

Additional Rogue Talents

These are additional Talents (***GURPS Basic Set: Characters***, pages 89-91) designed for characters who are part of the criminal world (note: this includes groups like the City Watch). Note that there are no combat skills included. Also note that, while these Talents are not restricted to NPCs, they are explicitly *designed* for NPCs. Four levels of Sneak can turn a street rat into a surprisingly difficult adversary to run down, or even notice in the first place.

Burglar

A particular set of skills, designed around going somewhere you're not supposed to go, stealing the best contents, and then leaving. Hopefully without anybody noticing.

Burglar: Animal Handling, Architecture, Climbing, Connoisseur, Forced Entry, Lockpicking, Search, Stealth, Traps. *Reaction bonus*: thieves, fences, people who think you have a romantic job. *10 points/level*.

Con-Man

This talent is for people playing the con on the streets, or at least the town square.

Con-Man: Counterfeiting, Disguise, Fast-Talk, Gambling, Makeup, Running. *Reaction Bonus*: Grifters, flim-flam men, carnies, and other people 'on the job.' *5 points/level*.

Cunning-Man

Despite the name, this can just as easily be a woman; he or she has a magical background, and is possibly even a mage. But the straight and narrow life is not for everyone.

Cunning-Man: Alchemy, Herb Lore, Hidden Lore, Occultism, Poisons, Research. *Reaction Bonus*: satisfied customers and anybody who doesn't want you as an enemy. *5 points/level*.

Fence

Somebody's got to move the loot along, and there's good money in it. Better money than in stealing the loot in the first place, sometimes.

Fence: Connoisseur, Diplomacy, Jeweler, Merchant, Savoir-Faire, Streetwise. *Reaction Bonus*: More or less the entire criminal community (as the philosopher once said: good fences make good neighbors). *5 points/level*.

Smuggler

As long as governments are there to limit what can go from point A to point B, there will be those whose job is to

evade such rules. This Talent is used by people who work in bulk, over long distances.

Smuggler: Animal Handling, Area Knowledge, Camouflage, Freight Handling, Packing, Politics, Smuggling, Teamster. *Reaction Bonus:* Certain government officials, people who want to acquire what you have, anybody who would like to be smuggled in or out of a location. *10 points/level.*

Sneak

The street rats who grow up usually know these skills. This Talent is good for finding things out without people noticing, and for getting away quick when they do.

Sneak: Area Knowledge, Climbing, Filch, Holdout, Lip-Reading, Observation, Pickpocket, Running, Shadowing, Stealth, Streetwise, Traps. *Reaction Bonus:* street rats, the more pragmatic Watchmen, adventuring parties who need reliable and reasonably priced information. *10 points/level.*

Swindler

Differs from the Con-Man mostly in scope. Swindlers rip off guilds and companies and municipal governments.

Swindler: Accounting, Acting, Administration, Finance, Forgery, Market Analysis, Public Speaking, Savoir-Faire. *Reaction bonus:* people that you've made rich, people who

think you're going to make them rich, people, commoners who you've cultivated as part of your long con. *10 points/level.*

Watchman

This talent is for street-level cops -- and watchmen with both an anachronistic skill set, and outlook on life. Active members of the Watch will have Legal Enforcement Powers and hopefully a Patron, but a retired Watchman will also have these skills.

Watchman: Criminology, Detect Lies, Forensics, Law, Leadership, Observation, Search, Streetwise. *Reaction Bonus:* 'honest citizens,' 'honest criminals,' past crime victims whom you've helped. *10 points/level.*

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- Moe Lane

- <http://www.moelane.com>