

**GURPS**

# ROBIN HOOD

*Adventures in Sherwood Forest . . . And Beyond*



*By Robert M. Schroeck  
and Peggy Schroeck*

**STEVE JACKSON GAMES**

# GURPS<sup>®</sup>

# ROBIN HOOD

*Adventures in Sherwood Forest . . . And Beyond*

By Robert M. Schroeck and Peggy U.V. Schroeck

Edited by Jeff Koke

Additional material by Joseph Avins, Chris W. McCubbin,  
Lisa Pinkham and Scott Pinkham

Cover Art by David Menehan

Illustrated by Ruth Thompson

Cartography by Mike Naylor

*GURPS* System Design by Steve Jackson

Loyd Blankenship, Managing Editor; Carl Anderson, Production Manager

Page Layout and Typography by Jeff Koke and Monica Stephens

Production by Carl Anderson and Manuel Garcia

Ruth Thompson, Staff Artist; Kerry Havas, Print Buyer

Research Material Provided by Gabriela Catalano, Ronni Katz, Lisa Pinkham, Scott Pinkham and Cheryl Weaver.

Playtesters: C. J. Carella, Valeria Coney, Libby Curnow, John M. Ford, David Gollighugh, Mary Gollighugh,  
Alexandra Honigsberg, David Honigsberg, Steven Piziks, Brett Slocum, Daniel J. Thibault,  
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# INTRODUCTION

Next to the legends of King Arthur, the most enduring tales in the English language are those of Robin Hood. From their first literary appearance in the 14th century to this very day, Robin and his Merry Men have been archetypes — endlessly reinvented and reinterpreted, yet always the same.

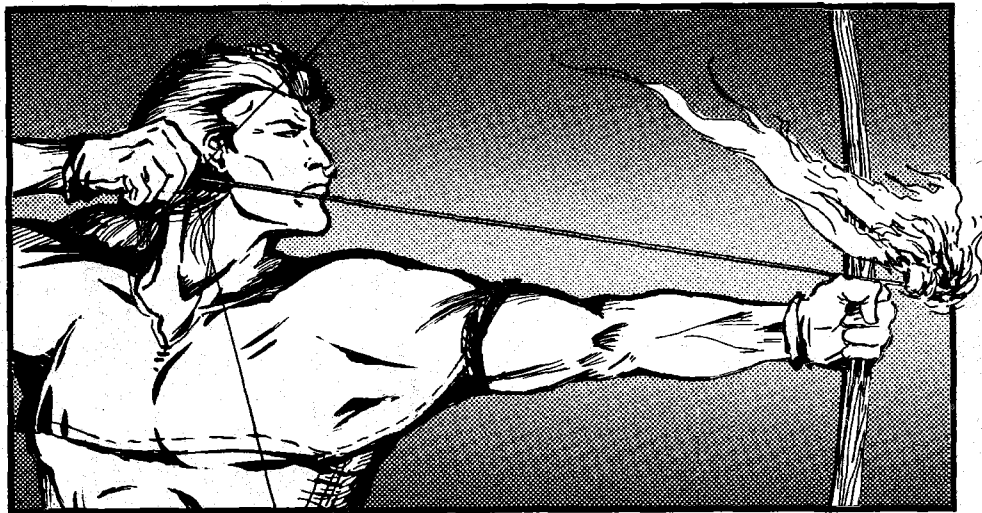
It has been said that there are only seven basic plots in all of fiction, and that Robin Hood is one of them. If the story of Robin Hood is a fundamental element of literary tradition, then transplanting Robin to different settings can yield surprising dividends. Motion pictures have done it, novels have done it, and the original tellers of the tales have done it. And in the tradition of *GURPS*, that is what we attempt here. The Robin Hood of legend is here, yes, but there is more — in this volume, the prince of thieves is taken on a whirlwind tour through time and space. From Jacobite Scotland to cold asteroids orbiting a far star, you will find Robin and his men in more guises than you might expect. As Malcolm A. Nelson says in his book *The Robin Hood Tradition in the English Renaissance*:

*“The man who would find the ‘real Robin Hood’ . . . must also find a man idealized in the fifteenth century, ennobled and refined in the sixteenth, domesticated and debased in the seventeenth, ignored in the eighteenth, romanticized in the nineteenth, and transformed into a hero . . . in the twentieth.”*

So we carry on a tradition of reweaving the tales of Robin Hood against new backgrounds and peoples. Won't you join us in the grand tapestry of his story?

Forward, into Sherwood!

— Robert and Peggy Schroeck



## Worldbooks, Sourcebooks and Genres

*GURPS Robin Hood* is a new concept for *GURPS* — while it's a sourcebook, it does not follow the pattern of most of our sourcebooks. Instead of focusing on one setting, we explore variations on the classic theme of Robin Hood. Several of the most popular *GURPS* worldbooks and sourcebooks — *Old West*, *Swashbucklers*, *Supers*, *Cyberpunk* and *Space* — have chapter-length scenarios dedicated to them; sidebars (pp. 33-34) detail even more variants.

The Robin Hood of the classic tales can be played using only this volume and the *GURPS Basic Set, Third Edition*, or can be incorporated into a campaign based on *GURPS Magic* or *GURPS Fantasy*. The others will require the appropriate worldbook or sourcebook for best use. If the GM doesn't own these books, the cross-genre sections will still make good source material and campaign ideas.

## About GURPS

Steve Jackson Games is committed to full support of the *GURPS* system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources now available include:

**Roleplayer.** This bimonthly magazine includes new rules, variants, new races, beasts, information on upcoming releases, scenario ideas and more. Ask your game retailer, or write for subscription information.

**New supplements and adventures.** We're always working on new material, and we'll be happy to let you know what's available. A current catalog is available for an SASE.

**Errata.** Everyone makes mistakes, including us — but we do our best to fix our errors. Up-to-date errata sheets for all *GURPS* releases, including this book, are always available from SJ Games; be sure to include an SASE with your request.

**Q&A.** We do our best to answer any game question accompanied by an SASE.

**Gamer input.** We value your comments. We will consider them, not only for new products, but also when we update this book on later printings!

**BBS.** For those of you who have computers, SJ Games operates a BBS with discussion areas for several games, including *GURPS*. Much of the playtest feedback for new products comes from the BBS. It's up 24 hours a day at 512-447-4449, at 300, 1200 or 2400 baud. Give us a call!

## Page References

Rules and statistics in this book are specifically for the *GURPS Basic Set, Third Edition*. Any page reference that begins with a B refers to a page in the *Basic Set* — e.g., p. B102 means p. 102 of the *Basic Set, Third Edition*. An SW refers to *GURPS Swashbucklers*, OW to *Old West*, and SU means *Supers*. Likewise, CY signifies *GURPS Cyberpunk*, and S means *Space*.

## About the Authors

Bob and Peggy Schroeck continue their unhealthy obsession with figures of British legend in this volume, Bob's third book and Peggy's second. Bob is the author of *GURPS I.S.T.*; he and Peggy co-authored *GURPS Camelot*. They spend much of their free time traipsing through the primeval forests of New Jersey, bows in hand.

# CHARACTERS

# 1

The Robin Hood legend speaks of many different character types, from nobleman to serf. Players can become Robin Hood or one of his Merry Men, a forester in the King's service, one of the Sheriff's men or the Sheriff of Nottingham himself.

This chapter presents the various types of characters commonly found in the classic legend, as well as the common advantages, disadvantages and skills that these (and characters from this book's other genres) will often possess.



# Advantages, Disadvantages and Skills

This section develops the advantages, disadvantages and skills given in the *Basic Set*, with notes on special applications

for the various sorts of *Robin Hood* campaigns. Some new advantages, disadvantages and skills are also presented.

## Advantages

### Literacy

see p. B21

The England of the classic Robin Hood is a pre-literate society. Literacy is an uncommon advantage. Historically, priests were the only regularly literate class, and then only in Latin.

Some dystopian future societies (especially those in *Cyberpunk* settings) may be post-literate. See p. CY19 for details.

### Magical Aptitude (Magery)

see p. B21

Magery will normally be completely unavailable in the classic setting of Robin Hood, although several retellings (including the excellent British TV series of the mid-80's) have established sorcery as rare but not out of place.

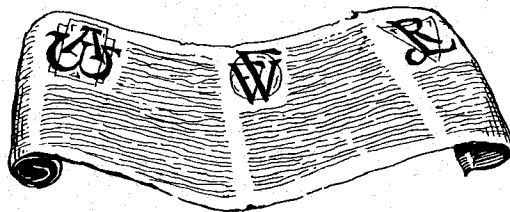
If the GM decides to include magic as part of the milieu, anyone desiring Magery should also purchase an Unusual Background of *no less than 25* points to explain how and why he happens to be so gifted.

### Social Stigma

Variable

Present in late 12th-century England are the Jews. A Jewish character must take the *Minority Group* social stigma. Though they are technically protected by the Crown, Jews are subject to harassment and violence.

Noble women in 12th-century England are considered *Valuable Property*, as per p. B27. Peasant women are considered just peasants, with no further penalty for their gender.



### Status

see p. B18

Status and cost of living will of course vary from setting to setting. For 12th-century England, use the following chart (adapted from that found on p. B191):

Level	Example/Cost of Living
8	Pope: \$50,000+
7	King: \$20,000+
6	Prince, Duke, Archbishop: \$10,000
5	Baron, Count, Bishop: \$5,000
4	Landed lord, Royal Sheriff, Abbot: \$2,500
3	Lesser lord, landholder: \$2,500
2	Knight, mayor, priest, great merchant: \$800
1	Squire, captain, burgess, merchant, forester, hermit, friar, monk: \$400
0	Freeman: \$200
-1	Villein, radman: \$100
-2	Colibert/buri, bordar/cottars/coscets: \$50
-3	Beggar, leper, other incurable: \$25
-4	Servi/ancillae: \$0

The lowest level of status is the servus: the serf or slave (*ancilla* is the term for a female serf). They made up about 10% of the population. They had no rights, could not own land, and were owned outright by their lord.

Social status -2 represents another 25% of the population. *Coliberts* (also known as *buri*) were serfs with more rights; they could rent land, but normally didn't. When they did, they became *bordars* (also known as *cottars* or *coscets*), who worked for themselves and occasionally (but rarely) made money above and beyond their living costs.

The bulk of the population, about 50%, are Status -1: villeins. Although in the service of a particular lord, they are allowed to own their own lands and can have extensive holdings, up to and including herds of animals. They owe part of their annual yield to their lord, and must serve in his troops if necessary. A subcategory of villein is the *radman*, who is a horseman; his duties can be anything from messenger to light cavalryman.

Status 0, freemen, had no obligations to lords, could own their own land, and hold offices. They were rare, and often they were craftsmen or another kind of professional, beyond being landowners.

### Wealth

see p. B16

In the tales of Robin Hood, there is a distinct stratification of wealth. There seems to be almost no one of Average or Comfortable wealth, but instead great numbers of Struggling or Poor peasants, and a smaller (but still substantial) number of persons who are Wealthy or better.



# New Advantages

## Ally Group

Ally groups are composed of NPCs, controlled by the GM. A lawman who regularly calls out the posse should take the posse as an Ally Group. Robin Hood has his Merry Men as an Ally Group. Strength and frequency of appearance govern an Ally Group's point value.

A small group (2 to 5 people) costs 10 points. Examples include an infantry squad or a small gang.

A medium-sized group (6 to 20 people) costs 20 points. Examples include gangs who ride with the player characters, deputies in a large city, or an Indian Warriors' Society.

A large group (20 to 1,000 people) or a medium-sized group with some formidable individuals costs 30 points. Examples include an Indian tribe, an Army troop, or, when Indian magic works, a Society of Medicine Men.

An entire government, the Sioux Nation, or some similar group may be purchased as a Patron, but cannot be an Ally Group.

## Point Level

The individuals in an allied group normally are 75-point characters. They may be increased to 100-point Allies by raising the *base* cost of the group by 10 points. Allies of more than 100 points must be bought individually.

## Frequency of Appearance

If the Ally Group appears almost all the time (roll of 15 or less): triple the listed value.

If the Ally Group appears quite often (roll of 12 or less): double the listed value.

If the Ally Group appears fairly often (roll of 9 or less): use the listed value.

If the Allied Group appears quite rarely (roll of 6 or less): halve the listed value (round up).

The player chooses the Ally Group on character creation. The GM should feel free to fill in the details, including the circumstances under which the Ally Group may be available. The GM may also require the Unusual Background advantage to explain the ties between the character and the Ally Group.

A PC should get no character points for betraying, attacking, or endangering his Ally Group. If the betrayal is prolonged or severe, the ties between the PC and his Ally Group are broken; the Ally Group and points are lost.

If a PC and his Ally Group part ways amicably, the PC should not be penalized. The point cost of the Ally Group may buy another Ally Group met during role-playing, or individual members of the group may continue as Allies (see p. B24). At the GM's discretion, remaining points may be traded in for money (see p. B83), reflecting parting gifts.

## Bardic Immunity

This advantage is specific to the "classic" Robin Hood setting. It may only be taken by professional bards and minstrels, not dabblers in song. For a PC to become a professional bard, he must spend at least 1 point on Bardic Lore skill (see p. 9).

Bardic Immunity represents the old Celtic laws and customs, still extant in Robin's day, regarding bards. These customs give them the right to sing what they please — or, in some cases, what they've been ordered to sing — without fear of serious consequences. If you have Bardic Immunity, you may even go as far as to sing a grossly insulting song to the king — you may get banished for it, but you can't be killed or imprisoned. You

## Variable

cannot even be whipped — harming a bard in any way is completely out of the question. The Immunity applies only to the content of your performances, not anything else you might do.

Proof of the bard is in the performance. As the official historians of a Celtic society, true bards could prove their position by performing epics and poems beyond the ability of the amateur.

Anyone who violates a bard's Immunity risks damage to his name and reputation. If the bard survives, or other bards hear about the offense, two things will happen. One, the offender will become known as a bad host, and will receive no more visits from traveling minstrels. Two, if the offense is severe enough, vicious satires about the offender will be composed and distributed. These will impose a bad Reputation of at least -1 (higher for more severe offenses) on the violator.

These penalties are meted out by the Bardic College, a loose guild-like organization of professional minstrels and bards.

## Contacts

A Contact is an NPC, like an Ally or a Patron. However, the Contact only provides *information*. Contacts may be anything from a wino in the right gutter to the Chief of State of a country, depending on the character's background. The Contact has access to information, and he is already known to and guaranteed to react favorably to the character. The Contact may want a price, in cash or favors, for the information. The Contact is always played and controlled by the GM and the nature of the price must be set by the GM.

## Variable



The GM may assume that a Contact is, in general, well-disposed toward the PC. However, the Contact is *not* an Ally or Patron, and is no more likely to give special help than any other generally friendly NPC!

A Contact doesn't have to be created when the PC is first developed. Contacts may be added later. When appropriate, the GM can turn an existing NPC into a Contact for one or more players, possibly in lieu of character points for the adventure in which the Contact was developed and encountered.

Whatever the case, the Contact can provide information only about his own area of expertise. The technician at the forensics lab probably has no information about currency transfers, and the VP of the local Takashi branch probably can't do a ballistics comparison. The GM assigns a skill (Streetwise for a minor criminal, Forensics for a lab tech, etc.) to the Contact. All attempts to get information from him require a secret roll by the GM against the Contact's "effective" skill. Note that the effective skill is not necessarily the NPC's *actual* skill; the actual skill can be set by the GM if the NPC comes into regular play. For instance, the president of a local steel mill might actually have business related skills of 16-18, but he has an *effective* skill of 21, making him worth 20 points, because he himself has good connections!

Point values for Contacts are based on the type of information and its effective skill, modified by the frequency with which they can provide information and the reliability of the information. Importance of information is relative and the list of possible Contacts is virtually endless; a few are listed below as a guide to help the GM determine value.

### Types of Information

**Street Contacts.** These are minor criminals, derelicts, street thugs, gang members, small-time fences and other streetwise NPCs who provide information on illicit activities, local criminal gossip, upcoming crimes and so forth. Base cost is 5 points

for "unconnected" Contacts (not part of the local criminal organization; Streetwise-12) and 10 points for "connected" Contacts (Streetwise-15). If the Contact is a major figure in a criminal organization (the Don, Clan Chief, or member of the "inner circle" of the family; Streetwise-21), the cost doubles to 20 points.

**Business Contacts.** Executives, business owners, secretaries — even the mail room flunky — can provide information on businesses and business dealings. Base cost depends on how much the contact can be expected to know: 5 points for a mail boy or typists (effective skill 12), 10 points for the president's secretary (effective skill 15), 15 points for an accountant (effective skill 18) or 20 points for the president or Chairman of the Board (effective skill 21).

**Military Contacts.** Anyone from enlisted grunts up to the Joint Chiefs of Staff. Military contacts can provide information on troop movements and assignments, missions and goals, details on secret weaponry and contractors, or Pentagon-level strategy. Cost depends on the rank (and thus amount of access) of the character: 5 points for a buck private or new recruit (effective skill 12), 10 points for an NCO (effective skill 15), 15 points for officers anywhere up to Major (effective skill 18) or 20 points for a field general or member of the Joint Chiefs (effective skill 21).

**Police Contacts.** This includes anyone connected with law enforcement and criminal investigations: beat cops, corporate security, government agents, forensics specialists, coroners, etc. Cost depends on access to information or services. Beat cops and regular private security officers are 5 points (effective skill 12); detectives, federal agents, or record clerks are 10 points (effective skill 15); administrators (lieutenants, captains, Special Agents in Charge, Head of Departmental Security, etc.) are 15 points (effective skill of 18) and senior officers (sheriffs, chiefs of police, District Superintendents, Security Chiefs, etc.) are 20 points (effective skill 21).

## Disadvantages

### Code of Honor

see p. B31

**Highwayman's Code of Honor.** Highwaymen in swashbuckling England hold certain principles sacred. One principle is courtesy — they are always polite if not resisted. Another is generosity — they return enough money for the traveler to spend the night and get home by coach. A highwayman with this Code of Honor will not refuse a request for money from any poor person. A third point is graciousness to the ladies and a flirtatiousness that many women find flattering and exciting. Often a lady will be able to redeem some of her husband's gold with a kiss, something everybody but the husband enjoys. An honorable highwayman may not rob the poor. This Code of Honor is worth -5 points.

**Warrior's Code of Honor.** Many Indian warrior societies have a specific code of honor or Vow which all members of the society follow. Examples include: The best death is an honorable one in battle; the bravest act is to count coup on a live enemy; it is more honorable to kill with a lance or club than from a distance with a gun or bow; rescue wounded comrades. The player and the GM may decide specific details of an individual warrior's Code of Honor. -10, -15 or -20 points.

**Merry Man's Code of Honor.** Robin Hood's band of Merry men followed a specific Code of Honor that dictated a great deal of their behavior in and out of their forest home. The details of the Merry Man's Code can be found in the sidebar on p. 25. It is worth -10 points.

### Duty

see p. B39

**Involuntary Duties:** Some characters may have duties that are enforced by threats to self or loved ones, or by exotic means of mind control. Such a forced duty can result in difficult decisions or surprising insights for the victim. An involuntary duty would *not* include military service by draft (although service by impressment, as practiced by the British navy of the 18th century, would qualify), nor would any other "normal" service. Only case where life or sanity are directly at stake qualify.

For instance, if Yeoman William is forced to serve the Sheriff of Nottingham because the Sheriff has his family imprisoned in the dungeon of Nottingham castle, William would have an involuntary duty bonus.

If a duty is involuntary, add an additional -5 points to its value.

### Pacifism

see p. B35

**Cannot Harm Innocents.** This is a "subset" or weaker form of Cannot Kill; you cannot take both. A PC who takes Cannot Harm Innocents may use deadly force *only* on a foe who is attempting to do him serious harm. Capture is not "serious harm," unless the captive is already under penalty of death! A character who Cannot Harm Innocents will never intentionally do anything that causes or even *threatens* injury to the uninvolved. -10 points.



## New Disadvantages

Most (if not all) of these disadvantages are appropriate for use in a campaign set in any background.

