

GURPS® Autoduel®

CAR WARRIORS™

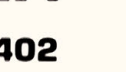
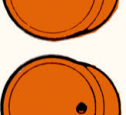
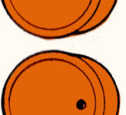
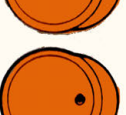
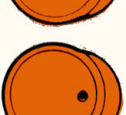
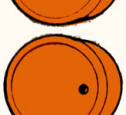
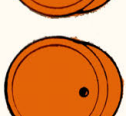
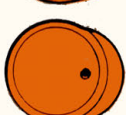
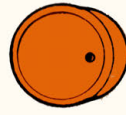
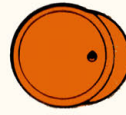
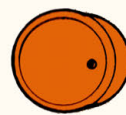
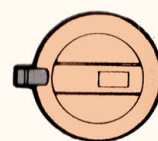
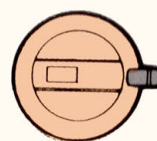
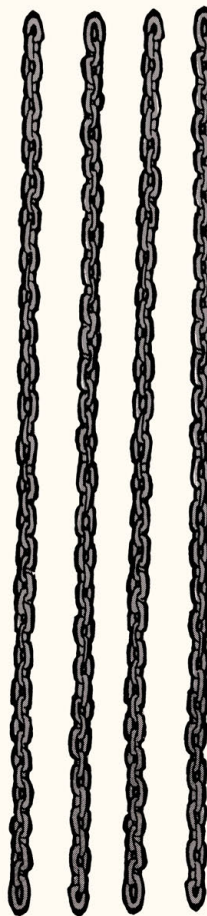
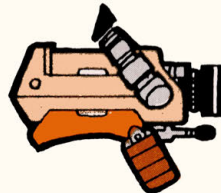
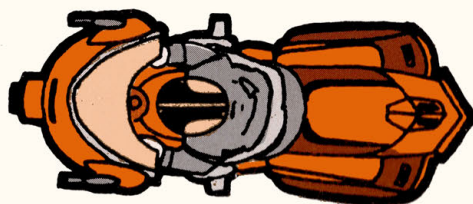
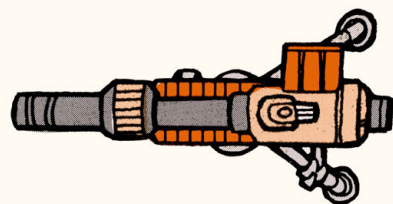
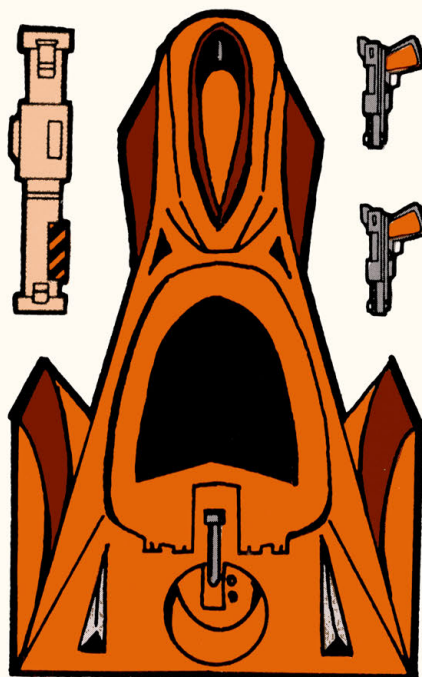
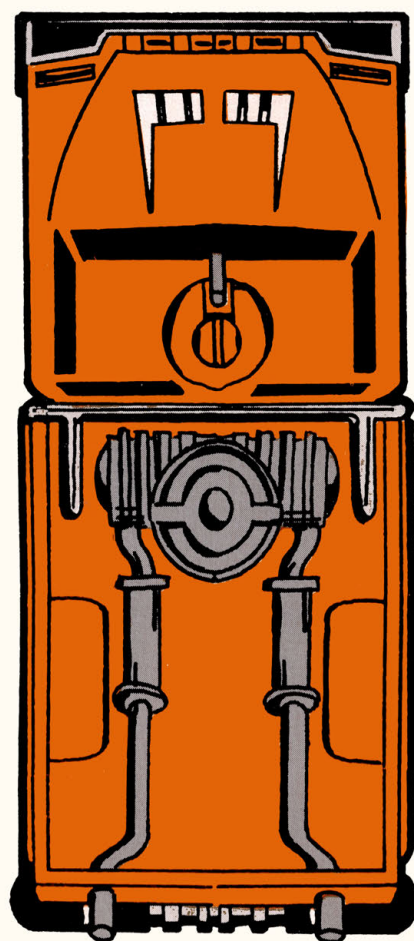
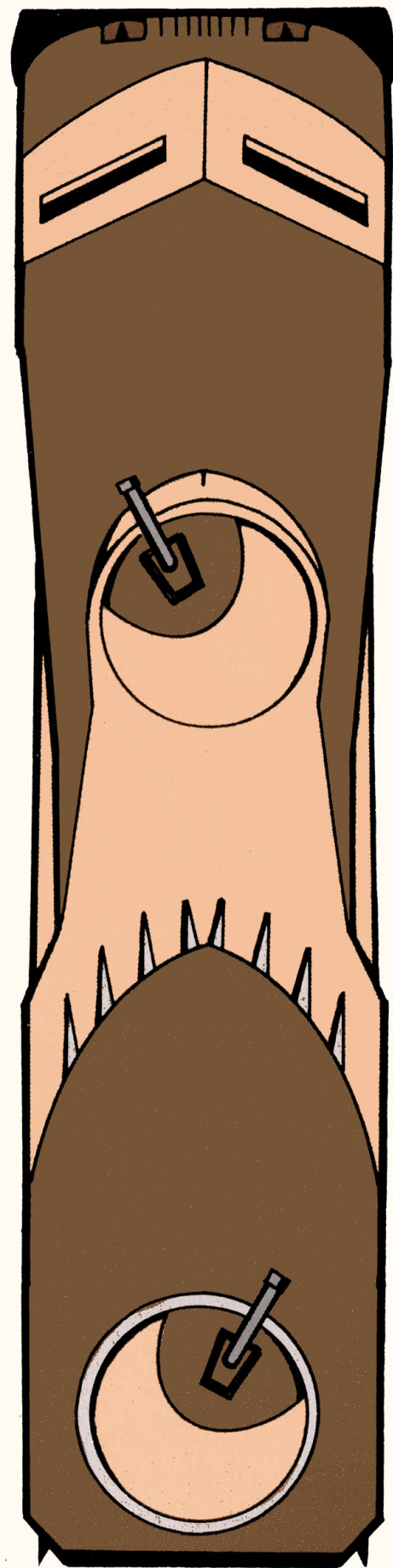


36 pre-generated duellists, MONDOs, troopers, bikers and dregs for your *GURPS Autoduel* campaign.

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

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GURPS Autoduel

CAR WARRIORS™

Character Book

Developed by Martha and David Ladyman

Edited by W. G. Armintrout and Michael Moe, with the assistance of Norman Banduch, C. Mara Lee, Steven Beaman and Jeff George

*Characters and vehicles in this book were designed by:
Aaron Allston, Norman Banduch, Jessica Crouchet, Scott Haring, Steve Jackson, C. Mara Lee,
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Habitats designed by Creede and Sharleen Lambard

*Some vehicle designs are adaptations of vehicles from **The AADA Vehicle Guide**,
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*Art by Kyle Miller (covers), Denis Loubet (interiors and rear cover), Donald Smith (rear cover),
David Ladyman (vehicle diagrams), Dan Willems and Dan Carroll (habitats)*

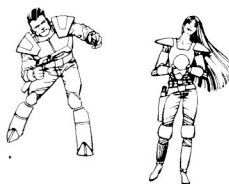
Cardboard Heroes art by Denis Loubet. All figures are from Cardboard Heroes Set 18: Car Warriors

All characters and vehicles were designed using the rules from GURPS Basic Set and GURPS Autoduel

Duellists

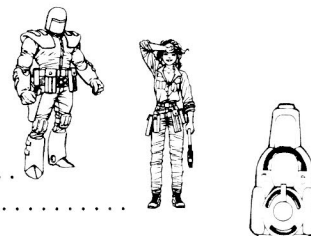
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Bubba Richardson
Sally O'Shea



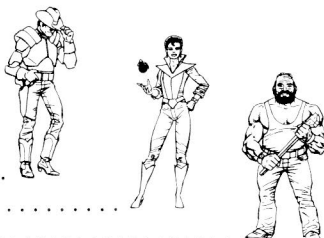
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Jay Thompson
Kathy Calaveri
Trailblazer



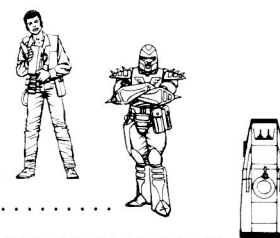
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Hammerdown Smith
Lisa Devereaux
Gus Foley



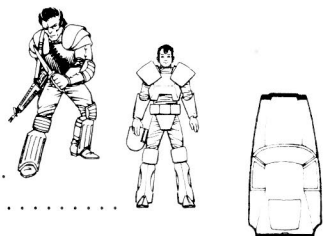
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Andy Halloran
Rex Radisson
Hammer



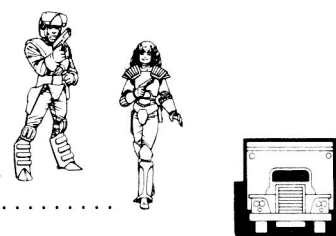
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Comanche Chief
Badger Estrada Jr.
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Duellists

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 armourer, 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 Richardson



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



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.

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

Date Created _____ Sequence _____
 Unspent Points _____ Point Total 100

Pt. Cost
ST 9
DX 14
IQ 12
HT 10

FATIGUE

BASIC DAMAGE

Thrust: 1-2

Swing: 1-1

HITS TAKEN

Mvmt
 BASIC SPEED 7.25 MOVE 6
 (HT+DX)/4 Basic - Enc.

ENCUMBRANCE
 None (0) = 2xST 18
 Light (1) = 4xST 36
 Med (2) = 6xST 54
 Hvy (3) = 12xST 108
 X-hvy (4) = 20xST 180

PASSIVE DEFENSE
 Armor: 6
 Shield: _____
 TOTAL 6

ACTIVE DEFENSES

DODGE	PARRY	BLOCK
<u>6</u>	<u>7 knife</u>	<u>—</u>
= Move	Weapon/2	Shield/3

DAMAGE RESISTANCE

Armor	Improved body	TOTAL
<u>Improved body: 4</u>		<u>4</u>

Pt. Cost
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 (6-7)
- 10 Duty to Vengeance International (10-)
- 15 Sadism (-3 if known)



REACTION +/- +2 citizens, -2 criminals, (-3 anyone aware of Sadism)

WEAPONS AND POSSESSIONS

Item	Damage Type	Skill Amt.	Level	\$	Wt.
Colt .45 pistol	crush	2+1	16	125	3
M-26A2 assault rifle	crush	2+2	16	300	(8)
Laser targeting scope		+2	500	(3)	
Silencer			150	(1/2)	
Grenade Launcher			17	300	(6)
2 grenades	crush	3	50	*	
1 tear gas grenade spec.			30	*	
2 concussion grenades spec.			80	*	
Large knife	cut	1-3	14	40	1
	imp	1-2			
thrown	imp	1-2	15		
Improved body armor			1,500	25	
Handcuffs			50	(1)	
Military binoculars			400	(3)	
Headset communicators			20	1/2	
Infrared goggles			300	1	
Bank account			455	-	
Household & personal			700	-	
* loaded in grenade launcher					
Totals:			\$5,000	Lbs. 30 1/2	

WEAPON RANGES

Weapon	PB	INC	1/2 DMG	MAX
M-26A2	5	20	400	1000
30 shots:				
Grenade launcher	4	15	-	50
5 shots:				
Large knife	-	1	7	14

SKILLS Pt. Cost Level

Guns/TL7: (P/E)

- pistol 1 16**
- rifle 1 16**
- grenade launcher 2 17**
- bazooka/LAW 2 17**
- portable FT 1 16**

Motorcycle/TL7: (P/E)

- medium/heavy 2 15

Gunner/TL7: (P/A)

- MG 2 15*
- RL 2 15*

Fast-Draw: (P/E)

- knife 1 14
- rifle/SMG 1 14

Knife (P/E) 1 14

Knife Throwing (P/E) 2 15

Brawling (P/E) 1 14

Tactics (M/H) 4 12

Interrogation (M/A) 4 13

Sleight of Hand (P/H) 4 14

Stealth (P/A) 4 15

Streetwise (M/A) 2 12

Forgery/TL7 (M/H) 4 12

Fast-Talk (M/A) 2 12

Running (HT based) (P/H) 4 10**

Area Knowledge: (M/E)

- city 1 12
- Dregs ruins 2 13

Professional skill: (M/A) 1 11

Vengeance Intl. military doctrine

Brawling punch hits on 14- 1-1

Brawling kick hits on 12- 2-1 (damage includes +1 for boots)

* +1 for IQ included

** +2 for IQ included

xx Increased Basic Speed by 1.25

SUMMARY Point Total

- Attributes 55
- Advantages 34
- Disadvantages -40
- Quirks 0
- Skills 51
- TOTAL 100

GURPS

CHARACTER SHEET

Name Hammerdown Smith Player _____
 Appearance 6', 155 lbs., likes western clothing
 Background independent trucker, formerly with Texas Guard, age 23

Date Created

Sequence

Unspent Points

Point Total

110

Pt. Cost	ST 11	FATIGUE
10		
	DX 13	BASIC DAMAGE
30		Thrust: <u>1-1</u>
	IQ 12	Swing: <u>1+1</u>
20		
	HT 10	HITS TAKEN
0		

Mvmt	BASIC SPEED 6.875 (HT+DX)/4	MOVE 5 Basic - Enc.
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ENCUMBRANCE	PASSIVE DEFENSE
None (0) = 2xST <u>22</u>	Armor: <u>6</u>
Light (1) = 4xST <u>44</u>	Shield: _____
Med (2) = 6xST <u>66</u>	
Hvy (3) = 12xST <u>132</u>	TOTAL <u>6</u>
X-hvy (4) = 20xST <u>220</u>	

ACTIVE DEFENSES		
DODGE	PARRY	BLOCK
<u>6</u>	4 knife	—
= Move	8 brawling	Shield/3
	Weapon/2	

DAMAGE RESISTANCE	
Armor <u>Improved body: 4</u>	TOTAL <u>4</u>

Pt. Cost	ADVANTAGES, DISADVANTAGES, QUIRKS
15	<u>Patron: Brotherhood (9-)</u>
5	<u>Reputation: member of Brotherhood (+1)</u>
30	<u>Wealth: Very wealthy (\$x20)</u>
-10	<u>Sense of Duty to Brotherhood</u>
-10	<u>Overconfidence (+2/-2)</u>
-10	<u>Impulsiveness</u>
-10	<u>Hard of Hearing</u>
-1	<u>Tells tall tales & bad jokes</u>
-1	<u>Hates "algae-meat"</u>
-1	<u>Enjoys rough-housing</u>
-1	<u>Easily swayed by a pretty face</u>
-1	<u>Likes beer</u>



Head
Stetson
PDO; DRO

Feet
leather boots
PD2; DR2

REACTION +/- +1 (+2/-2 Overconfidence)

WEAPONS AND POSSESSIONS					
Item	Damage Type	Skill Amt.	\$	Wt.	
Colt .45 pistol	crush 2+1	16	125	3	
Improved body armor			1,500	22*	
Bowie knife	cut 1-1	9	50	1 1/2	
	imp 1-1				
thrown	imp 1-1	14			
Swiss Army knife			25	—	
Remington M750 rifle	crush 3	16	200	(7)	
Clothes			40	1	
Real leather cowboy boots			250	3	
Genuine Stetson cowboy hat			150	—	
Fully-programmed Gold Cross clone			12,000	—	
51% ownership in "Rushrider" truck (see p. A41)			47,736	—	
Bank account			37,924	—	
* +3lbs. if body armor boots are worn					
Totals: \$ 100,000 Lbs. 30 1/2					

WEAPON RANGES					
Weapon	PB	INC	1/2 DMG	MAX	
Colt .45 pistol	3	6	100	400	
7 shots:					
Remington M750	10	25	1000	2500	
5 shots:					
Bowie knife	—	1	9	17	

SKILLS	Pt. Cost	Level
Guns/TL7: (P/E)		
pistol	2	16**
rifle	2	16**
Fast-Draw: pistol (P/E)	4	15
Driving/TL7: (P/A)		
truck	8	15
cars	4	14
tank	4	14
Gunner/TL7: RR (P/A)	4	15*
Brawling (P/E)	1	13
Knife (P/E)	0	9
Knife Throwing (P/E)	2	14
Running (HT based) (P/H)	2	9xx
Stealth (P/A)	2	13
Computer Operation/TL7 (M/E)	1/2	11
Gambling (M/A)	4	13
Survival: Woodland (M/A)	4	13
Riding (P/A)	1	12
French (M/A)	1/2	10

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

* +1 for IQ included
 ** +2 for IQ included
 XX increased Basic Speed by 1.125

SUMMARY	Point Total
Attributes	60
Advantages	50
Disadvantages	-40
Quirks	-5
Skills	45
TOTAL	110

Hammerdown Smith



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.

Lisa Devereaux



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



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.

