.0

**PASSIVE DEFENSE**  
Armor: 2/1  
Shield: 1/1  
1 vs imp.

**ACTIVE DEFENSES**

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<tr>
<th>DODGE</th>
<th>PARRY</th>
<th>BLOCK</th>
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<tbody>
<tr>
<td>4</td>
<td>8 Karate 6 Nightstick</td>
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<tr>
<td>= Move Weapon 2</td>
<td>Shield 3</td>
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**DATE CREATED**

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<th>Date Created</th>
<th>Sequence</th>
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**UNSPENT POINTS**

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<th>Point Total</th>
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**SKILLS**

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<tr>
<th>Pr. Cost Level</th>
<th>Guns/TL7: pistol (P/E) 2</th>
<th>10**</th>
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</thead>
<tbody>
<tr>
<td></td>
<td>Guns/TL7: SMG (P/E) 1/2</td>
<td>14*</td>
</tr>
<tr>
<td></td>
<td>Gunner/TL7: RR (P/A) 2</td>
<td>14*</td>
</tr>
<tr>
<td></td>
<td>Driving/TL7: cars (P/A) 2</td>
<td>13</td>
</tr>
<tr>
<td></td>
<td>Shortsword (P/A) 2</td>
<td>13</td>
</tr>
<tr>
<td></td>
<td>(Nightstick)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Karate (P/H) 4</td>
<td>13</td>
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<tr>
<td></td>
<td>First Aid/TL7 (M/E) 1/2</td>
<td>11</td>
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<td></td>
<td>Streetwise (M/A) 8</td>
<td>15</td>
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<tr>
<td></td>
<td>Area Knowledge: city (M/E) 2</td>
<td>13</td>
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<tr>
<td></td>
<td>Professional Skill:</td>
<td></td>
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<td></td>
<td>Law Enforcement (M/A) 4</td>
<td>13</td>
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<tr>
<td></td>
<td>Fast-Talk (M/E) 4</td>
<td>13</td>
</tr>
<tr>
<td></td>
<td>Interrogation (M/A) 2</td>
<td>13</td>
</tr>
</tbody>
</table>

**REACTION** +/− 2 citizens; −4 criminals
(-4 fellow cops (10%); −3 Sadism)

**WEAPONS AND POSSESSIONS**

<table>
<thead>
<tr>
<th>Item</th>
<th>Damage</th>
<th>Skill</th>
<th>$</th>
<th>Wt.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Uzi</td>
<td>crush 3-1</td>
<td>14</td>
<td>*</td>
<td>9</td>
</tr>
<tr>
<td>2 extra clips</td>
<td>2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>.44 Magnum</td>
<td>crush 2+3</td>
<td>16</td>
<td>(3)</td>
<td></td>
</tr>
<tr>
<td>4 fast loads</td>
<td>(4)</td>
<td></td>
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<td></td>
</tr>
<tr>
<td>Nightstick</td>
<td>crush 1</td>
<td>13</td>
<td>(2)</td>
<td></td>
</tr>
<tr>
<td>thrusting</td>
<td>crush 1-2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Kevlar vest</td>
<td>*</td>
<td>10</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Uniform</td>
<td>*</td>
<td>1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Walkie-Talkie</td>
<td>*</td>
<td>3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Handcuffs</td>
<td>*</td>
<td>1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Boots</td>
<td>*</td>
<td>3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Wristwatch</td>
<td>200</td>
<td>-</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Comfortable Boots</td>
<td>120</td>
<td>3</td>
<td></td>
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</tr>
<tr>
<td>Household and personal 7,450</td>
<td>-</td>
<td></td>
<td></td>
<td></td>
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<tr>
<td>Bank account 2,230</td>
<td>-</td>
<td></td>
<td></td>
<td></td>
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<tr>
<td>Helmet</td>
<td>*</td>
<td>2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>provided by Patron</td>
<td>-</td>
<td></td>
<td></td>
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**TOTALS**: $10,000  
Lbs. 34

**SUMMARY**

<table>
<thead>
<tr>
<th>Attributes</th>
<th>50</th>
</tr>
</thead>
<tbody>
<tr>
<td>Advantages</td>
<td>37</td>
</tr>
<tr>
<td>Disadvantages</td>
<td>-43</td>
</tr>
<tr>
<td>Quirks</td>
<td>- 2</td>
</tr>
</tbody>
</table>
| Skills | 33  
| TOTAL | 75 |

* +1 for IQ included  
** +2 for IQ included  

Karaté punch hits on 13–1  
Karaté kick hits on 11–2  
(damage includes +1 for both)

Copyright © 1987 by Steve Jackson Games Incorporated.
Name: Jack Hanson

Appearance: 6'2", 190 lbs., straight-arrow type
Background: Competent, well-respected police officer

25 years old

ST 10
DX 13
IQ 12
HT 11

Mvnt
Basic Speed: 7.25

ENCUMBRANCE
None (0) = 2 x ST 20
Light (1) = 4 x ST 40
Med (2) = 6 x ST 60
Heavy (3) = 12 x ST 120

PASSIVE DEFENSE
Armor: 2/1
Shield: 

ACTIVE DEFENSES
Dodge: 6
Parry: 6
Nightstick:

DAMAGE RESISTANCE
Armor: Kevlar Vest: 1/2
Toughness: 1

ADVANTAGES, DISADVANTAGES, QUIRKS

-2 Reputation: Police Officer
-4 Acute Vision +3
+10 Duty to Police Dept. (15+)
-4 Legal Enforcement Powers
-20 Enemy: France gang (medium group, 9+)
-15 Truthfulness

-1 Does everything "by the book"
-1 Devoted to per day
-1 Believes in ghosts
-1 Sings old country western songs all the time
-1 Keeps uniform impeccable

WEAPONS AND POSSESSIONS

44 Magnum
Crush 213
17 x 3
4 Fast-loaders
* 4
Amex 207 shotgun
Crush 218
18 x 8
10 extra shells
* 2
Nightstick
Crush 112
* (2)
Thrusting: Crush 1/2
Kevlar vest
* 10
Uniform + Boots
* 4
Walkie-Talkie
* 3
Helmet
* 2
Handcuffs
* 1
Colt .45 pistol
Crush 211
17 125 (3)
10 ammo clips
35 (5)
Bowie knife
Cut 1/2
12 50 (1)
Thrust or thrown imp 1/2
12
Household/personal
4000 -
Bank account
290
* Provided by patron

Weapon Ranges

44 Magnum
6 Shots
Amex shotgun
8 3
20 50
8 Shots
Colt .45
7 Shots
3 6
100 400
Bowie Knife
- 1
10 17

WEAPONS

Guns/TL7: (p/e)
Shotgun 8 18*
pistol 3 17*
Faster: 1/2 16*
Fast-draw: (p/e)
pistol 1/2 12
Shotgun 1/2 12
Fast-loader 1/2 12
Gunner/TL7: (p/e)
RR 8 16*
MG 2 14*
laser 2 14*

Driving/TL7: (p/e)
cars 2 13
trucks 2 13
Brawling (p/e) 1 13
Knife (p/e) 1 12
Shortsword (p/e) 1 12

First Aid/TL7 (M/E) 2 13
Running (HT based) (p/HT) 2 10*
Throwing (p/HT) 2 12
Detect Lies (M/HP) 6 13
Criminology (M/2) 12

Professional Skill: (M/A) 1

Law Enforcement
Occultism (M/A) 1

SUMMARY

Attributes
Advantages
Disadvantages
Quirks
Skills
TOTAL

Point Total

Unspent Points

Sequence

Date Created
Jack Hanson is on the front line of the battle between law and order, and the outlaws of 2037.

He’s a competent and well-respected uniformed patrol officer who hopes to move up in the department. With time and experience, Jack will — he’s certainly good enough.

Jack is thorough and meticulous. His uniform never fails to grade out 100% at inspections, and he does everything “by the book,” even in an era when occasional abuses of power by law officers are considered part of the job.

Jack has acquired a powerful enemy — the criminal gang run by Dog France. Jack killed France’s son in a shootout following a truck hijacking, and France has vowed revenge.

So while France’s gang is not particularly friendly toward any of the police, should they run across Jack there’s no doubt of an attack. Every once in a while, France sends some of his men looking specifically for Jack — an especially uncomfortable situation.

Jack is a bachelor — “married to my work” is his standard line — but he has a dog, Ralph, that he loves dearly.

Jack only has one hobby worth noting, a serious interest in the occult. He believes in ghosts and other supernatural phenomena, and has a fairly impressive collection of occult books — some of them extremely rare volumes.

It’s a good thing that Jack’s equipment is provided by the department (though he also carries a couple of personal accessories) — he has almost no money. It’s not that Jack doesn’t believe in saving — it’s just that, with his hobby and his dog, he always has something to spend money on.

**Road Conqueror Republic**

- **30-foot Bus**
  - $73,485
  - 15939 lbs.
  - Acc: 2.5 below 25 mph
  - 5 above 25 mph
  - Top Speed: 100
  - Driving skill modifier: +0

<table>
<thead>
<tr>
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<th>Range Info</th>
<th># Of</th>
</tr>
</thead>
<tbody>
<tr>
<td>AT</td>
<td>crush/7</td>
<td>1/15/500</td>
</tr>
<tr>
<td>AT</td>
<td>crush/7</td>
<td>1/15/500</td>
</tr>
<tr>
<td>MG</td>
<td>crush/3</td>
<td>5/20/300/900</td>
</tr>
<tr>
<td>MG</td>
<td>crush/3</td>
<td>5/20/300/900</td>
</tr>
<tr>
<td>FOJ</td>
<td>spec/2</td>
<td>1/2/1/10</td>
</tr>
</tbody>
</table>

**Extra-Heavy Chassis/Regular Truck**

**Powerplant/Ten Puncture-Resistant Tires/Single Driver, Two Gunners, Four Passengers**


Weight left for cargo and crew: 3261 lbs.

Cubic feet left: 66

A winch is an engine which uses a 30-yard-long cable to lift large weights. It reeves out the cable at the rate of 5 yds/sec; reel-back speed depends on the weight: 5 yds/sec (less than 1000 lbs.) 2½ yds/sec (1000–2000 lbs.) 1 yd/sec (2000–4000 lbs.). The cable is DR 6, HT 30, and can be targeted at -6 to hit.