### **Compulsive Carousing**

**-5 points**

You have an uncontrollable urge to party. You must go in search of a social gathering at least once a day, and participate for at least an hour. You will try *any* alcoholic beverage without a second thought (you may even sample hallucinogenic plants, concoctions or drugs simply for the experience), and aren't particularly picky about your romantic partners.

### **Glory Hound**

**-15 points**

This is an advanced case of Overconfidence (p. B34); a character may not have both Glory Hound and Overconfidence.

You insist on being in the limelight — you will always take the greatest risks, create complex plans that feature your abilities, lead the charge, etc.

### **Incompetence**

**-1 point**

A character may be defined as *incompetent* in any one skill, for -1 character point. He cannot learn that skill, and any attempt at default use is at an extra -4.

You cannot be incompetent in a single specialization; if you are incompetent with Guns, for instance, you are incompetent with every type of gun.

No one should ever be allowed more than -5 points in Incompetences.

The GM may disallow any incompetence that seems silly or abusive in his particular campaign. Likewise, the GM can allow an incompetence or two to count as Quirks, if a character is already at the maximum point value allowed for disadvantages.

### **No Sense of Humor**

**-10 points**

You never get any jokes and think everyone is earnestly serious at all times. Likewise, you never joke, and you *are* earnestly serious at all times. Others react at -2 to you in any situation where this disadvantage becomes evident.

### **Secret**

**Variable**

A Secret is some aspect of your life (or your past) that you must keep hidden. Were it made public, the information could harm your reputation, ruin your career, wreck your friendships, and possibly even threaten your life!

The point value of a Secret depends on the consequences if the Secret is revealed. The worse the results, the higher the value, as follows:

**Serious Embarrassment.** If this information gets around, you can forget about ever getting a position at court, gaining a knighthood, or marrying well. Alternatively, your Secret could be one

that will simply attract unwanted public attention if it is known. **-5 points.**

**Utter Rejection.** If your Secret is discovered, your whole life will be changed. Perhaps you will lose your patron, and be rejected by friends and loved ones. Perhaps you will merely be harassed by admirers, cultists or long-lost relatives. **-10 points.**

**Imprisonment or Exile.** If the authorities uncover your Secret, you'll have to flee, or be imprisoned for a long time (GM's decision). **-20 points.**

**Possible Death.** Your Secret is so terrible that you might be executed by the authorities, lynched by a mob or assassinated if it were ever revealed — you would be a hunted man. **-30 points.**

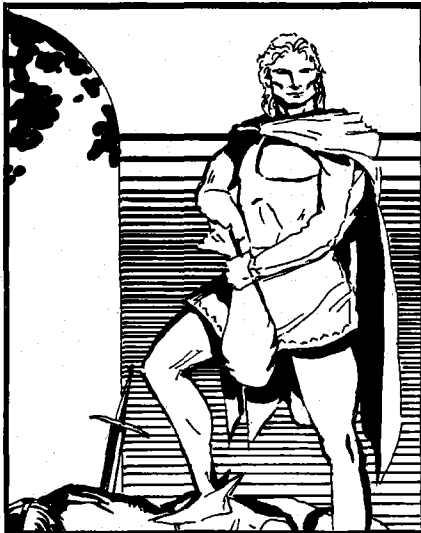
If a Secret is made public, there will be an immediate negative effect, as described above, ranging from embarrassment to possible death. There is a lasting effect — you suddenly acquire new, permanent disadvantages whose point value equals *twice* that of the Secret itself! The points from these new disadvantages go first to buy off the Secret, and may then (at the GM's option only) be used to buy off other disadvantages or (rarely) to buy new advantages. Any unused points are lost, and the character's point value is reduced.

The new disadvantages acquired must be appropriate to the Secret and should be determined (with the GM's assistance) when the character is created. Most Secrets turn into Enemies, Bad Reputations, and Social Stigmas. They might also reduce your Status or Wealth — going from Filthy Rich to merely Very Wealthy is effectively a -10-point disadvantage. Some Secrets could even turn into mental or physical disadvantages, though this would be rare.

Similarly, if the GM allows you to buy off old disadvantages with the new points, these too must be appropriate to the Secret. The most common disadvantages that could be bought off are Duties and Dependents.

In general, a Secret appears in a particular game session if the GM rolls a 6 or less on three dice before the adventure begins. However, *as for all other disadvantages of this type*, the GM need not feel constrained by the appearance roll — if he thinks the Secret should come into play, it does!

When a Secret appears, it is not necessarily made public. The character must somehow prevent the Secret from being revealed. This may require him to cave in to blackmail or extortion, to steal the incriminating documents, or even to silence the person who knows the Secret. Regardless of the solution, however, it's only temporary — the Secret will appear again and again until it is finally bought off. Secrets may be bought off automatically through exposure (see above) or with earned character points over the course of play.



## Skills

12th-century England is a TL3 society. Only skills appropriate to the tech level may be taken. No unarmed combat skills other than Brawling (and for those who own *GURPS Martial Arts*, Wrestling) are known.

### **Languages**

A large number of languages are spoken in the England of Robin Hood. All are M/A.

**Cornish/Welsh.** These two tongues, descended from the orig-

inal Celtic tongue of the Britons, are spoken in Cornwall and Wales respectively. They default to each other at -3.

**English.** This will be the default language for most player characters. It is more properly called Middle English, and only vaguely resembles Modern English. A good example of Middle English can be found in the untranslated version of Chaucer's *Canterbury Tales*.

**Flemish** was brought to England by the Flemish mercenaries employed by the Normans; it is a dialect of Middle Dutch.

**Forest Sound Code.** This is a complex code of animal and other forest noises used by Robin and his Merry Men. It is explained in more detail in the sidebar on p. 29.

**Gaelic** is spoken in Scotland, and was brought over from Ireland by the Scots in the fifth century.

**Latin.** Spoken in the church, it was also used for many important documents by the government.

**Norman French** is the tongue of the ruling class, and the only language used for any business conducted by the upper classes,

the government or the church, or for most trade. Many English learned French, but the number of native French speakers was never more than 5%.

**Norse.** Also spoken mainly in Scotland, this language was brought to the British Isles by Viking settlers.

### **Survival (Urban)**

*see p. B57*

This talent covers the *physical* part of staying alive in a city environment, whether it's overpopulated or empty. The *social* problems of city survival are covered by the Streetwise skill. A specialist in urban survival could (for instance) find clean rain-water; locate manholes from above or below; quickly locate building entrances, exits, stairwells, and so on; recognize and avoid physically dangerous areas, like crumbling buildings; make and read city maps, and find his way out of strange city areas; find a warm place to sleep outside in cold weather; and locate common types of buildings or business without asking anyone, just by his "feel" for the way cities are laid out.

## **New Skills**

### **Bardic Lore (Mental/Hard)**

**Defaults to IQ-6**

A true bard will know many songs and poems, long and short, memorized word for word. On a successful roll, he can perform one accurately; a failed roll means he forgot or garbled something. A separate roll, on Bard skill, is necessary to make the performance *exciting!*

A bard does not necessarily have skill in composing new poems and songs (although the best do); those abilities are covered by the Poetry and Musical Instrument skills, respectively.

### **Intimidation (Mental/Average)**

**Defaults to ST-5  
or Acting-3**

Intimidation is a social "influence" skill, used for persuasion. The essence of intimidation is to convince the subject that you are able and willing, and perhaps eager, to hurt him.

Intimidation may be substituted for a Reaction roll in any situation, though it is at a -3 penalty when used in a request for aid. A successful Intimidation roll gives a Good (though not friendly) reaction. A failed roll gives a Bad reaction. Most people will remember an intimidation attempt, whether successful or not, for a long time; it can permanently affect an NPC's attitude.

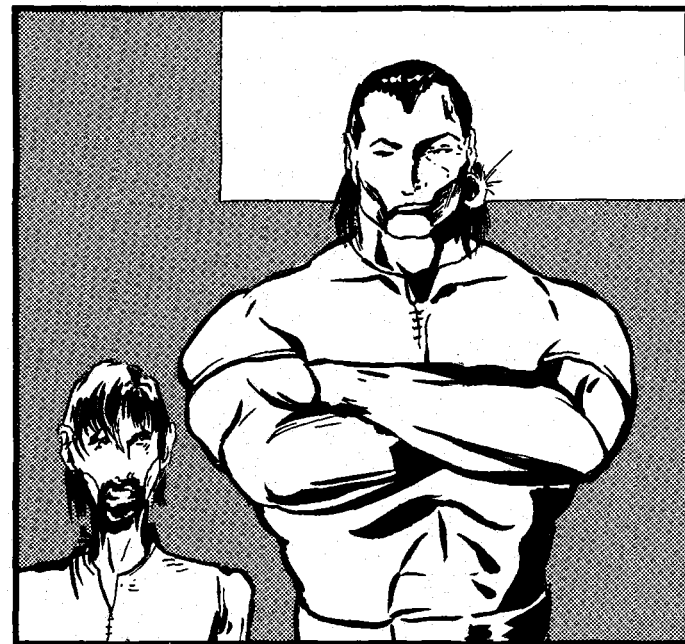
When Intimidation is used against a PC (or, at the GM's option, against a NPC), this can also be rolled as a contest of Intimidation vs. Will. See *Influence Rolls*, sidebar, p. B93.

**Modifiers:** Up to +2 for displays of strength or bloodthirstiness, or +3 for superhuman strength or inhuman bloodthirstiness. Appropriate reputation modifiers certainly count! +1 for each 6" of height that you have over the subject, -1 if you are shorter (-2 if more than 6" shorter). +2 for Hideous appearance.

The GM may give a further +1 bonus for witty or frightening dialogue, but should apply a penalty if the attempt is clumsy or inappropriate.

Fearlessness counts *against* intimidation attempts. The GM may apply any level of penalty if the PCs are attempting to intimidate somebody who, in his opinion, just can't be intimidated. This includes anyone with the Unfazeable advantage (see pp. S14-15).

**Magical and Psionic Modifiers:** Spells and psi talents can be used to frighten people. If any such ability is used to supplement an attempt to intimidate, allow +2 for a successful attempt — +4 for a critical success. A failure has no effect unless the GM wants to penalize a critical failure in some creative way.



**Intimidating a Group:** This skill may be used against several people at once. For every five targets you attempt to intimidate with a single roll, apply a -1 penalty to your skill — up to a maximum of -5 (25 people). A single person cannot intimidate a group of larger than 25 people. A group of characters may attempt to intimidate a group of larger than 25 — 3 characters could intimidate up to 75 (3×25) people! Use the bonuses of the *best* intimidator in the group, and the penalties of the toughest target in the enemy group.

**Running a Bluff:** If the PC can make both a Fast-Talk and an Intimidation roll, and roleplays it well, he can appear intimidating even when he can't back it up. This is the only way to intimidate some people (martial arts masters, world leaders, bellicose drunks). Success on both rolls gives a Very Good reaction. Success on one and failure on the other gives a Poor reaction. Failure on both gives a Very Bad reaction.

Note that Interrogation skill can default to Intimidation-3. It will not help you tell a good answer from a bad one, but it can get people to talk.

# Character Types

Below are described many basic roles from the tales of Robin Hood, both old and new. These make excellent starting points for character designs for the classic Robin theme.

## Abbot/Bishop

The upper levels of the church hierarchy are often in alliance with the secular aristocracy; often the two overlap, through family connections or even in the same person (see *William Longchamp*, sidebar, p. 18).

Abbots are the officials in charge of seminaries, abbeys and some large churches. They wield considerable power both in the church and out, and may own large tracts of land in either their names or in the church's. A rich abbot is frequently as much a feudal lord as any secular figure.

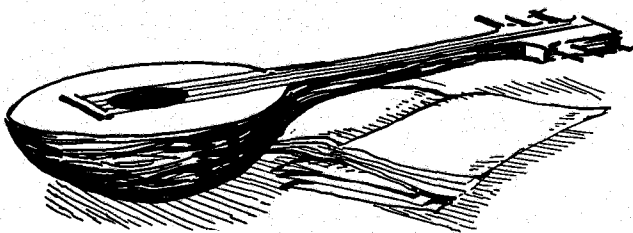
Bishops administer groups of parishes known collectively as dioceses or bishoprics. They are the antepenultimate rank within the church in England, second only to the Archbishop of Canterbury. Their political power is matched only by their economic clout.

Bishops and abbots are frequently at odds with their secular counterparts over control and ownership of land. Frequently, children of noble houses are drawn into the priesthood solely to let the church acquire their lands.

Abbots and bishops are built along the following lines: Clerical Investment, Legal Enforcement Powers (10-point level, limited to Church Law), Literacy and Patron: Church (Reasonably powerful organization, appears on 9 or less); Duty to Church/Congregation (10 or less, non-hazardous), and Minor Vow: Chastity. Skills must include Latin, Politics and Theology at IQ. Abbots are Status 4; bishops are Status 5.

They are roughly equivalent in holdings and secular power to the equivalent nobles found in the Status chart on p. 5. It is a rare abbot or bishop who does not have Wealth of at least Comfortable or Wealthy level. Political Contacts are not unusual. Greed is a common disadvantage, as is Overconfidence. Particularly ostentatious abbots and bishops in the Nottinghamshire area have an Enemy: Robin Hood, appearing on a 6 or less.

While either Saxons or Normans may reach this level of rank within the church, in practice these positions were usually filled by Normans, with their attendant Intolerance toward the Saxons.



## Bard/Minstrel

Traveling bards and minstrels can move quickly and easily from place to place, and meet every level of society from nobles to peasants. They carry news and messages as well as entertainment, and are almost always welcome wherever they go. In addition, they are still close enough to Celtic tradition that they remain the keepers of oral history. Most importantly, even in Robin's day, there still exists a kind of "diplomatic immunity" for the bard or minstrel that prevents his harm even by kings — he may be banished, but not so much as whipped. (See *Bardic Immunity*, p. 6.)

A minstrel should have Bardic Immunity, at least one Musical Instrument, Singing, Bard and Bardic Lore skills. First level Eidetic Memory is useful, as are Performance, Musical Ability and Voice.

## Beggar

No small percentage of the population of Nottingham are beggars and other totally impoverished persons. A beggar will have a Status of -3 and Poverty: Dead Broke. Their skills will include anything appropriate to their previous station. The most successful beggars will possess Fast-Talk, Streetwise, and Area Knowledge skills.

## Craftsman

Any medieval setting must have a wide variety of craftsmen in order to provide the goods that people need. Some craftsmen in the England of Robin Hood are wanderers, like many tinkers, but others may have permanent workshops. Non-itinerant craftsmen may be in service to a feudal lord, and can have a Status level as low as -2; wanderers by definition must be freemen with a minimum status of 0.

All craftsmen will have the appropriate craft or professional skill at IQ or 12, whichever is higher, and should have a Merchant skill with the same minimums. In addition, itinerant craftsmen usually have Fast-Talk and a combat skill such as Staff or Brawling.

Typical types of craftsmen include goldsmiths, masons, millers, tanners, tinkers, butchers, bakers and candlestick makers.

## Forester

Charged with enforcing the Forest Law as set out by the Crown, foresters are agents of the king in the vicinity of Sherwood. Foresters are universally male.

They are Status 1 and have 10-point Legal Enforcement Powers. They possess a 15-point Duty to the King and the Sheriff. They must have the following skills: Area Knowledge (Sherwood), Law (Forest Law), Naturalist, Survival (Forest) and Tracking at IQ or 12, whichever is better; Bow, Climbing, Riding, Stealth and a melee weapon (usually sword or staff) at DX or 12, whichever is better.

Foresters tend to be arrogant and Overconfident, since they answer to no one but the King and his agent, the Sheriff. They are an elect group, who take only the best new talents as recruits. Although they are charged with watching the forest as a whole, they normally limit their patrols to familiar paths and roads.

## Jew

Not very long before Robin Hood, the Crown allowed Jews into England under its protection and as its "property." By the time of Robin, they had come to fill almost all sophisticated financial needs of English society.

A Jewish character will frequently be a merchant, a money-lender, or the keeper of a craft that deals with precious materials. He will possess the *Minority Group* Social Stigma. Jewish society in England is tightly-knit and mutually supportive, giving Jews a Patron in their fellows. They also have a Patron in the King, who appears no more often than Rarely; his ostensible protection does very little to prevent outbursts of violence and hate against Jews.

Because of the Jewish respect for learning and tradition, Jews are normally Literate, and frequently they possess skills in His-

tory, Theology (Jewish) and Occultism (Kabalism). They are very protective of family, particularly wives and daughters.

### ***Knight***

Knights come in all levels of skill and quality. Some will be deadly killing machines while others are blowhard buffoons. No matter what their character, all knights will have Status of at least 2 (although it will be a rare knight who is very much higher than this). A knight must have at least a Comfortable level of Wealth. He should possess Riding, Lance, Shield and at least two melee weapons at DX or better, and Heraldry at IQ. More competent knights may also possess Leadership, Tactics and even Tracking.

While some knights may be "free-lances" (mercenaries), most are in the permanent employ of a lord; such a lord would be a Patron, and would also demand a Duty. Particularly notable knights may have a Reputation that spans the length and breadth of England.

A Code of Honor is not necessary in order to be a knight, but the best will have one, up to and including the Chivalric Code.

Knights may be either Saxon or Norman. While technically knights had to be male, it would not be historically inaccurate to have a woman disguised as a knight.

### ***Mercenary***

Muscle for hire, mercenaries can be anything from assassins to knights. Most commonly, though, they are low-ranking soldiers seeking employment from town to town. Almost all mercenaries are male, but some may be disguised women.

This type of mercenary doesn't normally possess Military Rank unless he is part of a mercenary company, in which case he is frequently Rank 0 or 1. Mercenaries are by definition freemen, with a Status of 0. They rarely have Wealth above Average. Particularly good mercenaries may have Reputations.

The typical mercenary may have any or all of the "Three B's": Bad Temper, Bloodlust or Bully. They may have a Sense of Duty to their comrades in arms, and usually have a Sense of Duty to their current employer. Ethical mercenaries may have a Code of Honor that defines what an acceptable employer or assignment should be.

By definition, a mercenary will be skilled in combat. Skills will include Shield, Knife, Crossbow or Bow and at least two melee weapons, usually including a sword. Brawling and Carousing are important entertainment and survival skills. Experienced mercs will have Leadership and some level of Teaching, allowing them to whip raw recruits into shape quickly, as well as Tactics and Strategy. Some mercenaries may specialize as scouts, with Riding, Tracking and Stealth skills.

### ***Merchant***

Nottingham Town is rife with merchants of many different varieties. Some are itinerant wanderers, but others have permanent stalls or even shops where they transact their business. A merchant of any stripe is normally a freeman, with a Status of 1 or 2. He must have the Merchant skill at IQ or 12, whichever is higher, and usually an appropriate professional skill with the same minimum. A merchant with a permanent location, such as an innkeeper or a draper, will commonly have a Wealth of Comfortable or better and a good Area Knowledge skill for the neighborhood of his business. Such a merchant may also have Contacts (see pp. 6-7).

An itinerant merchant may have a Status as low as 0, and will generally have a lower Wealth, as he must carry his entire stock on or with him. Such merchants will also usually have Fast-Talk

and a combat skill such as Staff or Brawling in addition to the skills listed above.

Typical merchants include innkeepers, drapers, peddlers, winesellers and traders.



### ***Merry Man***

Almost any of the character types listed in this section may become a member of Robin Hood's band. A generic Merry Man will have ST 12, DX 12, IQ 10 and HT 11. All of the members of the band will have the advantages Ally Group (Merry Men on a 12 or less), Patron (Robin on a 12 or less) and Reputation (+2 to Saxons on a 10 or less and +4 to Nottingham commoners). They will also have the disadvantages Fanaticism (Robin and his cause), Merry Man's Code of Honor (see p. 25), Social Stigma: Outlaw, and Enemy (Sheriff and his men on a 9 or less and Prince John's men on a 6 or less). Other typical advantages and disadvantages include Combat Reflexes, Double-Jointed, Ambidextrous, Impulsiveness, Intolerance (Normans), Overconfidence and Sense of Duty to home village.