GURPS

CHARACTER SHEET

Name Lisa Devereaux Player _____
Appearance 5'7", 110 lbs.
Background former thief, now a Brotherhood gunner,
age 23

Date Created	Sequence
Unspent Points	Point Total
	100

Pt. Cost
0 **ST** 10
30 **DX** 13
30 **IQ** 13
0 **HT** 10

FATIGUE

BASIC DAMAGE

Thrust: 1-2

Swing: 1

HITS TAKEN

Mvmt 6.875
(HT+DX)/4 Basic - Enc. 6

ENCUMBRANCE
None (0) = 2xST 20
Light (1) = 4xST 40
Med (2) = 6xST 60
Hvy (3) = 12xST 120
X-hvy (4) = 20xST 200

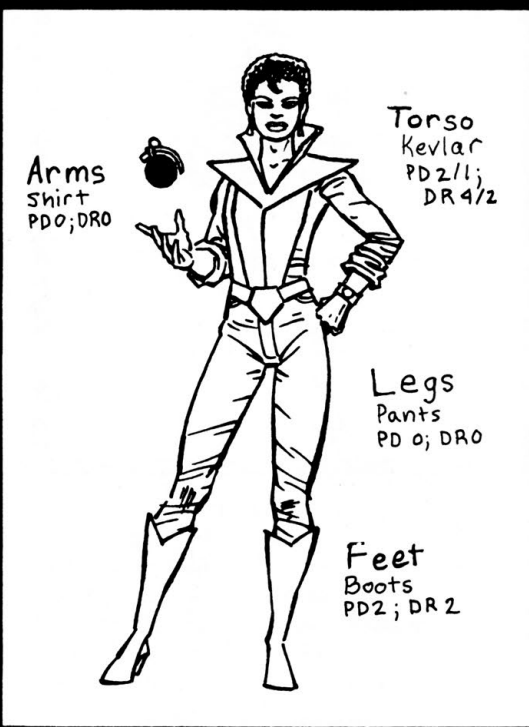
PASSIVE DEFENSE
Armor: 2/1
Shield: _____
TOTAL 2
1 vs imp

ACTIVE DEFENSES

DODGE	PARRY	BLOCK
5	8 judo	—
= Move	Weapon/2	Shield/3

DAMAGE RESISTANCE
Armor Kevlar vest: 4/2 TOTAL 4
: 2 vs imp
:

Pt. Cost
15 Patron: Brotherhood (9-)
5 Reputation: member of Brotherhood (+1)
20 Wealth: Wealthy (\$ x 5)
-10 Sense of Duty to Brotherhood
-10 Phobia: voodoo
-10 Impulsive
-10 Honest
-1 Superstitious
-1 Mixes English & French when excited
-1 Won't imbibe in public
-1 Talks to her equipment
-1 Likes to add suspense to attacks



REACTION +/- +1 everyone

WEAPONS AND POSSESSIONS

Item	Damage Type	Skill Amt.	Level	\$	Wt.
Colt .45 pistol	crush	2+1	16	125	3
Kevlar vest (under clothes)				250	10
Military binoculars				400	3
Clothes				40	1
Boots				80	3
Portable computer terminal				400	(3)
Lockpicks				30	—
Headset communicators				20	(1/2)
Tool kit				600	(40)
Fully-programmed Gold Cross clone				12,000	—
5% ownership in "Rushrider" truck (see p. A41)				4,680	—
Bank account				6,375	—
Totals: \$ 25,000 Lbs. 20					

WEAPON RANGES

Weapon	PB	INC	1/4 DMG	MAX
Colt .45	3	6	100	400
7 shots:				

SKILLS

	Pt. Cost	Level
Guns/TL7:	(P/E)	
pistol	2	16**
SMG	2	16**
Fast-Draw: pistol	(P/E) 1/2	12
Gunner/TL7:	(P/A)	
MG	8	17**
RL	4	16**
lasers	4	16**
Driving/TL7:	(P/A)	
cars	1	12
truck	1	12
Motorcycle/TL7:	(P/E)	
medium/heavy	1/2	12
Judo	(P/H) 2	12
First Aid/TL7	(M/E) 1	13
Running (HT based)	(P/H) 2	9**
Engineer/TL7: guns	(M/H) 6	14
Electronics/TL7:	(M/A)	
communications	2	13
computers	2	13
security systems	2	13
Computer Operation/TL7	(M/E) 1	13
Computer Programming/TL7	(M/H) 2	12
Area Knowledge:	(M/E)	
Free Oil states	1	13
French	(M/A) 1	12

** +2 for IQ included
xx increased Basic Speed by 1.125

SUMMARY

	Point Total
Attributes	60
Advantages	40
Disadvantages	-40
Quirks	-5
Skills	45
TOTAL	100

GURPS

CHARACTER SHEET

Name Gus Foley Player _____
 Appearance 6', 200 lbs., rough-looking but gentle-mannered
 Background expert mechanic and vehicle designer, age 28

Date Created _____ Sequence _____
 Unspent Points _____ Point Total 120

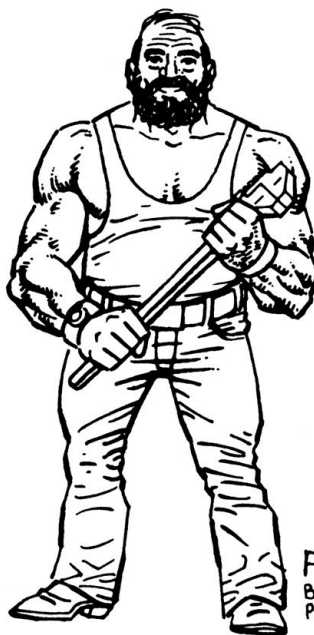
Pt. Cost 20	ST 12	FATIGUE
10	DX 11	BASIC DAMAGE
30	IQ 13	Thrust: 1-1 Swing: 1+2
0	HT 10	HITS TAKEN
	Mvmt	BASIC SPEED 5.5 (HT+DX)/4
		MOVE 5 Basic - Enc.

ENCUMBRANCE	PASSIVE DEFENSE
None (0) = 2xST <u>24</u>	Armor: _____
Light (1) = 4xST <u>48</u>	Shield: _____
Med (2) = 6xST <u>72</u>	TOTAL 0
Hvy (3) = 12xST <u>144</u>	
X-hvy (4) = 20xST <u>240</u>	

ACTIVE DEFENSES		
DODGE	PARRY	BLOCK
5	3 wrench	—
= Move	Weapon/2	Shield/3

DAMAGE RESISTANCE	
Armor _____	TOTAL 0

Pt. Cost	ADVANTAGES, DISADVANTAGES, QUIRKS
15	Patron: Brotherhood (9-)
5	Reputation: member of Brotherhood (+1)
30	Wealth: Very wealthy (\$x 20)
-10	Sense of Duty to Brotherhood
-15	Pacifism: Cannot kill
-10	Honesty
-5	Gluttony
-1	Pack rat
-1	Will not replace anything that can still be repaired
-1	Shy
-1	Prefers to rely on instincts
-1	Hates "roughing it"



Feet
Boots
PD2; DR2

REACTION +/- +1 everyone

WEAPONS AND POSSESSIONS				
Item	Damage Type	Skill Amt.	\$	Wt.
Large wrench	crush	2+1	6	50 5
Colt .45 pistol	crush	2+1	14	125 (3)
Body armor			250	(20)
Boots			80	3
Swiss Army knife			30	—
Spare parts			3,000	(500)
Portable shop			4,000	(300)
44% ownership in "Rushrider" truck (see p. A41)			41,184	—
Fully-programmed Gold Cross clone			12,000	—
MMSD copy			25,000	—
Household & personal			5,000	—
Bank account			9,281	—

Totals: \$ 100,000 Lbs. 8

WEAPON RANGES				
Weapon	PB	INC	1/2 DMG	MAX
Colt .45	3	6	100	400
7 shots:				

SKILLS	Pt. Cost	Level
Guns/TL7: pistol (PIE)	2	14**
Driving/TL7: (PIA)		
cars	2	11
trucks	1	10
Mechanic/TL7: (MIA)		
cars	10	17
'gas' cars	8	16
Engineer/TL7: (MIA)		
vehicles	8	15
electronics	8	15
Armoury/TL7: (MIA)		
vehicular weapons	8	16
vehicular armor	8	16
Axe/Mace (wrench) (PIA)	0	6

** +2 for IQ included

SUMMARY		Point Total
Attributes		60
Advantages		50
Disadvantages		-40
Quirks		-5
Skills		55
TOTAL		120

GURPS

CHARACTER SHEET

Name Comanche Chief Player _____
 Appearance 6' 220 lbs., scars on throat
 Background full-blooded Comanche Indian, AADA
armourer

Date Created _____

Sequence _____

Unspent Points _____

Point Total
100

Pt.
Cost

45

30

0

20

ST

14

FATIGUE

DX

13

BASIC
DAMAGE

Thrust: 1

IQ

10

Swing: 2

HT

12

HITS TAKEN

Mvmt

BASIC
SPEED
6.25
(HT+DX)/4

MOVE
5
Basic - Enc.

ENCUMBRANCE

None (0) = 2xST 28

Light (1) = 4xST 56

Med (2) = 6xST 84

Hvy (3) = 12xST 168

X-hvy (4) = 20xST 280

PASSIVE
DEFENSE

Armor: 6

Shield: _____

TOTAL
6

ACTIVE DEFENSES

DODGE

5

= Move

PARRY

6 knife

Weapon/2

BLOCK

Shield/3

DAMAGE RESISTANCE

Armor fireproof suit: 1

Improved body armor: 4

TOTAL
5

Pt.
Cost

2

15

-10

-25

-15

-1

ADVANTAGES,
DISADVANTAGES, QUIRKS

Reputation: +2 autoduvelling
fans (10-)

Luck

Bad Temper

Mute

Enemy: EDSEL (6-)

Wears warpaint in battle



REACTION +/- (+2 autoduvelling fans
(10-))

WEAPONS AND POSSESSIONS

Item	Damage Type	Skill Amt. Level	\$	Wt.
.44 Magnum	crush 2+3	13	175	(3)
Uzi	crush 3-1	13	250	(9)
M-26A2 rifle	crush 2+2	13	300	8
Bowie knife	cut 2-2	12	50	1 1/2
	imp 1			
thrown	imp 1	12		
Improved body armor			1500	25
Clothes			40	1
Fireproof suit			500	8
Light intensifying goggles			300	1/2
Portable fire extinguisher			150	10
Headset communicators			20	1/2
Shoes			40	(2)
Bank account			575	-
Household and personal			1,100	-
Totals:			\$ 5,000	Lbs. 54 1/2

WEAPON RANGES

Weapon	PB	INC	1/2 DMG	MAX
.44 Magnum	5	5	100	400
6 shots:				
Uzi 32 shots:	4	5	200	600
M-26A2	5	20	400	1000
30 shots:				
Bowie knife	-	1	14	21

SKILLS

Pt. Cost Level

Guns/TL7

pistol (P/E) 1/2 13*

SMG (P/E) 1/2 13*

rifle (P/E) 1/2 13*

Gunner/TL7

MG (P/A) 2 13

RR (P/A) 1 12

tripod MG (P/A) 1 12

Driving/TL7: cars (P/A) 2 13

Knife (P/E) 1/2 12

Brawling (P/E) 4 15

Throwing (P/H) 2 12

First Aid/TL7 (M/E) 1 10

Armoury/TL7

guns (M/A) 6 12

vehicular weapons (M/A) 6 12

vehicular armor (M/A) 4 11

body armor (M/A) 4 11

Blacksmith/TL7 (M/A) 1 9

Sign Language (M/A) 2 13*

Riding (P/A) 1 12

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

* +1 for IQ included
 x +3 for Mute included

SUMMARY

Point Total

Attributes	95
Advantages	17
Disadvantages	-50
Quirks	-1
Skills	39
TOTAL	100

Comanche Chief



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.

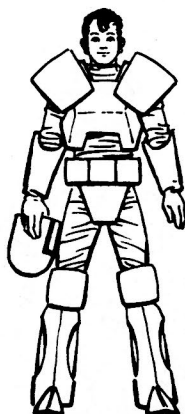
In fact, that's how he met Joe Estrada. Joe was just beginning on the circuit back then, travelling alone and doing his own mechanic work. The Chief was on the move, looking for work, and was in Veracruz hoping to hitch up with a major duelling team. Joe was attacked by a drunken duellist and his mechanic, 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.

Badger Estrada Jr.



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.

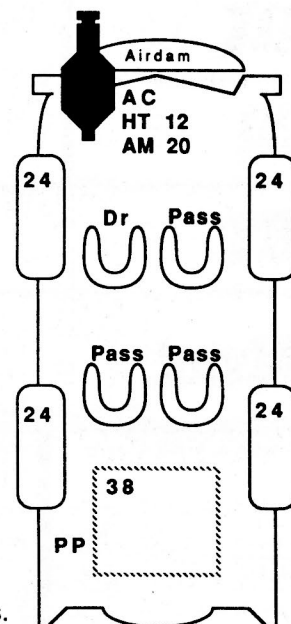
The older Estrada specified in his will that Badger was to be declared a ward of Comanche Chief Eaglefeather, a long-time friend and Estrada's armourer. His wishes were carried out. After Badger received his inheritance, the life insurance claim, the AADA penalty levied against the duellist guilty of 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.

Interceptor Plus

MacMillan Motors



Luxury
\$30,250
5765 lbs.

Acc: 15

Top Speed: 110

Driving skill modifier: +2
(+3 above 60 mph)

Top: PD: 0
DR: 6
Front: PD: 0
DR: 26
Left: PD: 0
DR: 18
Right: PD: 0
DR: 18
Under: PD: 0
DR: 12
Back: PD: 0
DR: 12

Weapon	Damage type/amt	Range	Info PB/1/1/2/MAX	# Of Shots
AC	crush/7	6/25/—	/6000	20

Extra-Heavy Chassis/Heavy Suspension/Sports Powerplant/Four Puncture-Resistant Tires/Single Driver, Three Passengers

Armor is streamlined and fully honeycombed. Front armor is sloped. Extra magazine for autocannon, with 10 rounds of ammo. Long-distance radio. Radar. Hi-res targeting computer. Airdam.

Weight left for cargo and crew: 835 lbs.

Cubic feet left: 1

GURPS

CHARACTER SHEET

Name Badger Estrada, Jr. Player _____
 Appearance 5'8" 140 lbs., clean-cut all-American kid
 Background 15 yrs. old, inherited insurance money when father was killed on circuit

Date Created _____ Sequence _____

Unspent Points _____ Point Total 100

Pt. Cost 0	ST 10	FATIGUE
30	DX 13	BASIC DAMAGE Thrust: <u>1-2</u>
30	IQ 13	Swing: <u>1</u>
0	HT 10	HITS TAKEN

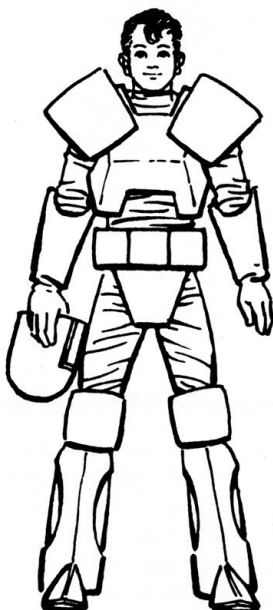
Mvmt	BASIC SPEED 5.75	MOVE 3
	(HT+DX)/4	Basic - Enc.

ENCUMBRANCE	PASSIVE DEFENSE
None (0) = 2xST <u>20</u>	Armor: <u>6</u>
Light (1) = 4xST <u>40</u>	Shield: _____
Med (2) = 6xST <u>60</u>	TOTAL <u>6</u>
Hvy (3) = 12xST <u>120</u>	
X-hvy (4) = 20xST <u>200</u>	

ACTIVE DEFENSES		
DODGE	PARRY	BLOCK
<u>3</u>	9 Karate	—
= Move	8 Judo	Shield/3
	Weapon/2	

DAMAGE RESISTANCE	
Armor <u>Fireproof suit: 1</u>	TOTAL <u>5</u>
<u>Improved body armor: 4</u>	
:	

Pt. Cost	ADVANTAGES, DISADVANTAGES, QUIRKS
5	Appearance: Attractive (+1)
30	Wealth: Very Wealthy (6x20)
2	Reputation: +2 autoduelling fans (10-)
5	Double-Jointed
10	Combat Reflexes
2	Acute Vision (+1)
-10	Overconfidence (+2/-2)
-6	Youth (15 yrs. old)
-15	Enemy: EDSEL (6-)
-10	Impulsiveness
-1	Wears odd headband in private
-1	Doesn't trust Gold Cross
-1	Always fires a round in salute of his father before duelling



REACTION +/- +1 everyone (+2 autoduelling fans (10-), +2/-2 overconfidence)

WEAPONS AND POSSESSIONS				
Item	Damage Type	Skill Amt.	\$	Wt.
Colt .45 pistol	crush	2+1	14	125 3
Ingram M-43 SMG	crush	2+2	14	150 (7)
Improved body armor			1,500	25
Fireproof suit			500	8
Light intensifying goggles			300	1/2
Headset communications			20	1/2
Clothes			40	1
Portable fire extinguisher			150	10
Vehicle: Vigilante (see p. A38)			21,130	—
Piranha Option II (see p. A38)			15,750	—
Vehicular equipment			20,000	—
Household and personal			5,000	—
Bank account			35,335	—
Totals: \$ 100,000 Lbs. 48				

WEAPON RANGES				
Weapon	PB	INC	1/2 DMG	MAX
Colt .45	3	6	100	400
7 shots:				
Ingram SMG	3	4	100	500
32 shots:				

SKILLS	Pt. Cost	Level
Guns/TL7:		
pistol (P/E) 1/2	14**	
SMG (P/E) 1/2	14**	
grenade launcher (P/E) 1/2	14**	
Gunner/TL7:		
MG (P/A) 1	14**	
RR (P/A) 1	14**	
Driving/TL7: cars (P/A) 4	14	
Karate (P/H) 8	14	
Judo (P/H) 2	12	
Acrobatics (P/H) 8	17*	
First Aid/TL7 (M/E) 1/2	12	
Mechanic/TL7: cars (M/A) 1	15*	
Sign Language (M/A) 1	12	
Spanish (M/A) 2	13	
Climbing (P/A) 0	9*	

Karate kick hits on 12- 2
 (damage includes +1 for boots)
 Karate punch hits on 14- 1

** +2 for IQ included
 * +3 for Double-Jointed included
 • -2 for Encumbrance included

SUMMARY	Point Total
Attributes	60
Advantages	54
Disadvantages	41
Quirks	3
Skills	30
TOTAL	100

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.

