

# 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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