Inside a vehicle, a winch must be mounted on a side with a door (and may only be used with an open door). A winch may also be mounted in a pick-up bed, or on the bumper of a car, truck, or bus (on a bumper, the winch takes half normal space). An exposed winch may be targeted at -2 to hit.
In 2037, few towns are without their civilian militia, composed of townspeople ready to serve their community on a moment’s notice — based on the famous MONDO organization of Midville, Ohio.

**Benefits:** Most people respect militia members, and militia leaders may even enjoy local status. If a militia has heavy weapons, the weapons will be available to qualified operators with the permission of the militia leader.

**Obligations:** All militia members have a duty to defend their town at any time, anywhere. Militiamen pay for their own small arms, armor and ammunition. Most militiamen have family ties — loved ones and dependents. Bikers and outlaws dislike militiamen; some militia members have made personal enemies during militia service.

**Organization:** The head of an entire militia may be called “commander,” “major,” or “director.” Militia are generally divided into groups of ten to thirty volunteers, called “squads” or “platoons”; they are led by “lieutenants” or “captains,” assisted by “sergeants.”

Rivalry between militias in neighboring towns, or between squads in the same town, is not uncommon. This seldom results in bloodshed. In some towns, militia directors organize friendly competitions to dispel bad feelings in a nonviolent way.

**Characters:** In this section you will meet Emily and Jason Caruthers, a husband-and-wife heavy weapons team; Harv Carter, the bartender who enjoys his civic duties; two militia leaders, Lt. Rudy Cheatham and Capt. J.W. Rutherford; and Mandy Jones, a dangerous bounty hunter and MONDO advisor.

These characters may be used as stock militia; as player characters in a militia campaign, taking action against lawbreakers; or as victims in a biker or gang campaign. An entire adventure can be built around Mandy Jones — whether characters encounter her while she is on a hunt, whether she and the player characters are rivals on the same bounty hunt, or whether Mandy is hunting for one of the player characters.

Hanging on the wall of the Caruthers’ house is a musket, similar to those used in the American Revolution. Jason made it himself. He spent days choosing the proper branch, carving the handle, and polishing the wood. Jason loves wood. And guns. He’s managed to develop both of these loves in his life.

Jason Caruthers is an expert carpenter. He can make anything with his hands, from cabinets to houses to fine carvings. He’s quite proud of his work, and spends long hours perfecting his craft.

Jason is also quite proud of being a MONDO. He and his wife Emily form a heavy weapons crew — they prefer to use one of MONDO’s tripod-mounted recoilless rifles, when needed.

Jason’s father was a National Guardsman, and he inherited a strong sense of community defense. He believes in democracy, and in fighting to protect it.

Jason is also aware of the need for self-reliance — that’s why he learned to manufacture guns (including muskets) from the ground up, and can break down, service, and assemble his MONDO-issued tripod gun in record time.

Civic-minded couples like Jason and Emily are needed in the MONDO organization, and much to their original surprise they are often sent out on recruitment drives and Rotary Clubs lectures. Jason doesn’t care much for that part of the job (he’d rather be in the thick of the action), but is willing to do anything for the organization.

Well-liked and respected around town, Jason and Emily have a solid marriage based on mutual goals and likes: they both like to shoot, and they are both good at what they do.

If anyone had asked Emily at age 17 what she would be doing in ten years, she wouldn’t have said, “Married to a carpenter and shooting up bike gangs.”

Yet that’s what she’s doing, and she couldn’t be happier.

Emily is a proud member of MONDO. She and her husband, Jason, form a crack heavy weapons crew, using one of MONDO’s tripod-mounted recoilless rifles. When she was younger, Emily was terrified of guns — now she’s the best shot on the squad.

A ball of energy, few people can ever remember seeing Emily sit down. She is always on the move and in the front line of battle.

Emily is also busy on the recruiting circuit, trying to get more people to join MONDO. As she puts it, “The police can’t do it all!” Right now she is trying to form a junior auxiliary to MONDO, hoping that her children will keep up a proud family tradition.

Her toughest assignment came when a terrorist unit called VARMO (Vigilantes Against Reactionary Militant Organizations) ambushed a police patrol outside of town. While the police converged on the ambushers, MONDO units took over town defense.

It was lucky they did — the ambush was a diversion, and major VARMO units moved in on the town. The Caruthers’ weapons crew was stationed at city hall, where they held out for three hours until reinforcements arrived. Jason was wounded, but Emily kept him alive until medics arrived.

Emily Caruthers is a part-time accountant and full-time mommie. She works out of her home in order to raise her two children — Michael, age 7, and Amber, age 9.
Janice "Mandolin" Jones is a part-time bounty hunter and full-time associate of the MONDO of Midville, Ohio.

Mandy went through her childhood during the worst of the riot times. She saw her parents slain by a biker gang — her mother's fate was particularly gruesome. Reared by relatives in Floral Gulch, Mandy lived a peaceful life but never lost her hatred of bikers.

In 2027 she began life as a bounty hunter, accepting contracts to capture or kill known felons.

Mandy achieved great success through the use of her performing skills. Her modus operandi was to infiltrate a gang in an assumed identity, wait until she was accepted, then capture her target and turn the others over to the authorities in a humiliating fashion. She earned several enemies that way, some of whom still survive.

In 2034 Joe McFadden, mayor of Midville, offered her a good salary to become the MONDO’s espionage and counter-espionage expert. Tired after years of violence and friendlessness, she accepted the offer and made her permanent home in Midville.

Mandolin is camera-shy — too much exposure will nullify her infiltration abilities. She is an expert singer and player of the mandolin. She is confident but not stupid — she keeps a Gold Cross clone in Columbus. It’s her first clone — she has yet to perish on any of her missions.

She still accepts the occasional outside contract — charging $1,000 per week plus expenses on jobs which don’t have a listed bounty or reward — but generally stays in the Midville area.

Mandy is 5'8", 130 lbs., with brown eyes and light brown hair.

J.W. Rutherford is a solid, respectable family man, a leader in his community.

He’s the assistant manager of the big department store in the mall. He’s also a captain in the town militia.

Rutherford’s involvement with the militia began out of an assignment to improve security at the mall. He arranged for volunteer MONDOs to patrol the shops. It worked — crime dropped. Rutherford then helped organize political support for his local MONDO.

At last, however, Rutherford couldn’t resist what he had known all along — he wanted to be in the lines, not supporting from the rear. He joined MONDO as a regular fighting man.

Now a captain, Rutherford has command of one-fourth of the militia’s strength. “Rutherford’s Raiders” is a very proud unit, and Rutherford feels a great need for his unit to be the best of the four.

Because of this, he probably drives his people a little too hard. Of all the units, his is the most military — constant drills, training patrols at any hour, rigorous standards of individual performance — but it is the best.

The Raiders specialize in pursuit, tracking and punitive raids, with Rutherford in the lead.

Rutherford takes his militia job very seriously, and is among the first arrivals (and the last hangers-on) at militia meetings and drills.

Like all militia members, Rutherford owns all his own personal equipment. He also has quite a bit of money tied into family goods. The remaining $868 is in the bank.

Rutherford is married, and has three children: Mike, 19; Amy, 13; and J.W. Jr., 9.

Rover

Rutherford

Pick-Up

Fnord Motors

$20,970

6245 lbs.

Acc: 5

Top Speed: 90

Driving skill modifier: +1

(+3 off-road)

Top: PD: 0

DR: 18

Front: PD: 0

DR: 18

Left: PD: 0

DR: 18

Right: PD: 0

DR: 18

Under: PD: 0

DR: 12

Back: PD: 0

DR: 12

Weapon Damage Range Info # Of

type/amt PB/I/½/MAX Shots

RR crush/5

5/20—/—/1000 20

SS spcl/—

—/—/—/— 20

Extra-Heavy Chassis/Off-Road Suspension/Medium Powerplant/Six Off-Road Solid Tires/Single Driver, Single Passenger


Cubic feet left: 2 (55 for cargo)
CHARACTER SHEET

Name: Mandy Jones
Appearance: 5'8", 130 lbs., brown eyes, light brown hair
Background: full-time MONDO, part-time bounty hunter
22 years old

Date Created: 
Sequence: 100
Unspent Points: 100
Point Total: 100

ST  11
DX  13
IQ  13
HT  11

BASIC DAMAGE
Thrust: 1-1
Swing: 1+1

Mvmt
Basic Speed: 7.25
Move: 1

ENCUMBRANCE
None (0) = 2xST
Light (1) = 4xST
Med (2) = 6xST
Hvy (3) = 12xST
X-hvy (4) = 20xST

PASSIVE DEFENSE
Armor: 4
Shield: 

ACTIVE DEFENSES
Dodge = Move
Parry = Weapon/2
Block = Shield/3

ARMOR RESISTANCE
Body armor: 3

ADVANTAGES,
DISADVANTAGES, QUIRKS

5 Appearance: Attractive (1)
10 Combat Reflexes
6 Acute Vision +3
0 Reputation: MONDO +2 citizens
4 bikers + outlaws

-1 Duty to MONDO (10-)
-10 Overconfidence (+2/2)
-20 Enemies: various bikers (medium group 9-)

-1 Likes to humiliate enemies
-1 Wants to rid the world of bikers
-1 Can't resist a dare
-1 Publicity-shy
-1 Hates her first name

SKILLS

Guns/TL7: (Me)
SMG 4 17**
pistol 4 17**
bazooka/law 2 16**
Driving/TL7: cars (PLA) 2 13
Gunner/TL7: MG (PLA) 2 15**
Knife (PLA) 2 14
Knife Throwing (PLA) 0 9
Brawling (PLA) 1 13
Stealth (PLA) 4 14
Tactics (PLA) 4 11
Acting (PLA) 2 13
Bard (PLA) 2 13
Carousing (HT based) (PLA) 4 12
Disguise (PLA) 4 14
Lockpicking/TL7 (PLA) 2 13
Musical Instrument: Mandolin (PLA) 6 14
Running (HT based) (PLA) 2 17**