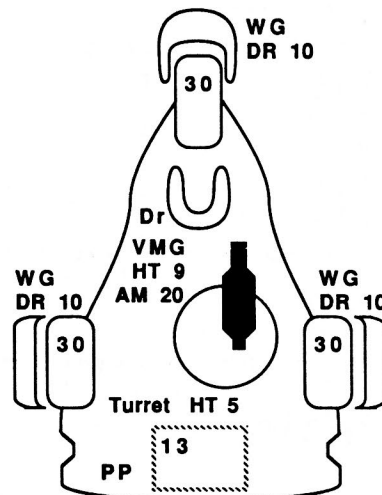
Kathy disapproves of violence. Her pacifism hasn't stopped her from becoming skillful with vehicle weaponry, or from owning and knowing how to use a handgun. But she won't shoot first or keep shooting at a foe who is no longer a threat.

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



Heavy Trike

\$15,340

3160 lbs.

Acc: 15

Top Speed: 90

Driving skill modifier: + 1
(+ 2 off-road)

Top:	PD: 4	3	2	1	0
	DR: 16				
Front:	PD: 4	3	2	1	0
	DR: 16				
Left:	PD: 2	1	0		
	DR: 12				
Right:	PD: 2	1	0		
	DR: 12				
Under:	PD: 0				
	DR: 12				
Back:	PD: 2	1	0		
	DR: 12				

Weapon	Damage	Range	Info	# Of
	type/amt	PB/1/1/2/MAX		Shots
VMG	crush/4	8/30/450/1200	20	

Off-Road Suspension/Super Cycle Powerplant/Three Off-Road Solid Tires/Single Driver

Streamlined, fully-sloped and honeycombed armor (trading 2 PD in all locations). Vulcan Machine Gun in medium turret. Targeting computer. Tinted windows. Three 10-pt. wheelguards.

Weight left for cargo and crew: 340 lbs.

Cubic feet left: 23

GURPS

CHARACTER SHEET

Name Jay Thompson Player _____
 Appearance 5'11", 160 lbs., seems larger
 Background ex-scout and successful AADA duellist

Date Created _____

Sequence _____

Unspent Points _____

Point Total
100

Pt. Cost 20	ST 12	FATIGUE
30	DX 13	BASIC DAMAGE
30	IQ 13	Thrust: <u>1-1</u> Swing: <u>1+2</u>
20	HT 12	HITS TAKEN

Mvmt	BASIC SPEED 7.625	MOVE 6
	(HT+DX)/4	Basic - Enc.

ENCUMBRANCE	PASSIVE DEFENSE
None (0) = 2xST <u>24</u>	Armor: <u>6</u>
Light (1) = 4xST <u>48</u>	Shield: _____
Med (2) = 6xST <u>72</u>	TOTAL 6
Hvy (3) = 12xST <u>144</u>	
X-hvy (4) = 20xST <u>240</u>	

ACTIVE DEFENSES		
DODGE	PARRY	BLOCK
<u>6</u>	6 Knife	—
= Move	8 Karate	Shield/3
	Weapon/2	

DAMAGE RESISTANCE	
Armor <u>Improved body: 4</u>	TOTAL 5
<u>Fireproof suit: 1</u>	
:	

Pt. Cost 5	ADVANTAGES, DISADVANTAGES, QUIRKS
2	<u>Patron: sponsor, provides vehicles (6-)</u>
-15	<u>Reputation: successful duellist +2 autoduellling fans (10-)</u>
-10	<u>Enemy: EDSEL (6-)</u>
-10	<u>Honesty</u>
-1	<u>Sense of Duty toward those in need</u>
-1	<u>Early morning jogger</u>
-1	<u>Fear of burning</u>
-1	<u>Donates time/reputation to public service</u>
-1	<u>Uncomfortable around women</u>
-1	<u>Likes animals</u>



REACTION +/- +2 autoduellling fans (10-)

WEAPONS AND POSSESSIONS				
Item	Damage Type	Skill Amt.	\$	Wt.
Ingram M-43 SMG	crush	2+2	16	150 7
2 clips ammo			8	2
Commando Knife	cut	1	13	40 1
	imp	1-1		
thrown	imp	1-1	9	
Improved body armor			1,500	25
Fireproof suit			500	8
Clothes			40	1
Household + personal			1,000	-
Bank account			1,762	
Totals:			\$ 5,000	Lbs. 44

WEAPON RANGES				
Weapon	PB	INC	1/2 DMG	MAX
Ingram SMG	3	4	100	500
32 shots				
Large knife	-	1	10	17

SKILLS		
	Pt. Cost	Level
Guns/TL7: SMG (PIE)	2	16**
Driving/TL7: (PIA)		
cars	4	14
trike	4	14
Gunner/TL7: MG (PIA)	8	17**
Knife (PIE)	1	13
Knife Throwing (PIE)	0	9
Karate (PIH)	2	12
First Aid/TL7 (M/E)	1	13
Running (HT based) (PIH)	2	11**
Survival: plains (M/A)	1	12
Stealth (PIA)	1	12
Traps/TL3 (M/A)	1	12
Cooking (M/E)	1/2	12
Leadership (M/A)	1	12
Scrounging (M/E)	1/2	12
Electronics/TL7: (M/A)		
computers	1	12
Armoury/TL7: MG (M/A)	1	12
Acting (M/A)	2	13

Karate punch hits on 12- 1+1
Karate kick hits on 10- 2+1
(damage includes +1 for boots)
 ** +2 for IQ included
 xx increased Basic Speed by 1.375

SUMMARY	
	Point Total
Attributes	100
Advantages	7
Disadvantages	-35
Quirks	-5
Skills	33
TOTAL	100

GURPS

CHARACTER SHEET

Name Kathy Calaveri Player _____
 Appearance 5'6", 120 lbs., brown hair, blue eyes
 Background great mechanic

Date Created _____

Sequence _____

Unspent Points _____

Point Total
100

Pt.
Cost

0

ST 10

FATIGUE

DX 13

BASIC
DAMAGE

Thrust: 1-2

IQ 14

Swing: 1

HT 10

HITS TAKEN

Mvmt

BASIC
SPEED

MOVE

5.75

5

(HT+DX)/4 Basic - Enc.

ENCUMBRANCE

PASSIVE
DEFENSE

None (0) = 2×ST 20

Armor: _____

Light (1) = 4×ST 40

Shield: _____

Med (2) = 6×ST 60

Hvy (3) = 12×ST 120

X-hvy (4) = 20×ST 200

TOTAL

0

ACTIVE DEFENSES

DODGE

PARRY

BLOCK

5

4 wrench

—

= Move

Weapon/2

Shield/3

DAMAGE RESISTANCE

Armor

:

:

:

TOTAL

0

Pt.
Cost
5
15
12
15

ADVANTAGES,
DISADVANTAGES, QUIRKS

Appearance: Attractive (+1)

Intuition

Strong Will +3

Empathy

Honesty

Stubbornness (-1)

Pacifism: Self-defense only

Bad Sight: nearsighted

Likes science fiction & micros

Won't date duellists or
vigilantes; dislikes combat sports

Likes cops

Vain - hates to wear glasses

Loves people & animals



Feet
Boots
PD2, DR2

REACTION +/- none

WEAPONS AND POSSESSIONS

Item	Damage Type Amt. Level	\$	Wt.
Big wrench	crush 1+2 8	50	5
Work clothes		40	1
Work boots		80	3
Eyeglasses		50	-
Swiss Army knife		25	-
Colt .45 pistol	crush 2+1 15	(25)	(3)
Body armor		250	(20)
Tool kit		600	(40)
Armouring tools		150	(15)
Computer		1,000	(15)
Household & personal		800	-
Bank account		1,830	-

Totals: \$ 5,000 Lbs. 9

WEAPON RANGES

Weapon	PB	INC	½ DMG	MAX
Colt .45	3	6	100	400

7 shots:

SKILLS

Pt. Cost Level

Guns/TL7: pistol	(P/E) 1	15**
Driving/TL7: cars	(P/A) 1	12
Gunner/TL7: MG	(P/A) 1	14**
Sex Appeal (HT based)	(M/A) 2	10
Mechanic/TL7:	(M/A)	
cars	6	16
'gas' cars	½	13+
airships	½	13+
Armoury/TL7:	(M/A)	
vehicular weapons	6	16
hand weapons	½	13+
vehicular armor	½	13+
Electronics/TL7: (M/A)		
computers	2	14
communications	½	12
Computer Operation		
TL7	(M/E) ½	13
Dancing	(P/A) 1	12

** +2 for IQ included
+ bought from default

SUMMARY

Point Total

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

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

Date Created _____ Sequence _____
 Unspent Points _____ Point Total 100

Pt. Cost 0	ST 10	FATIGUE
20	DX 12	BASIC DAMAGE Thrust: <u>1-2</u>
30	IQ 13	Swing: <u>1</u>
10	HT 11	HITS TAKEN

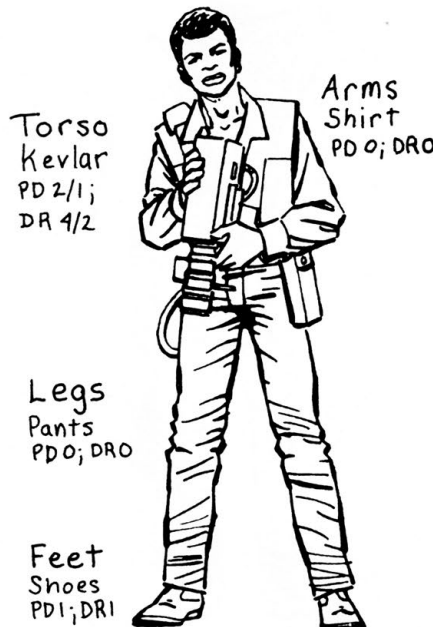
Mvmt	BASIC SPEED 7 (HT+DX)/4	MOVE 6 Basic - Enc.
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ENCUMBRANCE	PASSIVE DEFENSE
None (0) = 2xST <u>20</u>	Armor: <u>2/1</u>
Light (1) = 4xST <u>40</u>	Shield: _____
Med (2) = 6xST <u>60</u>	TOTAL 2
Hvy (3) = 12xST <u>120</u>	1 vsimp
X-hvy (4) = 20xST <u>200</u>	

ACTIVE DEFENSES		
DODGE	PARRY	BLOCK
<u>6</u>	—	—
= Move	Weapon/2	Shield/3

DAMAGE RESISTANCE	
Armor	TOTAL
<u>Kevlar vest</u> : <u>4/2</u>	4 2 vsimp

Pt. Cost	ADVANTAGES, DISADVANTAGES, QUIRKS
15	Appearance: Handsome (+2 males, +4 females)
5	Reputation: Journalist (+1)
5	Alertness +1
10	Wealth: Comfortable (\$x2)
10	Voice (+2)
-15	Lecherousness
-10	Overconfidence (+2/-2)
-15	Greed
-1	Bristles at "pretty boy" references
-1	Always buying new clothes
-1	Cynical outlook
-1	Obsessed with "truth"



REACTION +/- +3 males, +5 females, (+2 Voice, +2/-2 Overconfidence)

WEAPONS AND POSSESSIONS				
Item	Damage Type	Skill Amt.	\$	Wt.
.357 Magnum	crush	2+2	15	100 3
4 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			240	3
Kevlar vest (under clothes)			250	10
Portable computer terminal			400	3
35mm camera with cube attachment			350	(4)
Tape recorder			35	(1)
Home computer			1,000	(15)
Military binoculars			400	(3)
Household & personal			1,500	—
Bank account			1,883	—
Totals:			\$ 10,000	Lbs. 33 1/2

WEAPON RANGES				
Weapon	PB	INC	1/2 DMG	MAX
.357 Magnum	4	5	80	300
6 shots:				

SKILLS		
	Pt. Cost	Level
Guns/TL7: pistol (P/E)	2	15**
Fast-Draw: pistol (P/E)	1	12
Driving/TL7: Cars (P/A)	1	11
Gunner/TL7: (P/A)		
MG	1	13**
RL	1	13**
First Aid/TL7 (M/E)	1	13
Climbing (P/A)	1	10*
Running (HT based) (P/H)	2	10**
Swimming (P/E)	1	10**
Skiing (P/H)	2	11
Fast-Talk (M/A)	2	13
Sex Appeal (HT based) (M/A)	2	13*
Detect Lies (M/H)	1	11
Shadowing (M/A)	1	12
Bard (M/A)	1	14*
Photography/TL7 (M/A)	2	13
Writing (M/A)	2	13
English (native)	9	17
Spanish (M/A)	1	12
French (M/A)	1	12
Professional skill: (M/A)		
journalism	4	14
TV cameraman	2	13
Electronics/TL7: (M/A)		
communications	2	13
Computer Operations/TL7 (M/E)	1	13

TL7

• -1 for Encumbrance included
 ** -2 for 2xEncumbrance included
 ** +2 for IQ included
 x +2 for Voice included
 xx increased Basic Speed by 1.25

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

Andy Halloran



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 table 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.

Rex Radisson



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.

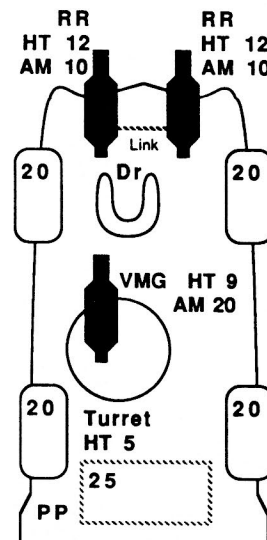
Radisson is unpopular among his fellow duellists because he doesn't accept surrenders, and because of his tendency to gloat over dead or seriously injured opponents. He accepts a surrender only when it is to his tactical advantage.

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

Hudson Manufacturing



Mid
\$16,720
5450 lbs.
Acc: 5
Top Speed: 100
Driving skill modifier: + 3

Top: PD: 0
DR: 8
Front: PD: 0
DR: 24
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/1/1/2/MAX		Shots
VMG	crush/4	8/30/450/1200		20
RR	crush/5	5/20/—/1000		10
RR	crush/5	5/20/—/1000		10

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 Player _____
 Appearance 6', 165 lbs., likes to wear "menacing" clothes
 Background duellist son of wealthy industrialist, age 23

Date Created	Sequence
Unspent Points	Point Total
	100

Pt. Cost 20	ST 12	FATIGUE
30	DX 13	BASIC DAMAGE
10	IQ 11	Thrust: 1-1 Swing: 1+2
10	HT 11	HITS TAKEN

Mvmt	BASIC SPEED 7.25 (HT+DX)/4	MOVE 6 Basic - Enc.
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ENCUMBRANCE	PASSIVE DEFENSE
None (0) = 2xST <u>24</u>	Armor: <u>6</u>
Light (1) = 4xST <u>48</u>	Shield: _____
Med (2) = 6xST <u>72</u>	TOTAL <u>6</u>
Hvy (3) = 12xST <u>144</u>	
X-hvy (4) = 20xST <u>240</u>	

ACTIVE DEFENSES		
DODGE 6 = Move	PARRY 6 sword Weapon/2	BLOCK — Shield/3

DAMAGE RESISTANCE	
Armor <u>Improved body: 4</u>	TOTAL <u>4</u>

Pt. Cost 30	ADVANTAGES, DISADVANTAGES, QUIRKS
-10	Wealth: Very wealthy (\$ x 20)
-15	Jealousy
-5	Sadism (-3 if known)
-10	Duty to crime boss (7-)
-1	Enemy: Johnstone (100 pt. character, 9-)
-1	Dislikes insects
-1	Won't sell art at any price
-1	Ignores press before matches
-1	Prone to drinking binges
-1	Never late



REACTION +/- (-3 if Sadism is known)

WEAPONS AND POSSESSIONS				
Item	Damage Type	Skill Amt.	\$	Wt.
.357 Magnum	crush	2+2 14	100	3
Laser targeting scope		+2	500	3
2 fast-loaders			26	2
Blast Master	crush	2+2 16	125	7
3 grenades	crush	3 12	75	3
Improved body armor			1,500	25
Clothes			200	1
Shortsword	cut	1+3 12	1,600	(2)
(fine quality)	imp	1		
Remington M750 rifle	crush	3 14	200	(7)
Telescopic sight		+1	150	(1)
100 rounds rifle ammo			100	(5)
Vehicle: "Hammer" (p. 17)			16,770	-
Fully programmed			12,000	-
Gold Cross clone				-
Household and personal			30,000	-
Bank account			1,654	-
Art			35,000	-
Totals:			\$ 100,000	Lbs. 44

WEAPON RANGES				
Weapon	PB	INC	1/4 DMG	MAX
.357 Magnum	4	5	80	300
6 shots:				
Blast Master	4	2	15	30
8 shots:				
Remington M750	10	25	1000	2500
5 shots:				

SKILLS	Pt. Cost	Level
Guns/TL7: (P/E)		
shotgun	4	16*
pistol	1	14*
rifle	1	14*
Fast-Draw: (P/E)		
pistol	1/2	12
fast-loader	1/2	12
Driving/TL7: cars (P/A)	1	14
Gunner/TL7: (P/A)		
RR	8	16*
MG	8	16*
RL	1	13*
lasers	1	13*
Shortsword	(P/A) 1	12
Knife	(P/E) 1/2	12
Brawling	(P/E) 1/2	12
Jumping	(P/E) 1/2	12
Parachuting	(P/E) 1/2	12
Running (HT based) (P/H)	2	10**
Throwing	(P/H) 2	12
Carousing (HT based) (P/A)	1	10
Fast-Talk	(M/A) 2	11
Gambling	(M/A) 2	11
Merchant	(M/A) 2	11
Streetwise	(M/A) 2	11

Brawling punch hits on 13- 1
Brawling kick hits on 11- 2
(damage includes +1 for boots)
* +1 for IQ included
** increased Basic Speed by 1.25

SUMMARY	Point Total
Attributes	70
Advantages	30
Disadvantages	-40
Quirks	-5
Skills	45
TOTAL	100

Robert Q. Washington



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 militant 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.

Kyran Cruz



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 — lynch 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 Salt Lake City, Deseret



"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 Player _____
 Appearance 5'9", 150 lbs., likes to wear dark clothes
 Background vigilante trucker - hunts road scum

Date Created

Sequence

Unspent Points

Point Total

100

Pt. Cost	ST 10	FATIGUE
0	DX 14	BASIC DAMAGE
45	IQ 12	Thrust: <u>1-2</u>
20	HT 11	Swing: <u>1</u>
10	Mvmt	HITS TAKEN
	BASIC SPEED 6.25 (HT+DX)/4	MOVE 5 Basic - Enc.

