

Talents for Steampunk Campaigns

These are, as always, not incompatible with each other. Some Mad Scientists are also Mad Engineers, some Two-Fisted Explorers have Academic pretensions, and Lady Adventurer is often merely an emergency backup contingency.

- **Academic:** People with this Talent often do not *wish* to adventure, but are often brought on adventures anyway because of their particular skill set. *Skills:* Anthropology, Architecture, Astronomy, Cryptography, Esoteric Medicine, Hidden Lore, History, Linguistics, Literature, Mathematics, Occultism, Research. *Reaction bonus:* others in their fields, people who respect teachers and professors. [10pt]
- **Journalist:** Journalists are always chasing the latest scoop, even if they have to make it themselves. They get in and out of trouble with remarkable speed. *Skills:* Current Affairs, Detect Lies, Fast-Talk, Observation, Propaganda, Writing. *Reaction bonus:* devoted readers, a remarkable number of dangerous

people who laugh delightedly and admirably at the sight of reckless indifference to personal safety. [5pt]

- **Lady Adventurer:** Unkind people call these people 'adventuresses.' Sensible people do not make one their enemy. *Skills:* Acting, Connoisseur, Dancing, Detect Lies, Diplomacy, Escape, Filch, Lip-Reading, Makeup, Savoir-Faire, Search, Sex-Appeal. *Reaction bonus:* impressionable youths, men of a certain age and status. [10pt]
- **Mad Engineer:** They are not Mad Scientists! Blast your eyes, they actually know make things! *Skills:* Armoury, Electrician, Engineer, Explosives, Machinist, Mechanic. *Reaction bonus:* venture capitalists, people who like gadgets. [5pt]
- **Mad Scientist:** Not all Mad Scientists are evil, but most of them are at least *unusual*. *Skills:* Biology, Bioengineering, Chemistry, Physics, Metallurgy, Scrounging. *Reaction bonus:* students, open-minded scientists. [5pt]
- **Rigger:** These fellows are generally the crew of airships or aerial flyers or whatnot. They **work** for a living. *Skills:* Climbing, Crewman (Airshipman), Freight Handling, Gunner, Knot-Tying, Parachuting. *Reaction Bonus:* other airshipmen, soldiers generally. [5pt]

- **Two-Fisted Explorer:** Those with this Talent probably do have an academic background, but they're happier in the field. *Skills:* Archeology, Area Knowledge, Boating, Cartography, Disguise, Gesture, Hiking, Naturalist, Navigation, Survival, Swimming, Tracking. *Reaction bonus:* locals who you've dealt fairly with, people who think that tomb-raiding is romantic. [10pt]

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