

Guttersnipe

Attributes [120]: ST 10, DX 12 [40], IQ 13 [60], HT 10, HP 10, Will 16 [15], Per 14 [5], FP 10

Basic Lift 20, Damage 1d-2/1d, Basic Speed 5.5, Basic Move 5, Ground Move 5, Water Move 1

Social Background: TL: 8 [0], Cultural Familiarities: Western (Native) [0], Languages: English (Native) [0]

Advantages [151]: Absolute Direction [5], Aspect (Psi) (5) [20], Danger Sense [15], Emotion Control (Suggestion) [5], Mind Clouding (Psi) (1) [6], Mind Shield (Psi) (2) [8], Suggestion (Psi) (3) [30], Telepathy Talent (4) [20], Telereceive (Psi) (1) [21], Telesend (Psi) (3) [21]

Disadvantages [-70]: Bad Sight (Nearsighted) (Glasses) [-10], Jealousy [-10], Obsession (Become a psionic powerhouse) (Short-Term Goal) (12 or less) [-5], Overconfidence (12 or less) [-5], Secret (Psionic) (Imprisonment or Exile) [-20], Status (-1) [-5], Trademark (tagging) (Simple) [-5], Wealth (Struggling) [-10]

Quirks [-5]: Always looks for an exit [-1], Bathes fastidiously [-1], Doesn't make eye contact [-1], Holds grudges [-1], Likes scepter and crown motifs [-1]

Packages [0]: Thief (Fantasy) [0], Thief - Shoplifter (Fantasy) [0]

Skills [54]: Acting IQ/A - IQ+0 13 [2], Amnesia (Suggestion) Tech/H - 16 [2], Aspect Will/H - Will+2 18 [1]*, Brawling DX/E - DX+1 13 [2], Climbing DX/A - DX+0 12 [2], Fast-Talk IQ/A - IQ+0 13 [2], Filch DX/A - DX+2 14 [8], Hidden Lore (Psionics) IQ/A - IQ-1 12 [1], Holdout IQ/A - IQ+1 14 [4], Merchant IQ/A - IQ+0 13 [2], Mind Clouding IQ/H - IQ+2 15 [1]*, Mind Shield Will/H - Will+2 18 [1]*, Observation Per/A - Per+1 15 [4], Panhandling IQ/E - IQ+0 13 [1], Pickpocket DX/H - DX+0 12 [4], Running HT/A - HT+2 12 [8], Stealth DX/A - DX+0 12 [2], Streetwise IQ/A - IQ+0 13 [2], Suggestion IQ/H - IQ+3 16 [2]*, Telereceive IQ/H - IQ+2 15 [1]*, Telesend IQ/H - IQ+2 15 [1]*, Urban Survival Per/A - Per-1 13 [1]

*Includes: +4 from 'Telepathy Talent'

Stats [120] Ads [151] Disads [-70] Quirks [-5] Skills [54] = Total [250]

Appearance: a male teenager (15 years old) with glasses. His clothing is obviously well-used, but scrupulously clean. Guttersnipe regularly showers, brushes his teeth, and uses deodorant.

Guttersnipe is his mouth-name. Non-psis can't even *perceive* his real name, and he doesn't care if that bothers them. He has other interests in life.

He's a street urchin who really should be in foster care of some kind, and he was - right up to the point where his psionic abilities first manifested at puberty. His foster parents were decent enough folks, but they didn't *understand* Guttersnipe. Which wasn't their fault, and they were kind, so he didn't do anything to them on his way out the door.

That case worker, though? The one who liked to push kids around when they weren't being respectful enough? She unaccountably got blackout drunk one night, and drove into a tree. The airbag saved her life, but did exactly jack for saving her career. ...And that's Guttersnipe for you. He's *not* a nice kid. Oh, he's not a sadist, but if you get on his bad side, he'll do what he can to make your life miserable. It's really easy to get on his bad side, too; much harder to get off it, or on his good one.

And he's also *very* good at coming up with creative ways to be nasty. He has to be: while Guttersnipe has a wide range of psionic abilities, and considerable natural talent in using them, his *power* is still developing. It's only recently

that he's been able to use some of his telepathic abilities at range, and his offensive telepathy is nonexistent. To his credit, Guttersnipe doesn't want to learn to kill people with his mind, although there are good, practical reasons for not exploring that aspect of telepathy. That's the sort of ability that gets psions shot while resisting arrest.

Guttersnipe has two distinct long-term goals: one mundane, one esoteric. The mundane one is simpler: he wants to have enough money and resources to take care of his bodily needs and comforts. For a fifteen year old, he's doing well. He steals enough to keep him off the streets and staying fed, but that's not good enough. And Guttersnipe doesn't need *money*. He needs *investments*. Not enough to be glaringly obvious about it, though. Just the right amount for him to not have to worry about money.

His esoteric goals are more comprehensive. Guttersnipe had to learn everything he knows about psionic powers on his own; he's not bad at picking out gold from the dross which is New Age and psi 'scholarship,' but there's a ridiculous amount of dross out there. He needs to either find more reliable materials, or else do better at self-improvement. Offering him a chance to do either would be a powerful hook.

In combat, Guttersnipe will leave. He'll use Mind Clouding or Amnesia to break contact and run, and Suggestion to slow down pursuit. He'll also use Aspect or Danger Sense to not get into a fight in the first place. Guttersnipe is not a coward, but he's genuinely worried that being too close to someone when they die will produce some kind of negative psychic feedback. He's not certain that will happen, but why take the risk?

300 pt version: Increase Status to 0 [5]. Increase Wealth to Comfortable [20] and add Independent Income 5 [5]. Add Contact Group (Criminals, 12-, usually reliable) [5] and Social Chameleon [5]. Add Electronics Operation/TL8 (Security) 13- [2], Lockpicking/TL8 12- [2], Research 13- [2], Savoir-Faire (Criminal) 14- [2], and Search 14- [2]. At higher levels, Guttersnipe will increase his psionic powers, starting with Telereceive.

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