ENCUMBRANCE	PASSIVE DEFENSE
None (0) = 2xST <u>20</u>	Armor: <u>6</u>
Light (1) = 4xST <u>40</u>	Shield: _____
Med (2) = 6xST <u>60</u>	TOTAL 6
Hvy (3) = 12xST <u>120</u>	
X-hvy (4) = 20xST <u>200</u>	

ACTIVE DEFENSES		
DODGE	PARRY	BLOCK
5	10 brawling	—
= Move	Weapon/2	Shield/3

DAMAGE RESISTANCE	
Armor <u>Improved body: 4</u>	TOTAL 4
:	
:	

Pt. Cost	ADVANTAGES, DISADVANTAGES, QUIRKS
15	<u>Luck</u>
10	<u>Wealth: Comfortable (\$x2)</u>
15	<u>Patron: Brotherhood (9-)</u>
5	<u>Reputation: member of Brotherhood (+1)</u>
-15	<u>Fanaticism: hunter of criminals</u>
-15	<u>Berserk</u>
-10	<u>Sense of Duty to Brotherhood</u>
-1	<u>Refuses to go unarmed</u>
-1	<u>Socially inept</u>
-1	<u>Doesn't drink alcohol</u>
-1	<u>Very private person</u>
-1	<u>Likes company in small doses</u>



REACTION +/- +1 everyone

WEAPONS AND POSSESSIONS					
Item	Damage Type	Skill Amt.	Level	\$	Wt.
.44 Magnum	crush	2+3	16	175	3
100 rounds .44 ammo				50 (8½)	
.22 pistol	crush	1	16	75	2
(in boot)					
120 rounds .22 ammo				60 (8½)	
Improved body armor				1500	25
Clothes				40	1
Household and personal				600	-
Bank account				7500	-
(saving for own rig)					

Totals: \$ 10,000 Lbs.

WEAPON RANGES				
Weapon	PB	INC	½ DMG	MAX
.44 Magnum	5	5	100	400
6 shots				
.22 pistol	3	5	60	150
16 shots				

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

Brawling punch hits on 14- 1-1
 Brawling kick hits on 12- 1+2
 (damage includes +1 for boots)
 * +1 for IQ included
 ** +2 for IQ included

SUMMARY		Point Total
Attributes		75
Advantages		45
Disadvantages		-40
Quirks		-5
Skills		25
TOTAL		100

GURPS

CHARACTER SHEET

Name Kyran Cruz Player _____
 Appearance 5'7", 145 lbs, brunette with curly hair
 Background daughter of the Mayor of San Antonio, Texas

Date Created _____ Sequence _____
 Unspent Points _____ Point Total 100

Pt. Cost 10 **ST** 11 FATIGUE _____
 0 **DX** 10 BASIC DAMAGE _____
 45 **IQ** 14 Thrust: 1-1
 20 **HT** 12 Swing: 1+1 HITS TAKEN _____

Mvmt BASIC SPEED 5.5 MOVE 4
 (HT+DX)/4 Basic - Enc.

ENCUMBRANCE PASSIVE DEFENSE
 None (0) = 2xST 22 Armor: 4
 Light (1) = 4xST 44 Shield: _____
 Med (2) = 6xST 66
 Hvy (3) = 12xST 132
 X-hvy (4) = 20xST 220 TOTAL 4

ACTIVE DEFENSES
 DODGE 4 PARRY - BLOCK -
 = Move Weapon/2 Shield/3

DAMAGE RESISTANCE
 Armor Body armor: 3 TOTAL 3
 :
 :

Pt. Cost 5 **ADVANTAGES, DISADVANTAGES, QUIRKS**
 10 Alertness +1
 5 Ambidexterity
 5 Charisma +1
 20 Status: level 4 (daughter of San Antonio mayor)
 -30 Epilepsy (+1 primitives)
 -5 Truthfulness
 -1 Trusting
 -1 Female chauvinist
 -1 Dislikes crowds
 -1 Dislikes media



REACTION +/- +5 for Status & Charisma
 (+1 primitives for Epilepsy seizure)

WEAPONS AND POSSESSIONS

Item	Damage Type	Skill Amt.	Level	\$	Wt.
Colt .45 pistol	crush	2+1	12	125	3
Body armor				250	20
Clothes				200	1
Tool kit				600	(40)
Computer				1000	(15)
Personal possessions				2000	-
Bank account				825	-

Totals: \$ 5,000 Lbs. 24 lbs.

WEAPON RANGES
 Weapon Colt .45 PB 3 INC 6 1/2 DMG 100 MAX 400
7 shots:

SKILLS Pt. Cost Level
 Guns/TL7: pistol (P/E) 1 12**
 Gunner/TL7: MG (P/A) 2 12**
 Animal Handling (M/H) 4 14
 Acrobatics (P/H) 4 10
 Mechanic/TL7: (M/A) _____
cars 2 14
'gas' cars 2 14
 Computer Oper- (M/E) 1 14
 ation/TL7 (M/A) 2 14
 Spanish (M/A) 1 13
 French (M/A) 1 13
 Climbing (P/A) 2 9x
 Law (M/H) 1 12
 Fast-Talk (M/A) 2 14

x -1 for encumbrance included
 ** +2 for IQ included

SUMMARY Point Total
 Attributes 75
 Advantages 40
 Disadvantages -35
 Quirks -9
 Skills 24
 TOTAL 100

GURPS

CHARACTER SHEET

Name Guy Cesaratti Player _____
 Appearance 5'4", 110 lbs., friendly expression
 Background neighborhood cop with a fondness for kids

Date Created _____

Sequence _____

Unspent Points _____

Point Total
90

Pt. Cost	ST 10	FATIGUE
0		
	DX 13	BASIC DAMAGE
30		Thrust: <u>1-2</u>
	IQ 13	Swing: <u>1</u>
30		
0	HT 10	HITS TAKEN

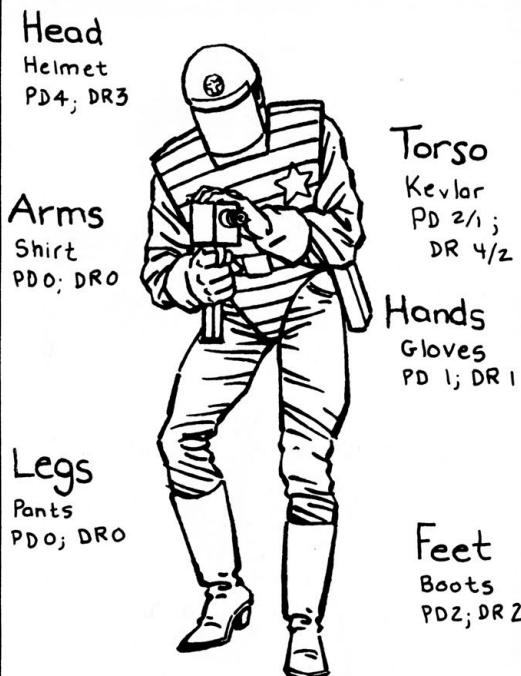
Mvmt	BASIC SPEED 5.75 (HT+DX)/4	MOVE 4 Basic - Enc.
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ENCUMBRANCE	PASSIVE DEFENSE
None (0) = 2×ST <u>20</u>	Armor: <u>2/1</u>
Light (1) = 4×ST <u>40</u>	Shield: _____
Med (2) = 6×ST <u>60</u>	
Hvy (3) = 12×ST <u>120</u>	TOTAL 2
X-hvy (4) = 20×ST <u>200</u>	VS imp

ACTIVE DEFENSES		
DODGE	PARRY	BLOCK
<u>4</u>	8 judo	—
= Move	6 nightstick	Shield/3
	Weapon/2	

DAMAGE RESISTANCE		
Armor	<u>Kevlar</u>	:4/2
		TOTAL 4
		VS imp

Pt. Cost	ADVANTAGES, DISADVANTAGES, QUIRKS
15	Patron: Police (9-)
0	Reputation: Police Officer
	+2 law abiding citizens
	-4 criminals
1	Reputation: good cop
	+1 local cops and criminals
7	Reputation: hip dude (+3 kids)
5	Legal Enforcement Powers
-10	Wealth: Struggling (\$X.5)
-15	Duty to Police Dept. (15-)
-10	Sense of Duty toward all citizens—even criminals
-1	Tries to keep kids away from crime and drugs
-1	Loves kids



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

WEAPONS AND POSSESSIONS					
Item	Damage Type	Skill Amt.	Level	\$	Wt.
Ingram M-43 SMG	crush	2+2	15	*	7
2 spare ammo clips				*	2
.44 Magnum	crush	2+3	16	*	(3)
4 fast loads				*	(4)
Nightstick	crush	1	13	*	(2)
thrusting	crush	1-2			
Kevlar				*	10
Helmet				*	2
Uniform and boots				*	4
Walkie-Talkie				*	3
Handcuffs				*	1
Wristwatch				10	—
Comfortable boots				120	3
Household and personal				1475	—
Bank account				895	
Totals: \$ 2,500					Lbs. 32

WEAPON RANGES				
Weapon	PB	INC	½ DMG	MAX
.44 Magnum	5	5	100	400
6 shots:				
Ingram M-43 SMG	3	4	100	500
32 shots:				

SKILLS		
	Pt. Cost	Level
Guns /TL7:		
pistol	(P/E) 2	16**
SMG	(P/E) 1	15**
Gunner/TL7:		
MG	(P/A) 4	16**
RL	(P/A) 1	14**
Driving/TL7: cars	(P/A) 4	14
Judo	(P/H) 2	12
Shortsword		
(nightstick)	(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

** +2 for IQ included

SUMMARY	
	Point Total
Attributes	60
Advantages	28
Disadvantages	-35
Quirks	-2
Skills	39
TOTAL	90

Troopers

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; rolls 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; Guy Cesaratti, a neighborhood cop who loves kids; Jake Schwartz, the overworked cop in a small town's underfunded department; Hot Shot Brewster, a young but ambitious State Trooper; 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. Guy Cesaratti's efforts to save kids can make an excellent adventure, if the players meet him.

Guy Cesaratti



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 Costa Mesa, California



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.

CHARACTER SHEET

Date Created	Sequence
Unspent Points	Point Total 100

ST 12

DX 14

IQ **11**

HT 12

Mvmt

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Jake Schwartz



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!)

Hot Shot Brewster



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



Mike never can understand why more cops can't see it his way. After all, remember the golden rule — he who has the gold makes the rules, right?

Mike sees his job as being one of protecting people. And who better to protect than the folks who can pay for it? Bakers don't bake for free, tailors don't sew for free, and cops don't protect for free. If you don't have the smarts to make money, Mike believes, then you don't deserve to have other people risking their lives for you. Go ahead and die — purify the gene pool.

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 Hot Shot Brewster Player _____
 Appearance 5'6", 125 lbs., short dark hair
 Background ambitious state trooper, 23 years old

Date Created _____

Sequence _____

Unspent Points _____

Point Total
100

Pt. Cost	ST 12	FATIGUE
20		
	DX 13	BASIC DAMAGE
30		Thrust: 1-1
	IQ 11	Swing: 1+2
10		
	HT 11	HITS TAKEN
10		

Mvmt	BASIC SPEED 7.25	MOVE 6
	(HT+DX)/4	Basic - Enc.

ENCUMBRANCE	PASSIVE DEFENSE
None (0) = 2xST <u>24</u>	Armor: <u>6</u>
Light (1) = 4xST <u>48</u>	Shield: _____
Med (2) = 6xST <u>72</u>	
Hvy (3) = 12xST <u>144</u>	
X-hvy (4) = 20xST <u>240</u>	
	TOTAL <u>6</u>

ACTIVE DEFENSES		
DODGE	PARRY	BLOCK
<u>6</u>	<u>8</u> judo	—
= Move	Weapon/2	Shield/3

DAMAGE RESISTANCE	
Armor <u>Improved body:</u>	TOTAL <u>4</u>
:	
:	

Pt. Cost	ADVANTAGES, DISADVANTAGES, QUIRKS
5	<u>Appearance: Attractive (+1)</u>
10	<u>Combat Reflexes</u>
15	<u>Patron: State Police (9-)</u>
0	<u>Reputation: State Police officer</u>
	<u>+2 law-abiding citizens</u>
	<u>-4 criminals</u>
5	<u>Legal Enforcement Powers</u>
	<u>Duty to State Police</u>
-15	<u>Duty to State Police</u>
-15	<u>Phobia: Darkness</u>
-10	<u>Miserliness</u>
-5	<u>Stubbornness</u>
-1	<u>Jogs through city regularly</u>
-1	<u>Collects military insignia</u>
-1	<u>Plays micros to relax</u>
-1	<u>Humorless</u>
-1	<u>Unapproachable</u>



REACTION +/- -3 criminals, +3 all others

WEAPONS AND POSSESSIONS				
Item	Damage Type	Skill Amt.	\$	Wt.
BlastMaster sawed-off shotgun	crush 2+2	15	*	7
10 extra shells			*	2
.44 Magnum	crush 2+3	11	*	(3)
4 fast-loads			*	(4)
Improved body armor			*	25
Uniform			*	1
Walkie-Talkie			*	(3)
Handcuffs			*	1

Swiss Army knife	25	—
Academy class ring	150	—
Household & personal	2855	—
Bank account	1,970	—
Vehicle: Interceptor Plus (p.11)	*	—

Totals: \$5,000 Lbs. 36

WEAPON RANGES				
Weapon	PB	INC	1/2 DMG	MAX
BlastMaster	4	2	15	30
8 shots				
.44 Magnum	5	5	100	400
6 shots				

SKILLS			Pr. Cost	Level
Guns/TL7: Shotgun (Plt)	2	15*		
Gunner/TL7: laser (Plt)	4	15*		
Gunner/TL7: RL (Plt)	2	14*		
Driving/TL7: cars (Plt)	1	12		
Judo (Plt)	2	12		
First Aid/TL7: (M/E)	2	12		
Running (HT based) (Plt)	2	10		
Strategy (M/H)	6	12		
Tactics (M/H)	6	12		
Tracking (M/A)	4	12		
Survival (woodland) (M/A)	2	11		
Streetwise (M/A)	2	11		
Area Knowledge:				
city (M/E)	2	12		
state (M/E)	1	11		
Computer Operation:				
TL7 (M/E)	1	11		
Criminology (M/A)	4	12		
Professional skill:				
Law Enforcement (M/A)	2	11		

* +1 for IQ included

SUMMARY		Point Total
Attributes		70
Advantages		35
Disadvantages		-45
Quirks		-5
Skills		45
TOTAL		100

GURPS

CHARACTER SHEET

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

Date Created _____

Sequence _____

Unspent Points _____

Point Total
75

Pt. Cost 0	ST 10	FATIGUE
30	DX 13	BASIC DAMAGE Thrust: <u>1-2</u> Swing: <u>1</u>
20	IQ 12	HITS TAKEN
0	HT 10	

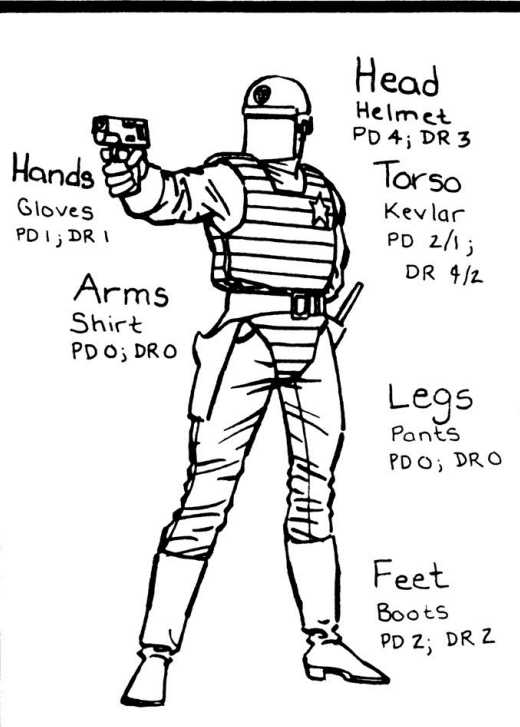
Mvmt	BASIC SPEED 5.75	MOVE 4
	(HT+DX)/4	Basic - Enc.