All Merry Men will have been trained in the following skills: Area Knowledge (Nottinghamshire) at IQ+1, Area Knowledge (Sherwood) at IQ+3, Bow (Longbow) at DX, Brawling at DX+1, Camouflage at IQ+1, Climbing at DX, Knife at DX, Language (Forest Sound Code) at IQ, Staff at DX, Stealth at DX+1, Survival (Forest) at IQ, Sword (Broad or Short) at DX, Tracking at IQ and Traps/TL3 at IQ; plus a craft or profession appropriate to his previous life at (DX or IQ)+1 or 12, whichever is greater.

The average Merry Man is a fugitive from forest or civil law. He often has family left behind, which the GM may count as Dependents if he wishes. He may not understand exactly why Robin does things as he does, but he is all for it!

About two-thirds of Robin's men are skilled with the broadsword, with the remainder using short-swords.

### ***Nobility***

Although there are essentially two categories of nobility — Saxon and Norman — by the time of Robin Hood there was little difference between them, thanks to the unifying function of the feudal system.

Members of the nobility have a Status of 2 or better, and are at least Wealthy. Nobility of both sexes commonly have a Duty (frequency *Fairly Often* or greater) to their feudal superiors and the king. They are frequently Literate.

Nobles normally have Area Knowledge of their lands, Riding at DX or better, and at least one weapon skill, usually a blade. Competent nobles will have useful skills such as Diplomacy, Politics and Administration. Enemies are common, Allies and/or Ally Groups less so.

**Norman Nobility.** Norman nobles often possess an Intolerance towards Saxons. Many are native speakers of Norman French — some will not bother to learn English. Norman nobility in the vicinity of Nottinghamshire often will have Robin Hood as an Enemy.

**Saxon Nobility.** Saxon nobles may have an Intolerance of Normans (but they will hide it very well). Their native tongue is English, but they must learn to speak Norman French at IQ level or better. Where the Normans are particularly oppressive, Saxon nobles may have a lower Status and Wealth than their "equals."



### **Peasant/Farmer/Herdsmen**

One of the lower levels of society, peasants have a Status of -1 or -2, and are the property of a feudal lord. They have a 15-point Duty to their lord, and Poverty at the Struggling level or lower. Some peasants may actually own lands and animals, and may have up to Average Wealth.

Since most peasants are of Saxon extraction, they frequently have an Intolerance of Normans.

Most peasants are farmers of some sort and will have the skill of Agronomy; herdsmen will have Animal Handling. Almost all peasants will have Area Knowledge for their village/farm and very little else, and the Staff skill for a weapon. They may also have Survival for their local terrain, allowing them to get by in hard times.

### **Priest/Hermit/Monk/Friar/Nun**

The lower levels of the clerical hierarchy can be an excellent source of characters, both allies and enemies. Such men of God

can be divided into three classifications: Priests, Hermits and Monks.

**Priests** are ordained and normally have a church or congregation to serve. They are usually members of the church hierarchy proper, although some priests maintain small, remote shrines.

Priests must take the following: Clerical Investment; Literacy; Social Status 2 or higher; Patron: Church (Reasonably powerful organization, appears on 9 or less); Duty to Church/Congregation (10 or less, non-hazardous); Minor Vow: Chastity; Theology at IQ; Latin at IQ.

**Hermits**, or "anchorites," are reclusive men of faith, not formally connected to the church. They sometimes establish group residences called hermitages, although it is not uncommon for them to reside singly in more rustic abodes and live off the land.

Note that women can be hermits, too. Female hermits are called " anchoresses," but are also referred to as "recluses."

Hermits will possess Reputation: Holy Man/Woman (even if undeserved! +1 from Christians); Strong Will; Minor Vow: Chastity; Major Vow: Devote life to prayers and piety; Survival for the appropriate terrain at IQ. Some hermits may have Odious Personal Habits, such as Doesn't Ever Wash (-2) or Self-Flagellation (-3). Vows (especially strange ones) are likely; fasting and continual prayer are typical. They are often well-educated, with Literacy and Latin, Calligraphy and Theology all at IQ or better.

**Monks** are ascetic clerics who operate out of monasteries and abbeys, providing succor to the poor and sick, but also fostering scholarship; monasteries are often schools. They do not ever leave the monastery. Noteworthy orders of monkhood in Nottinghamshire include the Benedictines and the Cistercians.

There are many different orders of monkhood. A generic package: Clerical Investment; Literacy; Patron: Order (Reasonably powerful, appears 9 or less); Social Status 1; Minor Vow: Chastity; Major Vow: Aid the poor, sick and helpless; Latin and Theology at IQ; Calligraphy at DX.

**Friars** bear certain similarities to both monks and priests. They are not cloistered, but may wander freely through the countryside and may perform any service a priest can. They are not tied to a particular parish, although a friar may choose to settle more or less permanently in any one place. The Augustinian order produced friars. A friar is built along the same lines as a priest, except for a Status of 1 and a frequent Vow of Poverty.

Much that is said of monks and friars is also true for nuns; sister orders follow the same basic package as their male counterparts. They may be more reclusive than their brother orders. Both groups may have unusual resources and talents among their members.

See pp. 23-24 for more information about specific orders.

### **Sheriff's Man**

One of the garrison of royal guards assigned to serve the Sheriff of Nottingham, a sheriff's man has Legal Enforcement Powers at the 10-point level (allowing him to ignore civil rights and to kill with relative impunity), Military Rank of 0 or 1, a Patron (the Sheriff, appearing on a 12 or less), and a Status of 0 or 1. He has a 15-point Duty to the Sheriff and the Crown and Enemy: Robin Hood, appearing on a 6 or less.

A Sheriff's man will have Shield, Crossbow, and at least one melee weapon skill (usually Spear or a blade). (In a Cinematic campaign, these skills will rarely be over 12!) They will also have Tracking and Area Knowledge for Nottingham Castle, Nottingham Town and Nottinghamshire. Those who accompany caravans will also have Riding at least at DX.

There are no female Sheriff's Men.

# THE LEGEND OF ROBIN HOOD 2

Robin Hood is a paradox.

Common-born yeoman — and disinherited earl. He made his home deep in the forest of Barnsdale — and the forest of Sherwood. Flouter of King Henry and his laws — he helped to rescue Richard the Lion-heart from an Austrian cell. An unmitigated rogue of the blackest stripe, with a stylish flair — he was a Saxon rebel striking back at the Norman conquerors.



## How To Use This Book

*GURPS Robin Hood* is an unusual *GURPS* sourcebook. It is not a collection of adventures, at least in the traditional sense. It is not a complete, self-contained sourcebook for a single genre. It is less a source for a campaign than a source of campaign *ideas*. No GM is likely to use everything in this book (except for a *Time Travel* game), but that's all right. Its purpose is to spice up existing campaigns, and perhaps inspire new directions.

Actually, *GURPS Robin Hood* is a "themebook," spanning genres. It describes men and women who have for various reasons taken up the role of social and economic rebel. Their rebellions can be inserted into the GM's campaign, either as the central conflict around which the PCs gather, as an adventure or series of adventures, or even as background detail that may or may not become a central theme. Many of the scenarios which follow have been left partially vague; this is to facilitate their insertion into an existing campaign. The GM who wishes to build a new campaign around them is encouraged to flesh out their details.

## About the Characters

As may be expected, a number of non-player characters are included in this volume. Many have point totals above the recommended starting levels for their genres. Some of them have more points in disadvantages than *GURPS* normally allows. There are several reasons for this.

First, these characters are, almost universally, *experienced* people. As a result, they have benefited as far as character point totals are concerned. Likewise, many of their "excessive" disadvantages represent those acquired during their career, which were not present at the beginning of their adventuring. *By no means should this be taken to suggest that player characters should start out with disadvantages beyond the allotment normally provided for in the GURPS Basic Set or the specific sourcebook in use.*

The GM should of course feel free to modify these NPCs, but should be aware also that these extra disadvantages are frequently necessary to the character concept. Even "reasonable" modifications may alter a character to the point where he cannot fit into the scenario from which he came.

No two tales are the same, and the stories span such a range that it is impossible to reconcile them into a single seamless whole. Below, we present what is perhaps the most commonly-known version of Robin Hood. Alternatives and options appear in the sidebars. Some of the following is synthesis — bits and pieces selected from many tales because they go together well. Other parts are presented intact from their original sources.

By necessity, this is not an in-depth, exhaustive exploration of the Robin Hood saga. That would take — and has taken — *many* volumes. It is, instead, an overview of the fundamental aspects of the legend as it is known to us today.

In any case, to understand Robin, we must start with the land and its people.



## England of the 12th Century

The time is the 1190s. The king is Richard Coeur-de-Lion: the Lionheart. And the land is violently polarized.

### The Socio-Politics of Medieval England

The history of England up until the Norman Conquest is complex. The original British were displaced during the Dark Ages by Teutonic invaders, commonly called "Saxons," although they were only one of the tribes involved. They spread across Britain, and renamed it "England," for yet another of the tribes, the Angles.

For 500 years the Saxon inhabitants of England survived (and at times prospered), weathering Norse invasions and governing themselves with a surprisingly democratic structure that owed nothing to feudalism. Only in the face of rising Viking incursions did they abandon their happy anarchy with the establishment of a kingship; from 871 to 899, King Alfred used the power of the crown to begin forging a united nation from the shambles of the smaller kingdoms that had fallen to Viking raids. The process was completed with the settlement of the Danes and the ascension of one of their own to the throne: Cnut (reigning 1016-1035), who cemented into place the strong monarchy.

### The Norman Invasion

After Cnut's death, though, his two direct heirs had short and violent reigns; the only remaining viable heir was Edward, known as the Confessor, who had spent most of his life in Normandy and elsewhere in Europe. Under his rule, many Normans and other foreigners moved into important positions throughout England.

Edward died six days into 1066, and was succeeded by Harold II. However, William of Normandy had originally been selected to be the heir, and was enraged by the last-minute change in the succession. Despite Harold's admirable generalship, William and his quickly-assembled forces landed in England and set up a base at Hastings at the end of September 1066. Sixteen days later, Harold and his army confronted William and his forces; after one day of battle, King Harold was killed and the English forces repelled.

William marched on London, and set himself up as king: William I, known afterwards as William the Conqueror. Many of the English nobles had fallen at Hastings, and William gave their lands to his Norman followers.

Soon, the Normans were erecting castles all over England in a plan of consolidation and control. Among the "innovations" introduced by the conquerors was the feudal system, which supplanted the more liberal Saxon government and reduced many of the people to literal slavery.

### ***Saxon-Norman Conflicts***

The Conquest was not accepted easily. The Norman fortifications were seen as symbols of oppression by the Saxon English. Rebellions against the new rule began almost immediately, and William's hopes that the English nobility would accept him as an English king began to thin. As troubles grew, he continued to import Normans to fill positions in the government and the feudal structure, until English culture became severely stratified. In the lowest strata were the conquered Saxons. At the top were the relatively few Norman French, who occupied most positions of power and were very well-off.

Life and politics continued in much the same course through the reigns of the next three kings (William II, Henry I and Stephen), whose combined reigns lasted from William's death in 1087 to 1154. Even as cultural differences began to fade between the many groups who had settled England (see sidebar), the Normans held themselves aloof and separate, exacerbating the natural hostility of the oppressed. In 1154, Henry II, grandson of Henry I, rose to the throne, and it is during the time of his rule that the story of Robin Hood begins.

The first king to rise to the throne without opposition in over 100 years, Henry was the first of the three Angevin kings, whose empire stretched from Scotland to the Pyrenees. Henry's power overshadowed even that of the Holy Roman Emperor. Although he spent nearly two-thirds of his 34-year reign in his French territories, he initiated vast, sweeping reforms of English government. Under his rule, the old sheriff system (see sidebar, p. 17) was purged of incompetents and embezzlers and filled with dedicated "career men," the Forest Law (see sidebar, p. 20) was revised and updated, and the judicial system was completely overhauled. Among his changes to the latter were the redefinition of the relationship between church and secular law, the standardization of the circuit court system, and the formalization of the Forest Eyres (courts of Forest Law).

Henry II's difficulties with the church are legendary, including his incidental complicity in the infamous murder of Archbishop Thomas à Becket in 1170. Even though Becket came to be seen as a martyr against oppressive government, and the hue and cry from people and church were great, Henry's power was not weakened; he retained a firm hold on his throne until the day of his death.

It is for violating Henry II's revised statutes that Robin Hood was first outlawed, and much of his early career takes place in the declining years of Henry's reign.

### ***Richard Coeur-de-Lion***

Son of Henry II, Richard "the Lionheart" followed his father to the throne in 1189 and reigned for ten years. It is during his time as King that some of the most memorable of Robin Hood's adventures take place.

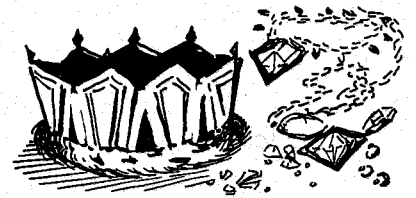
### ***Of Times, Places and Kings***

In *The Lytell Geste of Robyn Hode*, perhaps the earliest surviving account of Robin, he and his outlaws alternately live in the forests near the town of Barnsdale (see p. 20), and Sherwood Forest, depending on the part of the *Geste* being read. Their time of activity is given as being during the reign of King Edward the Comely.

This presents a problem for those trying to fix Robin to a particular period. Before the Norman Conquest, there were three King Edwards of the Wessex line: Edward the Elder (reigning 899 to 924), Edward the Martyr (975-979) and Edward the Confessor (1042-1066). After the Conquest, there were three more before the period becomes uncomfortably late: Edward I (Longshanks, 1272-1307), Edward II of Caermarfon (1307-1327) and Edward III (1327-1377). None of these kings was ever known as "the Comely."

In 1852, a researcher named Joseph Hunter correlated a royal progress described in the *Geste* with one held by Edward II in 1323. However, much more recent discoveries have identified a "Robert Hode," either named for the tales or part of their source, a century earlier in 1225, which would seem to indicate the King Edward connection is spurious, perhaps the addition of a writer at the time of Edward II.

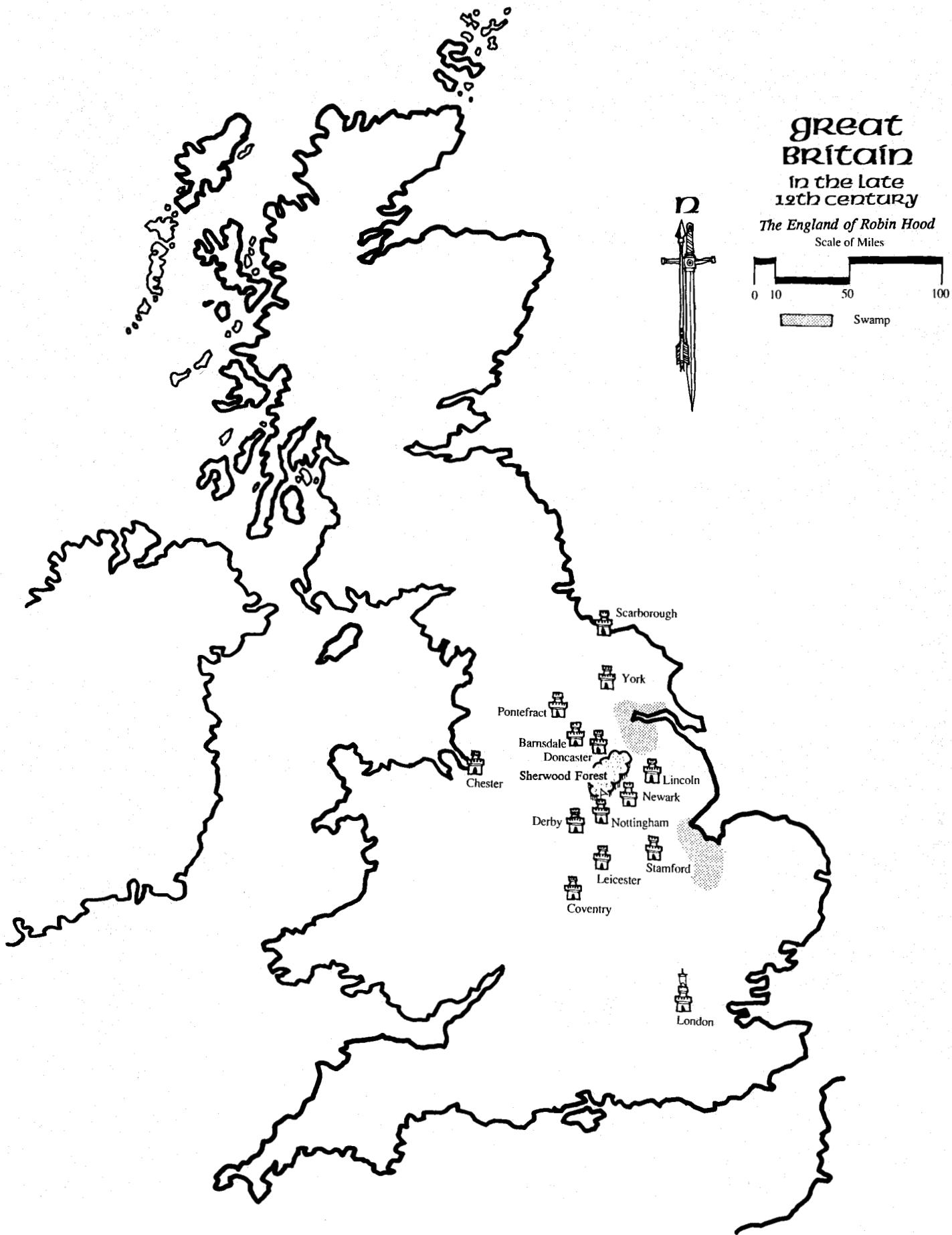
When, then, does one place Robin Hood in British history? Modern scholarship seems to indicate that it could be no later than the 12th century — exactly where the latest versions of the legend place it. But the earliest Robin was no Saxon messiah, just a particularly flamboyant highwayman; if the Edward reference is accepted as a genuine detail, there is no reason why he could not have been active as early as the beginning of the 10th century.



### ***Cultures in England***

Although the primary focus of the tales is on the Norman-Saxon conflict, there were in fact a number of other cultural enclaves in England at the time of the Conquest. The Scots retained their cultural identity by halting the Saxon expansion. During a period of Viking raids, Danish and Norwegian settlers established large kingdoms in the north and east. To the west, Cornwall and Wales preserved large populations of the original British and Celts, and each developed its own subculture.





Richard ascended to a throne over the entire Angevin empire, which stretched from the border with Scotland in the north, through much of modern France. Richard had allied with the powerful Philip II Augustus of France and forced his father to acknowledge him as heir (Henry II had until then preferred his younger son John). Upon Richard's ascension, John remained lord of Ireland, and Brittany belonged to Arthur, the young son of their dead brother Geoffrey. All other lands were Richard's.

Richard, however, had no desire to stay in England, an unsophisticated backwater. He had been duke of Aquitaine since 1172 and had spent most of his life on the continent; he preferred it to England. However, even more pressing than his preference for France was a call for aid from the Kingdom of Jerusalem, which he first received in 1187; a remote vassal of his, the Kingdom of Jerusalem was under attack by Saladin. The family politics that placed him on the throne had delayed him, but in November of 1190, Richard and Philip Augustus departed on the Third Crusade.

In order to raise funds for the crusade, the new king began selling almost everything that was not nailed down. This no doubt disturbed his brother John, who was already making plans to succeed Richard as King, and was not pleased with the prospect of being ruler over a land which had been sold off piecemeal. Richard even sold his regency to the highest bidder, who turned out to be William Longchamp, a Norman bishop (see sidebar, p. 18).

Let it be said, though, that Richard did not run pell-mell off to war without taking proper care for the safety of the kingdom. In order to secure their borders, he signed treaties with both Scotland and Wales that not only kept peace with those two nations for another century, but netted him more money for his war effort. He transferred substantial amounts of land to his brother John, who already had title to the counties of Mortain and Nottingham. And he designed and put into effect a number of contingency plans for almost every foreseeable threat.

What Richard did not foresee was his 14-month imprisonment in Germany between December 1192 and February 1194. Disturbances in England in 1191 had been contained by his agents, but his captivity was the chance that many on the continent had been waiting for. Much of his French and Norman holdings fell to Philip. After Richard was released from prison (upon payment of 100,000 marks for his ransom), he spent the rest of his life regaining the lands that he had lost so quickly. When he died of a wound suffered in battle, he had recovered virtually all the Angevin territory.

