

Blood Royale [50, plus 5 per dose]

There are a lot of people who are quietly grateful that the legendary ‘healing power of the King’s hands’ was actually due to the byproducts of a particular bacteria that happens to have a very specific diet; the sweat of people with some extremely rare genetic markers. That gratitude starts with the people who have those genetic markers; biologists found it relatively simple to replicate the conditions under which the bacteria grew, which meant that there would be no need to come up with more, ah, strenuous methods of *securing* the byproducts. And, yes, the methods could very well have been strenuous, given that the byproducts can be refined into drugs that have cut cancer rates in half.

All of this would be merely an interesting little story, except that some of the people with the genetic markers happen to be, well, members of royal dynasties. None of them are actually in charge of anything; but a lot of them are still rich and influential, and some of them legitimately feel that they still **should** be in charge. Being told that their touch could literally cure cancer, if sufficiently boosted, did nothing to change their attitudes, and a good bit towards making them decide to fund further research.

Research which has succeeded. The healing abilities were the first to be boosted, of course -- and in ways that go even further than the government-sponsored programs -- but they soon found all sorts of interesting bacteria strains to use. And cultivate. And, eventually, refine.

Those with the Blood Royale (or 'royals') are, in **GURPS** terms, equivalent to Quick Gadgeteers with Gizmos; each 5 point level increases the number of doses that can be produced per game session. Royal abilities essentially duplicate alchemical elixirs (see pg 213-219 of **GURPS Magic**); the royal rolls against Will to create a dose (if a resistance roll would later be required, use the royal's ST+4 as appropriate). The dose is concentrated in the royal's sweat, and must be transmitted by touch; note that the royal can also target himself, but must find a way for the dose to bypass the skin (royal skin is immune to the bacteria's secretions).

All royals 'know' the following bacterial strains: Attractiveness, Battle, Charisma, Fear, Fire Resistance, Healing, Health, Memory, Pain Resistance, Speed, Strength, Universal Antidote, and Wisdom. Note that royals are not immune to the effects of any of these strains! Also note that royals who try to research poisonous or deadly bacterial strains tend to die quickly.

Those with the Blood Royale are well-aware about just how badly they're outnumbered by the mob; having the ability to slay with a touch will just end up getting everybody killed.

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