ENCUMBRANCE	PASSIVE DEFENSE
None (0) = 2xST <u>20</u>	Armor: <u>2/1</u>
Light (1) = 4xST <u>40</u>	Shield: _____
Med (2) = 6xST <u>60</u>	T O I A L 2
Hvy (3) = 12xST <u>120</u>	1 vs imp.
X-hvy (4) = 20xST <u>200</u>	

ACTIVE DEFENSES		
DODGE	PARRY	BLOCK
4	8 Karate 6 Nightstick	—
= Move	Weapon/2	Shield/3

DAMAGE RESISTANCE
Armor <u>Kevlar vest</u> 4/2 T 4
: O 2 vs imp
: A 2 vs imp
: L

Pt. Cost	ADVANTAGES, DISADVANTAGES, QUIRKS
10	Wealth: Comfortable (\$x2)
15	Patron: Police (9-)
7	Patron: Mob (6-)
0	Reputation: Police Officer +2 law abiding citizens -4 criminals
5	Legal Enforcement Powers
-3	Reputation: bad officer -4 fellow officers (10-)
-15	Duty to Police Dept. (15-)
-10	Duty to the Mob (10-)
-15	Sadism (-3 if known)
-1	Believes self entitled to "freebies"
-1	Demands "respect"



REACTION +/- +2 citizens, -4 criminals
 (-4 fellow cops (10-), -3 Sadism)

WEAPONS AND POSSESSIONS				
Item	Damage Type	Skill Amt.	\$	Wt.
Uzi	crush 3-1	14	*	9
2 extra clips			*	2
.44 Magnum	crush 2+3	16	*	(3)
4 fast-loads			*	(4)
Nightstick	crush 1	13	*	(2)
thrusting	crush 1-2			
Kevlar vest			*	10
Uniform			*	1
Walkie-Talkie			*	3
Handcuffs			*	1
Boots			*	3
Wristwatch		200	—	—
Comfortable boots		120	3	—
Household and personal		7,450	—	—
Bank account		2,230	—	—
Helmet		*	2	—
* provided by Patron				
Totals: \$ 10,000 Lbs. 34				

WEAPON RANGES				
Weapon	PB	INC	1/2 DMG	MAX
Uzi	4	5	200	600
32 shots				
.44 Magnum	5	5	100	400
6 shots				

SKILLS	Pt. Cost	Level
Guns/TL7: pistol (P/E)	2	16**
Guns/TL7: SMG (P/E)	1/2	14**
Gunner/TL7: RR (P/A)	2	14*
Driving/TL7: cars (P/A)	2	13
Shortsword (P/A)	2	13
(nightstick)		
Karate (P/H)	4	13
First Aid/TL7 (M/E)	1/2	11
Streetwise (M/A)	8	15
Area Knowledge: city (M/E)	2	13
Professional Skill:		
law enforcement (M/A)	4	13
Fast-Talk (M/A)	4	13
Interrogation (M/A)	2	12

Karate punch hits on 13- 1
Karate kick hits on 11- 2
(damage includes +1 for boots)
* +1 for IQ included
** +2 for IQ included

SUMMARY	Point Total
Attributes	50
Advantages	37
Disadvantages	-43
Quirks	-2
Skills	33
TOTAL	75

GURPS

CHARACTER SHEET

Name Jack Hanson Player _____
 Appearance 6'2", 190 lbs., straight-arrow type
 Background competent, well-respected police officer
25 years old

Date Created _____ Sequence _____

Unspent Points _____ Point Total 100

Pt. Cost	ST 10	FATIGUE
0		
	DX 13	BASIC DAMAGE
30		Thrust: 1-2
	IQ 12	Swing: 1
20		
	HT 11	HITS TAKEN
10		

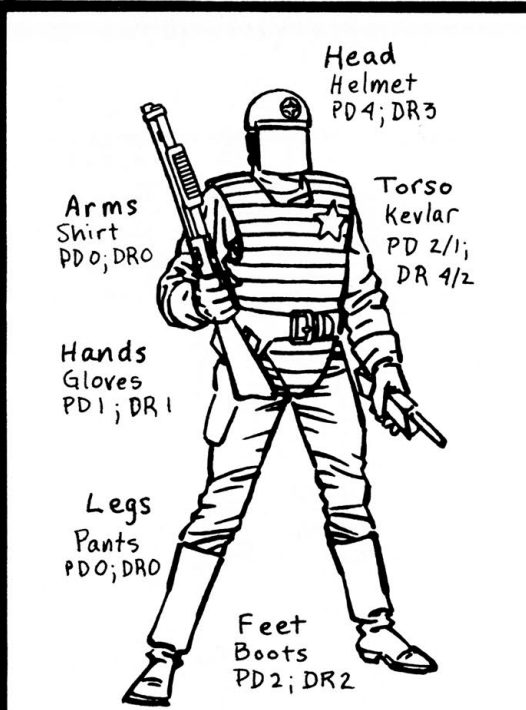
Mvmt	BASIC SPEED 7.25	MOVE 6
	(HT+DX)/4	Basic - Enc.

ENCUMBRANCE	PASSIVE DEFENSE
None (0) = 2xST <u>20</u>	Armor: 2/1
Light (1) = 4xST <u>40</u>	Shield: _____
Med (2) = 6xST <u>60</u>	
Hvy (3) = 12xST <u>120</u>	TOTAL 2
X-hvy (4) = 20xST <u>200</u>	vs. imp.

ACTIVE DEFENSES		
DODGE	PARRY	BLOCK
6	6 nightstick	—
= Move	Weapon/2	Shield/3

DAMAGE RESISTANCE	
Armor <u>Kevlar vest</u> : 4/2	TOTAL 5
<u>Toughness</u> : 1	3 vs. imp.

Pt. Cost	ADVANTAGES, DISADVANTAGES, QUIRKS
0	<u>Reputation: Police Officer</u>
	<u>+2 law-abiding citizens</u>
	<u>-4 criminals</u>
6	<u>Acute Vision +3</u>
15	<u>Patron: Police dept. (9-)</u>
10	<u>Toughness +1</u>
5	<u>Legal Enforcement Powers</u>
-20	<u>Enemy: France gang</u>
	<u>(medium group, 9-)</u>
-15	<u>Duty to Police dept. (15-)</u>
-5	<u>Truthfulness</u>
-1	<u>Does everything "by the book"</u>
-1	<u>Devoted to pet dog</u>
-1	<u>Believes in ghosts</u>
-1	<u>Sings old country + western songs</u>
	<u>all the time</u>
-1	<u>Keeps uniform impeccable</u>



REACTION +/- ±2 law-abiding citizens,
 -4 criminals

WEAPONS AND POSSESSIONS					
Item	Damage Type	Skill Amt.	Level	\$	Wt.
.44 Magnum	crush	2+3	17	*	3
4 fast-loaders				*	4
Amex 2017 shotgun	crush	2	18	*	8
10 extra shells				*	2
Nightstick	crush	1	12	*	(2)
thrusting	crush	1-2			
Kevlar vest				*	10
Uniform + Boots				*	4
Walkie-Talkie				*	3
Helmet				*	2
Handcuffs				*	1
Colt .45 pistol	crush	2+1	17	125	(3)
Laser targeting scope		+2	500	(3)	
10 ammo clips			35	(5)	
Bowie knife	cut	1-2	12	50	(1½)
thrust or thrown	imp	1-2	12		
Household + personal			4000	—	
Bank account			290		
* provided by patron					
Totals:	\$	5,000	Lbs.	37	

WEAPON RANGES				
Weapon	PB	INC	½ DMG	MAX
.44 Magnum	5	5	100	400
6 shots				
Amex shotgun	8	3	20	50
8 shots				
Colt .45 7shots	3	6	100	400
Bowie knife	—	1	10	17

SKILLS		
	Pt. Cost	Level
Guns/TL7: (P/E)		
shotgun	8	18**
pistol	3½	17**
rifle	1½	16**
Fast-draw: (P/E)		
pistol	½	12
shotgun	½	12
fast-loader	½	12
Gunner/TL7: (P/A)		
R.R.	8	16*
MG	2	14*
laser	2	14*
Driving/TL7: (P/A)		
cars	2	13
trucks	2	13
Brawling (P/E)	1	13
Knife (P/E)	½	12
Shortsword (P/A)	1	12
(nightstick)		
First Aid/TL7 (M/E)	2	13
Running (HT based) (P/H)	2	10**
Throwing (P/H)	2	12
Detect Lies (M/H)	6	13
Criminology (M/A)	2	12
Professional skill: (M/A)		
law enforcement	1	11
Occultism (M/A)	1	11

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

* +1 For IQ included
 ** +2 For IQ included
 + bought from default
 xx increased Basic Speed by 1.25

SUMMARY	
	Point Total
Attributes	60
Advantages	36
Disadvantages	-40
Quirks	-5
Skills	49
TOTAL	100

Jack Hanson



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 Doug France. Jack killed France's son in a shootout following a truck hijacking, and France has vowed revenge.

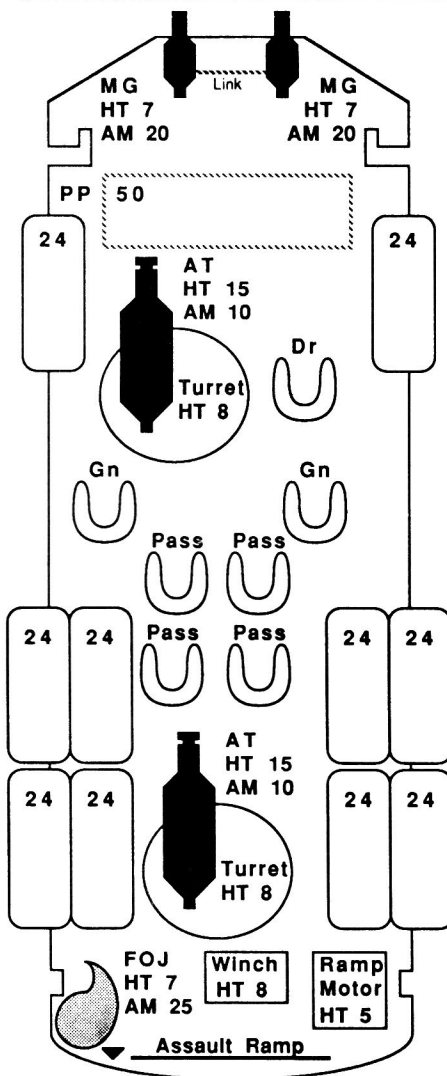
So while France's gang is not particularly friendly toward any of the police, should they run across Jack there's no doubt of an attack. Every once in a while, France sends some of his men looking *specifically* for Jack — an especially uncomfortable situation.

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



Assault ramp. 100 lbs., \$1,000. An assault ramp may be installed in a van trailer, bus or RV to allow men, cycles, trikes or subcompact cars to get in and out quickly. It is basically a 7½-foot-wide rear door. Opening and closing the ramp count as firing actions. The ramp is destroyed if the back armor is destroyed. The opening/closing mechanism goes inside the vehicle (4 cu. ft., DR 4, HT 5).

If the back of the vehicle is fired on while the ramp is open, the vehicle interior may be damaged. On the first turn of opening, the back armor is fully effective; on the second turn, the ramp armor is bypassed on a roll of 1 or 2 on 1d6 (anyone on the inside of the vehicle may now fire out the rear); on the third turn, the armor is bypassed on a roll of 1-4; and on the fourth turn, the interior is fully exposed. Reverse the order if the ramp is closing.

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

Front Top: PD: 1 0
DR: 16
Back Top: PD: 1 0
DR: 16
Front: PD: 2 1 0
DR: 20
Front Left: PD: 1 0
DR: 16
Back Left: PD: 1 0
DR: 16
Front Right: PD: 1 0
DR: 16
Back Right: PD: 1 0
DR: 16
Front Under: PD: 0
DR: 12
Back Under: PD: 0
DR: 12
Back: PD: 1 0
DR: 16

Weapon	Damage	Range	Info	# Of
	type/amt	PB/1/½/MAX		Shots
AT	crush/7	4/15/—/1500		10
AT	crush/7	4/15/—/1500		10
MG	crush/3	5/20/300/900		20
MG	crush/3	5/20/300/900		20
FOJ	spcl/2	—/—/—/—		10

Extra-Heavy Chassis/Regular Truck Powerplant/Ten Puncture-Resistant Tires/Single Driver, Two Gunners, Four Passengers

Honeycombed armor. Large turrets each contain an antitank gun. Machine guns linked. Hi-res targeting computers for driver, gunners. Long-distance radio. Assault ramp. Winch. Portable shop. Armouring tools. Two cutting torches.

Weight left for cargo and crew: 3261 lbs.

Cubic feet left: 66

Winch. 6 cu. ft., 100 lbs., \$500, DR 4, HT 8. A winch is an engine which uses a 30-yard-long cable to lift large weights. It reels 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.) or 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.

MONDOs

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 Captain 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 law-breakers; 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*.

Jason Caruthers



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.

Emily Caruthers



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.

GURPS

CHARACTER SHEET

Name Emily Caruthers Player _____
 Appearance 5'6", 135 lbs., mouth leans to the right
 Background MONDO, married to Jason Caruthers

Date Created _____

Sequence _____

Unspent Points _____

Point Total

90

Pt. Cost	ST 9	FATIGUE
-10		
	DX 13	BASIC DAMAGE
30		Thrust: 1-2
	IQ 13	Swing: 1-1
30		
	HT 11	HITS TAKEN
10		

Mvmt	BASIC SPEED 7.25	MOVE 5
	(HT+DX)/4	Basic - Enc.

ENCUMBRANCE	PASSIVE DEFENSE
None (0) = 2xST 18	Armor: 6
Light (1) = 4xST 36	Shield: _____
Med (2) = 6xST 54	TOTAL 6
Hvy (3) = 12xST 108	
X-hvy (4) = 20xST 180	

ACTIVE DEFENSES		
DODGE	PARRY	BLOCK
5	6 knife	—
= Move	8 judo	—
	Weapon/2	Shield/3

DAMAGE RESISTANCE
Armor Improved body: 4
TOTAL 4

Pt. Cost	ADVANTAGES, DISADVANTAGES, QUIRKS
0	Reputation: MONDO
	+2 citizens, -4 bikers & outlaws
10	Common Sense
10	Combat Reflexes
15	Intuition
-10	Duty to MONDO (10-)
-24	Dependents: 2 children (25 pts., loved, 6-)
-1	Perfectionist
-1	Tendency to boss people around
-1	Tries to project crisp, businesslike manner



REACTION +/- +2 citizens, -4 bikers & outlaws

WEAPONS AND POSSESSIONS				
Item	Damage Type	Skill Amt.	\$	Wt.
357 Magnum	crush	2+2	16	100 (3)
M-26A2 assault rifle	crush	2+2	17	300 8
4 ammo clips			60	4
Tripod-RR	crush	5	16	*(35)
2 RR ammo clips			*	(30)
Bowie knife	cut	1-3	13	50 1 1/2
	imp	1-2		
thrown	imp	1-2	9	
MONDO uniform			60	1
Watch			15	-
Improved body armor	**		1,500	25
Headset communicators			20	1/2
Household & personal			2,000	-
Bank account			895	-
* provided by MONDO				
** under uniform				
Totals: \$ 5,000 Lbs. 40				

WEAPON RANGES				
Weapon	PB	INC	1/4 DMG	MAX
357 Magnum	4	5	80	300
6 shots:				
M-26A2 rifle	5	20	400	1000
30 shots:				
Tripod-RR	5	20	-	1000
3 shots:				

SKILLS	Pr. Cost	Level
Guns/TL7:	PIE	
rifle	4	17**
pistol	2	16**
Gunner/TL7: tripod R-R	2	15**
Driving/TL7: cars	1	12
Knife	1	13
Knife Throwing	0	9
Judo	2	12
Tactics	2	12
First Aid/TL7	1	13
Sex Appeal (HT based)	1	10
Administration	1	12
Professional skill:		
childrearing	1	12
Accounting	10	16
Area Knowledge:		
Midville	2	14
Running (HT based)	2	10**

SUMMARY	Point Total
Attributes	60
Advantages	35
Disadvantages	-34
Quirks	-3
Skills	32
TOTAL	90

Mandy Jones



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



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.

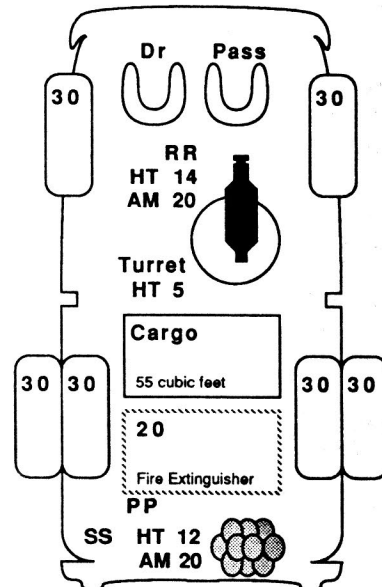
Rutherford takes his militia job very seriously, and is among the first arrivals (and the last hangers-on) at militia meetings and drills.

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

Fnord Motors



Pick-Up
\$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 type/amt	Range Info PB/1/1/2/MAX	# Of 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

Fully honeycombed armor. Recoilless rifle in medium turret. Extra magazines for recoilless rifle and smokescreen, with 10 extra shots each. Targeting computer. Roll cage. Fire extinguisher. Weight left for cargo and crew: 1555 lbs.

Cubic feet left: 2 (55 for cargo)

GURPS

CHARACTER SHEET

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

Date Created	Sequence
Unspent Points	Point Total
	100

Pt. Cost	ST 11	FATIGUE
10		
	DX 13	BASIC DAMAGE
30		Thrust: <u>1-1</u>
	IQ 13	Swing: <u>1+1</u>
30		
	HT 11	HITS TAKEN
10		

Mvmt	BASIC SPEED	MOVE
	7.25	6
	(HT+DX)/4	Basic - Enc.

ENCUMBRANCE	PASSIVE DEFENSE
None (0) = 2xST <u>22</u>	Armor: <u>4</u>
Light (1) = 4xST <u>44</u>	Shield: _____
Med (2) = 6xST <u>66</u>	
Hvy (3) = 12xST <u>132</u>	
X-hvy (4) = 20xST <u>220</u>	
	TOTAL 4

ACTIVE DEFENSES		
DODGE	PARRY	BLOCK
<u>6</u>	7 knife	—
= Move	8 brawling	Shield/3

DAMAGE RESISTANCE	
Armor	Body armor: <u>3</u>
	TOTAL 3

Pt. Cost	ADVANTAGES, DISADVANTAGES, QUIRKS
5	<u>Appearance: Attractive (+1)</u>
10	<u>Combat Reflexes</u>
6	<u>Acute Vision +3</u>
0	<u>Reputation: MONDO</u>
	<u>+2 citizens</u>
	<u>-4 bikers + outlaws</u>
-10	<u>Duty to MONDO (10-)</u>
-10	<u>Overconfidence (+2/-2)</u>
-20	<u>Enemies: various bikers (medium group 9-)</u>
-1	<u>Likes to humiliate enemies</u>
-1	<u>Wants to rid the world of bike gangs</u>
-1	<u>Can't resist a dare</u>
-1	<u>Publicity-shy</u>
-1	<u>Hates her first name</u>



REACTION +/- -3 bikers + outlaws,
+3 all others (+2/-2 Overconfidence)

WEAPONS AND POSSESSIONS					
Item	Damage Type	Skill Amt.	\$	Wt.	
Uzi	crush	3-1	17	250	9
.44 Magnum	crush	2+3	17	175	(3)
Body armor (under uniform)			250	20	
Uniform			60	1	
Bowie knife	cut	1-1	14	50	1 1/2
	imp	1-1			
thrown	imp	1-1	9		
LAW	crush	5	16	*	(5)
Handcuffs			50	1	
Walkie-Talkie			75	3	
Binoculars			50	2	
Lockpick tools, high quality			200	-	
Disguise kit			200	(2)	
Household & personal			2500	-	
Bank account			1140	-	
*provided by MONDO					
Totals: \$ 5,000 Lbs. 37 1/2					

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	

SKILLS	Pt. Cost	Level
Guns/TL7: (PIE)		
SMG	4	17**
pistol	4	17**
bazooka/LAW	2	16**
Driving/TL7: cars (PIA)	2	13
Gunner/TL7: MG (PIA)	2	15**
Knife (PIE)	2	14
Knife Throwing (PIE)	0	9
Brawling (PIE)	1	13
Stealth (PIA)	4	14
Tactics (M/H)	1	11
Acting (M/A)	2	13
Bard (M/A)	2	13
Carousing (HT based) (PIA)	4	12
Disguise (M/A)	4	14
Lockpicking/TL7 (M/A)	2	13
Musical instrument:		
Mandolin (M/H)	6	14
Running (HT based) (PIH)	2	10**

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

** +2 For IQ included
 XX increases Basic Speed by 1.25

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

GURPS

CHARACTER SHEET

Name J.W. Rutherford Player _____
 Appearance 6', 185 lbs., middle-aged but still trim
 Background MONDO leader

Date Created _____

Sequence _____

Unspent Points _____

Point Total
100

Pt. Cost	ST 12	FATIGUE
20		
	DX 12	BASIC DAMAGE
20		Thrust: <u>1-1</u>
	IQ 12	Swing: <u>1+2</u>
20		
	HT 12	HITS TAKEN
20		

Mvmt	BASIC SPEED 7.375	MOVE 5
	(HT+DX)/4	Basic - Enc.