### **Prince John**

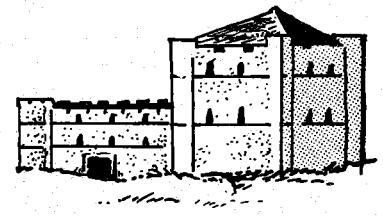
Known also as John "Lackland," Richard's younger brother is secretly treacherous in both history and legend. Although Richard ceded to him much land before departing on the crusade, John wanted more. Richard had no legitimate heir declared, and John desired that honor.

He was clever enough not to take any drastic action while Richard was away, although he did take advantage of Longchamp's excesses and subsequent deposal to have himself legally declared Richard's heir. That done, he was content to wait — until word of Richard's imprisonment in Germany reached him. In the tales of Robin Hood, John suppressed the general knowledge of Richard's imprisonment, and in 1194, under the declared "assumption" that the King must be dead, attempted to have himself crowned. Some tales even go as far as to say John attempted an assassination of the returning Richard to assure his accession. One accurate detail from the tales is that John did his best to prevent the collection of Richard's ransom. And John, along with Philip Augustus, bribed the Holy Roman Emperor to keep Richard imprisoned.

### **Normans vs. Saxons**

Please remember that some of the most important points of the Robin Hood legend as it is known today are pseudo-history.

Although the tales (primarily influenced by Sir Walter Scott's *Ivanhoe*) now focus on the conflict between Norman and Saxon during the late 12th century, in reality, there was no such conflict. Over the intervening 125 or so years, the conquerors and the conquered merged into a single culture and a single people. While it was possible to talk of Norman blood and Saxon blood, it would have been more like a modern American talking about his immigrant ancestors than the immediate ethnic conflict portrayed in many of the recent retellings.



### **The Sheriffs**

Along with their other changes to the English infrastructure after 1066, the Normans also revised the network of sheriffs ("shire-reeves," or shire-based agents of the King) which had been established by Edward the Confessor. Previously, the traditional leader of a county or shire was an earl. After the Conquest, earldoms were turned into simple titles of honor disconnected from the counties for which they were named.

In their place, the sheriff was granted new power. As ecclesiastical courts were separated from secular matters, the sheriff of a county (such as Nottinghamshire) became the general ruler of that county, the head of its court system, its military commander, police captain and tax collector. Additional duties may descend upon some sheriffs, based on special conditions. For instance, it seems likely (although undocumented) that the Sheriff of Nottingham was given charge of the royal foresters who operated in his domain.

During his reign, Henry II (r. 1154-1189) made a policy of appointing competent career men to the office of sheriff. Given that Robin Hood's earliest adventures take place during Henry's reign, it may be that the Sheriff of Nottingham is one of these appointees.

## William Longchamp — Regent to King Richard

In February 1190, the Bishop of Ely, William Longchamp, won the right to become Richard I's Chief Justiciar. For this right, he paid £4,000. As both a bishop and the king's regent, he possessed supreme power in both church and state in England.

Almost immediately, he began to abuse it. He set himself up in royal style, using the sons of nobles as his servants. Almost whimsically, he confiscated lands and gave them to his relatives, and his retinue was such that to host it bankrupted a house for years. He spoke no English, and despised the English people.

The feeling was soon mutual. Commoner and noble alike resented him. Longchamp continued with ever greater abuses. When agents of the Justiciar violated sanctuary at a church and abused the Archbishop in an attempt to capture Geoffrey, bastard half-brother to Richard and John, on a dubious charge, affairs came to a head. An attempt was made to bring Longchamp to appear before a council of all the bishops and barons, but the Justiciar and his men fled to the Tower of London.

Longchamp was deposed on October 10, 1192 according to orders sent months before by Richard but until then unused. Walter of Coutances, Richard's messenger, was his successor. Prince John oversaw the entire process with sound good sense and admirable restraint; as a side effect of the affair, he was recognized by the barons and bishops as Richard's rightful heir.



In any case, Richard's retention of John as his heir upon his final return, even as John continued to rebel, is mysterious. Even in "real" history, after John's treacherous actions of 1191, Richard did not see fit to punish him in any way once he returned.

## The Church

At this point in history, the church was, as might be expected, a major force in England. It wielded considerable political power; it was a truism in the middle ages that a man could not become king without the approval of both the barons *and* the bishops. Politically, the elders of the church were as powerful as the feudal lords with whom they shared the land.

They also possessed no small economic clout. Churches as establishments, as well as individual churchmen, could and did own land and serfs, and were often very wealthy. It is, in fact, one of Robin Hood's complaints against the church that it was as rich as it was, with so little concern for the poor and the needy. Too many bishops were richly arrayed and placed more attention on the trappings and perks of the position than to the spiritual needs of the people.

Perhaps most importantly, the upper strata of the medieval English church were riddled with corruption. Take for example William Longchamp (see sidebar), appointed Chief Justiciar by Richard Coeur-de-Lion. Longchamp was Bishop of Ely, a major figure in the Norman-English church, but when he was given the regency of England upon Richard's departure for the Third Crusade, he showed his true self. His behavior as Justiciar displayed phenomenal greed, powerlust, and a lack of compassion and respect for both secular and church law, not to mention such utter contempt for the English that he never felt he had to hide any of this. Longchamp is surely an example of the worst that a churchman could be (after all, he did not get away with his outrages for very long — only two years). Most corrupt priests will either be sinners of a much lesser degree, or more circumspect about the indulgence of their baser desires.

Although nuns, monks and friars may be less prone to such corruption, their superiors are not; rich and politically active abbots are often found among the traditional villains of the Robin Hood tales.

## The Feudal System

As mentioned elsewhere, one of the Norman institutions transplanted to England was the classic feudal system. This method of social and political organization was based around a strict structure of interlinking duties and obligations to those above and below on the social ladder (see *Status*, p. 5). At the very lowest level were the slaves and serfs, who owed their entire existence to their lord. At each step upward on the social ladder, more rights and freedoms accrue, until the freemen are reached.

Freemen were rare (most of the population were villeins or worse), and were essentially the beginning of the "middle class." They had the right to own land and other property, and could serve in various elected or appointed offices. Most were professionals of some stripe as well as landowners. Between the freemen and the true upper classes were the burgesses, the forerunners of the modern middle class, who had a say in the government of their town and could trade in various produce and goods.

At all points in the feudal structure, a person is owed duties and owes them to others. Serfs are owed support and protection by their lord, and in return they owe him work. Their lord also owes his lord part of his production, plus military levies from his villeins, and in return receives the protection afforded by the sum total of his superior's military might. At the top of the structure, the King is owed allegiance, taxes and other support. In return he has a duty to all the people

below him to rule justly and fairly and to protect the nation with his statecraft and military might.

As admirably logical as this interdependent network of loyalties and duties seemed, it never worked perfectly. The system was easily exploited, partly because of the difficulties in medieval communication. And when the upper levels of society themselves were corrupt and encouraged (actively or passively) corruption, this set the pattern for exploitation through the entire society.

### Technology

No matter what year the GM settles on for the baseline of a classic Robin Hood campaign, England will be firmly set in TL3. A breakdown by the four basic sciences, as listed in the sidebars on pp. B185-186, follows.



### Transportation

Carriages, carts and wagons are common companions to the saddled, stirruped horses that are the noteworthy development of this tech level. In particular, ornate carriages are the frequent vehicles of the rich or simply well-to-do.

By this time England has already been covered with a network of roads. Some of these are merely reused Roman roads (*average* roads, as described on p. B188); others are of more recent vintage, but of the same quality. Linking major towns are also many cross-country roads, which are of *bad* quality or worse.

### Weapons and Armor

The hallmark of TL3 is steel weapons and armor. At the time of the Conquest, the Normans generally wore chainmail hauberks with arms, leggings, coifs and potherms; occasionally the helms included a face- or nosepiece. Quilted cloth tunics were sometimes worn over the hauberks, adding +1 to DR. A round medium shield or a teardrop-shaped large shield, usually with a steel boss, would frequently complete the ensemble.

Common weaponry among the Normans were spears, broadswords, hand axes and maces. Regular bows and crossbows were the ranged weapons of choice.

Among the English peasantry, armor was unknown. Their weaponry was limited to quarterstaves, bows and knives. The longbow, although not used in warfare for another century or more, *is* historical, and was in use outside of Wales at this time, although it is primarily known as a Welsh weapon in this period.

### Power

Power is typically TL3. Water wheels, particularly for grist mills, were in common use. Yoked or collared animals provide all other power. Windmills, although technically possible, were unknown.

### The Old Religion

Although Christianity reigns supreme in 12th-century England, folklore and history both indicate that older, more intriguing beliefs were still held by many. Perhaps the best example of this is the British "Robin Hood" TV series of the mid-1980s, in which Robin Hood and his role as Saxon messiah is ordained by Herne the Hunter, a figure of English folklore who is traceable back to other, older figures, such as the Master of the Wild Hunt and the Celtic horned god Cernunnos.

The Celtic beliefs at the heart of much of this folklore also survived partially intact among the people, usually in remote enclaves. What remained of the religion revolved around nature deities, in particular the Earth Mother in her three aspects (Brigid, Badhbh, and Goibhnu) and the horned god Cernunnos. All four of these figures were incorporated into Christian belief as St. Bridget, St. Vara, St. Govans, and St. Ciarán, respectively. Despite this and other efforts to obliterate the faith, the general population retains a distinct respect for the ancient beliefs.

Other non-Christian religions may have survived as well. The Saxons possessed their own Teutonic beliefs, which wiped out the original Christianization of Britain which had been accomplished by the fifth century. And the Vikings and the Danes had to one degree or another either religions or folklore that were not Christian.

## Forest Law

At the time of Robin Hood, there were three basic categories of law in England: common law, ecclesiastical or church law, and forest law. This latter coalesced into a specific set of rules under Henry II, and is of primary importance when dealing with Robin, Sherwood, and the sheriff.

There were 12 fundamental laws of the forest, as set forth below in the *Assize of Woodstock* (c. 1166):

1. *Forest offenses will henceforth be punished not just by fines but by full justice as exacted by Henry I.*

2. *No person shall have a bow, arrows, or dogs within the royal forests.*

3. *No wood is to be given or sold from any woods within a royal forest, except wood may be taken for the owner's use.*

4. *Persons who have woods within a royal forest must name their own foresters and give security that they will commit no acts against the king.*

5. *Royal foresters shall have a care for the woods of knights and others within a forest.*

6. *All royal foresters must swear to uphold the assize of the forest.*

7. *In each county with a royal forest there shall be chosen twelve knights to keep the venison and vert, and four knights for agisting the woods and collecting pannage.*

8. *A forester responsible for demesne woods of the king shall be arrested for any unexplained destruction.*

9. *No clerk shall transgress in hunting or by breaking other forest regulations.*

10. *Assarts, purprestures, and waste in the forest shall be inspected and recorded.*

11. *All men shall heed the summons of the chief forester to come and hear the pleas of the lord king concerning his forests.*

12. *For the first two forest transgressions safe pledges shall be taken, but for a third offense the person of the transgressor shall be taken.*

Also, additional "customs" were appended: that all men over the age of 12 shall take an oath to keep the King's peace, that dogs in the forest must have their toes clipped to prevent them running after deer, and that no tanner or bleacher of hides shall dwell in the forest outside a borough.

(The term "agisting" above means using forest land for pasture, and "pannage" consists of acorns and other small nuts to be used as feed for hogs. "Assarts" are unnatural clearings of land, and "purprestures" are illegal enclosures of forest land.)

*Continued on page 22 . . .*

## Medicine

As per the description on p. B186, amputations and crude prosthetics were the state of the art.

## Geography

Robin Hood is traditionally limited to a specific area in England. Except in the oldest versions of the legend, this is Sherwood Forest in Nottinghamshire. The older tales place him in the town of Barnsdale, to the north in Yorkshire. Below are several of the most important locations found in the tales.

### Barnsdale

From the earliest, Barnsdale is the site of much of Robin's activity. It is only in the later stories that he migrates southward into Nottinghamshire and Sherwood Forest. It lies 30 miles north of Sherwood Forest and 6 miles north of Doncaster, just beneath the River Went. Its actual location is somewhat uncertain, but it was known to be near the Barnsdale Bar, a major forking in the roads from Nottingham. In the old songs, it is a busy town visited by many travelers, and thus source of many potential targets for Robin and his men.

Certain of the tales of Robin mention a "Barnsdale Forest," presumably adjacent to Barnsdale proper, but there is no record of such a forest existing.

### Nottinghamshire

This shire (or, just as correctly, county) is located approximately midway between the southmost coast of England and the Scottish border, close to the eastern coast. It borders on Yorkshire and Lincolnshire. Its primary town is Nottingham.

Since earliest times, it was best known for its woods, particularly Sherwood Forest; its sand and clay soil made it a poor agricultural area. Unable to sustain much plowing, the land was used to raise grain in small patches, and cattle raised for their hides were grazed upon the uncultivated heathland that comprised much of the shire lands. With its dependence on food grown outside the county, Nottinghamshire was particularly vulnerable to famine, and an inadequate diet even in times of plenty no doubt contributed to an overall higher mortality rate than found elsewhere in England at the time.

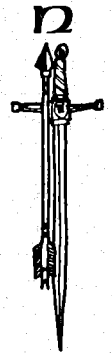
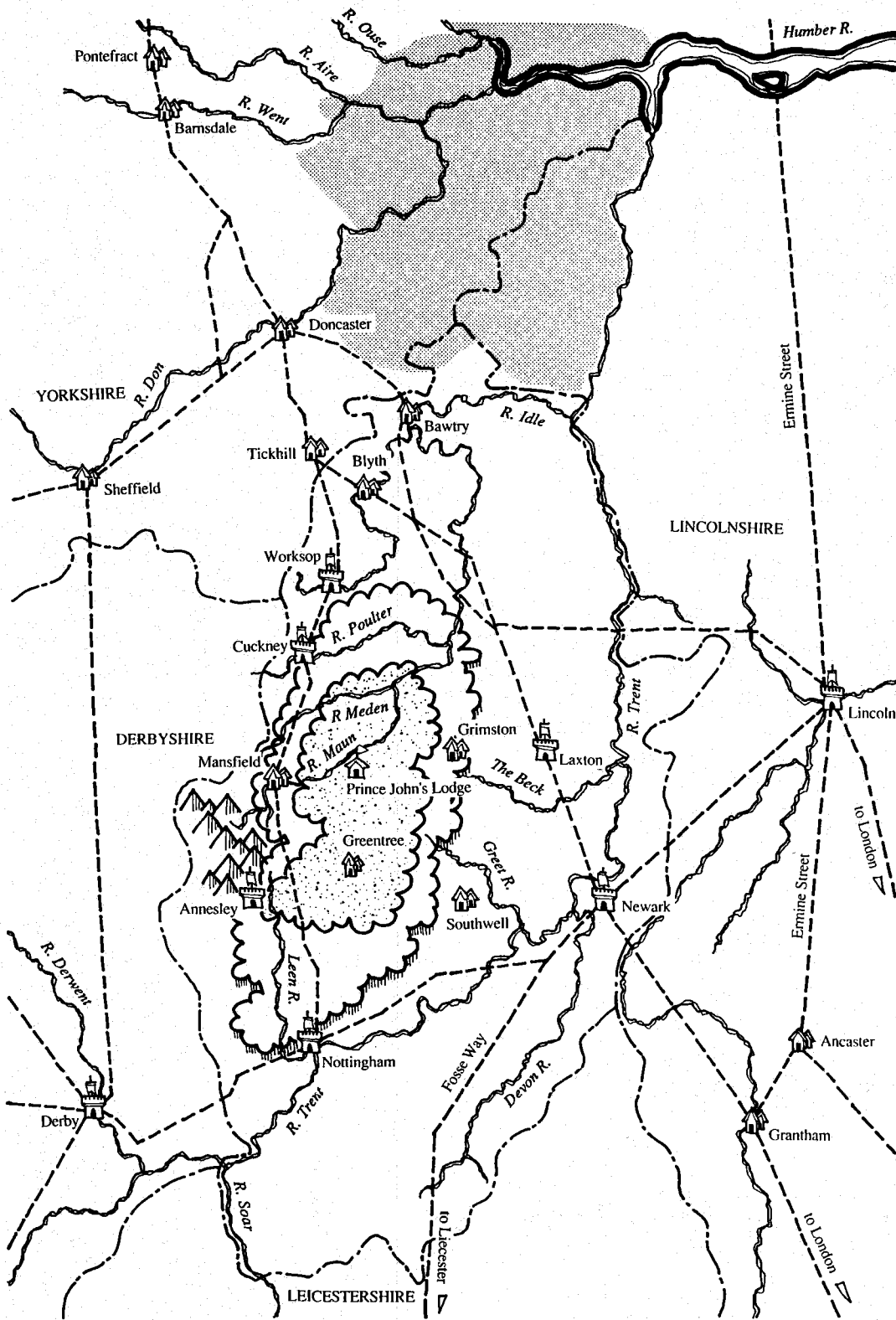
Nottinghamshire's primary industry was understandably not agriculture, but instead a combination of leather production, some limited mining and the carving of alabaster (in Nottingham proper.)









In the 12th century, Nottinghamshire was one of the personal holdings of Prince (later King) John, and in fact Sherwood and his lodge there were arguably his favorite place in all England. He made frequent trips to Nottinghamshire, and died while making his way to his lodge there in 1216.

### Nottingham Town

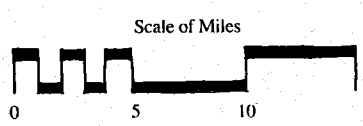
Settled as early as 868, Nottingham sits upon precipitous cliffs that overlook the river Leen, near the confluence of that river and the Trent, the great waterway of Middle England. Originally a camp of the Danish host, Nottingham's military heart was perpetuated with the construction of Nottingham Castle by William the Conqueror in 1067.

At the time of Robin Hood, the town proper was divided into a Norman, or "French," borough (where the castle was to be found) and an English borough. A protective ditch surrounded the entire town. Another ditch paired with a rampart originally encircled the original English settlement, but by 1086 it had been filled in and built over. However, the two zones remained psychologically and socially separate for centuries afterwards.



-  Town
-  Town with Castle
-  Major Road
-  Shire Border
-  Land over 500 Ft.
-  Swamp
-  Thorney Wood
-  High Forest

## nottinghamshire and environs



## Forest Law (Continued)

The term "vert" as used in the law referred to all trees and undergrowth in the forest. "Venison" was a term that covered all game animals at least the size of a man (2 hexes), not just deer. The *Assize of Woodstock* provided for physical punishment, probably the death penalty, on the third forest offense; in 1198, Richard revised this, setting the penalty for poaching deer at mutilation by removing the offender's eyes and testicles. Offenses against the vert continued to be penalized by fines.

The process of forest justice in the period in question is difficult to determine. It appears that local forest courts were set up and administered justice according to the Assizes, possibly under the control of the foresters and/or the local sheriff. Primitive means of trial were allowed; there are records of the use of ordeal by water and ordeal by hot iron. Trial by combat was also allowed for those of higher social class.

Those who fled forest justice were outlawed, and their property was forfeit; there is considerable evidence of the forest courts being used to raise funds, either through penalties and fines or through forfeitures. To become a fugitive meant that a man feared the severity of forest law more than the forfeiture he incurred by running.

There was, however, frequently some hope, even for those convicted of great crimes against forest law. Penalties were frequently reduced or annulled by the king.