WEAPONS AND POSSESSIONS

Item
Damage Skill $ 
Type Amt. Level
Uzi crush 3-1 17 250 9
.44 Magnum crush 2-1 17 175 (5)
Body armor (under uniform) 250 20
Uniform 60 1
Bowie knife cut 1-1 14 50 1/2
thrown (imp 1-1) 9
LAW crush 5 16 * 15

Handcuffs 50 1
Walkie Talkie 75 3
Binoculars 50 2
Lockpicking tools, highquality 200 -
Disguise kit 200 (x)
Household & personal 250 -
Bank account 1140 -

* provided by MONDO

Brawling punch hits on 13- 1
Brawling kick hits on 11- 2
(damage includes +1 for boots)

WEAPON RANGES

Weapon
PB INC 1/4 DMG MAX
Uzi 4 5 200 600
.32 shots
.44 Magnum 5 5 100 400
6 shots
LAW 5 12 - 500
Bowie Knife 1 9 16

SUMMARY

Attributes 80
Advantages 21
Disadvantages -40
Quirks -5
Skills 44
TOTAL 100

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Name: Harvey Carter
Appearance: 5'11", 240 lbs., dark hair, blue eyes, ruddy skin
Background: Bartender and MONDO—always wanted to be a policeman

SKILLS
- Guns/TL7: (PM) 2
- Rifle: 2 (3)
- Pistol: 1 (5)
- Driving/TL7: (PA) 4
- Gunner/TL7: (PA) 1
- Karate: (PM) 4
- First Aid/TL7: (PA) 2
- English: (native) 2
- Spanish: (nA) 4
- Fast-Talk: (PA) 1
- Bard: (PA) 4
- Carousing (HT-based) 2
- Cooking: (PA) 2
- Dancing: (PA) 2
- Sports: (PA) 2
- Combat Football 1
- Professional skill: (PA) 2
- Bartender 2
- Poisons: (PA) 1
- Savoir-Faire: (PA) 1
- Leadership: (PA) 2
- Criminology: (PA) 4
- Knife Throwing (PA) 3

REACTION +/- +1 citizens, -5 bikers & outlaws

WEAPONS AND POSSESSIONS
- AK-13 assault rifle crsh 2/3 16 500 12
- Colt .45 pistol crsh 2+1 15 125 3
- Commando knife cut 1 12 40 1
- Thrown imp 1-1 9
- Body armor (under uniform) 250 20
- MONDO uniform 60 1
- Handcuffs 50 1
- (Fat Encumbrance) 80
- Computer terminal 250 (15)
- Household & personal 1,500
- 2% ownership of "Bar None" 1,500
- Bank account 725

WEAPON RANGES
- AK-13
  - 30 shots
- Colt .45
  - 7 shots
- Large knife

Summary:
- Attributes: 90
- Advantages: -20
- Disadvantages: 5
- Quirks: 32
- Skills: 100

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Harv Carter

Harv Carter is the bartender at the Bar None, an establishment catering largely to the MONDOs. So naturally, Harv is a MONDO himself. But it's not as though anybody had to twist his arm. All his life, he's wanted to be a cop.

Unfortunately, Harv's just too fat for the force. "I don't eat that much," he mourns, "but it all stays with me."

Luckily for Harv, the paramilitary MONDOs care more about his skills (and willingness to risk his life) than about his weight.

Harv is both a good leader and a good shot — and what isn't fat is muscle. So, every week or so, Harv puts on his blue-and-yellow uniform and plays cop.

And, when not in uniform, he's good at his profession. He's a competent bartender, a better cook, and an amusing storyteller.

On his own time, Harv likes to party — or, best of all, go dancing. Country Western is OK, rock is better.

But watch out! Harv also loves to get up a 'friendly' game of combat football — fists and feet only. Make sure your hospitalization is paid up before you play him.

The rest of the time, he reads murder mysteries and police procedurals.

Rudy Cheatham

Rudy Cheatham is a fighter, both on and off the job.

Weekdays he is Rudy Cheatham III, of the prestigious firm of Dewey, Cheatham, and Howe, Attorneys. Known for his quick wit and ready smile, Rudy has been known to pull favorable decisions for his clients out of the stoniest judges and toughest juries.

His fellow attorneys claim he is the reincarnation of Perry Mason, and indeed, his acquittal rate is impressive. Rising quickly in his career, he became a partner at the unheard-of age of 30.

Rudy is known as the man to go to when no one else will take your case. Rudy Cheatham III never gives up!

Weekends Rudy is transformed into Lieutenant Rudy Cheatham, commander of the 3rd Platoon of Midville's MONDO.

Nicknamed "Jumpin' Joe's Front Line Troops," his handpicked platoon is one of the best, and is often found in the thickest part of the fight.

The stubbornness and determination to win that Rudy has in the courtroom shows through his platoon. He isn't afraid to go to bat for his men, whether it's for better police-MONDO cooperation, better funding, or proper recognition. Competition to march with Rudy is fierce, and prestige is high.

Rudy is devoted to his wife Linda and teenage son Rudy IV, and they often spend vacations travelling around the continent.

When not lawyering or fighting, Rudy putters around his garden, polishes his collection of antique guns (he's proudest of his 1985 Saturday Night Special, one of only twenty known in the nation), and plays a mean sax upon occasion.

Rudy Cheatham III

Laser Flamberge

Rothschild Autoworks

Mid
$20,330
5290 lbs.
Acc: 5
Top Speed: 100
Driving skill modifier: +2

Top: PD: 0
DR: 18
Front: PD: 0
DR: 18
Left: PD: 0
DR: 18
Right: PD: 0
DR: 18
Under: PD: 0
DR: 18
Back: PD: 0
DR: 18

Weapon Damage Range Info # Of type/amt PB/I/½/MAX Shots
L imp/5 8/50/600/2000 —
RR crush/5 5/20/—/1000 10

Extra-Heavy Chassis/Heavy Suspension/Large Powerplant/Four Solid Tires/Single Driver, Single Gunner
Fully honeycombed armor. Laser in medium turret.
Weight left for cargo and crew: 470 lbs.
Cubic feet left: 1
Dregs

A dreg differs from all the other outcasts of 2037 society — the bikers, outlaws and weffies — in that a dreg isn’t considered human. Dregs suffer from Social Stigma. The vigilante who shoots one down is more likely motivated by duty and habit than bloodlust. Killing a dreg isn’t regarded as murder — it’s cleansing the gene pool.

Benefits: Dregs live in a topsy-turvy world where normal values are ignored. Odious Personal Habits aren’t odious to them. Cannibalism is a minor flaw, so long as it’s not supper time; Sadism is unremarkable when so many sadists lurk in the ruins.

Obligations: A dreg must have a weighty Disadvantage or two, but there is no pattern. Brain-damage, dyslexia and amnesia are good starts. Scrounging is a useful skill; Paranoia seems justified. Many dregs have bizarre pets or strange hobbies. They seldom have money — most of what they own is scrounged or handmade. Weapons are improvised. (Broadsword skill helps when wielding crowbars in battle; Flail skill covers chains.) Though a casual passerby may pop off a few shots at them due to their abysmal Social Status, few dregs have actual Enemies.

Organization: Some “dreg gangs” exist, under little or no direction, preying on whatever is convenient, with members coming and going as they please. However, most dregs are strict individualists — like Sister Mary — and are too desperately strange for any continuing social commitments such as family, friends, or gang.

Characters: In this section you will meet Mongo, a fighting dreg; Poke, a dreg with contacts in the outside world; two dreg “victims” — Peter DeAngelis, who lost his memory in a medical experiment, and Jojo, whose brains were scrambled when his family was killed; and Sister Mary, an odd “wise woman” with some remarkable powers of memory. These characters make great stock dregs, or an adventure can be designed around any of them — finding long-lost Peter DeAngelis to deliver his inheritance; encountering Poke on one of his “errands”; or seeking out Sister Mary as a vital contact in Dreg Town (will she provide the clue?).

Sister Mary claims a serious thump on the head left her slightly addled and with no recall of life before she came to Dreg Town. Maybe she’s just not telling.

Blessed with a photographic memory, Mary does recall nearly everything she sees or hears on her long walks around Dreg Town and her excursions into Kansas City proper, constantly mutating mnemonics she makes up about them.

She’s good at scrounging valuables and food, and knows the worth of most salvageable goods in her area. She often picks up pretty baubles and stashes them, along with her cash and eight homemade knives, among the many layers of her clothing.

She’s well-known and liked by the other dregs, one of whom will always know where she can be found — if you can get him to tell you (but even well-mean directions are not always helpful in the ruins). Empathetic, knowing why others have sought her out as soon as she meets them, Mary can also tell when she’s being lied to.

Being streetwise, fat, ugly, and odorous, Sister Mary rarely needs to defend herself from strangers, who react at −7 to her; but when she does, she’ll usually throw two or more of her knives, which she uses well in close combat.

Iggy and Stooge are her two current pet rats, which she easily replaces as needed. They are trained to attack on command, and can occasionally be convinced to help Mary aquire some bauble from an otherwise inaccessible location. The rats ride in her voluminous clothing — usually hiding in the daytime, but occasionally perching on her shoulder when indoors or at night.

Peter DeAngelis barely remembers what life was like before the Food Riots. Peter knows he was a college student, but he can’t tell you what subject he was studying. He knows he grew up in a town called Whitmer, but he can’t remember which state. His parents are only a dim blur.

What he also doesn’t remember is volunteering to participate in an experiment on chemical food substitutes — an experiment that erased most of Peter’s memories.

Life after the Food Riots, on the other hand, is painfully clear. Victim of some bad breaks, DeAngelis’s first attempts to make a decent life for himself were miserable failures. Like so many others, he fell back on the only life he had left — the day-to-day existence of a scavenger in the ruins.

DeAngelis eventually became adept at his chosen career. He was soon familiar with every back alley, rooftop, sewer tunnel, and air duct in the area. He currently carries a crowbar he found as a weapon (using the Broadsword skill), but in his time has had and lost dozens of different types of weapons, and has acquired some skill in all of them — he even owned a pistol once, but traded it for some food when he ran out of ammunition.