ENCUMBRANCE	PASSIVE DEFENSE
None (0) = 2xST <u>24</u>	Armor: <u>6</u>
Light (1) = 4xST <u>48</u>	Shield: _____
Med (2) = 6xST <u>72</u>	
Hvy (3) = 12xST <u>144</u>	TOTAL <u>6</u>
X-hvy (4) = 20xST <u>240</u>	

ACTIVE DEFENSES		
DODGE	PARRY	BLOCK
<u>5</u>	6 nightstick	—
= Move	6 knife	Shield/3
	Weapon/2	

DAMAGE RESISTANCE	
Armor Improved body: <u>4</u>	TOTAL <u>4</u>
:	
:	

Pt. Cost	ADVANTAGES, DISADVANTAGES, QUIRKS
10	Wealth: Comfortable (\$x2)
0	Reputation: MONDO
	+2 citizens, -4 bikers & outlaws
3	Reputation: MONDO leader
	+2 MONDOs & town residents
10	Combat Reflexes
4	Strong Will +1
-10	Color Blindness
-10	Duty to MONDOs (10-)
-18	Dependents: Wife (50 pt.) & child (25 pts.) (loved, 6-)
-1	Rises at 6am every day
-1	Rivalry with other militia units
-1	Uncomfortable around flames
-1	Avid hunter
-1	Loves Raymond Chandler books



REACTION +/- +4 fellow MONDOs & locals, +2 other citizens, -4 bikers & outlaws

WEAPONS AND POSSESSIONS				
Item	Damage Type	Skill Amt.	\$	Wt.
M-26A2 rifle	crush	2+2	16	300 8
3 ammo clips			45	3
Colt .45 pistol	crush	2+1	16	125 (3)
2 ammo clips			7	(1)
Improved body armor (under uniform)			1,500	25
Bowie knife	cut	1	12	50 1 1/2
	imp	1-1		
thrown	imp	1-1	11	
Nightstick	crush	1+2	12	20 (2)
thrusting	crush	1-1		
Military binoculars			400	3
Walkie-Talkie			75	3
Handcuffs			50	1
Uniform			60	1
Baseball bat	crush	1+3	10	20 (3)
Gun repair tools			300	(25)
Household & personal			6,180	-
Bank account			868	-
Totals: \$			10,000	Lbs. 45 1/2

WEAPON RANGES				
Weapon	PB	INC	1/2 DMG	MAX
Colt .45	3	6	100	400
7 shots:				
M-26A2 rifle	5	20	400	1000
30 shots:				
Thrown knife	-	1	11	18

SKILLS	Pt. Cost	Level
Guns/TL7:	(P/E)	
pistol	4	16**
rifle	4	16**
SMG	1	14**
grenade launcher	1	14**
Fast-Draw:	(P/E)	
fast-loader	1/2	11
pistol	1/2	11
ammo clip	1/2	11
Driving/TL7: cars	(P/A)	1 11
Gunner/TL7: MG	(P/A)	2 13*
Knife	(P/E)	1 12
Shortsword	(P/A)	2 12
(nightstick)		
Throwing	(P/H)	2 11
Tactics	(M/H)	2 11
First Aid/TL7	(M/E)	1 12
Armoury/TL7:	(M/A)	
hand weapons	1	11
Area Knowledge: (M/E)		
Midville	1	12
Tracking	(M/A)	1 11
Running (HT based)	(P/H)	2 11xx
Literature	(M/H)	1/2 9
Administration	(M/A)	4 13
Diplomacy	(M/H)	1 10
Leadership	(M/A)	2 12
Merchant	(M/A)	1 11

* +1 for IQ included
 ** +2 for IQ included
 xx increased Basic Speed by 1.375

SUMMARY	Point Total
Attributes	80
Advantages	27
Disadvantages	-38
Quirks	-5
Skills	36
TOTAL	100

GURPS

CHARACTER SHEET

Name Harv Carter Player _____
 Appearance 5'11", 240 lbs., dark hair, blue eyes, ruddy skin
 Background Bartender and MONDO - always wanted to be a policeman

Date Created

Sequence

Unspent Points

Point Total

100

Pt. Cost	ST 12	FATIGUE
20		
	DX 13	BASIC DAMAGE
30		Thrust: <u>1-1</u>
	IQ 12	Swing: <u>1+2</u>
20		
	HT 12	HITS TAKEN
20		

Mvmt	BASIC SPEED 6.25	MOVE 3
	(HT+DX)/4	Basic - Enc.

ENCUMBRANCE	PASSIVE DEFENSE
None (0) = 2xST <u>24</u>	Armor: <u>4</u>
Light (1) = 4xST <u>48</u>	Shield: _____
Med (2) = 6xST <u>72</u>	
Hvy (3) = 12xST <u>144</u>	TOTAL <u>4</u>
X-hvy (4) = 20xST <u>240</u>	

ACTIVE DEFENSES		
DODGE	PARRY	BLOCK
<u>3</u>	6 knife	—
= Move	8 karate	Shield/3
	Weapon/2	

DAMAGE RESISTANCE		
Armor	Body armor	: <u>3</u>
		: _____
		: _____
		TOTAL <u>3</u>

Pt. Cost	ADVANTAGES, DISADVANTAGES, QUIRKS
0	Reputation: MONDO
5	+2 citizens, -4 bikers & outlaws
8	Absolute Direction
10	Acute Taste/Smell +4
10	Alertness +2
-10	Fat (-1)
-20	Ophiophobia (reptiles-severe)
-10	Duty to MONDOs (10-)
-1	Dislikes bugs & spiders
-1	Loves playing cop - fervent MONDO
-1	Tells Polish jokes
-1	Idolizes J.W. Rutherford
-1	Competitive vs. other militia units



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

WEAPONS AND POSSESSIONS					
Item	Damage Type	Skill Amt.	\$	Wt.	
AK-13 assault rifle	crush	2+3	16	500	12
Colt .45 pistol	crush	2+1	15	125	3
Commando knife	cut	1	12	40	1
	imp	1-1			
	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	—	
Totals:			\$ 5,000	Lbs. 118	

WEAPON RANGES				
Weapon	PB	INC	1/2 DMG	MAX
AK-13	3	10	75	1500
30 shots:				
Colt .45	3	6	100	400
7 shots:				
Large knife	—	1	10	17

SKILLS	Pt. Cost	Level
Guns/TL7:	(PIE)	
rifle	2	16**
pistol	1	15**
Driving/TL7: cars	(PIA)	4 14
Gunner/TL7: RR	(PIA)	1 13*
Karate	(PIH)	4 13
First Aid/TL7	(MIE)	2 13
English	(native)	2 14
Spanish	(M/A)	1/2 10
Fast-Talk	(M/A)	1 11
Bard	(M/A)	1/2 10
Carousing (HT based)	(PIA)	2 12
Cooking	(MIE)	2 13
Dancing	(PIA)	2 13
Sports:	(PIA)	
Combat Football		1 12
Professional skill: (MA)		
Bartender		2 12
Poisons	(M/H)	1 10
Savoir-Faire	(MIE)	1 12
Leadership	(M/A)	2 12
Criminology	(M/A)	1/2 10
Knife	(PIE)	1/2 12
Knife Throwing	(PIE)	0 9

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

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

SUMMARY	Point Total
Attributes	90
Advantages	23
Disadvantages	-40
Quirks	-5
Skills	32
TOTAL	100

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.

Harv doesn't care for the great outdoors. He hates bugs and spiders — and snakes give him the screaming fits. Unluckily for him, he never gets lost, and Captain Rutherford knows it. So when "Rutherford's Raiders" draw a wilderness pursuit jog, Harv gets to scout. It's the one part of being a MONDO that he doesn't like — but he does it anyway.

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 III



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.

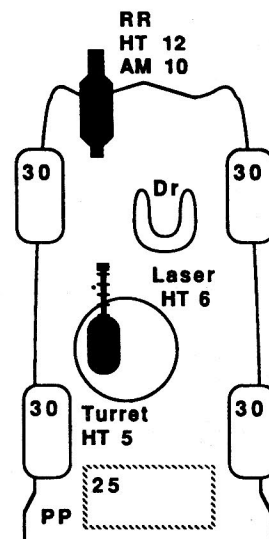
The stubbornness and determination to win that Rudy has in the courtroom shows through his platoon. He isn't afraid to go to bat for his men, whether it's for better police-MONDO cooperation, better funding, or proper recognition. Competition to march with Rudy is fierce, and prestige is high.

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.

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/1/1/2/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

GURPS

CHARACTER SHEET

Name Rudy Cheatham III Player _____
 Appearance 5'5", 150 lbs., pugnacious expression
 Background Lieutenant, commander of MONDO platoon

Date Created _____ Sequence _____

Unspent Points _____ Point Total 95

Pt. Cost	ST <u>9</u>	FATIGUE
-10		
	DX <u>13</u>	BASIC DAMAGE
30		Thrust: <u>1-2</u>
	IQ <u>13</u>	Swing: <u>1-1</u>
30		
	HT <u>11</u>	HITS TAKEN
10		

Mvmt	BASIC SPEED <u>7.25</u> (HT+DX)/4	MOVE <u>5</u> Basic - Enc.
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ENCUMBRANCE	PASSIVE DEFENSE
None (0) = 2xST <u>18</u>	Armor: <u>6</u>
Light (1) = 4xST <u>36</u>	Shield: _____
Med (2) = 6xST <u>54</u>	TOTAL <u>6</u>
Hvy (3) = 12xST <u>108</u>	
X-hvy (4) = 20xST <u>180</u>	

ACTIVE DEFENSES		
DODGE	PARRY	BLOCK
<u>5</u>	<u>6</u> knife	—
= Move	Weapon/2	Shield/3

DAMAGE RESISTANCE	
Armor <u>Improved body</u> <u>4</u>	TOTAL <u>4</u>

Pt. Cost	ADVANTAGES, DISADVANTAGES, QUIRKS
5	Status: level 1 (lawyer, +1)
20	Wealth: <u>Wealthy</u> (\$x5)
0	Reputation: <u>MONDO</u>
5	+2 citizens, -4 bikers & outlaws
5	Reputation: wins cases no one else could (+1)
-5	Odious Personal Habit: tells puns (-1)
-18	Dependents: Wife (50 pts.) & child (25 pts.) (loved, 6-)
-10	Duty to MONDO (10-)
-5	Stubbornness (-1)
-1	Superstitious



REACTION +/- +4 citizens, -2 bikers & outlaws, (-1 puns, -1 stubbornness)

WEAPONS AND POSSESSIONS					
Item	Damage Type	Skill Amt.	\$	Wt.	
Colt .45 pistol	crush 2+1	15	125	3	
AK-13 assault rifle	crush 2+3	16	500	12	
Laser targeting scope	+2	500	3		
Improved body armor			1,500	25	
MONDO uniform			60	1	
Walkie-Talkie			75	3	
Military binoculars			400	3	
Bowie knife	cut 1-3	12	50	(1 1/2)	
	imp 1-2				
	thrown imp 1-2	9			
Vehicle: "Laser Flamberge"		20,330	-		
	(p. 37)				
Household & personal			1,000	-	
Bank account			460	-	
Totals:			\$ 25,000	Lbs. 50	

WEAPON RANGES				
Weapon	PB	INC	1/2 DMG	MAX
Colt .45	3	6	100	400
7 shots:				
AK-13 rifle	3	10	75	1500
30 shots:				
Bowie knife	-	1	7	14

SKILLS	Pt. Cost	Level
Guns/TL7:	(P/E)	
pistol	1	15**
rifle	2	16**
Driving/TL7: cars	(P/A) 2	13
Gunner/TL7: laser	(P/A) 2	15**
Knife	(P/E) 1/2	12
Knife Throwing	(P/E) 0	9
Running (HT based)	(P/H) 2	10**
Leadership	(M/A) 4	14
Teaching	(M/A) 2	13
Armoury/TL7: guns	(M/A) 1/2	11
Bard	(M/A) 2	13
Diplomacy	(M/H) 4	13
Research	(M/A) 1	12
Law	(M/H) 10	16
Savoir-Faire	(M/E) 1/2	12
Merchant	(M/A) 1	12
Accounting	(M/H) 2	12
Hobby skills:	(M/A)	
gardening	1/2	12
Tactics	(M/H) 6	14
Musical instrument: (M/H)		
saxophone	1	11

** +2 for 10 included
 xx increased Basic Speed by 1.25

SUMMARY		Point Total
Attributes		60
Advantages		30
Disadvantages		-38
Quirks		-1
Skills		44
TOTAL		95

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



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 muttering 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-meant 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 acquire 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



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.

GURPS

CHARACTER SHEET

Name Sister Mary Player _____
 Appearance 5'6", 240 lbs., ugly, tattered clothes
 Background Even she doesn't know - or she's not telling, Dreg, age 22

Date Created _____ Sequence _____

Unspent Points _____ Point Total 110

Pt. Cost	ST <u>10</u>	FATIGUE
0		
	DX <u>12</u>	BASIC DAMAGE
20		Thrust: <u>1-2</u>
	IQ <u>9</u>	Swing: <u>1</u>
-10		
	HT <u>9</u>	HITS TAKEN
-10		

Mvmt	BASIC SPEED <u>5.25</u> (HT+DX)/4	MOVE <u>2</u> Basic - Enc.
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ENCUMBRANCE	PASSIVE DEFENSE
None (0) = 2xST <u>20</u>	Armor: _____
Light (1) = 4xST <u>40</u>	Shield: _____
Med (2) = 6xST <u>60</u>	TOTAL <u>0</u>
Hvy (3) = 12xST <u>120</u>	
X-hvy (4) = 20xST <u>200</u>	

ACTIVE DEFENSES		
DODGE	PARRY	BLOCK
<u>2</u>	<u>7 Knife</u>	—
= Move	Weapon/2	Shield/3

DAMAGE RESISTANCE		
Armor	:	TOTAL
	:	
	:	

Pt. Cost	ADVANTAGES, DISADVANTAGES, QUIRKS
60	Full Eidetic Memory
15	Empathy
5	Animal Empathy
6	Reputation: (+4 local dregs)
15	Intuition
10	Common Sense
—	
-10	Fat (-1)
-10	Appearance: Ugly (-2)
-15	Social Stigma: Dreg (Barbarian/Outlaw) (13/-3)
-5	Odious Personal Habit: doesn't bathe (-1)
-1	Goes for long walks
-1	Stashes valuables in clothes
-1	Keeps pet rats in clothes
-1	Mutters mnemonics constantly



REACTION +/- +3 local dregs, -1 other dregs, -7 all others, +2 wild animals, +4 tame animals

WEAPONS AND POSSESSIONS					
Item	Damage Type	Skill Amt.	Level	\$	Wt.
8 small knives	cut	1-3	14	—	4
(homemade)	imp	1-3			
thrown	imp	1-3	15		
Iggy (rat*)	imp	1-5	12	—	3
Stooge (rat*)	imp	1-5	12	—	3
Layered clothes			4	3	
Boots			80	3	
Baubles			1,350	1	
Cash			3,566	—	
(Fat encumbrance)			80		

* ST 1, DX 12, IQ 4, HT 13/2, Speed 4
 Totals: \$ 5,000 Lbs. 91

WEAPON RANGES				
Weapon	PB	INC	1/4 DMG	MAX
small knife	—	1	8	15

SKILLS		
	Pt. Cost	Level
Knife	(P/E) 4	14
Knife throwing	(P/E) 8	15
Area knowledge: (M/E)		
neighborhood	6	21x
city	3	15x
Scavenging	(M/E) 3	15x
Merchant	(M/A) 4	16x
Streetwise	(M/A) 4	16x
Cooking	(M/E) 3	15x
Detect lies	(M/H) 3	17x
Animal handling (M/H)		
specialty-rats	5	26x*
Veterinary/TL3 (M/H)		
specialty-rats	0	21x**

* +4 for Empathy included
 ** +4 for Animal Empathy incl.
 x includes Eidetic Memory bonus
 + default from Animal Handling
 ++ +5 for specialty included, -6 outside specialty

SUMMARY		Point Total
Attributes		0
Advantages		111
Disadvantages		-40
Quirks		-4
Skills		43
TOTAL		110

CHARACTER SHEET

100

SKINS	
TOTAL	100

GURPS

CHARACTER SHEET

Name Mongo Player _____
 Appearance 6'7", 270 lbs., "HUGE"
 Background Scavenger dreg

Date Created _____

Sequence _____

Unspent Points _____

Point Total
65

Pt.
Cost

60

20

-20

10

ST 15

FATIGUE

DX 12

BASIC
DAMAGE

Thrust: 1+1

IQ 7

Swing: 2+1

HT 11

HITS TAKEN

Mvmt

BASIC
SPEED

MOVE

(HT+DX)/4 Basic - Enc.