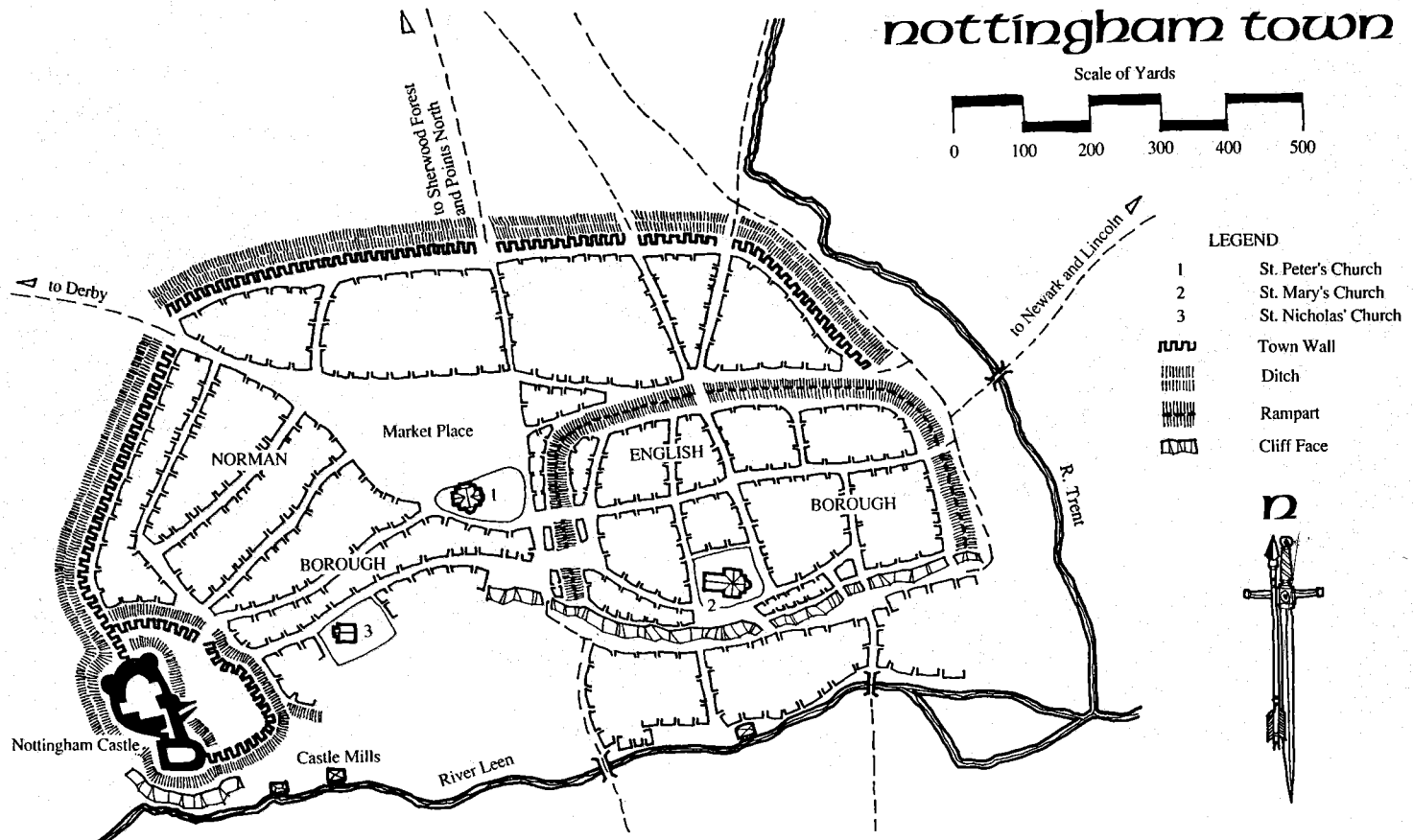
The central non-military feature of Nottingham was a roughly diamond-shaped marketplace, situated more or less between the two boroughs. Before the conquest, Nottingham had been the center of five boroughs in an area with strong Scandinavian mercantile influence, and it continued to be a hub for trade for much of the Middle Ages. In particular, it also was known for its alabaster works.

Nottingham also maintained its position as nominal capital of the shire, and was the seat of the Sheriff and the royal foresters of Sherwood. As a result of its importance, the town features taverns, goldsmiths and other businesses catering to traders, merchants and well-to-do travelers.

**Nottingham Castle.** The royal castle at Nottingham, although originally nothing more than a military installation, had taken on additional functions by the time of Robin Hood. It was expanded and refitted by Henry II between 1180 and 1183 for use by his son Prince John, to whom he granted the castle in 1174. Its additions made it a large and comfortable home, luxurious for the time; John was known to have spent a considerable amount of time there.

However, the castle was more than a royal vacation home. Its location was selected to guard the river lines, a function it continued to perform long past the time of Robin. In 1186 it was provided with a "chamber of clerks." This was a government office, where royal writs were issued and received, and which impanelled juries. These bureaucrats handled other paperwork, both royal and local (often in triplicate!), including population rolls, court records and many financial matters. This latter was especially important, as the castle was a monetary center; government monies were panniered and packhosed from the castle on a regular basis. Nottingham Castle's functions were funded by the crown with a yearly grant of £1,000.

The castle is also noteworthy in that it is constructed on bedrock, in which can be found many passages. Several of these passages extend beyond the castle walls, presumably as escape routes; they may also be useful — if discovered — as ways in.



## **Sherwood Forest**

A royal forest, contrary to modern popular opinion, was not simply a woodland set aside by the King. In fact, it was often a great park-like area, incorporating both forest and meadow — and occasionally towns — into one protected whole, wherein only the King or his appointed guests could indulge in the pleasure of the chase.

Likewise, Sherwood Forest was not a continuous stand of great trees. Actually, a great part of it consisted of what was called “woodland pasture” — heath-covered downs dotted with bracken and scattered birches. At its center was the “classic” forest, dense woodland country composed primarily of great oak trees with little undergrowth. These were called “Thorneywood” and “High Forest” respectively.

Sherwood covered roughly 20% of Nottinghamshire; it was some 20 miles long and 8 miles wide, 160 square miles of “waste” wood and woodland pasture. To the north it reached almost to the outskirts of Chesterfield, to the south to Nottingham; to the west it ran up against to Mansfield, and to the east Southwell and Laxton. Its original borders were set by a jury of free men and knights sent by Henry II. It became a favorite haunt of that king, who built a private lodge in the forest that also became a favorite retreat of his son John. (In later years, the ruins of the lodge became known as “Prince John’s Palace.”)

Nottinghamshire and Sherwood Forest both are located on sandy soil and sandstone. There are several caves distributed throughout the shire, many within the boundaries of the High Forest. In the past, these caves have been used as dwelling places, or as parts of buildings.

Among other wildlife, Sherwood was home to fallow and red deer, and to wild boars and rabbits. For all practical purposes, their populations are inexhaustible; even five centuries later, their numbers were said to be virtually infinite. Even so, Forest Law protected both the wildlife and the plantlife, and violations were tried and punished by the Forest Eyres (courts). For more information on Forest Law, see the sidebars on pp. 20-21.

*Robin Hood’s Lair.* The headquarters of Robin Hood and his Merry Men were located deep within the heart of Sherwood Forest. For more details, see pp. 32-34.

## **Monasteries and Abbeys**

A wide variety of religious orders had bases within Nottinghamshire. The most important orders and their primary bases within Nottinghamshire are listed below:

*The Benedictines.* The first monastic order, its members were known as the Black Monks for their dark robes. Because of its liberal attitudes about accepting grants of land from the parents of potential novices, the order grew quite wealthy. Its large supply of money led to ostentation and costly trimmings for Benedictine churches, while the strict observance of the order’s rules faltered and the monks became known for their meddling in social and political affairs. When Robin protests about and robs rich abbots, it is usually Benedictines (or Cistercians — see below) which are involved.

There was one Benedictine monastery in Nottinghamshire, located in Blyth, to the north of Sherwood. Naturally, this forced almost all Benedictine traffic through Nottingham to pass through the Forest at one point or another.

A Benedictine nunnery was located not far from the monastery, in Wallingwells, some 3 miles to the west-southwest.

St. Mary’s Abbey, home of the Abbot who had loaned money to Sir Richard of the Lea (see p. 44) was a Benedictine abbey, and is located just outside of the city of York in Yorkshire, on the north bank of the River Ouse.



## **Other Locations of Note**

*Annesley.* Castle and lands of Sir Richard of the Lea, located in Iverysdale on the river Irewys. Sir Richard owed Robin for the preservation of his lands, and often provided sanctuary for the Merry Men in his castle.

*Blue Boar Inn.* A tavern halfway between Nottingham and Lincoln, probably in Newark on Fosse Way. Frequented by Robin and his band.

*Clipstone.* Village near the heart of Sherwood Forest, near which was located Henry II’s hunting lodge, later called “Prince John’s Palace.”

*Fountaindale.* A hermitage in Nottinghamshire, kept by Friar Tuck for seven years before he joined Robin’s band.

*Hathersage.* Birthplace and gravesite of Little John. Located in Derbyshire.

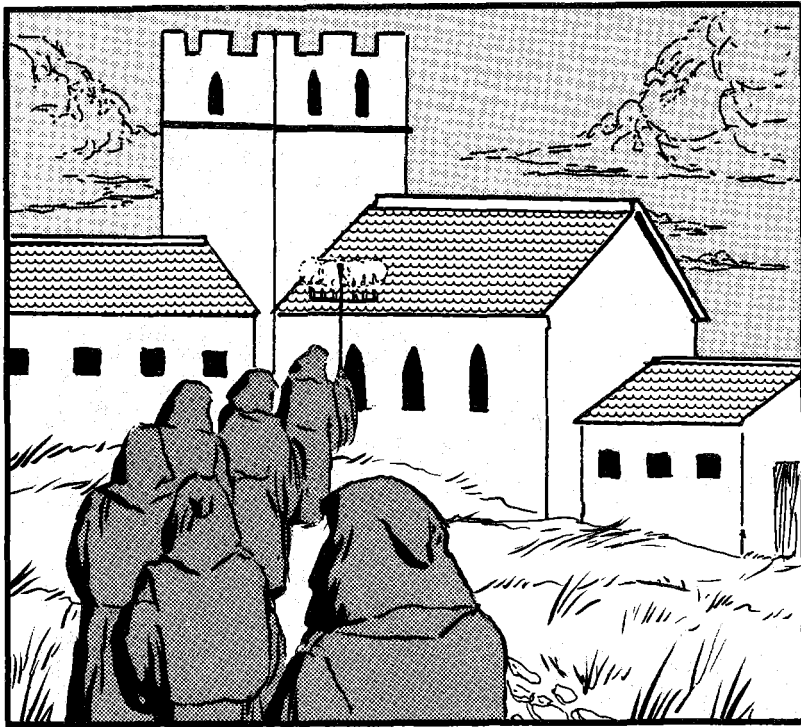
*Locksley.* Modern Loxley in Yorkshire, West Riding, near Sheffield, this is the traditional site of Robin’s birth.

*Papplewick.* Traditional site of the church where Allan-a-Dale was married. Called in some sources Rotherdale.

*Wentbridge.* Located in Barnsdale on the North Road. In the *Lytell Geste*, it was a site where Little John scouted for “guests” for Robin. Nearby is Sayles, also scouted by Little John.

*Whitstone.* Site of the mill run by Much’s father.





### *Richard Coeur-de-Lion*

Norman male, age 33 (born 1157), 6' 2", 180 lbs., blond hair, blue eyes, bearded.

ST 15, DX 13, IQ 14, HT 12.

Basic Speed 6.25; Move 6.

*Advantages:* Appearance (Handsome), Charisma +3, Combat Reflexes, Literacy, Status 7, Very Wealthy.

*Disadvantages:* Chivalric Code of Honor, Enemies: Assorted Foreign Powers on 6 or less, Enemy: Prince John on 9 or less, Intolerance ("Heathens"), Sense of Duty to his vassals.

*Quirks:* Fearlessly brave; Single-minded, be it on raising money or on fighting; An obsessive planner; Suspects that his brother is up to something.

*Skills:* Area Knowledge (England)-14, Area Knowledge (France and Normandy)-15, Area Knowledge (Holy Land)-13, Administration-15, Bow-11, Brawling-15, Broadsword-15, Diplomacy-16, English-14, Falconry-13, Heraldry-14, Intelligence Analysis-15, Interrogation-14, Intimidation-14, Leadership-18, Norman French-14, Politics-15, Riding-14, Savoir-Faire-16, Shield-15, Strategy-17, Tactics-15.

More about Richard is given on pp. 15-16. He is primarily remembered as both a military and a political genius. Richard was able to maintain his crusading army and its supply lines and managed to defeat Saladin, eventually forcing a treaty when he realized that Jerusalem could not be taken. Before leaving, he had set up a network of agents instructed on how to handle every possible contingency, which worked perfectly. He spent less than one-fifth of his reign actually in England.

*The Cistercians.* Deep inside Sherwood proper was the Cistercian monastery at Rufford. The Cistercians are noteworthy because they split from the Benedictines in reaction to the growing worldliness and greed of the older order. They wore black cowls and followed a very strict, regimented system, which required them to hold themselves separate from society at large and swear themselves to poverty. This led to problems when they, too, received large grants of land (this time from Crusaders who had died in battle). The money earned from the land went into their facilities and buying more land, particularly in wasteland areas where vast tracts could be had cheaply. In this way they also acquired a reputation for acquisitiveness and greed. Additionally, the Cistercians were generally considered severe and unamenable.

Like many other orders, the Cistercians had a sister order of nuns. It was this order which maintained the Abbey at Kirklees, where Robin is said to have died. Kirklees is not in Nottinghamshire, but in Yorkshire, beyond the scope of

any of the maps in this volume. It is located about 45 miles due west from the branching of the Humber River, approximately 40 miles northwest of Blyth.

*The Augustinians.* Like the Cistercians, the Augustinian order broke away from what they saw as a growing corruption within the Benedictines. Unlike the Cistercians, though, they did not withdraw from society into a highly-regimented, reclusive lifestyle, but into a more open, service-oriented order. Augustinians were friendly and helpful as a rule, and were willing to perform services without involving themselves in political intrigue. They were also less concerned about money; endowments to Augustinians were frequently a third of those required by Benedictines. Friar Tuck appears to have been an Augustinian.

There were five Augustinian friaries located in Nottinghamshire, at Work-sop, Newstead, Felley, Thurgarton and Shelford. As would be expected, the last four were all in the highly-populated southern portion of the shire.

*Other Orders.* No less than eight other orders, nuns and monks alike, established abbeys, nunneries and friaries in Nottinghamshire. Nottingham Town itself was home to three monastic houses: Carmelites, Franciscans and Cluniacs.

### *Roads*

A number of roads and highways crisscrossed Nottinghamshire and nearby shires. Principal among them were:

*Ermine Street.* A route between London and Lincoln, it was probably that used by Prince John on his frequent visits to his hunting lodge. Beyond Lincoln it continues north beyond the Humber River.

*Fosse Way.* This road extends from the vicinity of Oxford and Woodstock, passes within 10 miles of Nottingham and continues northeastward to Lincoln.

*The Great North Road.* Also called Watling Street (but not to be confused with the greater Watling Street running from London northwest). The exact road referred is uncertain; different references depict mutually contradictory maps of its route. For admittedly dramatic purposes, and in keeping with the bulk of the stories, this volume assumes the route running north from Nottingham Town to Tickhill is the Great North Road. It passes through the sparsely-populated western portion of Nottinghamshire, and directly through Sherwood Forest.

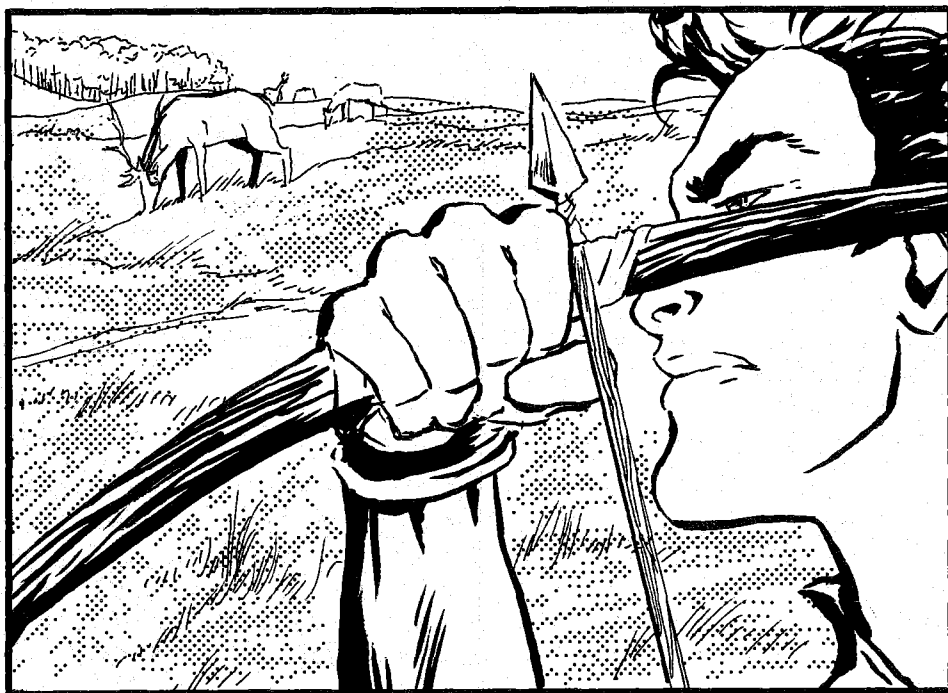
# Robin of Sherwood

The many tales of Robin Hood have been told in many different ways. As a result, there are many variations on the same basic themes: the identity of Robin, the origin of the Merry Men, the role of Marian, the nature of the Sheriff, and others. Many of these variable elements will be explored below; the GM should examine them carefully and decide exactly what version of Robin Hood he wants to present. Although many of the details may seem like window-dressing, they are important contributors to the flavor and direction that Robin possesses.

For the GM's benefit, versions of Robin, Marian and other characters have been provided; while for the most part these adhere to the older themes and characterizations, there is some cross-pollination from newer material. If they do not suit the purposes of the GM as presented, guidelines for modifications are given, at least for the major characters.

## Who He Is

As even the most casual reader or viewer will know, there are actually two different Robin Hoods. One is a common man, a "stout yeoman"; the other, a Saxon earl who is outlawed and disinherited. It is not possible to easily and neatly reconcile the two (although the British TV series *Robin of Sherwood* solves the problem by postulating two *different* Robins).



### *Robin the Yeoman*

This is the "original" Robin, he of the earliest stories and songs. Here he is a man born of the common people, forced by his own hot temper into outlawry, and striking back at the Norman oppressors from deep within Sherwood.

In this version, Robin is a yeoman, the son of the former chief forester of Sherwood, fostered out after his father's early death.

Although today, partly because of these legends, "yeoman" is nearly synonymous with "bowman," at that time it simply meant a freeman who owned his

### *Prince John (John Lackland)*

Norman male, age 23 (born 1167), 5' 9", 150 lbs., blond, blue eyes.

ST 11, DX 11, IQ 14, HT 10.

Basic Speed 5.25; Move 5.

*Advantages:* Ally group (sympathizers and supporters) on 12 or less, Appearance (Attractive), Literacy, Status 6, Very Wealthy.

*Disadvantages:* Bad Temper, Enemy (Robin Hood) on 6 or less, Greed, Jealousy, Overconfidence.

*Quirks:* Power-hungry and politically-motivated; Covets the throne; Self-centered; Crafty, cruel and treacherous.

*Skills:* Area Knowledge (England)-14, Area Knowledge (Nottinghamshire)-14, Administration-13, Bow-11, Broadsword-11, Detect Lies-15, Diplomacy-13, English-14, Fast-Talk-16, Falconry-14, Norman French-14, Politics-13, Riding-10, Savoir-Faire-16, Sex Appeal-12, Strategy-13, Tactics-12.

Details on John are given on p. 25. The younger brother of King Richard by ten years, John has all the makings of a good leader (as displayed in the Longchamp affair; see sidebar, p. 18), but these talents are twisted by his desire to wrest power from his brother. Nottinghamshire is one of his personal holdings, and he frequently visits his hunting lodge there.

### *Merry Man's Code of Honor*

Robin and the Merry Men subscribe to a strict Code of Honor, which they have sworn an oath to uphold. It has the following tenets:

- 1) Take only from the wealthy; steal not from the poor, but instead enrich them.
- 2) Take the life of no man unless he attacks you, or resists you in defense of his property.
- 3) Allow no woman, nor good husband man, nor yeoman nor good knight to suffer injustice.
- 4) Honor King Richard and protect his interests.
- 5) Defend each man of Sherwood as your brother.
- 6) Come to Robin's aid if he sounds his horn three times.