Oh, and one other thing — DeAngelis is a cannibal. One does what one must to survive, and while he doesn’t go out of his way to indulge this particular taste, he stopped feeling guilty about it long ago. Like other scavengers, DeAngelis is nearly everybody’s target — police (when they bother to patrol the area), vigilante groups, other scavengers, and punks out for cheap thrills have all taken their shots at him. He’s survived so far — after all, it’s what he’s best at.
Name: Sister Mary
Appearance: 5'6", 240 lbs., ugly, tattered clothes
Background: Even she doesn't know - or she's not telling.
Dregs, age 22

Skills:
- Knife (p/e) 4 14
- Knife throwing (p/e) 8 15
- Area Knowledge (M/e) neighborhood 6 21x
city 3 15x
- Scrounging (M/e) 3 15x
- Merchant (M/A) 4 16x
- Streetwise (M/A) 4 16x
- Cooking (M/e) 3 15x
- Detect Lies (M/H) 3 15x
- Animal Handling (M/H) specialty-rats 5 26x
- Veterinary/TL3 (M/H) specialty-rats 0 34x

Weapons and Possessions:
- Small knives (homemade) cut 1-3 14 - 4
- Thrown 1-3 15
- Iggy (rat*) imp 1-5 12 - 3
- Stooge (rat*) imp 1-5 12 - 3
- Layered clothes 4 3

Armor: Shield

Passive Defense:

Encumbrance:
None (0) = 2x ST 20
Light (1) = 4x ST 40
Med (2) = 6x ST 60
Heavy (3) = 12x ST 120

Active Defense:

Dodge: 2
Parry: 7 Knife
Block: -

Damage Resistance:

Advantages, Disadvantages, Quirks:
- Full Eidetic Memory 60
- Empathy 15
- Animal Empathy 5
- Reputation (+4 local drags) 15
- Intuition 10
- Common Sense 10
- Fat (-1)
- Appearance: Ugly (-2)
- Social Stigma: Dreg (-3/3)
- Odious Personal Habit: doesn’t bathe (-1)
- Goes for long walks
- Stashes valuables in clothes
- Keeps pet rats in clothes
- Mutters mnemonics constantly

Weapon Ranges:

Weapon: Small knife
Type: PB
Inc: ½
DMG: 1
Max: 8

Total: $5,000 Lbs. 91

Summary:

Attributes: 0
Advantages: 111
Disadvantages: -40
Quirks: -4
Skills: 43
Total: 110

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### Character Sheet

**Name:** Peter DeAngelis  
**Player:**  
**Appearance:** 5'11", 145 lbs, dirty and scummy  
**Background:** Memory-deficient cannibal

<table>
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<th>ST</th>
<th>DX</th>
<th>IQ</th>
<th>HT</th>
<th>Mvmt</th>
<th>Encumbrance</th>
<th>Passive Defense</th>
<th>Basic - Enc.</th>
<th>None (0)</th>
<th>Light (1)</th>
<th>Med (2)</th>
<th>Hvy (3)</th>
<th>X-hvy (4)</th>
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<td>10</td>
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**Skills**
- Guns/TL7: pistol (P/E) 1/2 11
- Driving/TL7: cars (P/A) 1 9
- Motorcycle/TL7: (P/E) 1/2 9
- Axe/Mace: (P/A) 1 9
- Brawling: (P/E) 2 11
- Broadsword: (P/A) 2 10
- (Crowbar)
- Short sword: (P/A) 1 9
- Knife: (P/E) 1 10
- Flail: (P/H) 2 9
- Spear: (P/A) 1 9
- Climbing: (P/A) 1 10
- Jumping: (P/E) 2 11
- Running (H/T based): (P/H) 2 14

**Area Knowledge:** (M/E) 1 4  
- Dreg area

- Cooking: (M/E) 1/2 11
- Diagnosis/TL5: (M/H) 1/2 9
- Physiology/TL5: (M/A) 1 9
- Lockpicking/TL3: (M/A) 1 12
- Scouring: (M/E) 2 13
- Shadowing: (M/A) 1 11
- Stealth: (P/A) 2 10
- Streetwise: (M/A) 1 12

**Weapon and Possessions**
- Crowbar: crush 1+2 10 5
- Improvised lockpicks: 9* 5
- Peasant rags: - 1

**Weapon Ranges**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>PB</th>
<th>INC</th>
<th>1/4 DMG</th>
<th>MAX</th>
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</thead>
</table>

**Summary**

- Attributes: 35
- Advantages: -60
- Disadvantages: 0
- Quirks: 35
- Skills: 35
- TOTAL: 100

---

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**GURPS CHARACTER SHEET**

**Name:** Mongo  
**Appearance:** 6'1", 270 lbs., "HUGE"  
**Background:** Scavenger/drog

<table>
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<th>Pt. Cost</th>
<th>ST</th>
<th>DX</th>
<th>IQ</th>
<th>HT</th>
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<th>MOVE</th>
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<td>7</td>
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**FATIGUE**

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**BASIC DAMAGE**

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<th>Swing:</th>
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**HITS TAKEN**

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</table>

**ENCUMBRANCE**

- None (0) = 2 x ST
- Light (1) = 4 x ST
- Med (2) = 6 x ST
- Hvy (3) = 12 x ST
- X-hvy (4) = 20 x ST

**PASSIVE DEFENSE**

- Armor: __________
- Shield: __________

**REACTION**

- +5 local drags
- +2 other drags
- -4 all others

**ACTIVE DEFENSES**

- **Dodge**
  - 5

- **Parry**
  - 8 karate

- **Block**
  - = Move

**DAMAGE RESISTANCE**

- Armor:
  - Toughness +2: 2

**SKILLS**

- **Broadsword (club)** (MA) 8 7/4
- **Running (HT based)** (PH) 7 10x
- **Karate** (PH) 8 13
- **Hobby skill**: metal sculpture (1/2) 6
- **opera** (1/2) 6
- **Area knowledge**: ME 9
- **Dreg area**
- **Scrounging** (ME) 1 7
- **Blacksmith/T27 (MA)** 6
- **Swimming** (PH) 0 11

**WEAPONS AND POSSESSIONS**

<table>
<thead>
<tr>
<th>Item</th>
<th>Damage</th>
<th>Skill</th>
<th>$</th>
<th>Wt.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Club</td>
<td>crush 2+2</td>
<td>14</td>
<td>-</td>
<td>3</td>
</tr>
<tr>
<td>Boombox &amp; cube collection</td>
<td>75</td>
<td>(3)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Cutting torch</td>
<td>75</td>
<td>(7)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Armouring tools</td>
<td>150</td>
<td>(15)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Cash</td>
<td>700</td>
<td></td>
<td></td>
<td>0</td>
</tr>
</tbody>
</table>

**Total:** $1,000  
**Lbs.** 88

**WEAPON RANGES**

- Weapon: PB INC ½ DMG MAX

**SUMMARY**

- **Attributes**: 30
- **Advantages**: -55
- **Disadvantages**: -5
- **Quirks**: 25
- **Skills**: 65

**Point Total**: 70

---

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The guys in the street gang joke that the only thing slower than Mongo remembering something . . . is Mongo thinking it up in the first place.

Mongo is not loaded with brains — the guys say that the only part of Mongo they’d never bother putting armor on is his head: “Why waste perfectly good armor on something used so seldom?” Mongo laughs, ducks his head in embarrassment, and studies his feet. It’s hard to believe that this childlike man can kill without a moment’s notice.

Mongo is a scavenger with the gang. He is tough, good with a club, and loyal as a dog, which is pretty much how he is regarded. He earns his keep by brawling and by breaking down scrap goods to use for constructing weapons. He’s good at breaking things apart. Like heads.

Mongo possesses a rare talent for creating little animals out of scraps of wood or metal. In another life, he might have been a great artist. Now, he just makes little animals for his amusement, or as gifts for gang members.

He is overly fond of small animals, and has been known to stop fighting to rescue a stray puppy or kitty that wandered onto the battlefield. This drives his fellow gang members wild, but they gave up long ago trying to drive any sense into Mongo. His awesome size, skill with a club, and overall fighting ability make him too valuable a member to give up, so they put up with his eccentricities.

Mongo may present a comical image, sitting in a corner, listening to his radio and assembling scrap metal duckie sculptures — however, no one dares to refuse his crude gifts, and nobody laughs at him twice.

**Survival.** That’s all that matters. Keep alert. Get enough to eat now — who knows when the next meal will be? Hurt, maim, kill, steal, lie.

Sometimes when Jojo sleeps, he dreams of another life. He sees a woman with brown hair, and a baby in her arms. She’s laughing. He sees a man, small, but strong and confident. The man seems familiar — Jojo doesn’t know why. The man is stockpiling food and ammunition. He tells the woman that bad times lie ahead, that they must be prepared. They put the supplies deep in the earth, in a cave.

Jojo stirs in his sleep. Now he’s in the cave. He sees blood. Blood on the woman. Blood on the baby. He doesn’t see the man. He does see a mob of desperate, howling people fighting over the stockpiled food, using the weapons on each other, tearing each other apart.

Now Jojo sees the man, lying on the floor with a bleeding head. He knows the man will survive.

Jojo is a warrior with a street gang in the ruins of New York. He doesn’t remember any other life besides his dreams. He’s small, but he’s tough and mean — a survivor. He knows his small turf very well, and is a guard and ambusher. Jojo particularly prefers to work at night due to his sharp senses and excellent night vision, and also because the dreams don’t come as often then.

Due to massive head wounds, Jojo is not too smart. He is nervous, jumpy, solitary and paranoid. He works with the gang for survival, but constantly fears that they will turn on him.

And he must survive. Why isn’t clear in his mind, but he knows he must and will survive. That is, if his dreams don’t get him first.

**People spell sleaze, P-O-K-E.**

No one knows where he came from, or who his people were, although most doubt his parents were married. Some doubt they were human.

He’s a liar, a cheat, a sneak and a murderer . . . and those are his good points.

Poke’s major interest is Number One, and no one, no one, is going to get in his way.

Poke gets his kicks beating up kids and women. He’s downright mean, and when he drinks he gets meaner. Even street gang members avoid his company.

Poke is a mercenary. He hires out as an ambusher, burglar, flanker, cheap thug and extra muscle. No job is too filthy, dirty or low down — Poke always has his price, and how high it is depends on how long it’s been since he had his last bottle of Ripple.