ENCUMBRANCE

None (0) = 2xST 30

Light (1) = 4xST 60

Med (2) = 6xST 90

Hvy (3) = 12xST 180

X-hvy (4) = 20xST 300

PASSIVE
DEFENSE

Armor: _____

Shield: _____

TOTAL
0

ACTIVE DEFENSES

DODGE

PARRY

BLOCK

5

7 club
8 karate

—

= Move

Weapon/2

Shield/3

DAMAGE RESISTANCE

Armor

Toughness +2 : 2

:

TOTAL

2

Pt.
Cost

25

5

-15

-15

-10

-15

-1

-1

-1

-1

—

—

ADVANTAGES,
DISADVANTAGES, QUIRKS

Toughness +2

Reputation: Violent

+3 local dregs

Social Stigma: Dreg

(Barbarian/Outlaw) (+3/-3)

Wealth: Poor (\$ x 2)

Fat (-1)

Berserk

Likes to take things apart

Likes to show off

Overly fond of small animals

Loves opera music

Gives gifts; offended if

not appreciated



REACTION +/- +5 local dregs, +2
other dregs, -4 all others

WEAPONS AND POSSESSIONS

Item	Damage Type Amt. Level	\$	Wt.
Club	crush 2+2 14	-	3
Boombox & cube collection		75	(3)
Cutting torch		75	(7)
Armouring tools		150	(15)
Cash		700	-
(Fat encumbrance)			85

Totals: \$ 1,000 Lbs. 88

WEAPON RANGES

Weapon PB INC 1/2 DMG MAX

SKILLS

Pt. Cost Level

Broadsword (club) (P/A) 8 14

Running (HT based) (P/H) 2 10^{xx}

Karate (P/H) 8 13

Hobby skill: (M/A)

metal sculpture 1/2 6

opera 1/2 6

Area knowledge: (M/E) 4 9

Dreg area

Scrounging (M/E) 1 7

Blacksmith/TL7 (M/A) 1 6

Swimming (P/E) 0 11⁺

Karate punch hit on 13- 2

Karate kick hit on 11- 2+2

+ includes +5 for fat encumbrance
& -4 for encumbrance
xx increased Basic Speed by 1.25

SUMMARY

Point Total

Attributes	70
Advantages	30
Disadvantages	-55
Quirks	-5
Skills	25
TOTAL	65

Mongo



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.

Jojo



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.

Poke



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.

GURPS

CHARACTER SHEET

Name Tojo Player _____
 Appearance 5'7", 130 lbs., nervous and jumpy
 Background brain-damaged street gang guard

Date Created _____

Sequence _____

Unspent Points _____

Point Total

35

Pt. Cost	ST 9	FATIGUE
-10		
	DX 14	BASIC DAMAGE
45		Thrust: <u>1-2</u>
	IQ 9	Swing: <u>1-1</u>
-10		
	HT 9	HITS TAKEN
-10		

Mvmt	BASIC SPEED 6.75 (HT+DX)/4	MOVE 6 Basic - Enc.
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ENCUMBRANCE	PASSIVE DEFENSE
None (0) = 2xST <u>18</u>	Armor: _____
Light (1) = 4xST <u>36</u>	Shield: _____
Med (2) = 6xST <u>54</u>	
Hvy (3) = 12xST <u>108</u>	TOTAL <u>0</u>
X-hvy (4) = 20xST <u>180</u>	

ACTIVE DEFENSES		
DODGE	PARRY	BLOCK
<u>6</u>	8 spear	—
= Move	8 knife	Shield/3
	Weapon/2	

DAMAGE RESISTANCE	
Armor _____	TOTAL <u>0</u>

Pt. Cost	ADVANTAGES, DISADVANTAGES, QUIRKS
10	Combat Reflexes
10	Night Vision
10	Acute Hearing +5
10	Alertness +2
-15	Social Stigma: Dreg (Barbarian/Outlaw) (+3/-3)
-10	Paranoia (-2)
-15	Wealth: Poor (\$ x.2)
-10	Bad Sight: farsighted



REACTION +/- +1 dregs, -5 all others

WEAPONS AND POSSESSIONS				
Item	Damage Type	Skill Amt.	\$	Wt.
Spear (homemade)*	imp	1	16	—
thrown	imp	1+1	13	
Commando knife	cut	1-3	16	40
(large)	imp	1-2		
thrown	imp	1-2	10	
Peasant rags			—	1
Cash (on person)			110	—
Secret stash			850	—

* treat as cheap quality
 Totals: \$1,000 Lbs. 6

WEAPON RANGES				
Weapon	PB	INC	1/2 DMG	MAX
Spear	4	5	9	13 1/2
Knife	—	1	7	14

SKILLS		
	Pt. Cost	Level
Spear	(P/A) 8	16
Spear throwing	(P/E) 1/2	13
Knife	(P/E) 4	16
Knife Throwing	(P/E) 0	10
Stealth	(P/A) 2	14
Running (HT based)	(P/H) 2	8 xx
Survival: urban	(M/A) 2	9
Armoury/TL3	(M/A) 1	8
Traps/TL3	(M/A) 4	10
Climbing	(P/A) 2	14
Swimming	(P/E) 1/2	13
Area Knowledge: Dreg area	(M/E) 4	11

xx increased Basic Speed by 1

SUMMARY	
	Point Total
Attributes	<u>15</u>
Advantages	<u>40</u>
Disadvantages	<u>-50</u>
Quirks	<u>—</u>
Skills	<u>30</u>
TOTAL	<u>35</u>

GURPS[®]

CHARACTER SHEET

Name Poke Player _____
 Appearance 5' 10", 155 lbs., unclean
 Background A mercenary from the wrong side of town

Date Created _____

Sequence _____

Unspent Points _____

Point Total
20

Pt. Cost 10	ST 11	FATIGUE
45	DX 14	BASIC DAMAGE
-10	IQ 9	Thrust: <u>1-1</u> Swing: <u>1+1</u>
-10	HT 9	HITS TAKEN

Mvmt	BASIC SPEED 6.875 (HT+DX)/4	MOVE 6 Basic - Enc.
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ENCUMBRANCE	PASSIVE DEFENSE
None (0) = 2xST <u>22</u>	Armor: _____
Light (1) = 4xST <u>44</u>	Shield: _____
Med (2) = 6xST <u>66</u>	TOTAL <u>0</u>
Hvy (3) = 12xST <u>132</u>	
X-hvy (4) = 20xST <u>220</u>	

ACTIVE DEFENSES		
DODGE <u>6</u> = Move	PARRY 8 broadsword 7 knife 10 brawling Weapon/2	BLOCK — Shield/3

DAMAGE RESISTANCE	
Armor _____	TOTAL <u>0</u>

Pt. Cost 10	ADVANTAGES, DISADVANTAGES, QUIRKS
10	Combat Reflexes
10	Night Vision
2	Reputation: "bad dude" +1 local dregs
-15	Social Stigma: Dreg (Barbarian/Outlaw)(+3/-3)
-15	Wealth: Poor (\$ x.2)
-10	Paranoia (-2)
-15	Dyslexia (illiterate)
-15	Sadism (-3 if known)
-1	Arrogant bully who loves to fight
-1	Lazy
-1	Fancies himself a womanizer
-1	Often overconfident



REACTION +/- +2 local dregs, +1 other dregs,
 -5 all others (-3 Sadism, if known)

WEAPONS AND POSSESSIONS					
Item	Damage Type	Skill Amt.	Level	\$	Wt.
Broadsword	cut	1+2	16	-	3
(homemade)*	imp	1+1			
Brass knuckles	crush	1+2**	14	30	1
Cycle chain	crush	1+2	14	30	3
Large knife *	cut	1-1	15	16	1
	imp	1-1			
thrown	imp	1-1	10		
Peasant rags				-	1
Cash				324	-
Jewelry				100 (-)	
Drugs				500 (-)	

* treat as cheap quality
 ** includes Brawling bonus
 Totals: \$ 1,000 Lbs. 9

WEAPON RANGES				
Weapon	PB	INC	½ DMG	MAX
Large knife	-	1	9	16

SKILLS	Pt. Cost	Level
Guns/TL7: pistol	(P/E) 1	14
Knife	(P/E) 2	15
Knife Throwing	(P/E) 0	10
Broadsword	(P/A) 8	16
Brawling	(P/E) 4	16
Area knowledge: Dreg area	(M/E) 1	11
Stealth	(P/A) 4	15
Climbing	(P/A) 2	14
Motorcycle/TL7: medium/heavy	(P/E) 1	14
Running (HT based)	(P/H) 4	9xx
Flail (cycle chain)	(P/H) 4	14
Sex Appeal (HT based)	(M/A) 1	8
Interrogation	(M/A) 2	9

Brawling punch hits on 14- 1+2
 (damage includes +2 for brass knuckles)
 Brawling kick hits on 12- 1+2
 xx increased Basic Speed by 1.125

SUMMARY		Point Total
Attributes		35
Advantages		22
Disadvantages		-70
Quirks		-4
Skills		37
TOTAL		20

GURPS

CHARACTER SHEET

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

Date Created _____

Sequence _____

Unspent Points _____

Point Total

100

Pt. Cost	ST 9	FATIGUE
-10		
	DX 12	BASIC DAMAGE
20		Thrust: 1-2
	IQ 14	Swing: 1-1
45		
	HT 12	HITS TAKEN
20		

Mvmt	BASIC SPEED	MOVE
	6	5
	(HT+DX)/4	Basic - Enc.

ENCUMBRANCE	PASSIVE DEFENSE
None (0) = 2xST 18	Armor: 2/1
Light (1) = 4xST 36	Jacket Shield: 1
Med (2) = 6xST 54	
Hvy (3) = 12xST 108	TOTAL 3
X-hvy (4) = 20xST 180	A 2 vs imp.

ACTIVE DEFENSES		
DODGE	PARRY	BLOCK
6	6 knife	
= Move	Weapon/2	Shield/3

DAMAGE RESISTANCE		
Armor Kevlar vest: 4/2	TOTAL 5	
leather jacket: 1	A 3 vs imp.	

Pt. Cost	ADVANTAGES, DISADVANTAGES, QUIRKS
5	Charisma (+1)
15	Luck
5	Reputation: gang-boss
	-3 citizens (7-), +4 criminals
10	Wealth: comfortable (\$x2)
10	Mathematical Ability
-20	Addiction: Dar braxin
	\$50/dose, incapacitating, illegal
-10	Bully (-2)
-10	Overconfidence (+2/-2)
-10	Enemy: law enforcement organizations (6-)
-1	Changes hair color daily
-1	Loves computers & gadgets
-1	Secretive about computer skills
-1	Hates tobacco smoke
-1	Hates pets, especially furry ones



Arms
Leather
PDI; DRI

Torso
Kevlar +
leather
PD 3/2;
DR 5/3

Feet
Boots
PD 2; DR 2

REACTION +/- +4 criminals, (-3 citizens (7-))

WEAPONS AND POSSESSIONS					
Item	Damage Type	Skill Amt.	Level	\$	Wt.
.22 pistol	crush	1	14	75	2
Laser targeting scope		+2	500	3	
Silencer			38	1/2	
.22 ammo - 200 rounds			100	(17)	
Small knife	cut	1-4	13	30	1/2
	imp	1-3			
thrown	imp	1-3	12		
Leather jacket with Kevlar 'vest' inserts			300	14	
Clothes & boots			120	4	
Bank account			1337	-	
Computer system			5,000	(30)	
Dar braxin - 10 doses			500	(-)	
Household & personal			2,000	-	
Totals: \$ 10,000 Lbs. 24					

WEAPON RANGES				
Weapon	PB	INC	1/2 DMG	MAX
.22 pistol	3	5	60	150
6 shots:				
Small knife	-	1	4	9

SKILLS		
	Pt. Cost	Level
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/H) 2	13
Computer Operations/TL7	(M/E) 8	23x
Computer Programming/TL7	(M/H) 6	20x
Research	(M/A) 2	14
Carousing (HT based)	(P/A) 1	11
Detect Lies	(M/H) 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/H) 1	12
Area Knowledge: Dreg area	(M/E) 1	14
Poisons	(M/H) 1	17++
specialty - illegal drugs		

** +2 for IQ included
 x +5 for Mathematical Ability incl.
 ++ +5 for specialty included,
 -6 outside specialty

SUMMARY	
	Point Total
Attributes	75
Advantages	45
Disadvantages	-50
Quirks	-5
Skills	35
TOTAL	100

Bikers

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. 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 Patrons. These loners must have a way to survive, whether through honest labor or other means.

Bikers, punks and outlaws do mix. There *are* punk 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).

Grillbert Beep



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



Lindy Logan is a party girl with a purpose.

While in college, Lindy discovered that her favorite recreational chemical, Ecstasy, 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.

Ecstasy'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 Ecstasy 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 Player _____
 Appearance 5'7", 120 lbs., hair of indescribable colors, age 23
 Background rich girl gone bad

Date Created	Sequence
Unspent Points	Point Total
	100

Pt. Cost	ST 10	FATIGUE
0		
	DX 12	BASIC DAMAGE
20		Thrust: <u>1-2</u>
	IQ 14	Swing: <u>1</u>
45		
	HT 11	HITS TAKEN
10		
	Mvmt	BASIC SPEED
		5.5
		(HT+DX)/4
		MOVE
		5
		Basic - Enc.

ENCUMBRANCE	PASSIVE DEFENSE
None (0) = 2xST <u>20</u>	Armor: _____
Light (1) = 4xST <u>40</u>	Shield: _____
Med (2) = 6xST <u>60</u>	
Hvy (3) = 12xST <u>120</u>	
X-hvy (4) = 20xST <u>200</u>	
	TOTAL 0

ACTIVE DEFENSES
DODGE 5
PARRY 6 knife
BLOCK —
= Move
Weapon/2
Shield/3

DAMAGE RESISTANCE
Armor _____
TOTAL 0

Pt. Cost	ADVANTAGES, DISADVANTAGES, QUIRKS
5	Appearance: Attractive (+1)
30	Wealth: Very wealthy (\$x20)
-15	Greed
-25	Addiction: Ecstasy
	\$100 + 1 dose, hallucinogenic, legal
-10	Enemy: Law enforcement organizations (6-)
-1	Explores ruins for books
-1	Modifies and distributes micros
-1	Likes to do and say kinky things
-1	Carries \$2,000 in cash always
-1	Keeps up with fashion fads



REACTION +/- +1

WEAPONS AND POSSESSIONS					
Item	Damage Type	Skill Amt.	Level	\$	Wt.
Jewelled Switchblade	Cut 1-1	13	3,000	1/2	
thrust or thrown	imp 1-2				
.357 Magnum	crush 2+2	15	100	3*	
Laser targeting scope		+2	500	3*	
Silencer			50	1/2*	
2 fast-loaders			26	2*	
Hideaway camera			250	1/2*	
Handcuffs			50	1*	
Light intensifying goggles			300	1/2*	
Lockpicks			200	—*	
Tape recorder			35	1*	
Cash			2,000	—*	
Purse containing *items	crush 1	12	250	1*	
Fashionable clothes and shoes			300	2	
Portable computer terminal			400	(3)	
6 computer cubes			60	(3)	
Cash at home			32,479	(-)	
Household and personal			60,000	(-)	
Totals: \$ 100,000				Lbs. 15	

Weapon	PB	INC	1/2 DMG	MAX
.357 Magnum	4	5	80	300
6 shots				
Small knife	—	1	5	10

SKILLS	Pt. Cost	Level
Guns/TL7: pistol	(P/E) 2	15**
Flail (purse)	(P/H) 2	11
Knife	(P/E) 2	13
Knife throwing	(P/E) 2	13
Acting	(M/A) 4	15
Streetwise	(M/A) 4	15
Chemistry/TL6:	(M/H)	
Specialty-drugs	4	19**
Sex Appeal (HT based)	(M/A) 8	14
Disguise	(M/A) 4	15
Forgery/TL7	(M/H) 4	14
Computer Operation/TL7	(M/E) 1	14
Computer Programming/TL7	(M/H) 4	14
Literature:	(M/H)	
Specialty-erotica	2	18**
Psychology	(M/H) 1	12
Lockpicking/TL7	(M/A) 1	13

** +2 for IQ included
 ** +5 for specialty included;
 -6 outside specialty

SUMMARY	Point Total
Attributes	75
Advantages	35
Disadvantages	-50
Quirks	-5
Skills	45
TOTAL	100

Ernie Wojcik



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 fanatical — 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.

Auntie Maim



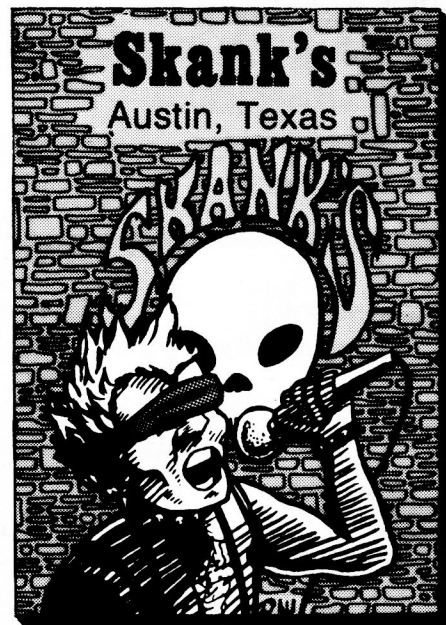
Her parents — she barely remembers them — called her Mamie. Even as a child, she was a scrapper — a survival trait in the ruined portions of Seattle.

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 grafiti 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 second-hand 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.



No one knows how Skank's got its name or when it opened. Good Time Charlie, the bartender, began working there when he was old enough to push a broom. He is now the owner.

Skank's is a small club, located on a side street. There's no name on the door and no phone — look for the punks clustered outside. Once you get in the door, you grope your way down a short, dark corridor; at the end you meet Marty, who will take your cover fee and stamp your hand. Expect to be watched suspiciously the first few times you show up, unless you come with one of the regulars.

On your right as you come in are antique pinball machines, video games, and body bags. The body bags are four feet long, a foot and a half in diameter, and stuffed with sawdust. On your left is the bar where Good Time Charlie holds court. There are layers of posters on the walls, advertising bands which have played at Skank's.