The Merry Man's Code of Honor is worth -10 points.

## Arrow Splitting and Other Feats of Bowmanship

The best-known and most definitive feat of Robin Hood's career occurred at the famous archery contest at Nottingham Fair, which he won by cleanly splitting his opponent's arrow lengthwise. Almost every tale — from the *Geste* to movies like *The Adventures of Robin Hood* — has some version of this event, as well as other tests of archery that allow the calculation of his Bow skill. The accounts are inconsistent, though — depending on the source, his level ranges from 25 to an unearthly 39! The most conservative score is used here, but GMs desiring a more mythic Robin should feel free to use a higher level.

Even with the lower score, outstanding feats of bowmanship need not be restricted to critical successes. According to Pyle, the target was at 150 yards; the typical arrow has a diameter of  $\frac{1}{4}$  inch. After aiming for the maximum time, Robin would hit on a 7 or less — not a sure thing by any means, but often enough. At his highest skill, Robin would nearly always split the arrow, even on a snap shot! Recent retellings show Robin as surprised as anyone at his feat, though. Likewise, the GM may prefer to retain the lower score and “fudge” die rolls when dramatically necessary.

In a cinematic campaign, many fancier feats are possible, such as the double-arrow trick performed by Kevin Costner in 1991's *Prince of Thieves*. The GM should penalize such attempts by a combination of estimated difficulty and dramatic necessity. It is recommended that the final skill roll never be higher than 12, to preserve some drama and uncertainty, and some may only succeed on a critical success!

Please note that by no means should Robin be the only one allowed shots such as these! Of course, most Merry Men will not be as skilled as their leader, but they will have some idea of what is possible to a talented archer.

## Lincoln Green

Robin's band, to a man, wears nothing but Lincoln Green cloth; it may be a surprise to some to learn that this was a heavy woolen material. Lincoln Green provides excellent camouflage in the Thorneywood of Sherwood Forest, but is less effective in the High Forest, where there is little underbrush. In the Thorneywood, the GM should grant a +1 to all Camouflage rolls if Lincoln Green is worn.

In Robin McKinley's excellent *Outlaws of Sherwood*, the first Lincoln Green outfits are made from material purchased off-price by Marian because the dye job was blotchy; if the GM allows, such irregular coloration can provide an additional +1 bonus to Camouflage rolls.

own land. Young Robin had become quite proficient with his father's bow, and at age 18 decided to go to an archery tournament in Nottingham, in the hopes of impressing a maiden he had his eye on, and winning its prize — a keg of ale.

On his way through Sherwood, he met a small party of foresters, picnicking and drinking heavily; they taunted the young Robin, and their leader offered him a bet — a substantial amount of money — if he could shoot a stag that grazed several hundred feet away. Robin, made rash by his growing anger, easily killed the stag. Instead of receiving his winnings, though, he was informed he had now violated forest law, and must pay the penalty — the removal of his ears.

Robin turned and walked away, and the chief forester fired an arrow at him. Because of his intoxication, the shot missed Robin, but only barely; the young archer turned and loosed a shaft which killed his attacker. In despair, he fled into the heart of the forest; Robin was outlawed, and a price of £200 laid upon his head.

## Robin the Earl

This version of his life is of more recent vintage, but not much more. Early in the 16th century, one writer described Robin as *nobilis* — a nobleman. Before the century was out, he was formally dubbed Robert Fitzooth, Earl of Huntingdon. Because almost every film ever made features this origin, it is much better known to the public. Sometimes there are minor variations; in the 1991 Kevin Costner film, and the “second generation” of the British TV series, Robin is actually the *son* of the Earl of Huntingdon, at least initially.

In the tale as it is told in this version, Robin is one of the last Saxon nobles in the Yorkshire-Nottinghamshire region; he is either beloved or at least not hated by the local peasants. As the stories open, he is riding out upon his lands with his kinsman Will, when the two come across a peasant being pursued by men in the service of the Sheriff. Robin defends the peasant from the guards, who accuse him of poaching deer; the young Earl takes responsibility for the man's actions and orders the guards off his lands.

When they report to the Sheriff, he is angered and outlaws Robin on charges of interfering with the King's justice. All his lands and holdings are forfeit, and Robin himself must flee into the forest or face possible death. Will accompanies him into exile, as does the peasant (usually Much the Miller's Son), who swears himself into Robin's service in gratitude.

## The Origin of the Merry Men

Once outlawed and hidden within Sherwood Forest, Robin gathers to himself a band. In most of the tales, particularly Howard Pyle's classic version of 1883, these fellow outlaws gather around him as he presents the only vestige of leadership that exists in the forest. Most of them are outlaws from need or mischance — for instance, having been caught shooting at the King's deer while starving in midwinter — and being used to the feudal system, slip comfortably into Robin's service.

There are slight variations on this theme. In Robin McKinley's book *Outlaws of Sherwood* (which uses a yeoman Robin), the core of the band — Much, Marian, and a few others — are childhood friends of Robin who go to his side to ease his life of exile in the forest. In the classic 1938 film (in which he is a nobleman), many of Robin's men are not outlaws, but freemen loyal to him who come to his side when he calls; there are few true outlaws other than Robin amid the band.

The other option appears newer: Robin, upon entering the forest, discovers a colony of outlaws already established, but scraping along well below the poverty level. Good recent examples of this version are the 1991 Fox Television production *Robin Hood*, as well as the 1991 *Prince of Thieves*. Robin bests their

leader (usually Little John) in combat and becomes their new leader. He then organizes the colony and gives it a purpose beyond simple survival. This is frequently paired with a noble Robin who is used to the role of leader, but can serve well with a yeoman Robin.

### Joining the Band

Robin in all his variations seems to have been constantly recruiting for his band. One text states explicitly that he had a custom of scouting out the best men in all the countryside, and testing each in personal combat; if he found a man to his liking he offered him service with the Merry Men. It was in this manner that Robin recruited the likes of Friar Tuck, Wat o' the Crabstaff, and many others, usually accumulating a variety of bruises and cuts in the process.

**Employment Benefits.** Those who succeed in joining Robin's band receive a certain set of benefits and compensation for their effort. Each Merry Man annually receives three suits of Lincoln green, 40 marks in cash, food and shelter, and "whatever [loot] shall befall an outlaw." The food is very good: "The king's venison, the stoutest ale, the sweetest oaten cakes, and curds of honey."

### Their Numbers

Different sources give different numbers for the size of Robin's merry band. The HTV series shows from 7 to 10, counting Robin. In their brief appearance in T.H. White's *The Once and Future King*, their numbers are 100, which agrees nicely with Howard Pyle. Six or even seven score (120 to 140) outlaws is the count bandied about by some of the old songs, and in the movie *Ivanhoe* and the 1938 Errol Flynn classic, there seem to be hundreds of them.

The GM should consider what he wants and needs from Robin's band, then assign their numbers to fit. A small group, such as that shown in *Robin of Sherwood*, has the advantage of total portability, and the ability to find shelter and sustenance with little difficulty, where a large group may require a perma-

### Typical Forester

ST 11, DX 12, IQ 10, HT 11.

Basic Speed 5.75; Move 6.

**Advantages:** Combat Reflexes, Legal Enforcement Powers (10-point level), Status 1.

**Disadvantages:** Bully, Duty to Sheriff and King on 12 or less, Enemies: Robin Hood and Merry Men on 6 or less.

**Skills:** Area Knowledge (Sherwood)-13, Bow (Regular)-13, Brawling-14, Broadsword-11, Carousing-11, English-10, Interrogation-11, Knife-12, Law-11, Naturalist-10, Riding-11, Running-8, Staff-10, Survival (Forest)-12, Tracking-11.

**Quirks:** Hates outlaws; Less concerned with justice than just doing the job; Afraid of Robin and the Merry Men.

There are 20 foresters patrolling Sherwood in the service of the King; the Chief Forester is similar to the above, save that his IQ is 12 (with attendant skill increases) and he has Administration-12. The foresters are under the command of the Sheriff, but normally operate autonomously. They are charged with enforcing the forest law that protects to Sherwood, but do not always apply it equally. Their patrols rarely take them near Greentree.





### The Moor

One of the more intriguing modern additions to the story cycle is a new member of the Merry Men — a Saracen or Moor. Although probably best known by now is the learned Azeem, played by Morgan Freeman in 1991's *Robin Hood, Prince of Thieves*, this archetype has appeared in a number recent depictions, including the British HTV series, where Nazir, a Saracen mercenary/assassin, was a particularly deadly member of Robin's small band.

If the GM allows a Moor/Saracen among the Merry Men, the -15 point Social Stigma of Outlaw should be exchanged for the "Barbarian" stigma of equal value. (His nationality alone will bring undue attention; the fact that he is an outlaw as well will be incidental.) He must also take an Unusual Background (Saracen/Moor in England) worth 15 points. If he is a learned man like Azeem, the GM may want to allow him very limited access to late TL3 and perhaps even early TL4 technologies such as optics and chemistry; such achievements as the gunpowder mixed by Azeem in the 1991 film, however, should be prohibited.

The GM should enforce cultural and language barriers for the foreign character whenever possible. Any Status or Rank possessed in his own nation would be completely inapplicable, and any default use of Savoir-Faire should be at an additional -2 because of the basic difference between the two cultures. And if the outsider is particularly dark-skinned, it is possible that he could be mistaken for a demon by ignorant and superstitious villagers!

ment encampment and some agricultural support. However, as with the 1938 movie, some of the band may not be literal outlaws at all, and actually live legally within the villages surrounding Sherwood. A large band has the advantage of strength, especially when surprising heavily-armed parties on the Old North Road. But a small group, well-trained in tactics, can do the same and make it seem much more mysterious and frightening, both to their opponents and to later investigators. Still, an army-sized body of men could come in handy if the GM plans any large-scale confrontations such as those shown in *Ivanhoe* and the Flynn film.

### Goals and Conflicts

Robin's goals vary wildly through the centuries. In his original appearances, Robin is nothing more than a highway robber with a certain sense of style; the money taken by him and his band goes directly into their pockets and no farther. The well-known precept of "robbing from the rich and giving to the poor" is a relatively recent addition to the legends, dating back little more than 150 to 200 years, as is his role as Saxon rebel. But both have become so incorporated into the myth that they are inseparable from it; a Robin who is neither is no longer Robin to our modern sensibilities.

### Socio-Economic Justice

*"Then they vowed that even as they themselves had been despoiled they would despoil their oppressors . . . and that from each they would take that which had been wrung from the poor . . . but to the poor folk they would give a helping hand in need and trouble, and would return to them that which had been unjustly taken from them."*

—Prologue, *The Merry Adventures of Robin Hood*

Thus does Howard Pyle describe the core element that has become synonymous with Robin Hood: theft from the rich for the benefit of the poor. The goals of this practice were multifold: one was simple revenge, as seen above. But another was the administration of justice, for as they saw it, the poor were being drained to enrich their lords. To look at it another way, the Saxons were being bled dry by the Normans. Each recovery of money taken by the conquerors was another blow struck against them for the rights of the Saxon victims; and each was an attempt to show the Normans that they had not invaded a land of sheep, and that they would eventually fall to the Saxons.

But the ultimate goal was simple pragmatism. Because of Norman exploitation, Saxons were *dying* — of starvation, of exposure, from execution or from simple harassment and abuse. Money helped them survive, to hold out just a little longer. And when money couldn't help them survive where they were, then more drastic steps were taken.

Whether because they were outlawed or because nothing was left to them after the Normans had finished with them, individuals and families often had nowhere to live and nowhere to go. Robin and the band provided sanctuary for those who needed it within Sherwood, and tried to relocate the dispossessed who had no desire to live among the outlaws. In a culture where the only practical means of communication were word-of-mouth and hand-carried messages, it was easy to move a family — even with an outlawed member — to another shire under another name. Relocated families could even move up the social ladder — as high as Status 0 (freeman), with careful preparation and coaching — but few were comfortable with moving out of their station.

For an interesting look at this aspect of Robin, often glossed over completely, see *Outlaws of Sherwood* by Robin McKinley.

An option not found in every tale is that of a network of operatives among the common people of the shire. Sometimes this is informal, as can be seen and

inferred from the 1938 film; sometimes it is more structured and official. But in either case, this option would give Robin a constant flow of information about the doings of the Sheriff and other Norman forces within Nottinghamshire, as well as pinpoint those in need of aid.

### ***Military-Political***

On the non-philanthropic front, Robin has equally concrete goals, particularly in later retellings (dating from Sir Walter Scott's *Ivanhoe* in the early 1800s). Besides being a force for economic good, the band is also dedicated to protecting the throne of King Richard. Although Richard is a Norman, Robin supports him because he is (at least in the tales) more concerned about Saxons and their rights than other Normans. When Prince John and others begin their treachery against Richard, Robin employs the Merry Men as a guerrilla force to destabilize and thwart the usurpers. In some tellings, he has the aid of radical Norman factions in this effort.

On the less-military front, once Robin learns of the ransom demanded for Richard's release from German imprisonment in 1193, he begins collecting the ransom from those who would benefit from the King's continued incarceration — primarily Prince John, his supporters and his tax-gatherers, but also Robin's other usual targets.

### ***Personal Goals***

Depending on the version of the tale, Robin also pursues several personal goals. In stories where Marian has no active role in the Greenwood, she is often the target or tool of Prince John or the Sheriff; rescuing her becomes a priority for Robin.

When Robin is an earl or the son of one, the desire for personal revenge comes to the fore. For the most part, this is solely for the forfeiture of his lands to the Sheriff. But this can also include blood-vengeance, as shown in the 1991 *Prince of Thieves*, where Robin's father is slain by the Sheriff so that the latter might take possession of his demesne. Although it shares priority with the socio-economic goals of the group, given an opportunity, this need will preempt all others.

The yeoman Robin has less complicated personal goals, usually defensive in nature. Since in many stories the forester killed by Robin is kin to the Sheriff, Robin must continually guard himself against the efforts of the Sheriff, both direct and indirect.

### ***Enemies***

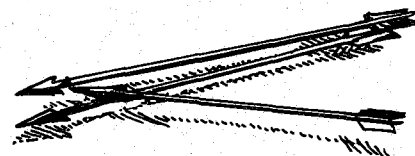
Opposing Robin, naturally enough, are those who prefer the status quo, or wish to adjust it in their favor, not his.

### ***The Sheriff of Nottingham***

Depending upon the source, either simple greed and ambition motivates the Sheriff, or he actually has a claim for blood-vengeance against Robin. In either case, he also desires the £200 bounty placed on the outlaw's head. He is presented universally as a cruel and exploitative man, whose primary offense against Robin and the Saxon people is his eagerness to do anything up to and including killing them to extract every last penny from their pockets. Because his office demands so much of his time, he rarely makes personal confrontations or appearances, but rather sends hired men to deal with his problems. This sometimes presents the appearance of cowardice (although in some tellings, he is a coward). Other versions depict him as incompetent, a bumbling fool who is little more than a lackey to other, more threatening villains.

### ***"Wolfshead"***

The term "wolfshead" is commonly used in reference to Robin by his many foes. Although in context it might seem to compare him and his predatory ways to a wolf, this is not the case at all. The term was synonymous with "outlaw," for in the old laws of Edward the Confessor, and in revised statutes of Henry II, the price on the head of an outlaw was the same as the bounty paid for a wolf. In the common parlance, the outlawing of a man was known as "crying his wolfshead."



### ***Communication in the Greenwood***

In order that they might escape detection in the forest, and yet remain in contact with each other, Robin and his men have developed several means of inobvious communication. The primary one is a language of noises duplicated forest sounds — the calls of insects and animals — which could be heard by victims and foes and never be understood as human communication. This Forest Sound Code, as it is listed in the character descriptions, is a M/A language, and can be heard for 10 yards per HT point of the calling character when in the forest. When used, roll against the *listener's* skill plus or minus the number of points by which the *caller* made or failed his roll. On a failure by the listener, the message is so much meaningless noise; on a critical failure, the *wrong* message was received. On a critical failure by the caller, the sounds he made are obviously human in origin. On a critical success for the caller, the call will travel an additional 10-60 yards through the trees.

Arrow-based communications of various sorts are used in different representations. Colored shafts in the 1938 film carry meanings; for instance, black means "death." In *Ivanhoe* and others, literate Merry Men roll written messages around the arrowshafts and tie them in place, then fire the arrow off to its recipient or a relay bowman. And in the 1991 Kevin Costner film, an arrow code of unclear structure is used to alert Robin to the impending invasion by the Sheriff's forces.



### ***Arrows and Bows***

The typical bow in use by a classic Merry Man would be the Welsh-style long bow, typically made of yew wood harvested within Sherwood Forest. The Normans generally used regular bows and crossbows. Statistics for their use are given on the Ancient/Medieval Ranged Weapons Table on p. B207.

There were as many as 12 different woods used in the manufacture of arrows, but ash was preferred. Depending on the weather during which they were to be used, different fletchings were used; young goose feathers for fine, still days, and older, stiffer feathers for windy days. A common arrowhead of the time was the Bodkin Pile, which could penetrate armor  $\frac{1}{8}$  of an inch thick, or drive through 4 inches of solid oak, at 200 yards.

Properly used, archers could turn the tide of a conflict. At the battle of Agincourt in 1415, 7,000 Englishmen — including many archers — faced 45,000 Frenchmen. Three hours after the battle began, the English had inflicted 10,000 casualties on the French while suffering only 300 of their own. The English won the battle.

The Sheriff's interest in Maid Marian changes across the cycle with her varying social status. In many popular versions she is virtually a member of the royal family, and the Sheriff is sometimes her guardian. His interest in her is more than protective; he begins to view her as a stepping stone for his own ambitions. Since Robin and Marian have already pledged to each other (if not actually married), this presents a complication on which plots often hinge.

See pp. 40-41 for a character description of the Sheriff.

### ***Sir Guy of Guisbourne***

This knight has undergone many changes since his initial appearance in the cycle. At first, he is a hired bounty hunter, or even an assassin, brought in by the Sheriff to kill Robin. As time progresses, he becomes in turn a lackey of the Sheriff's, a Nottingham noble, one of Prince John's men, and finally the Sheriff's second-in-command. In many versions, since the Sheriff has little direct conflict with Robin, Guisbourne becomes the central opponent for the outlaw. Often his motivations are a combination of fulfilling his duty as an enforcer of the law, and revenge for his continual humiliation at the hands of Robin.

Like the Sheriff, Guisbourne has been played as both buffoon and black-hearted villain, and everywhere in between. The character description on p. 45 is sufficient to present Guisbourne in nearly any form that the GM desires.

### ***Prince John***

Prince John is a convenient target for Robin for many reasons. He is the symbol of the Norman oppression, as he is effectively regent during Richard's absence and less than kindly toward the Saxon populace. He is often in Nottinghamshire, since his favorite hunting lodge is deep in Sherwood. Finally, he is known to covet the throne of England, and has in the past made treacherous moves to gain it.

Unlike the others, Prince John does not initially act against Robin, but the other way around. Even when John responds to Robin's attacks, it is on such a scale that it seems that he considers Robin a minor annoyance who may merely delay his plans.

Prince John's stats and abilities can be found in the sidebar on p. 25.

### ***The Church***

Robin makes a point of targeting the church, or at least its upper levels. He has little patience with bishops and priests who make a substantial profit from their congregations and their lands, and takes great pride in relieving such of their wealth. Poorer churchmen, such as local monks and hermits, often receive deferential treatment from the Merry Men, and even occasional gifts of cash.

The church has never acted directly against Robin, but after several of his robberies begins to pressure both the Sheriff and the Crown to apprehend the outlaw.

## Allies

Beyond the Merry Men, Robin has several sources of aid and support.

### *The Poor*

Although they can't give much that is tangible, the poor do provide some of the intangibles: respect, gratitude and honor. It is the poor who spread Robin's reputation beyond Sherwood and Nottinghamshire, and make him the subject of dozens of songs.

While the Merry Men usually augment their Sherwood diet with food purchased at markets beyond the bounds of the forest, sometimes increased patrols and pressure from the Sheriff make this impossible. In such times, inhabitants of local villages either do the purchasing for them, or give what they can of their own crops.