A born loser, Poke is an arrogant, vain bully who overestimates his minor reputation as a “bad dude.” He’s always spoiling for a fight. He often gets overconfident and makes stupid, sometimes painful, mistakes — including the time he tried to jump his parole officer at Joe Bob’s.

Poke even fancies himself a hit with the ladies. While a few do fall for his sadistic charms, none stick with him for long. Most women find him terribly repulsive, though this thought hasn’t seemed to seep into Poke’s tiny brain.

Some day he’ll wind up with a knife in his back; until then, he’ll stick it to as many people as he can.

Poke occasionally hires on with cycle gangs, but only the smallest, poorest gangs will put up with him for any length of time. They always end up throwing him out. Poke goes, snarling that they didn’t deserve him, anyway.
Name: Jojo Player
Appearance: 5'7", 130 lbs., nervous and jumpy
Background: brain-damaged street gang guard

SKILLS
- Spear (PA) 8 / 16
- Spear Throwing (PE) 4 / 13
- Knife (PE) 4 / 16
- Knife Throwing (PE) 0 / 10
- Stealth (PA) 2 / 14
- Running (HT-based) (PH) 2. 8 XX
- Survival: urban (MU) 2 / 9
- Armoury/TL5 (m/8) 1 / 2
- Traps/TL5 (MA) 4 / 10
- Climbing (PA) 2 / 14
- Swimming (PA) ½ / 13
- Area Knowledge: (MU) 9 / 11

TOTAL: 35

WEAPONS AND POSSESSIONS
- Spear (homemade) * imp 1 / 16 - 4
- Commando knife cut 1-3 16 40 1
- (large) imp 1-2
- Peasant rags - 1
- Secret stash 850 -

TOTAL: $1,000 Lbs. 6

SUMMARY
- Attributes 15
- Advantages 40
- Disadvantages -50
- Quirks 30
- Skills 35

TOTAL: 35
Name: Peke
Appearance: 5'10", 155 lbs., unclean
Background: A mercenary from the wrong side of town

SKILLS
1. Guns (TL7: pistol) (P/6) 1 14
2. Knife (P/6) 2 15
3. Knife Throwing (P/6) 0 10
4. Broadsword (P/6) 8 16
5. Brawling (P/6) 4 16
6. Area Knowledge: (MA/6) 4 11
7. Dreg area
8. Stealth (P/6) 4 15
9. Climbing (P/6) 2 14
10. Motorcycle (TL7: P/6) 1 19

Encumbrance: None (0) = 2 x ST 22

Passive Defense
- Armor: ___
- Shield: ___

Total: 0

Active Defenses
- Dodge: 6
- Parry 8
  - Broadsword 10
  - Brawling Weapon 2
- Block: ___
- Shield: /3

Damage Resistance
- Armor: ___
- Total: 0

Advantages, Disadvantages, Quirks
1. Combat Reflexes
2. Night Vision
3. Reputation: "bad dude"
   +1 local dregs
-1. Social Stigma: Dreg (Barbarian/Outlaw)+3/-3
-1. Health: Poor (5 x 2)
-1. Paranoia (-2)
-1. Dyslexia (illiterate)
-1. Social Stigma: Sadism (-3 if known)
-1. Arrogant bully who loves to fight
-1. Lazy
-1. Fancies himself a womanizer
-1. Often overconfident

WEAPONS AND POSSESSIONS
- Broadsword: cut +2 16 - 3 (homemade)*
- Brass knuckles: crush +2** 19 30 1
- Cycle chain: crush +2 14 30 5
- Large knife: cut +1 15 16 1
- thrown: imp +1 - 10

Peasant rags: - 1
Cash: 324
Jewelry: 100 (-)
Drugs: 500 (-)

Brawling punching hits on 14-162
(damage includes +2 for brass knuckles)
Brawling kick hits on 12-16
XX increased Basic Speed by 1.125

SUMMARY
- Attributes: 35
- Advantages: 22
- Disadvantages: -70
- Quirks: -4
- Skills: 37
- TOTAL: 20
**GURPS CHARACTER SHEET**

**Name:** Grillbert Beep  
**Appearance:** 5'9", 140 lbs., outlandish clothes  
**Background:** techno-punk  

<table>
<thead>
<tr>
<th><strong>ST</strong></th>
<th><strong>DX</strong></th>
<th><strong>IQ</strong></th>
<th><strong>HT</strong></th>
<th><strong>Mvnt</strong></th>
<th><strong>Fatigue</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>9</td>
<td>12</td>
<td>14</td>
<td>12</td>
<td>5</td>
<td>-10</td>
</tr>
</tbody>
</table>

**BASIC DAMAGE**  
Thrust: 1-2  
Swing: 1-1

**HITS TAKEN**  
20

**ENCUMBRANCE**  
None (0) = 2xST  
Light (1) = 4xST  
Med (2) = 6xST  
Hvy (3) = 12xST  
X-hvy (4) = 20xST

**PASSIVE DEFENSE**  
Armor: 2/1  
Jacket: 1  
Shield: 1

**ACTIVE DEFENSES**  
Dodge: 6  
Parry: G-knife  
Block: Move  
Weapon/2  
Shield/3

**DAMAGE RESISTANCE**  
Armor: 5  
Leather jacket: 1

**SKILLS**  
- **Guns**/TL7: pistol (P/E) 1 14**  
- Knife (P/E) 2 13  
- Fast-Draw: knife (P/E) 1 12  
- Knife Throwing (P/E) 1 12  
- Leadership (M/A) 2 14  
- Strategy (M/A) 2 13  
- Computer Operations/TL7 (M/E) 8 23

**Computer Programming/TL7 (M/H) 6 20**  
- Research (M/A) 2 14  
- Carousing (HT-based) (P/A) 1 11  
- Detect Lies (M/A) 2 13  
- Disguise (M/A) 1 13  
- Fast-Talk (M/A) 1 13  
- Stealth (P/A) 1 11  
- Streetwise (M/A) 1 13  
- Law (M/A) 1 12  
- Area Knowledge: (M/E)  
- Drug area 1 14  
- Poisons (M/H) 1 17++  
- Specialty: illegal drugs

**REACTION:** +4/-19 criminals, (-5 citizens (-1))

**WEAPONS AND POSSESSIONS**  
<table>
<thead>
<tr>
<th>Item</th>
<th>Damage</th>
<th>Skill</th>
<th>$</th>
<th>&amp;</th>
<th>Type</th>
<th>Amt.</th>
<th>Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>.22 pistol</td>
<td>Crush 1</td>
<td>1/4</td>
<td>75</td>
<td>2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Laser targeting scope</td>
<td>+2</td>
<td>600</td>
<td>3</td>
<td></td>
<td></td>
<td></td>
<td></td>
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<tr>
<td>Silencer</td>
<td>58</td>
<td>1/2</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>.22 ammo - 200 rounds</td>
<td>100 (17)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Small knife</td>
<td>Cut 1-4</td>
<td>15</td>
<td>30</td>
<td>1/2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>imp</td>
<td>1-3</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>thrown</td>
<td>imp 1-3</td>
<td>12</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Leather jacket with</td>
<td>300</td>
<td>1/4</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Kevlar vest inserts</td>
<td></td>
<td></td>
<td></td>
<td></td>
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<tr>
<td>Clothes &amp; boots</td>
<td>120</td>
<td>4</td>
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<td>Bank account</td>
<td>1,337</td>
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<tr>
<td>Computer system</td>
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<td></td>
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<td></td>
<td></td>
</tr>
<tr>
<td>Darkbraxin - 10 doses</td>
<td>500</td>
<td>(-)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Household &amp; personal</td>
<td>2,000</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**TOTALS:** $10,000  
**Lbs:** 24

**SUMMARY**  
- **Attributes:** 75  
- **Advantages:** 45  
- **Disadvantages:** -50  
- **Quirks:** -5  
- **Skills:** 35  
- **TOTAL:** 100

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Bikers, punks and outlaws — these elements on the fringe of society are similar, but not identical. *Bikers* literally means motorcycle riders, but almost always refers to a gang that rides cycles. They are generally criminal — descended from the bike gangs of the Food Riot years — and distance themselves from other criminal or punk gangs.

Bikers enjoy a bad reputation among everyone except other bikers — they are gentlemanly among their fellows. Gangs of the Food Riot years — and distance themselves from other criminals — descended from the bike riders, but almost always refers to a gang that rides cycles. They are generally criminal — descended from the bike gangs of the Food Riot years — and distance themselves from other criminal or punk gangs.

Bikers enjoy a bad reputation among everyone except other bikers — they are gentlemanly among their fellows. Gang members must have Motorcycle and several combat skills. Leather jackets are recommended, but not required.

Most bikers have a strong duty to the leader of their gang, whose word is followed without question — unless a leadership fight is under way. In some gangs, members own things; in others, everything belongs to the gang.

*Punks* include anyone who adopts punk fashions, speech or any other part of punk culture. Most young city criminals and gangs are punk. Punks often have a bad reputation with the outside world. Punk gangs are large and loose-knit. The head of any punk gang is known as “Boss.”

*Outlaw* can mean any lawbreaker, but in its special sense it indicates someone who operates on his own, without a gang. Some outlaws are mercenaries. A mercenary must have skills for which someone will hire him. Some have regular clients or Patron. These loners must have a way to survive, whether through honest labor or other means.

Bikers, punks and outlaws do mix. There are bike gangs, and some bikers are loners or outlaws. If there’s a question of allegiance, just go back to culture — a punk biker is a punk who just rides a cycle, and a loner has no real ties to any gang.

Biker, punk and outlaw gangs have one thing in common — law enforcement organizations as an Enemy.

**Characters:** In this section we present two bikers (Ernie Wojcik and Masher), a biker/armourer (Auntie Maim), and a very angry biker (Reba Ayers); a punk gang-boss (Grillbert Beep) and a rich girl gone punk (Lindy Logan); and an outlaw merc (Rafe Switcher).

Very few people know that Grillbert Beep was born Cyril Conway Schwartz. Those who do, know better than to talk about it. When you’re as dangerous as Grillbert, you can call yourself anything you like.

Grillbert is a gang-boss on the border between Dregville and Atlanta. If you want it, Grillbert’s kids can get it — for a price.