In the "game room" and bar there are no chairs; patrons can stand, talk, drink, and play the games. Next door is a room with a dozen small tables. About twenty chairs face the stage and the tiny dance floor. The stage is separated from the dance floor by Charlie's security team, Larry and Cosmo, who collectively stand over thirteen feet tall and weight eight hundred pounds. No matter how crowded the place gets, the dancing never spills onto the stage.

Most of the crowd comes to dance to the "anti-muzak" bands. "Bashing" is popular, and many patrons work out on the body bags before trying it on the dance floor. Some spend the night slamming the body bag. "Beats me," one punk said when asked why.

GURPS

CHARACTER SHEET

Name Ernie Wojcik Player _____
Appearance 6'7", 270 lbs., huge & dirty, makeshift armor, patches
Background faithful front-line fighter for a biker gang

Date Created	Sequence
Unspent Points	Point Total 75

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

Mvmt	BASIC SPEED <u>6</u> (HT+DX)/4	MOVE <u>5</u> Basic - Enc.
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ENCUMBRANCE	PASSIVE DEFENSE
None (0) = 2xST <u>28</u>	Armor: <u>4</u>
Light (1) = 4xST <u>56</u>	Shield: _____
Med (2) = 6xST <u>84</u>	TOTAL _____
Hvy (3) = 12xST <u>168</u>	
X-hvy (4) = 20xST <u>280</u>	

ACTIVE DEFENSES		
DODGE	PARRY	BLOCK
<u>5</u>	<u>6 bat</u>	—
= Move	Weapon/2	Shield/3

DAMAGE RESISTANCE	
Armor <u>Body armor: 3</u>	TOTAL <u>5</u>
<u>Toughness: 2</u>	

Pt. Cost	ADVANTAGES, DISADVANTAGES, QUIRKS
5	Reputation: tough fighter +3 bikers
10	High Pain Threshold
10	Rapid Healing
25	Toughness +2
-10	Reputation: biker -3 citizens, +3 bikers
-10	Illiterate
-15	Fanaticism: Loyalty to gang
-15	Duty to gang leader (always)
-20	Enemy: law enforcement organizations (9-)
-1	Adapts stray animals
-1	Hates being called stupid
-1	Named his gun "Otto"
-1	Big combat football fan
-1	Always scavenges kills for clothes that will fit



REACTION +/- +6 bikers, -3 citizens

WEAPONS AND POSSESSIONS					
Item	Damage Type	Skill Amt.	Level	\$	Wt.
Amex 2017 shotgun	crush 2	13	13	125	8
10 shotgun shells				20	2*
Colt .45 pistol	crush 2+1	11	125	3*	
.45 ammo clip				350	1/2*
3 grenades	crush 3	10	75	3*	
Bowie knife	cut 2-2	11	50	1 1/2*	
imp		1			
thrown	imp	1	10		
Large pouch				20	1/2
Body armor				250	20
Pot-helm				100	5
Clothes				40	1
Binoculars				50	2
Cycle chain	crush 2+1	10	30	(3)	
Baseball bat	crush 2+1	12	20	(3)	
Cash on hand				538.50	
Tool kit				600	(40)
Ownership in gang vehicles				2,953	-
Totals: \$5,000		Lbs. 46 1/2			

WEAPON RANGES					
Weapon	PB	INC	1/2 DMG	MAX	
Amex shotgun	8	3	20	50	
8 shots:					
Colt .45	3	6	100	400	
7 shots:					
Bowie knife	-	1	13	21	

SKILLS	Pt. Cost	Level
Guns/TL7:	(P/E)	
shotgun	4	13
pistol	1	11
Driving/TL7: cars	(P/A)	1 10
Motorcycle/TL7:	(P/E)	
medium & heavy	4	13
Gunner/TL7: MG	(P/A)	4 12
Brawling	(P/E)	2 12
Broadsword (bat)	(P/A)	4 12
Flail (cycle chain)	(P/H)	2 10
Knife	(P/E)	1 11
Throwing	(P/H)	2 10
Mechanic/TL7: cars	(M/A)	2 8
Area Knowledge:	(M/E)	
gang's home state	1	8
Streetwise	(M/A)	2 8

Brawling punch hits on 11-14	
Brawling kick hits on 9-24	
(damage includes +1 for boots)	

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

GURPS

CHARACTER SHEET

Name Auntie Maim Player _____
 Appearance 6'1", 220 lbs., tattooed, younger than she looks
 Background blacksmith and armourer among the bike gangs

Date Created	Sequence
Unspent Points	Point Total
	100

Pt. Cost 30	ST 13	FATIGUE
30	DX 13	BASIC DAMAGE
10	IQ 11	Thrust: <u>1</u>
30	HT 13	Swing: <u>2-1</u>
		HITS TAKEN

Mvmt	BASIC SPEED	MOVE
	8	8
	(HT+DX)/4	Basic - Enc.

ENCUMBRANCE	PASSIVE DEFENSE
None (0) = 2xST <u>26</u>	Armor: _____
Light (1) = 4xST <u>52</u>	Shield: _____
Med (2) = 6xST <u>78</u>	
Hvy (3) = 12xST <u>156</u>	TOTAL 0
X-hvy (4) = 20xST <u>260</u>	

ACTIVE DEFENSES		
DODGE	PARRY	BLOCK
8	7 hammer 9 knife 9 brawling	—
= Move	Weapon/2	Shield/3

DAMAGE RESISTANCE		
Armor _____	:	TOTAL
Toughness +2	:	2

Pt. Cost 25	ADVANTAGES, DISADVANTAGES, QUIRKS
10	Toughness +2
10	Rapid Healing
-10	Reputation: biker -3 citizens, +3 bikers
-10	Lecherous
-15	Wealth: Poor (\$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



REACTION +/- -3 citizens, +3 bikers

WEAPONS AND POSSESSIONS					
Item	Damage Type	Skill Amt.	Level	\$	Wt.
Bowie knife	cut	2-3	15	50	1 1/2
	imp	1			
thrown	imp	1	9		
Smith's hammer	crush	2+2	14	50	(5)
BlastMaster	crush	2+2	15	125	(7)
50 shotgun shells				50	(10)
Brass knuckles	crush	2	13*	30	1
Scruffy clothes & shoes				50	3
Cash				25	—
Improvised forge & anvil				400	—
Assorted tools				100	—
Hoarded food				120	—
Totals: \$ 1,000 Lbs. 5 1/2					

WEAPON RANGES				
Weapon	PB	INC	1/4 DMG	MAX
BlastMaster	4	2	15	30
8 shots:				
Bowie knife	—	1	11	18

SKILLS	Pt. Cost	Level
Guns/TL7: Shotgun	(PIE) 2	15*
Axe/Mace (hammer)	(PIA) 4	14
Knife	(PIE) 4	15
Knife Throwing	(PIE) 0	9
Brawling	(PIE) 2	14
First Aid/TL7	(MIE) 1	11
Running (HT based)	(PIH) 2	12**
Armoury/TL7:	(MJA) 1	10
guns		
Blacksmith/TL9	(MA) 2	11
Scrounging	(MIE) 2	12
Carousing (HT based)	(PIA) 2	13
Occultism	(MJA) 1	10
Streetwise	(MA) 2	11

Brawling punch hits on 13- 2
 (damage includes +2 for brass knuckles)
 Brawling kick hits on 11- 2
 * +1 for IQ included
 xx increased Basic Speed by 1.5

SUMMARY		Point Total
Attributes		100
Advantages		35
Disadvantages		-55
Quirks		-5
Skills		25
TOTAL		100

GURPS

CHARACTER SHEET

Name Masher Player _____
 Appearance 6', 250 lbs., resembles a mountain
 Background cycle gang member

Date Created _____

Sequence _____

Unspent Points _____

Point Total

75

Pt.
Cost

60

30

-10

10

ST

15

FATIGUE

DX

13

BASIC
DAMAGE

Thrust: 1+1

IQ

9

Swing: 2+1

HT

11

HITS TAKEN

Mvmt

BASIC
SPEED

6

MOVE

6

(HT+DX)/4 Basic - Enc.

ENCUMBRANCE

None (0) = 2xST 30

Light (1) = 4xST 60

Med (2) = 6xST 90

Hvy (3) = 12xST 180

X-hvy (4) = 20xST 300

PASSIVE
DEFENSE

Armor: _____

Shield: _____

TOTAL
0

Feet

Boots
PD2;
DR2



REACTION +/- +3 bikers, -3 all others

ACTIVE DEFENSES

DODGE

6

= Move

PARRY

7 machete

Weapon/2

BLOCK

Shield/3

DAMAGE RESISTANCE

Armor

Toughness +2 : 2

:

TOTAL

2

WEAPONS AND POSSESSIONS

Item	Damage Type	Skill Amt.	Level	\$	Wt.
Colt .45 pistol	crush	2+1	16	125	3
Machete	cut	2+1	14	25	2
Summer clothing				40	1
Boots				80	3
Motorcycle				4,320	-
(stock "Hawk", p. A40)					
Booze (stashed)				100	(15)
Bank account				310	-

Totals: \$ 5,000 Lbs. 9

WEAPON RANGES

Weapon	PB	INC	1/4 DMG	MAX
Colt .45	3	6	100	400
7 shots:				

SKILLS

Pt. Cost Level

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

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

SUMMARY

Point Total

Attributes	90
Advantages	35
Disadvantages	-85
Quirks	-5
Skills	40
TOTAL	75

Pt.
Cost

10

25

-10

-15

-15

-10

-15

-20

-1

-1

-1

-1

-1

ADVANTAGES,
DISADVANTAGES, QUIRKS

High Pain Threshold

Toughness +2

Reputation: biker

-3 citizens, +3 bikers

Kleptomania

Lecherousness

Bad Temper

Duty to gang leader (always)

Enemy: law enforcement
organizations (9-)

Likes to burn things

Enjoys hurting people

Bully

Distrusts others

Loyal to gang

Masher



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 Ayers



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.

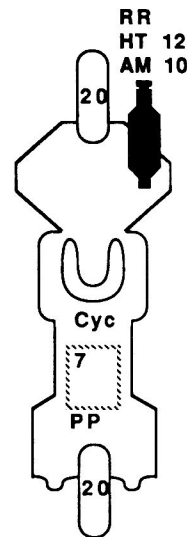
Then the company went out of business, just after Reba received her first raise. "Rezoning," said the city commission, when they razed the business to put up a security tower.

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.

Samson

Samson Motors



Heavy Cycle

\$5,210

1090 lbs.

Acc: 10

Top Speed: 90

Motorcycle skill modifier: + 1

Front: PD: 0

DR: 12

Back: PD: 0

DR: 6

Weapon	Damage	Range	Info	# Of
	type/amt	PB/1/1/2/MAX		Shots
RR	crush/5	5/20/—/1000		10

Improved Suspension/Medium Cycle Powerplant/Two PR Radial Tires/Single Driver

Armor is streamlined and fully honey-combed.

Weight left for cargo and crew: 210 lbs.

Cubic feet left: 1

GURPS

CHARACTER SHEET

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

Point Total

75

Pt. Cost	ST 10	FATIGUE
0		
	DX 13	BASIC DAMAGE
30		Thrust: 1-2
	IQ 12	Swing: 1
20		
	HT 12	HITS TAKEN
20		

Mvmt	BASIC SPEED	MOVE
	6.25	6
	(HT+DX)/4	Basic - Enc.

ENCUMBRANCE	PASSIVE DEFENSE
None (0) = 2xST <u>20</u>	Armor: _____
Light (1) = 4xST <u>40</u>	Shield: _____
Med (2) = 6xST <u>60</u>	
Hvy (3) = 12xST <u>120</u>	TOTAL <u>0</u>
X-hvy (4) = 20xST <u>200</u>	

ACTIVE DEFENSES		
DODGE	PARRY	BLOCK
6	7 knife	—
= Move	Weapon/2	Shield/3

DAMAGE RESISTANCE		
Armor	:	TOTAL
	:	0
	:	

Pt. Cost	ADVANTAGES, DISADVANTAGES, QUIRKS
15	Appearance: Beautiful (+2 females/+4 males)
10	Combat Reflexes
-10	Reputation: biker -3 citizens, +3 bikers
-15	Wealth: Poor (\$x.2)
-10	Impulsiveness
-15	Duty to gang leader (always)
-20	Enemy: law enforcement organizations (9-)
-1	Chain smoker



Feet
Boots
PD2; DR2

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

WEAPONS AND POSSESSIONS				
Item	Damage Type	Skill Amt.	\$	Wt.
Ingram M-43 SMG	crash	2+2	14	150 7
2 ammo clips			32	2
2 small knives	cut	1-4	14	60 1
	imp	1-3		
thrown	imp	1-3	14	
Clothes & boots			120	4
Portable computer terminal			400 (3)	
Basic electronic tools			200 (20)	
Cash			28	-
Gold-plated choker			10	-

Totals: \$ 1,000 Lbs. 14

WEAPON RANGES				
Weapon	PB	INC	1/2 DMG	MAX
Ingram M-43	3	4	100	500
32 shots:				
Small knife	-	1	7	14

SKILLS			Pt. Cost	Level
Guns/TL7: SMG	(P/E)	2	16*	
Motorcycle/TL7:	(P/E)	2	14	
medium/heavy				
knife	(P/E)	2	14	
Knife Throwing	(P/E)	2	14	
Area Knowledge:	(M/E)	2	13	
state				
Electronics/TL7:	(M/A)			
security systems		6	14	
communications		2	12	
computers		2	12	
Computer Operations/				
TL7	(M/E)	1	12	
Carousing (HT based)	(P/A)	8	14	
Diplomacy	(M/H)	8	14	
Streetwise	(M/A)	6	14	
Pickpocket	(P/H)	4	13	
Scrounging	(M/E)	2	13	
Sex Appeal	(M/A)	2	12	
(HT based)				

* +2 for IQ included

SUMMARY		Point Total
Attributes		70
Advantages		25
Disadvantages		-70
Quirks		-1
Skills		51
TOTAL		75

GURPS

CHARACTER SHEET

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

Date Created	Sequence
Unspent Points	Point Total 110

Pt. Cost 45	ST 14	FATIGUE
30	DX 13	BASIC DAMAGE Thrust: 1 Swing: 2
20	IQ 12	HITS TAKEN
20	HT 12	

Mvmt	BASIC SPEED 6.25 (HT+DX)/4	MOVE 6 Basic - Enc.
-------------	----------------------------------	---------------------------

ENCUMBRANCE	PASSIVE DEFENSE
None (0) = 2xST <u>28</u>	Armor: 2/1
Light (1) = 4xST <u>56</u>	Jacket Shield: 1
Med (2) = 6xST <u>84</u>	T 3
Hvy (3) = 12xST <u>168</u>	A 2 vs imp.
X-hvy (4) = 20xST <u>280</u>	L

ACTIVE DEFENSES		
DODGE	PARRY	BLOCK
6	7 knife 6 karate	—
= Move	Weapon/2	Shield/3

DAMAGE RESISTANCE	
Armor <u>Kevlar vest : 4/2</u>	T 5
<u>Leather jacket : 1</u>	T 3 vs imp.
	A 3 vs imp.
	L

Pt. Cost 5	ADVANTAGES, DISADVANTAGES, QUIRKS
10	Reputation: Tough
2	+2 everyone in his part of town
5	Combat Reflexes
	Musical Ability +2
	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
-1	Old wounds pain him



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

WEAPONS AND POSSESSIONS					
Item	Damage Type	Skill Amt.	\$	Wt.	
.357 Magnum	crush	2+2	16	100	3
2 large knives	cut	2-2	14	80	2
	imp	1			
thrown	imp	1	14		
Swiss Army knife			25	-	
Leather jacket			50	4	
Clothing & boots			80	4	
Kevlar vest (under jacket)			250	10	
Tool kit			600	(40)	
Disassembled "Spider"			3140*	(-)	
motorcycle (see p. A39)					
Cash			675	-	

*takes missing RR into account
 Totals: \$ 5,000 Lbs. 23

WEAPON RANGES				
Weapon	PB	INC	1/4 DMG	MAX
.357 Magnum	4	5	80	300
6 shots:				
Large knife	-	1	10	19

SKILLS	Pt. Cost	Level
Guns/TL7: pistol	(P/E) 2	16**
Motorcycle/TL7: medium/heavy	(P/E) 2	14
Knife	(P/E) 2	14
Knife throwing	(P/E) 2	14
Karate	(P/H) 4	13
Streetwise	(M/A) 6	14
Musical Instrument:		
guitar	(M/H) 4	14X
Mechanic/TL7:		
motorcycle	(M/A) 2	12
Area Knowledge:		
his side of town	(M/E) 4	14

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

** +2 for IQ included
 X +2 for Musical Ability included

SUMMARY		Point Total
Attributes		115
Advantages		22
Disadvantages		-50
Quirks		-5
Skills		28
TOTAL		110

Rafe Switcher



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.

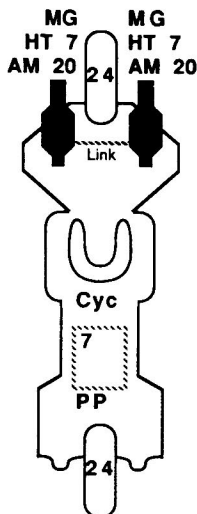
Rafe has been through a few scrapes in his time. Thanks to an unfortunate battle against alert-minded Commando Scouts, the only position Rafe finds comfortable when standing around the pool table is a military "at ease" position. Unfortunately, this bothers his fellow pool players a bit. An old knife 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.

Mirada Cycle Concepts



Heavy Cycle

\$5,490

1070 lbs.

Acc: 10

Top Speed: 90

Motorcycle skill modifier: +0

Front: PD: 0

DR: 12

Back: PD: 0

DR: 0

Weapon	Damage	Range	Info	# Of
	type/amt	PB/1/1/2/MAX		Shots
MG	crush/3	5/20/300/900		20
MG	crush/3	5/20/300/900		20

Improved Suspension/Medium Cycle Powerplant/Two Puncture-Resistant Tires/Single Driver

Armor is streamlined and fully honeycombed. Machine guns are linked.

Weight left for cargo and crew: 230 lbs.

Cubic feet left: 5

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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