The poor can also be a personal boon to Robin. In several of the stories, Robin is saved by being hidden and aided by the poor. Usually, he need only mention his name and he will be aided. However, in some cases, he may not be believed or he may be refused aid because his rebellious acts have caused severe hardship on a particular family or village. And some peasants will be greedy enough, or desperate enough, to betray him for the reward.

### *Saxon Nobles*

There are not many of these aristocrats left. Robin the earl was one, and Sir Richard of the Lea was another. Their dwindling power and position dates back to before the Norman conquest. Naturally enough, Robin is well-disposed to those that remain, and vice versa. When Sir Richard was about to lose his lands, Robin provided him with the money he needed to keep them; Sir Richard made a point of not only repaying the money, but offering shelter and sanctuary to the Merry Men several times.

A Saxon noble need not be automatically friendly to Robin, especially one who is toadying up to the Normans. But many — the ones who recognize their ultimate fate under Norman government and have heard the stories spread of Robin — will at least give him the benefit of the doubt in an encounter.

### *Maid Marian*

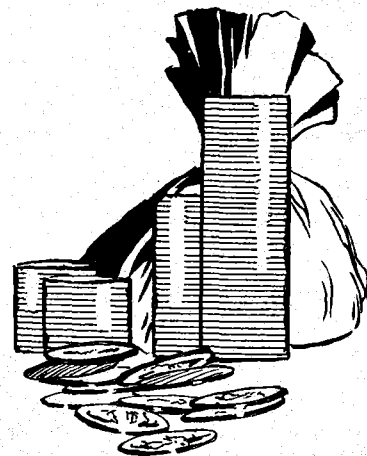
Marian is a relatively recent addition to the cycle; she did not appear until the 16th century. In the past four centuries since her arrival, though, she has taken three very different roles in the tales. The first of these is the lusty Saxon maid; the second is the cloistered Norman lady, who never actually enters Sherwood. The third, focused on here, is the huntress, who could be either Saxon or Norman. (These options are explored in more detail in Marian's entry on pp. 37-38.)

If Marian follows the commonly-seen path of the Norman lady, she will be a valuable aid to Robin, primarily as an information source. As an insider, perhaps even at the Sheriff's own table, she has access to knowledge that would be of extreme interest to the Merry Men. Her only problem is delivery, but this can be accomplished with servants, signals from her window, or even more exotic methods. Her primary danger is that her complicity will be discovered.

As Saxon maid or Amazon huntress, her aid becomes much more direct. She becomes the equal of any of the Merry Men in woodcraft and use of arms. Even so, she still may be a noblewoman, and through her family connections may be able to obtain the same kind of information described above.

### *Women in the Merry Men*

Although it is specifically called the "Merry Men," Robin's band is not limited to males. In many of her depictions, Marian is a member who is more than equal to most of the men, and such women as Ellen-a-Dale join the company even in the earliest tales. Robin McKinley's quite realistic Robin has a band that is half female, including some very stalwart fighters. There is nothing — not even period prejudices — to prevent there being Merry Women as well as Merry Men! In fact, given the society, they may be his most valuable agents and spies.



### *Money and Economics*

There are several units of currency in use in Robin Hood's England: the silver penny (plural pence, abbreviation "d"), the shilling ("s"), the pound (£), the silver angel and the mark. Although the mark seems to be a Norman unit, it and the pound are used equally when the rulers discuss money.

The buying power of the angel is unknown. It appears to be a fictional unit, or perhaps a nickname for some other coin; the value given below is an estimate based on the regard the coin receives. The buying powers of these currencies, both relative to each other and in GURPS dollars, are as follows:

- 1 penny = \$0.42
- 1 shilling = 12 pence = \$5.00
- 1 angel = 20 pence = \$8.33
- 1 silver mark = 160 pence = \$66.67
- 1 pound = 20 shillings = \$100.00

If the values for these currencies seem surprisingly high, remember that the British pound today has only a tiny fraction of its 12th-century value; Henry or Richard would have been content with an annual revenue of less than £30,000. (With this in mind, consider the economic impact of Richard's £150,000 ransom!)



## Adventure Seeds

**The Rescue.** Several of the Merry Men have been captured by foresters and turned over to the Sheriff. That worthy gentleman plans to execute them in two days; in the meantime, he has placed them in the dungeon of Nottingham Castle. In order to prevent Robin from attempting a rescue, the Sheriff decides that a distraction is in order — he arranges for a richly-arrayed but moneyless caravan to enter Sherwood from the north. And just to make things even more interesting, he sends well-armed troops to search the forest in the south. Between the apparent rich prize, the soldiers seeking Greentree, and the men about to be executed, what will be done?

**Ever Have One of Those Days?** Out on their own, a group of Merry Men encounter a traveler in blue who soundly thrashes them when they try to rob him. Afterwards, they limp to the Blue Boar for some soothing ale, only to find it filled with the Sheriff's men, with more coming down the road! Forced to flee, they end up in an open field as a sudden thunderstorm breaks. Soaked to the skin and sniffling, they squish their way back to Sherwood where once again they encounter the traveler in blue. And then . . .

**The Demons.** A town halfway across England sends for Robin's help — winged demons are raiding them, stealing their children and their food, and setting their homes afire. Robin decides to send a group of his best men — the PCs — to investigate and help. Are they real demons? Are they men? What do they really want?



*The Legend of Robin Hood*

## Woodcraft in Sherwood

In order to live in Sherwood Forest, Robin extensively drilled his men in woodcraft — the skills of Area Knowledge, Tracking, Survival and Camouflage. Their familiarity with forest serves them well, for in many tales, their home in Sherwood is deep within the High Forest, beyond even the royal foresters' ability to find. The outlaws are careful to form no regular track to their lair; they must *know* in their very bones where it is and how to get there. This translates into high (sometimes extraordinarily so) skill levels in Area Knowledge (Sherwood Forest).

### Forest Resources

Sherwood provides much that the Merry Men need to survive. For food, there are the game animals, which are so numerous that even 200 years later their numbers were said to be virtually infinite. With care, birds' eggs are harvested. Wild onions and garlic, acorns and dozens of other plants all are edible and available within the confines of both Thorneywood and the High Forest. The few things not found in Sherwood (essentials such as milk, cheese, bread and the most indispensable, ale) can be purchased in nearby villages.

The greenwood also provides the raw materials for much of their weaponry. While implements of steel such as swords and arrowheads have to be purchased or stolen from their victims, quarterstaves, bows and most importantly, arrows can be made in whole or part with materials found in the forest. While it is not included in the basic skill list for the average Merry Man, fletching (Armoury/TL3, specialization in bows and arrows) is a common skill — and a common pastime, especially among the wounded!

One of the more interesting uses of the forest's gifts is camouflage. Many more recent retellings show ingenious use of camouflage to help foster the illusion of an almost magical means of appearance and disappearance; properly employed, camouflage alone could have provided the edge that the minimally armored and armed Merry Men needed to guarantee success over much better-defended targets.

Furthermore, the forest itself as a whole can be used for defense; in *Robin Hood, Prince of Thieves*, Sherwood has a reputation for being haunted — a reputation exploited and enhanced by the outlaws living there when Robin arrives.

### Traps and Trapping

It is wasteful of time and energy for as large a population as the Merry Men to track and hunt deer with the bow. While many hunt actively, a wide variety of traps are also set up along game trails to provide meat.

The expertise gained at the setting of these traps flows over into another use: defense. There are many trails, game-made and man-made, that wander through Sherwood; several of the man-made ones come uncomfortably close to Robin's lair. Near these paths, and at random locations in the bush surrounding the lair, man-traps are established — not to capture people at random, but to trap prying eyes. Additionally, they will discourage and weaken a full-fledged onslaught, should one ever come. All these traps are camouflaged (requiring a Contest of Vision vs. Camouflage-12 to be noticed).

### Greentree

This is the name given to Robin's lair in Robin McKinley's *Outlaws of Sherwood*. It has also been called the Greenwood, but that is more correctly a general name for the entire forest.

If Robin's band is any larger than a handful of men, then there must be some kind of settlement established to house them. Any such settlement must deal with the conflicting goals of support and invisibility. Fortunately, with Sherwood's size and thickness, a small village may be hidden — if care is taken.

All the sources which describe the lair agree on several points. It is a clearing in the heart of the forest, protected on all sides by an almost jungle-thick growth of trees, far from the usual paths of the King's foresters. To one side of the clearing rises a hillside, in which there is one of the area's frequent caves. Louis Rhead's book includes a doorless and windowless round stone tower, the remains of an ancient Roman temple, at once side of the clearing. Robin's treasure room is always within a cave or other excavation near the clearing, sealed with a great door to which only Robin has the key.

The clearing itself is Robin's "great hall" — the site of feasts and cooking. At the far end is a great spreading oak tree, whose broad roots provide Robin with a mock "throne" where he can watch his men, and that is a point of gathering for all. Great fire pits were dug there for cooking and roasting. Rhead and Pyle also make it the place of many games and contests, but more realistically, the band probably would have little time for idle game-playing (although the members of the band would be constantly drilling each other on weapon techniques, and these drills often turned into spontaneous contests).

Exactly what the outlaws lived in varies widely, from huts built of branches to an elaborate village of treehouses. The GM should again consider the needs of his campaign when designing Greentree, and examine the following basic options.

**Mobile Village:** More suitable for small groups, this is in essence a tent city that can pick up and move with little or no warning. In such a case as this, the only permanent location would be the treasure room. A subcategory of the Mobile Village is *No Visible Means of Support*, in which the entire company seems to live among the virgin forest with no need for shelter at all; this is best used with the option of an eternal Spring and Summer: the GM who seeks to reproduce the feel of the original songs and stories exactly should be aware that there are only two seasons in the year — Spring and Summer — it never rains, or even gets cloudy or cold. The weather is always sunny and splendid, and never too hot.

**Treehouse Town:** Certainly the most romantic and cinematic option, this could have been managed within the richly wooded High Forest. Properly arranged, it would be virtually invisible from the ground, but the limitations on movement between trees — whether by ropes, bridges, catwalks or other means — would soon make even a small settlement feel congested and overpopulated. The amount of effort involved in establishing a treehouse-based settlement is also considerably greater than for any other kind, and may not have been affordable.

**Cave Complex:** Given the geology of the region (see p. 23), this is a very practicable option. Even outside Sherwood, caves were incorporated into homes and other buildings, and large enough ones do exist within the forest proper to allow the housing of all but the largest groups. Initial investment of effort would be low, and properly attended, a cave would make a comfortable and defensible home.

**Standard Village:** Not unlike any other village outside the forest, except that it might be more richly appointed: huts of bark and branches, wattle-and-daub or thatch, clustered about in the clearing of Greentree.

The most practical settlement may be a combination of one or more of these features. McKinley's outlaws start with a dry cavern, then expand into a small village around its mouth. Pyle's version has them building huts, but storing valuables within a locked cave. In at least one other version, a great hollow oak

## Other Settings

Besides the scenarios presented in the following chapters, other genres lend themselves well to the theme:

**Fantasy/Magic/Camelot:** The classic Robin Hood can be transplanted almost whole into an Yrth campaign or any other medieval/fantasy setting. Names should probably change, but it's not necessary. Equipping Robin and his men with some magic can spice things up a bit, too.

**Rome:** The similarities between Robin Hood and Spartacus are striking. The ex-gladiator and his motley band of arena fighters and escaped slaves lived in forests and desolate areas of Italy for two years, roaming the countryside at will. Crassus, who finally destroyed Spartacus and his band, is an almost perfect embodiment of the Sheriff archetype.

**China/Japan/Martial Arts:** Chinese legend has its Robin Hoods (see the listing for *Outlaws of the Marsh* in the bibliography for one example), and some martial arts films seem to hover around the Robin Hood theme. An outlaw Ronin or a martial arts master who gathers to himself an army to harry and attack a tyrannical ruler is happily consistent with other Oriental tales.

**Cliffhangers:** Randall Taylor, a man who lost his farm during the Dust Bowl of the 1930s, discovers that a local bank is engineering farm failures so that it can foreclose on mortgages. He fights back by organizing a band of dispossessed farmers and subjecting the bank to a series of robberies and using the money to save endangered farms.

**The Prisoner:** Who is Number 23? Somehow he manages to steal units and goods from the Village's storerooms and supplies, and distributes them to those who are in need. How can he do this unstopped? How can there be anyone in need in the Village? Can it be true, or is it just another devious plan being implemented by Number 2?

**Time Travel:** An infinity of possibilities. An illegal, radical time-jumper who uses his advantage to enrich the poor throughout history. The Robin Hood of the Nottingham parallel accidentally hitches a ride on a Time Tours conveyor and finds new causes to fight for on other parallels . . .

*Continued on next page . . .*

### Other Settings (Continued)

**Riverworld:** Robin of Locksley was real, and was among humanity revived on the Riverworld. Now he gathers together freedom fighters from all periods of history: Ché Guevara, Spartacus, Harriet Tubman and many others . . . Together they roam the River and strike fiercely and unmercifully at grail slavers and others who would exploit human labor and human suffering.

**Psionics:** A rogue of immense power and sophistication is stalking the agencies and bodies who exploit the psi-gifted; one by one, their installations are demolished and their agents reduced to drooling idiots, and the psis who were being held are now released. Many now follow the rogue, who dares to challenge the monopoly of the secret psionic organizations that control the secret side of the world's power balance.



provides shelter for at least 12 yeomen, but the rest seem to operate under the *No Visible Means of Support* plan.

### The Meeting Tree

This great oak appears universally in the stories of Robin Hood, and until it collapsed in the last century, an ancient oak of immense size in Sherwood had been traditionally considered the same tree. Sometimes it is identified with the oak at the end of the clearing, but other times it is elsewhere in Sherwood. It is always a meeting place, where villagers or Merry Men gather when Robin needs them; any Area Knowledge of Sherwood will include its location, as will any Area Knowledge of Nottinghamshire skill level over 12 (though only the Merry Men will know it as Robin Hood's Meeting Tree).

### The Training Camp

Although not a feature of the classic stories, this adjunct camp has been suggested by more recent writers. It is a secondary settlement at some distance from Greentree where newly recruited Merry Men are trained in woodcraft and the other skills they need. It is also used to screen the recruits and prevent the possibility of a "ringer" slipping through. Depending on the needs of the GM, this can be either a small permanent settlement of up to 10 huts, or a mobile tent-camp affair, not set in a particular location.

The staff of the training camp will often include Robin and his most important lieutenants. Robin and a few others teach the use of the longbow, Little John the quarterstaff, and Will Scarlet the broadsword.

### Refugee Camps

Not all who came to Sherwood came to stay. Many dispossessed peasants fled into the forest for lack of any other choice; these Robin or his men will find, and will try to relocate. While the Merry Men find them a new home, they stay in these lesser camps, some distance from the central lair.

Administered in turns by Robin's men, the people in these camps are provided with food and drink and medical care. The population fluctuates daily, and usually a dispossessed family stays less than a week or two before a place is found for them outside Nottinghamshire.

Examples of refugee camps can be seen in both the 1938 and 1991 films, as well as in McKinley's *Outlaws of Sherwood*.

### Defending Greentree

Robin is not so sure of Greentree's isolation that he will rely on its natural defenses and the passive man-traps to protect it. One of the jobs shared by the Merry Men is guard duty; there are several concentric rings of guards surrounding the lair at any given time. Many of these are posted in the lower or middle branches of trees, that they might see any who come. A smaller number patrolled the forest floor so that they might act as decoys and distractions to lead potential invaders or discoverers away.

Communication between tree and ground, or between the guards and Greentree, is in the Forest Sound Code (see sidebar, p. 29).

## Personalities

These are characters drawn from legend and myth; in order to reproduce them as closely as possible, most — if not all — will have many more points in disadvantages than are normally allowed by the rules. This is not to suggest that player characters

may take more than the standard allotment. Likewise, they have more than a starting character's allotment of points invested in skills, but none of these is a starting character, and all have had intensive training of one kind or another.

### Robin Hood (Robert of Locksley)

English male, age 30, 6', 165 lbs., wavy auburn hair, brown eyes.

ST 14 (45 points)    IQ 13 (30 points)    Speed: 7.5  
DX 17 (100 points)    HT 13 (30 points)    Move: 7  
Damage: Thrust 1d; Swing 2d

**Point Total: 330**

#### Advantages

Absolute Direction (5 points)  
Alertness +2 (10 points)  
Ally: Sir Richard of the Lea, appears on a 9 or less (5 points)  
Ally Group: Merry Men, appears on 12 or less (60 points)  
Appearance: Handsome (15 points)  
Charisma +2 (10 points)  
Combat Reflexes (15 points)  
Reputation +4 from Nottingham commoners, all the time (6 points)  
Reputation +2 in England and from Saxons, on 10 or less (2 points)

#### Disadvantages

Code of Honor: Merry Man's Code, plus Gentleman's Code of Honor, combined (-15 points)  
Compulsive Behavior: Hosting (-10 points)  
Enemy: Sheriff of Nottingham, the sheriff's men, and the royal foresters of Sherwood on 9 or less (-20 points)  
Enemy: Prince John and his men on a 6 or less (-15 points)  
Impulsiveness (-10 points)  
Overconfidence (-10 points)  
Sense of Duty to Merry Men (-10 points)  
Sense of Duty to the Poor and Oppressed (-10 points)  
Sense of Duty to King Richard (-5 points)  
Social Stigma: Outlaw (-15 points)

#### Skills

Area Knowledge (Nottinghamshire)-15 (4 points), Area Knowledge (Sherwood)-16 (6 points), Bow (Longbow)-25 (64 points), Brawling-19 (4 points), Broadsword-16 (1 point), Camouflage-14 (2 points), Carousing-11 (default), Climbing-17 (2 points), Disguise-13 (2 points), English-13 (native tongue), Fast-Draw (Arrow)-16 (1/2 point), Fast-Talk-13 (2 points), Language (Forest Sound Code)-13 (2 points), Leadership-14 (4 points), Musical Instrument (Horn)-13 (4 points), Naturalist-10 (default), Savoir-Faire-13 (1 point), Sex Appeal-13 (2 points), Shadowing-14 (default from Stealth), Staff-17 (4 points), Stealth-18 (4 points), Survival (Forest)-13 (2 points), Swimming-16 (1/2 point), Teaching-13 (2 points), Tracking-13 (2 points), Traps/TL3-13 (2 points).

#### Quirks

Loves to go adventuring.  
Loves Maid Marian.  
Thinks of Little John as a brother.



Constantly utters aphorisms and attributes them to a "Gaffer Swanthold."

Kindly and good-hearted.

#### Equipment

Horn (Silver, 1 lb.)  
Longbow (3 lbs.)  
Large knife (1 lb.)  
Quiver (with 24 arrows; 5 lbs.)  
Thrusting broadsword (3 lbs.)

#### Story

Robin as presented here follows the outline of "Robin as Yeoman," as described on p. 25.

Robin of Locksley was a Saxon, the son of the former Chief Forester of Sherwood. He was not an only child, but had a sister more than 15 years his elder. Robin inherited his father's skill with the bow, as well as his love of the forest. In the Spring of his 18th year, Robin was on his way to an archery contest in Nottingham Town, there to demonstrate his skill and hopefully win the prize — a small keg of ale.

However, as he passed through Sherwood Forest on the way, he encountered a group of foresters picnicking and drinking. Their taunts on his youth and skill angered Robin, and when one offered a bet, he unwisely agreed. The wager was whether he could hit a stag that grazed at the other end of the clearing, several hundred feet away; Robin pierced it through the heart

before the foresters were done laughing. Then the leader was angered, and he reneged on the bet, declaring that in killing the stag Robin had violated the Forest Law — his ears and eyes were forfeit!

Robin tried to leave, but was attacked by one of the foresters, and he slew the forester in self-defense. Robin was outlawed, and he fled into Sherwood Forest. Over the next few years, around him gathered a troop of men, outlaws or seekers of justice, who came to be known as his "Merry Men." Together they vowed to fight and rob the Norman oppressors and help those who suffer under their dominion.