Backed up by his hired thugs, Grillbert enjoys throwing his weight (and an occasional knife) around. The local padrones consider him useful, but too crazy to take seriously. Someday they’ll regret that.

Because Grillbert Beep, gang leader, is a facade. The real Grillbert is at home behind a green monitor and a keyboard, slipping through the databanks of Worldnet like a cybernetic lamprey. How good is he? Good enough. He’s been arrested four times, jailed three. But none of the arrests were for computer crime — just ordinary gang violence. And there are no longer any records . . . every time Grillbert gets out, he breaks into the police database and erases his file.

Grillbert is a “braxie” — an addicted user of Darbraxin, a synthetic drug used by Gold Cross. Darbraxin is poured on a cloth and inhaled. Each vial costs $100 and is good for two doses. Grillbert generally uses a half-vial a day. Darbraxin incapacitates most users for two hours, and leaves the eyes light-sensitive for several hours longer. It is volatile, and also an anesthetic.

But Grillbert’s not stupid in most other ways. When he’s out doing “business,” his gaudy garb conceals torso armor. Yes, Grillbert lives in the fast lane . . . but he takes fewer chances than most people suspect.

Lindy Logan is a party girl with a purpose.

While in college, Lindy discovered that her favorite recreational chemical, Ecstacy, could be manufactured from household ingredients. She went into business. Eventually, as Lindy and her customers left school, her clientele moved from the dormitories to the discoteques.

Then she ran into trouble. Dealers in the city tried first to bribe and then to force her out of business. Lindy took her business under the underground, dealing with her customers in a variety of names and guises. She feels that her experience evading both the authorities and her criminal competition has prepared her for a career in espionage, if someone would make an offer.

Lindy dresses only in the latest fashions. She always carries her purse, a custom-compartmentalized job made of a special plasteel fabric. Inside, among pounds of assorted junk, she carries a .357 magnum and a diamond-studded, $3000 switchblade. Lindy can also swing the purse like a ten-pound morningstar.

Ecstacy’s effects have diminished for Lindy over the years. While on the drug, she suffers a -1 to her physical skills. New users, on the other hand (four months or less of regular use), take a -2 to physical skills and a -1 to mental abilities. If a character on Ecstacy takes 3 or more hits in one turn, make a roll vs. IQ — if successful, the character snaps out of euphoria and skills return to normal. Drug effects last from twelve to eighteen hours.

To manufacture five tablets, Lindy needs $100 worth of common ingredients (17 or less to locate) and two hours with household cooking equipment.
## GURPS Character Sheet

**Name:** Lindy Logan  
**Appearance:** 5'7", 120 lbs., hair of indescribable colors, age 23  
**Background:** rich girl gone bad  

### Basic Stats

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<thead>
<tr>
<th>Attribute</th>
<th>Value</th>
</tr>
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<tbody>
<tr>
<td>ST</td>
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<tr>
<td>DX</td>
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</tr>
<tr>
<td>IQ</td>
<td>14</td>
</tr>
<tr>
<td>HT</td>
<td>11</td>
</tr>
</tbody>
</table>

### Fatigue

- Fatigue: 0

### Moves

- Move: 5

### Encumbrance

- Basic Speed: 5.5
- (HT + DX)/4

### Basic Damage

- Thrust: 1-2
- Swing: 1

### Reaction

- Reaction: +1

### Skills

<table>
<thead>
<tr>
<th>Skill</th>
<th>Pt Cost</th>
<th>Level</th>
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</thead>
<tbody>
<tr>
<td>Guns/TL7: pistol</td>
<td>(P/E)</td>
<td>2 15**</td>
</tr>
<tr>
<td>Flail (purse)</td>
<td>(P/H)</td>
<td>2 11</td>
</tr>
<tr>
<td>Knife</td>
<td>(P/E)</td>
<td>2 13</td>
</tr>
<tr>
<td>Knife throwing</td>
<td>(P/E)</td>
<td>2 13</td>
</tr>
<tr>
<td>Aiming</td>
<td>(M/A)</td>
<td>4 15</td>
</tr>
<tr>
<td>Streetwise</td>
<td>(M/A)</td>
<td>4 15</td>
</tr>
<tr>
<td>Chemistry/TL4</td>
<td>(M/H)</td>
<td></td>
</tr>
<tr>
<td>- Specialty-drugs</td>
<td>4 19**</td>
<td></td>
</tr>
<tr>
<td>- Sex Appeal (HT based)</td>
<td>(M/A) 8</td>
<td>14</td>
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<tr>
<td>- Disguise</td>
<td>(M/A)</td>
<td>4 15</td>
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<tr>
<td>- Forgery/TL7</td>
<td>(M/H)</td>
<td>4 14</td>
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<td>- Computer Operation/TL7(M/E)</td>
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<td></td>
</tr>
<tr>
<td>- Computer Programming/TL7(M/H)</td>
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<tr>
<td>- Literature</td>
<td>(M/H)</td>
<td></td>
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<tr>
<td>- Specialty-erotic</td>
<td>2 18**</td>
<td></td>
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<tr>
<td>- Psychology</td>
<td>(M/H)</td>
<td>17</td>
</tr>
<tr>
<td>- Lockpicking/TL7</td>
<td>(M/A)</td>
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### Weapons and Possessions

<table>
<thead>
<tr>
<th>Item</th>
<th>Damage</th>
<th>Skill</th>
<th>Type</th>
<th>Amt. Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>Jewelled Switchblade</td>
<td>cut 1-1</td>
<td>13</td>
<td>3.000</td>
<td>1/2</td>
</tr>
<tr>
<td>357 Magnum</td>
<td>crush 2-2</td>
<td>15</td>
<td>100</td>
<td>3*</td>
</tr>
<tr>
<td>Laser targeting scope</td>
<td>+2</td>
<td>500</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>Silencer</td>
<td>50 1/2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2 fast-loaders</td>
<td>26 2*</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Hideaway camera</td>
<td>250 1/4</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Handcuffs</td>
<td>50 1*</td>
<td></td>
<td></td>
<td></td>
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<tr>
<td>Light-intensity goggles</td>
<td>300 1/2</td>
<td></td>
<td></td>
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<tr>
<td>Lockpicks</td>
<td>200 1*</td>
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<td></td>
<td></td>
</tr>
<tr>
<td>Tape recorder</td>
<td>35 1*</td>
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<td></td>
<td></td>
</tr>
<tr>
<td>Cash</td>
<td>2,000</td>
<td></td>
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<td></td>
</tr>
<tr>
<td>Purse containing files</td>
<td>12,250 1*</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Fashionable clothes and shoes</td>
<td>300 2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Portable computer terminal</td>
<td>400 (&gt;3)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>6 computer cubes</td>
<td>60 (&gt;3)</td>
<td></td>
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<tr>
<td>Cash at home</td>
<td>32,747 (-)</td>
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<tr>
<td>Household and personal</td>
<td>60,090 (-)</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Total:** $100,000  
**Lbs:** 15

### Advantages, Disadvantages, Quirks

- Appearance: Attractive (+1)
- Wealth: Very wealthy (3x20)
- Greed
- Addiction: Ecstasy, $100 + dose, hallucinogenic, legal
- Enemy: low enforcement organizations (-)
- Explores ruins for books
- Modifies and distributes micros
- Likes to do and say kinky things
- Carries $2,000 in cash always
- Keeps up with fashion fads

### Weapon Ranges

<table>
<thead>
<tr>
<th>Weapon</th>
<th>PB</th>
<th>INC</th>
<th>1/4 DMG</th>
<th>MAX</th>
</tr>
</thead>
<tbody>
<tr>
<td>357 Magnum</td>
<td>4 5</td>
<td>80</td>
<td>300</td>
<td></td>
</tr>
<tr>
<td>Small knife</td>
<td>1 5</td>
<td>10</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Summary

- **Attributes:** 75
- **Advantages:** 35
- **Disadvantages:** -50
- **Quirks:** -5
- **Skills:** 45
- **Total:** 100

---

Copyright © 1987 by Steve Jackson Games Incorporated.
Ernie Wojcik doesn't have the smarts to be a gang leader — or even a lieutenant. As a faithful front-line fighter, however, Ernie has few equals. If you need one man to block the doorway against attackers while everyone else gets away, you pick Ernie — and he will do it gladly. At his size (6'7" and 270 lbs.), he will do it well, too.

Ernie's pretty good in a fight, though not spectacular. He won't hurt himself with a tool kit, either — the ability to make minor repairs is a survival trait, in Ernie's world.

If he's sensitive about anything, it's his intelligence — Ernie never saw much sense in hanging around schools. People who talk down to him (or even worse, call him stupid) are likely to meet the business end of his baseball bat.

Beneath it all, though, lies a hint of a gentle man. Ernie regularly sneaks food scraps and garbage to stray dogs who hang around the gang's camp. He has also been known to hide a rabbit or other small animal inside his coat as the gang travels. He's not very good at caring for animals, despite his good intentions — when the rabbit or mouse dies, as it always does, Ernie sneaks away and privately buries it with a sentimental tear or two.

Cycle gangs are the only place in society where Ernie feels comfortable. His devotion to his current gang is fanatic — an observer might say that he lets them walk all over him.

Ernie's money — $2,953 — has been absorbed by the gang. Technically, he owns some percentage of one of the gang's vehicles, but he's never bothered to figure it out. If he was into money, he'd have stayed in school and become an accountant.

Her parents — she barely remembers them — called her Mamie. Even as a child, she was a scrapper — a survival trait in the ruined portions of Seattle.

Now she's Auntie Maim, blacksmith. With her bulging biceps and gaudy tattoos, she's easy to pick out in a crowd. If she doesn't pick you out first, that is — Auntie can get friendly in a hurry. But be polite to her . . . or she'll say in her loud, hoarse way, "That's not nice, sweetie!" And it'll be the last thing you hear for a while.

Auntie is a quick-tempered brawler, deadly with her fists or her hammer. But, unlike most of the halfworld on the outskirts of Seattle, she makes a relatively honest living, fixing tools and weapons. For heavy repairs, she uses a smithy straight out of the Old West, complete with anvil and jury-rigged forge. But she can also work (fairly competently) on modern small arms.

She is a firm believer in the occult, and (considering she's illiterate) has picked up a good deal of knowledge from TV and word of mouth. Her particular interest is in poltergeists — her belief that Gold Cross cloning has caused an ectoplasmic upset that attracts mischievous spirits has caused her to repeatedly graffiti the local clone offices.

Auntie Maim's also a hoarder — most of what she hoards is food, but she also hoards anything else that comes her way. Her apartment is filled with stacks of cans, half-rusted equipment, and secondhand clothing. She also encourages a pack of dogs to prowl about the building. She is firmly convinced that, bad as times are, they're likely to get worse. She plans to be ready.
Name: Ernie Wojcik  Player:
Appearance: 6'7", 270 lbs, huge, dirty, makeshift armor, patches
Background: Faithful front-line fighter for a biker gang

GURPS
CHARACTER SHEET

Pt. Cost
ST 14  FATIGUE
45
DX 11  BASIC DAMAGE
10
IQ 8  Thrust: 1
-15
HT 13  Swing: 2
30

MVMT
6 Basic Speed
(MV + DX)/4

ENCUMBRANCE
None (0) = 2 x ST
Light (1) = 4 x ST
Medium (2) = 6 x ST
Heavy (3) = 9 x ST
Extra (4) = 20 x ST

TOTAL
8

SKILLS
Guns/TL7:

- Shotgun: 2+ (P6)
- Pistol: 1 (P1)

Driving/TL7:
- Cars (P/A): 1/10
- Motorcycle (P/E): 2

Gunner/TL7:
- MG (P/A): 4

Brawling:
- (P/E): 8

Sword:
- Chain (P/H): 2

Knife:
- (P/E): 3

Throwing:
- (P/H): 6

Mechanic/TL7:
- Cars (M/A): 2

Area Knowledge:
- Gang's home state: 1
- Streetwise (M/A): 2

REACTION +/- 6 bikers, -3 citizens

WEAPONS AND POSSESSIONS

Item  Damage  Skill  $  Weight
Amex2017 shotgun  125
- 10 shotgun shells  20  30
Colt .45  11  25
.45 ammo clip  3  1/2
3 grenades  10  75  3
Bowie knife  50  1/2

Large pouch: 20  1/2
Body armor: 250  20
Pot/plate: 100  5
Clothes: 40  1
Binoculars: 50  2
Cycle chain (P/H): 10
Baseball bat: 12  20
Cash on hand: 583.50
Tool kit: 600 (10)

Ownership in gang vehicles: 2,953 -

Total: $5,000  Lbs. 46 1/2

WEAPON RANGES

Weapon  PB  INC  1/4  DMG  MAX
Amex shotgun  2  3  20  50

8 shots:

Colt .45  3  6  100  400

7 shots:

Bowie knife: 1  13  21

SUMMARY

Point Total
Attributes: 70
Advantages: 50
Disadvantages: -10
Quirks: -5
Skills: 30
TOTAL: 75

Copyright © 1987 by Steve Jackson Games Incorporated.
Name: Auntie Maim
Appearance: 6'1", 220 lbs., tattooed, younger than she looks
Background: blacksmith and armourer among the bike gangs

**GURPS CHARACTER SHEET**

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>ST</td>
<td>13</td>
</tr>
<tr>
<td>DX</td>
<td>13</td>
</tr>
<tr>
<td>IQ</td>
<td>11</td>
</tr>
<tr>
<td>HT</td>
<td>13</td>
</tr>
<tr>
<td>MVMT</td>
<td>8</td>
</tr>
<tr>
<td>MOVE</td>
<td>8</td>
</tr>
</tbody>
</table>

**FATIGUE**

- 30

**BASIC DAMAGE**

- Thrust: 1
- Swing: 2-1

**HITS TAKEN**

- 30

**ENCUMBRANCE**

- None (0) = 2xST 26
- Light (1) = 4xST 52
- Med (2) = 6xST 78
- Hvy (3) = 12xST 156
- X-hvy (4) = 20xST 260

**PASSIVE DEFENSE**

- Armor: __________
- Shield: __________

**ACTIVE DEFENSES**

- Dodge: 8
- Parry: 7
  - 7 knife brawling Weapon/2
- Block: __________

**DAMAGE RESISTANCE**

- Armor: __________
- Toughness +2: 2

**ADVANTAGES, DISADVANTAGES, QUIRKS**

- 25
  - Toughness +2
  - Rapid Healing
  - Reputation: biker
  - -3 citizens, +3 bikers
  - Lecherous
  - -15
  - Wealth: Poor (5 x 2)
  - -10
  - Illiterate
  - -10
  - Bad Temper
  - -1
  - Uses terms of endearment when angry
  - -1
  - Loves her tattoos
  - -1
  - Believes in magic & spirits
  - -1
  - Female chauvinist
  - -1
  - Hoarder

**SKILLS**

- Pt. Cost
- Level
- Guns TL7: shotgun (Pig) 2 15
- Axe/Mace (hammer) (Pig) 4 14
- Knife (Pig) 4 15
- Knife Throwing (Pig) 0 9
- Brawling (Pig) 2 14
- First Aid TL7 (Pig) 1 11
- Running (HT based) (Pig) 2 12
- Armoury TL7: (Ma) 1 10
- Guns
- Blacksmith TL9 (Ma) 2 11
- Scrounging (Ma) 2 12
- Carousing (HT based) (Pa) 2 13
- Occultism (Ma) 1 10
- Streetwise (Ma) 1 11

**REACTION +/-**

- -3 citizens, +3 bikers

**WEAPONS AND POSSESSIONS**

- Item: Bowie Knife
  - Damage: cut 2-3
  - Type: Imp/1
  - Amt: 1
  - Level: 1/2
- Smith's Hammer: crush 2+2
  - Damage: Imp/1
  - Amt: 1
  - Level: 9
- Blast Master: crush 2+2
  - Damage: Imp/1
  - Amt: 1
  - Level: 12
- 50 shotgun shells
  - Damage: 50
  - Amt: 10
- Brass knuckles: crush 2
  - Damage: 13/30
  - Amt: 1
- Scruffy clothes & shoes
  - Damage: 50
  - Amt: 3
- Cash
  - Damage: 25
  - Amt: 1
- Improvised forge & anvil
  - Damage: 400
  - Amt: 1
- Assorted tools
  - Damage: 100
  - Amt: 1
- Hoarded food
  - Damage: 120
  - Amt: 1

**WEAPON RANGES**

- Weapon: Bowie Knife
  - PB: 1
  - INC: 1
  - 1/4 DMG MAX: 11

**SUMMARY**

- Attributes: 100
- Advantages: 35
- Disadvantages: -55
- Quirks: -5
- Skills: 25
- TOTAL: 100

* +1 for IQ included

xx increased Basic Speed by 1.5
Name: Masher
Appearance: 6', 250 lbs., resembles a mountain
Background: Cycle gang member

Skills:
- Guns/TL7: pistol (P/E) 8 10
- Motorcycle/TL7:
  - medium/heavy (P/E) 8 16
- Gunner/TL7: (P/A)
  - MG 4 14
  - RL 4 14
- Shortsword (P/A) 9 14
  - (machete)
- Brawling (P/E) 8 16
- Area Knowledge: (M/E) 2 10
  - state
- Carousing (HT-based) (P/A) 1 10
- Streetwise (M/A) 8

Feet
- Boots (PD1, DR2)

Reaction: +/- +3 bikers, -3 all others

Weapons and Possessions:
- Colt .45 pistol, crush 2+1 16 125 3
- Machete, Cut 2+ 14 25 2
- Summer clothing
- Boots 80 3
- Motorcycle 4,320 -
  - (stock "Hawk", p. A40)
- Booze (stashed) 100 (15)
- Bank account 310 -

Totals: $5,000

Advantages, Disadvantages, Quirks:
- 10 High Pain Threshold
- 25 Toughness +2
- 10 Reputation: biker
- -3 citizens, +3 bikers
- 15 Kleptomania
- 15 Lecherousness
- 10 Bad Temper
- 15 Duty to gang leader (always)
- 20 Enemy: law enforcement organizations (9+)
- -1 Likes to burn things
- -1 Enjoys hurting people
- -1 Bully
- -1 Distrusts others
- -1 Loyal to gang

Weapon Ranges:
- Colt .45 3 6 100 400
  - 7 shots:

Summary:
- Attributes 90
- Advantages 35
- Disadvantages -35
- Quirks -5
- Skills 40
- TOTAL -15

Copyright © 1987 by Steve Jackson Games Incorporated.
Wherever Masher wants to go, he goes.
Where he wants to sit, he sits, whether someone else is sitting there or not.
What he wants to eat, he eats, and it doesn’t matter who it belongs to. That someone else will be very happy to give Masher anything he wants.

All of this is what can happen when you are a man-mountain, with arms bigger than most trees and a b-a-a-d temper.

Masher is a member in good standing of the War Dogs cycle gang. He’s been riding with gangs all his life — he doesn’t know any other way to survive.

He is very loyal to his gang, sensing in them the family he never had. They, in turn, respect his strength and fighting ability, but are too afraid of him (and that temper of his) to become close friends. This is OK with Masher, since he’s not that friendly anyway.

Masher is not very smart, but with his strength he doesn’t need to be. He’s never felt the need to think. Masher wants, Masher gets. Life is simpler that way.

He does have a strong sense of survival. Masher rarely makes stupid mistakes. He knows to keep his back to the wall.

Masher has simple hobbies. He likes to bully people, molest women, and rough up people smaller than himself. He is a competent combat cyclist, but prefers close combat where his strength and size give him an advantage.

No one knows where Masher came from — as far as anyone in the gang can tell, Masher has always been around.

Reba is a young dreg climbing up from the bottom.
Her mom died when she was ten; her dad deserted her the next year. Her brother’s bike gang adopted her, and she learned how to ride, steal, and shoot.

Reba Lynn Ayers avoided trouble with cops. Gang members admired her for her cool under fire. During an ambush from a rival gang, Reba charged into the besieged gang headquarters to protect her wounded brother. “Nerves like armorplast,” said her brother.

However, Reba hated every moment of her gang life. She dreamed of the day when she could get out and “become legit.”

Reba went to technical school to learn a trade — security systems. With her first paycheck she rented an apartment, bought a couple of fanciful dresses, and opened up a checking account — just like regular folks do. The accountant next door flirted mildly with her. She started dreaming of a sportscar, a rebuilt Mitsui with a dragon-green exterior and metal wheels. Life was sweet.

Then the company went out of business, just after Reba received her first raise. “Rezoning,” said the city commission, when they razed the business to put up a security tower.

She searched six months for another job. Desperate, out of money and depressed, she let her brother talk her into holding up a liquor store, and they got caught. Now Reba has a record — her first — and no security system will touch her with a ten-foot pole.

So, presently jobless and saddled with debts, Reba has returned to the only life she knows — the bikers. She’s back at the bottom, and angry about it.
## Name: Reba Ayers  
**Player:** 

### Appearance:  
5'9", 140 lbs, angry  

### Background:  
Age 26, she lost her job - now she's a biker.

---

**Date Created:**  
**Sequence:**  
**Unspent Points:** 75  
**Point Total:** 12

---

### Skills  

<table>
<thead>
<tr>
<th>Skill</th>
<th>Pt. Cost</th>
<th>Level</th>
</tr>
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<tbody>
<tr>
<td>Guns/TL7: SMG (ME)</td>
<td>2</td>
<td>16</td>
</tr>
<tr>
<td>Motorcycle/TL7: (ME)</td>
<td>2</td>
<td>14</td>
</tr>
<tr>
<td>Knife</td>
<td>2</td>
<td>14</td>
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<tr>
<td>Knife Throwing (ME)</td>
<td>2</td>
<td>14</td>
</tr>
<tr>
<td>Area Knowledge (ME)</td>
<td>2</td>
<td>13</td>
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<tr>
<td>Electronics/TL7: (MA)</td>
<td>6</td>
<td>14</td>
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<tr>
<td>Security Systems</td>
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<tr>
<td>Communications</td>
<td>2</td>
<td>12</td>
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<tr>
<td>Computers</td>
<td>2</td>
<td>12</td>
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<td>Computer Operations</td>
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<tr>
<td>TL7</td>
<td>(ME)</td>
<td>1</td>
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<tr>
<td>Carousing (HT based)</td>
<td>(PLA)</td>
<td>8</td>
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<tr>
<td>Diplomacy</td>
<td>(MA)</td>
<td>8</td>
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<td>Streetwise</td>
<td>(MA)</td>
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<td>Pickpocket</td>
<td>(PHI)</td>
<td>4</td>
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<tr>
<td>Scrounging</td>
<td>(ME)</td>
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<tr>
<td>Sex Appeal (MA)</td>
<td>(HT based)</td>
<td>12</td>
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### Mvmt  

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<tr>
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<tr>
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<td>6</td>
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<tr>
<td>Total</td>
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### Passive Defense  

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### Active Defense  

<table>
<thead>
<tr>
<th>Dodge</th>
<th>Parry</th>
<th>Block</th>
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<tbody>
<tr>
<td>6</td>
<td>7 knife</td>
<td>—</td>
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</tbody>
</table>

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### Damage Resistance  

<table>
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<tr>
<th>Armor</th>
<th>Total</th>
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</thead>
<tbody>
<tr>
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<td>0</td>
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</table>

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### Advantages, Disadvantages, Quirks  

<table>
<thead>
<tr>
<th>Pt. Cost</th>
<th>Advantage/Disadvantage/Quirk</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Appearance: Beautiful (+2 females / +4 male)</td>
</tr>
<tr>
<td>15</td>
<td>Combat Reflexes</td>
</tr>
<tr>
<td></td>
<td>Reputation: biker -3 citizens, +3 bikers</td>
</tr>
<tr>
<td></td>
<td>Wealth: Poor ($x2)</td>
</tr>
<tr>
<td></td>
<td>Impulsiveness</td>
</tr>
<tr>
<td>-10</td>
<td>Duty to gang leader (always)</td>
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<tr>
<td>-15</td>
<td>Enemy: law enforcement/organizations (9-)</td>
</tr>
<tr>
<td>-20</td>
<td>Chain smoker</td>
</tr>
</tbody>
</table>

---

### Reaction  

+/- 7 male bikers, + 5 female bikers, +1 other males, -1 other females

---

### Weapons and Possessions  

<table>
<thead>
<tr>
<th>Item</th>
<th>Damage</th>
<th>Skill</th>
<th>$</th>
<th>Wt.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ingram M-43 SMG</td>
<td>crash</td>
<td>22</td>
<td>14</td>
<td>150</td>
</tr>
<tr>
<td>2 small knives</td>
<td>cut</td>
<td>1-4</td>
<td>14</td>
<td>60</td>
</tr>
<tr>
<td>2 ammunition clips</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>through</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

---

### Summary  

- **Attributes:** 70  
- **Advantages:** 25  
- **Disadvantages:** -10  
- **Quirks:** -1  
- **Skills:** 51  

---

### Totals  

- **$ 1,000**  
- **Lbs. 14**

---

### Summary  

* +2 for IQ included

---

### Weapon Ranges  

<table>
<thead>
<tr>
<th>Weapon</th>
<th>PB</th>
<th>INC</th>
<th>½ DMG</th>
<th>MAX</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ingram M-43</td>
<td>3</td>
<td>4</td>
<td>100</td>
<td>500</td>
</tr>
<tr>
<td>Small Knife</td>
<td>—</td>
<td>1</td>
<td>7</td>
<td>14</td>
</tr>
</tbody>
</table>

---

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Name: Rafe Switcher
Player: 
Appearance: 6'1", 180 lbs., likes to wear leather
Background: loner who performs corporate "errands"

ST 14
DX 13
IQ 12
HT 12

Fatigue

Basic Damage
Thrust: 1
Swing: 2

Hits Taken

Mvmt
Basic Speed: 6.25
Move: 6

Encumbrance
None (0) = 2x ST: 28
Light (1) = 4x ST: 56
Med (2) = 6x ST: 84
Heavy (3) = 12x ST: 168
Extra Heavy (4) = 20x ST: 280

Basic - Enc: 2x vs Imp.

Passive Defense
Armor: 2/3
Jacket: 1

REACTION +10/-3: all locals, +1: all others; (-3 anyone aware of Sadism)

Active Defenses
Dodge: 6
Parry: 6
Block: 6

Karaté

Damage Resistance
Armor: Kevlar vest: 4/2
Leather jacket: 1

ADVANTAGES, DISADVANTAGES, QUIRKS

5 Reputation: tough
+2 everyone in his part of town
10 Combat Reflexes
2 Musical Ability +2
5 Appearance: Attractive (+1)

-15 Alcoholism
-10 Bloodlust
-15 Sadism (-3 if known)
-10 Laziness
-1 Falls into military "at ease" when relaxed
-1 Prefers to work alone
-1 Slightly computerphobic
-1 Always sits with back to wall old wounds pain him

WEAPONS AND POSSESSIONS

357 Magnum: 100 damage
2 Large Knives: 14 damage
Disassembled "Spider": 3140 damage
Cash: 675

Karate punch hits on: 13-14
Karate kick hits on: 11-12

Disassembled "Spider": 3140 damage

SUMMARY

Attributes: 115
Advantages: 22
Disadvantages: -50
Quirks: -5
Skills: 28
TOTAL: 110

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Rafe Switcher is an all-around kind of guy.
When he works, it is usually at unskilled jobs or by providing "services" to local corporation execs. He has work whenever he wants it — word has gotten around that he is discreetly efficient.
Mostly, Rafe consumes beer. Working is not what he wants to do for a living — it's just a means to allow him to relax, have fun, and drink. He tries to do as little of it as possible.
Rafe has been through a few scrapes in his time. Thanks to an unfortunate battle against alert-minded Commando Scouts, the only position Rafe finds comfortable when standing around the pool table is a military "at ease" position. Unfortunately, this bothers his fellow pool players a bit. An old knife wound gives him cramps in cold weather, but that's more of a nuisance than a real ailment. His injuries have also taught him to keep a view of entrances to the area he is in, so opportunities to attack Rafe unexpectedly are rare.
Rafe learned to play guitar well enough to impress the ladies. Along with his intensely cool good looks, this has insured that he doesn't have to work hard for a date on Friday night. Sometimes, with a little luck, the girls will even play cover roles for some of his "discreet" corporate errands — distracting a guard, for instance, while Rafe scales the wall and hunts for industrial secrets.
Rafe rides a Spider that he "found"; the recoilless rifle is unmounted, waiting to be replaced, as soon as funds and time permit.
Rafe usually wears Kevlar under his leathers.

How To Use This Book

Player characters. A player may use any character sheet as a player character. Characters built on 100 points are intended as player characters. Non-100-pt. characters can also be used — players are encouraged to modify these characters, removing severe Disadvantages and spending (or trimming) character points as desired by the player's GM. Players may ignore the character descriptions provided.

Non-player characters. A GM may use any characters as "stock" NPCs in his campaign. If the GM needs a biker, for instance, he can select one from this book. Character descriptions are designed for GM use.

Key To The Character Sheets

Age. When an age is given, it is the minimum age for that character (see p. B32). Badger Estrada is an exception — his age is correct as given.

Armor. PD and DR values listed under "Passive Defense" and "Damage Resistance" are for the Basic Combat System. Specific PD and DR values by body location are given on the character illustration, for use with the Advanced Combat System. Armor values are given for the characters as illustrated; a character may own additional armor.

Advantages and Disadvantages. Levels are given as positive or negative numbers [+3]. Reaction modifiers are listed in parentheses [(+3)]. Frequency of occurrence numbers are given in parentheses [(10-) means "10 or less"]. Unless otherwise noted, assume that the standard or "no modifier" choices have been made. For instance, Reputations apply "always" unless stated otherwise.

Reactions. Modifiers which do not always apply are listed in parentheses.

Equipment. If a piece of equipment is not carried, its weight is given in parentheses. The "Household and personal possessions" category is given in only general terms so that players may personalize their own characters.

Skills. Effective skill is listed in many cases; footnotes are provided where clarification is needed. Common footnotes: "Bought from default" (see sidebar, p. B34). "+ for IQ included" (see specific skills, especially Gunner and Guns, p. B38). "+ for specialization included" (see "Specializing" sidebar, second paragraph, p. B33).
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