Robin is essentially a highwayman, but he is a highwayman with political and social goals, a certain Code of Honor, and a great deal of flair. His targets are as described on pp. 29-30, but his method is not to merely stop them on the road and take their money. Instead, whenever possible, he has them brought blindfolded to Greentree and treats them to a great feast. Afterwards, he asks them to pay for it. No matter what they claim as their worth, Robin has Little John spread their belongings out on a cloak and inventories all their cash. If it is more than they said they had, Robin leaves them exactly what they claimed, and

### Little John (aka John Little)

English male, age 31, 7', 280 lbs., brown curly hair, brown eyes, full beard.

ST 18 (125 points)    IQ 11 (10 points)    Speed: 6.5  
DX 14 (45 points)    HT 12 (20 points)    Move: 6  
Damage: Thrust 1d+2; Swing 3d

**Point Total: 305**

#### Advantages

Alertness +1 (5 points)  
Ally Group: Merry Men, on a 12 or less (60 points)  
Charisma +1 (5 points)  
Combat Reflexes (15 points)  
Common Sense (10 points)  
Patron: Robin Hood, on a 12 or less (20 points)  
Reputation +2 in England from Saxons, on a 10 or less (2 points)  
Reputation +4 from Nottingham commoners, all the time (6 points)

#### Disadvantages

Code of Honor: Merry Man's Code (-10 points)  
Enemy: Prince John and his men, on a 6 or less (-15 points)  
Enemy: Sheriff and his men, on a 9 or less (-20 points)  
Fanaticism: Robin and his cause (-15 points)  
Gigantism (-10 points)  
Impulsiveness (-10 points)  
Intolerance: Normans (-5 points)  
Overconfidence (-10 points)  
Sense of Duty: King Richard (-5 points)  
Social Stigma: Outlaw (-15 points)

#### Skills

Area Knowledge (Nottinghamshire)-12 (2 points), Area Knowledge (Sherwood)-14 (6 points), Bow (Longbow)-18 (32 points), Brawling-15 (2 points), Broadsword-14 (2 points), Camouflage-12 (2 points), Carousing-10 (default), Climbing-14 (2 points), Disguise-11 (2 points), English-11 (native tongue), Knife-14 (1 point), Language (Forest Sound Code)-11 (2 points), Leadership-11 (2 points), Shadowing-12 (default from

takes the rest. If they are poor, or counted their assets honestly, he lets them go, sometimes with a gift.

Robin's urge to "host" in this way is so great that it counts as a compulsion; he has on many occasions almost desperately sent Little John out to "invite" dinner guests to his table. On one occasion he even hosted the Sheriff of Nottingham!

Another habit he has is challenging likely-looking strangers to tests of arms or skill; very often he is bested by such strangers (such as Little John or Wat o' the Crabstaff) and only escapes defeat by convincing them to join the Merry Men!

Robin first met Marian Fitzwalter when he stopped her caravan on the Old North Road through Sherwood. Although she loathed him initially, he was enchanted by her and slowly his charm won the young woman over. She soon fled Nottingham Town and an arranged marriage to be by Robin's side, and became his love and one of his best woodsmen.

Robin has a reputation that extends the length and breadth of England, and doesn't hesitate to use it. The common people are more than a little in awe of him, and whisper of magic in his might and one of the old gods behind his success. The Normans grudgingly respect him even as they seek ways to kill him.

*Variations:* Robin's variations are described on pp. 25-26.

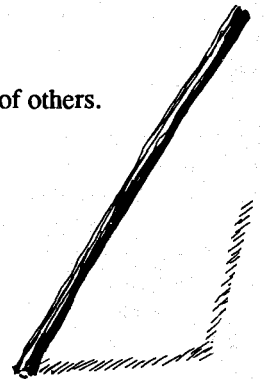
Stealth, Staff-18 (32 points), Stealth-16 (6 points), Survival (Forest)-11 (2 points), Swimming-14 (1 point), Teaching-11 (2 points), Tracking-11 (2 points), Traps/TL3-11 (2 points).

#### Quirks

Loves a good quarterstaff fight.  
Has a tender heart for the sorrows of others.  
Thinks of Robin as a brother.  
Enjoys a good jest.  
Will not attack an unarmed man.

#### Equipment

Longbow (3 lbs.)  
Large knives, 2 (1 lb. each)  
Quarterstaff (4 lbs.)  
Quiver (with 24 arrows, 5 lbs.)



#### Story

John Little was born in Hathersage in Derbyshire, where he grew stupendously large and became something of a local wonder. His father had worked his way up to being a freeman, and actually owned a small amount of land, which he passed on to John at his death. John, like his father before him, was a sheep herder, but all did not go as smoothly in his life; in anger he killed a Norman tax collector and fled his home county of Derbyshire for Nottinghamshire.

As an outlaw, he entered and wandered in Sherwood Forest alone for some time, until he encountered a man he would later find out was the outlaw Robin Hood; the two of them vied to cross a log bridge over a rushing stream, and decided to fight a quarterstaff battle for the right of way. In the end, John won, but he had gained great respect for the stranger. When Robin revealed his identity and asked John to join his band, he agreed. What he did not count on was being rechristened "Little John" by Robin's man Will Stutely in a mock ceremony, nor being made Robin's second-in-command.

Seven feet tall and one of the strongest men in England, John is no gentle giant. With the training he has received while among the Merry Men, he is nearly as fearsome with bow, sword and knife as he is with his staff or his bare hands. In combat, he is a

fearsome sight, enough to chill the heart of the most stalwart of the Sheriff's men. Yet he is kind and peaceful among friends, sympathetic to the poor and able to laugh at himself (not to mention the jests of others). He is a good leader, having more than proved himself during several of Robin's absences.

When not bound by the responsibilities of his position in the band, John is given to impulsive acts of daring. On one occasion, before he was well-known outside of the Merry Men, he managed to join the service of the Sheriff in disguise, under the name of Reynold Greenleaf; he actually served for several

months (secretly wreaking havoc in the household) before tiring of the jest. When he left, he took the Sheriff's cook and silver service with him. (Robin almost made him give the silver service back because it had not been taken honorably.)

*Variations:* This Little John is a combination of many diverse sources. In some cases, he is already the leader of a small band of outlaws in Sherwood when Robin arrives, and their famous bridge battle becomes not only a matter of right-of-way, but one of leadership. Other depictions make him much more fierce, with a bad temper and less whimsy in his nature.

## Marian Fitzwalter (Maid Marian)

Norman female, age 25, 5' 6", 125 lbs., black hair, blue eyes.

ST 12 (20 points)      IQ 13 (30 points)      Speed: 6.5  
DX 13 (30 points)      HT 13 (30 points)      Move: 6  
Damage: Thrust 1d-1; Swing 1d+2

**Point Total: 200**

### Advantages

Absolute Direction (5 points)  
Alertness +1 (5 points)  
Ally Group: Merry Men, on a 12 or less (60 points)  
Appearance: Beautiful (15 points)  
Charisma +1 (5 points)  
Literacy (10 points)  
Patron: Robin Hood, on a 12 or less (20 points)  
Reputation +2 in England from Saxons, on a 10 or less (2 points)  
Reputation +4 from Nottingham commoners, all the time (6 points)

### Disadvantages

Code of Honor: Merry Man's Code (-10 points)  
Enemy: Prince John and his men, on a 6 or less (-15 points)  
Enemy: Sheriff and his men, on a 9 or less (-20 points)  
Fanaticism: Robin and his cause (-15 points)  
Sense of Duty to King Richard (-5 points)



Sense of Duty to the Poor (-10 points)  
Social Stigma: Outlaw (-15 points)  
Social Stigma: Valuable Property (-10 points)  
Stubbornness (-5 points)

### Skills

Area Knowledge (Nottinghamshire)-14 (2 points), Area Knowledge (Sherwood)-16 (6 points), Bow (Longbow)-16 (24 points), Brawling-13 (1 point), Broadsword-13 (2 points), Calligraphy (Hobby skill)-13 (1 point), Camouflage-13 (2 points), Climbing-13 (2 points), Dancing-13 (2 points), Diplomacy-12 (2 points), Disguise-12 (1 point), English-13 (native tongue), Falconry (Hobby skill)-13 (1 point), Fast-Talk-13 (2 points), First Aid/TL3-14 (2 points), Knife-13 (1 point), Language (Forest Sound Code)-13 (2 points), Norman French-13 (2 points), Riding (Horse)-13 (2 points), Savoir-Faire-15 (default from Status), Sex Appeal-13 (2 points), Shadowing-10 (default from Stealth), Singing-13 (1 point), Staff-14 (8 points), Stealth-14 (4 points), Survival (Forest)-13 (2 points), Swimming-13 (1 point), Tracking-14 (4 points), Traps/TL3-13 (2 points).

### Quirks

Careful, deliberate and courteous.  
Loves Robin Hood.  
Tomboyish.  
Feels utterly at home in Sherwood.  
Keen of wit.

### Equipment

Longbow (3 lbs.)  
Quiver (with 12 arrows, 3 lbs.)  
Small knives, 2 (½ lb. each)  
Thrusting broadsword (3 lbs.)



### Story

The orphaned daughter of a great Norman lord, Marian was ward to King Richard, and by extension to Prince John. The latter gave her into the temporary protection of the Sheriff of Nottingham, in expectation of her impending arranged marriage to Brian de Bois-Gilbert, a Nottinghamshire nobleman. On her way to Nottingham Town, her caravan passed through Sherwood Forest and was stopped by Robin Hood and his Merry Men. Forcing the caravan off the road, the band led them to a great feast, much to Marian's bewilderment, where she was put at the right hand of Robin himself. Although initially frightened and appalled by the bold outlaw, his charm and kindness — and obvious interest in her — soon won her over, and Marian found herself enjoying his company.

Upon finally making it to Nottingham, she recounted the day's events to the Sheriff, who flew into a rage. But his angry words about Robin were not even heard; she had already grown infatuated with the gallant outlaw, and compounded by his fre-

quent, secret visits to see her, it grew into love. Finally, she could stand it no longer and fled into the greenwood with Robin, there to be with him. The Prince, the Sheriff and Bois-Gilbert were all furious, but little could be done; once she had entered the greensward, she was as good as vanished.

In Robin's camp, Marian received the same intensive training as every other Merry Man, and to her surprise (and Robin's) turned out to be a natural at woodcraft; bows fit to her hand as if made for her, and she could more than hold her own with a sword. As she proved her ability, she went from being "Robin's high-bred wench" to a valued member of the band, almost an Amazon in her prowess among them.

T.H. White, in *The Once And Future King* describes her thusly: ". . . Marian could hoot like an owl by blowing into her fists, or whistle a shrill blast between tongue and teeth with the fingers in the corner of the mouth . . . could hit the popinjay twice for three times of Robin's; and could turn cartwheels." The young Arthur (not yet King) thinks of Marian as "a kind of golden vixen," a apt description for her; although she has a thoughtful and careful nature, she still possesses much of the tomboy about her, and has at times an almost giddy appreciation of her freedom. Other tales also speak superlatively of Marian and compare her to many women of legend and literature, from Helen of Troy for beauty to the goddess Diana for her forest craft.

*Variations:* Marian is the most mutable character of the entire

cycle; no two stories portray her in the same manner. However, all her different faces boil down to three different depictions, as mentioned on p. 31: the cloistered Norman lady, the lusty Saxon maid, and what is called here the huntress, who combines aspects of both of the others. Marian as described here is the huntress; with minor modifications she can be turned into either of the other models.

The cloistered lady never actually makes it into the forest with Robin until the end of the story; therefore, remove all woodcraft and weapons skills from the description, with the possible exception of Knife. Her social skills can be raised, and Stealth and Shadowing should be retained. Her Area Knowledge skills should be removed, as she will rarely venture out of Nottingham Castle. The cloistered lady version of Marian is epitomized by Olivia de Havilland in the 1938 film *Robin Hood*.

The Saxon maid is the far end of the spectrum from the lady. Usually a childhood friend of Robin's, she has either Status 0 or 1; likewise, the advantages and disadvantages associated with her high status (Literacy, Sense of Duty to King, and the Social Stigma) disappear. Her skills remain essentially intact, with only Calligraphy, Diplomacy, and Norman French being removed.

Instead of being ward to King Richard, Marian becomes the daughter of Nottingham Town merchant. The Marian found in Robin McKinley's *Outlaws of Sherwood*, while technically a noblewoman, is also a good example of the Saxon maid.

## Friar Tuck

English male, age 45, 5' 9", 225 lbs., dark brown hair (cut in a tonsure), brown eyes.

ST 14 (45 points)    IQ 13 (30 points)    Speed: 6  
DX 12 (20 points)    HT 12 (20 points)    Move: 6  
Damage: Thrust 1d-1; Swing 1d+2

**Point Total: 210**

### Advantages

Ally Group: Merry Men, on a 12 or less (60 points)  
Clerical Investment (5 points)  
Common Sense (10 points)  
Literacy (10 points)  
Patron: Robin Hood, on a 12 or less (20 points)  
Reputation +2 in England from Saxons, on a 10 or less (2 points)  
Reputation +4 from Nottingham commoners, all the time (6 points)  
Status 1 (5 points)

### Disadvantages

Code of Honor: Merry Man's Code (-10 points)  
Enemy: Prince John and his men, on a 6 or less (-15 points)  
Enemy: Sheriff and his men, on a 9 or less (-20 points)  
Fanaticism: Robin and his cause (-15 points)  
Fat (-10 points)  
Gluttony (-5 points)  
Intolerance: Normans (-5 points)  
Social Stigma: Outlaw (-15 points)  
Vow, Major: Poverty (-10 points)  
Vow, Minor: Celibacy (-5 points)

### Skills

Animal Handling-12 (2 points), Area Knowledge (Nottinghamshire)-14 (2 points), Area Knowledge (Sherwood)-16 (6 points), Bow (Longbow)-12 (4 points), Brawling-13 (2 points), Broadsword-16 (24 points), Camouflage-14 (2 points), Climb-

ing-12 (2 points), Cooking-12 (1 point), Diplomacy-11 (1 point), English-13 (native tongue), First Aid/TL3-14 (2 points), Knife-12 (1 point), Language (Forest Sound Code)-13 (2 points), Latin-13 (2 points), Physician/TL3-13 (4 points), Savoir-Faire-15 (default from Status), Staff-14 (16 points), Stealth-13 (4 points), Survival (Forest)-13 (2 points), Swimming-14 (1 point), Teaching-14 (4 points), Theology (Catholic)-13 (4 points), Tracking-13 (2 points), Traps/TL3-13 (2 points).

### Quirks

Loves his dogs.  
Sharp-tongued, but not to excess.  
Calls Marian "Little Flower."  
Likes good ale.  
Enjoys a good jest.

### Equipment

Quarterstaff (4 lbs.)  
Pothelm (PD 3, DR 4 for areas 3-4; 5 lbs.)  
Rosary (negligible weight)  
Thrusting broadsword (3 lbs.)  
Tin pennywhistle (negligible weight)



### Story

Tuck was a Kirtled Friar of the Augustinian order who had taken up residence in a hermitage called Fountain's Dale, deep within Sherwood Forest. When Will Scarlet declared that the hermit friar could beat both Robin and Little John, Robin decided to look for him and test his mettle. Later that day, Robin encountered Tuck on the banks of a river, sleeping peacefully under a tree. Next to the friar was a bounteous spread of food.

Robin woke the friar at swordpoint and demanded to be carried across the river; reluctantly, Tuck obliged, and at the far bank dumped Robin over and stole his sword. He then demanded to be carried back. Without a word, Robin toted the friar back across, but then regained his weapon and demanded that he be carried back — again! — to the far side of the river.

Once more, Tuck obliged, but when he had gotten to the middle of the river, he tossed Robin into the water and drew his own sword. Hip deep in the river, the two engaged in swordplay.

After a long battle, Tuck got the upper hand, and seeing this Robin begged a boon, which the friar granted. Putting his horn to his lips, Robin played the three short bursts which summoned his men to his side — in this case, his side of the river. After being introduced to Robin's small army, Tuck begged his own boon, which Robin graciously granted. Placing a tin whistle to his lips, the friar summoned his four great mastiffs, who with their arrival on the same side of the river as the Merry Men, put a brief scare into the outlaws. Robin, laughing at the sight, offered Tuck a place with the Merry Men. Tuck accepted, once the deal was sweetened with the offer of a feast.

Tuck's role among the Merry Men is full-time spiritual leader and part-time physician; he has a fair knowledge of TL3 medicine and first aid, but is not a surgeon. He is an admitted glutton, and

has a taste for fine ale, but not to excess. A talented swordsman, he is among the "teaching staff" which Robin has organized.

Tuck is a large and jovial man, but given to sharp language when his ire is up. He takes no nonsense from anybody — Robin included. While he is very fond of Marian, as a father might be of a favorite daughter, Tuck's greatest loves are his four mastiffs, Brown-eyes, Beauty, Sweetheart and Belle — all four trained for hunting and defense of their master. (All four are large dogs as described in the sidebar on p. B142, having ST 12, DX 11, IQ 5, and HT 14; they are trained to respond to Tuck's commands and his whistle.)

*Variations:* Tuck has not varied greatly through the tellings, perhaps because he was added relatively late (in the middle 17th century) to the Robin Hood cycle. Recent portrayals have his basic nature intact, but have contributed new features, such as Alcoholism (and a good-natured acknowledgement of the same) or have turned him into a kind of con-man, consuming chickens in order to make fake saints' relics from their bones.

## Will Scarlet

Of all the best-known characters, Will Scarlet is the one whose image has the wildest polarization. Unlike Marian, who seems to be redefined with every new telling, Scarlet has only two representations, but they are separated from each other by a vast gulf and are effectively unreconcilable. For the GM's convenience, both forms are presented here.

### Will Scathelock

English male, age 32, 5' 9", 155 lbs, sandy brown hair, hazel eyes. Scruffy-looking.

ST 13 (30 points)    IQ 11 (10 points)    Speed: 6.25  
DX 14 (45 points)    HT 11 (10 points)    Move: 6  
Damage: Thrust 1d; Swing 2d-1

**Point Total: 155**

### Advantages

Ally Group: Merry Men, on a 12 or less (60 points)  
Combat Reflexes (15 points)  
High Pain Threshold (10 points)  
Patron: Robin Hood, on a 12 or less (20 points)  
Reputation +2 in England from Saxons, on a 10 or less (2 points)  
Reputation +4 from Nottingham commoners, all the time (6 points)

### Disadvantages

Bad Temper (-10 points)  
Bloodlust (-10 points)  
Bully (-10 points)  
Code of Honor: Merry Man's Code (-10 points)  
Enemy: Prince John and his men, on a 6 or less (-15 points)  
Enemy: Sheriff and his men, on a 9 or less (-20 points)  
Fanaticism: Robin and his cause (-15 points)  
Intolerance: Normans (-5 points)  
Social Stigma: Outlaw (-15 points)

### Skills

Area Knowledge (Nottinghamshire)-12 (2 points), Area Knowledge (Sherwood)-14 (6 points), Bow (Longbow)-14 (4 points), Brawling-15 (2 points), Broadsword-18 (24 points), Camouflage-12 (2 points), Climbing-14 (2 points), English-11 (native tongue), Knife-14 (1 point), Language (Forest Sound Code)-11 (2 points), Leadership-11 (2 points), Shadowing-11

(default from Stealth), Staff-15 (8 points), Stealth-15 (4 points), Survival (Forest)-11 (2 points), Swimming-14 (1 point), Teaching-10 (1 point), Tracking-11 (2 points), Traps/TL3-11 (2 points).

### Quirks

Keeps a running tally of the men he's killed.  
Gallant.  
Sharp-tongued.  
Bears a grudge against mercenaries, although he was one once.  
Cynical and moody.

### Equipment

Large knives, 3 (1 lb. each.)  
Longbow (3 lbs.)  
Quarterstaff (4 lbs.)  
Quiver (with 12 arrows, 3 lbs.)  
Thrusting broadsword (3 lbs.)



### Story

This Will Scarlet would normally be used with the yeoman Robin; he is a former mercenary who has joined the band for his own reasons, but has come to support Robin's causes with all the fervor of any other Merry Man. He is scruffy and sometimes unkempt, but is a near-master swordsman. Naturally enough, Robin has set him to teaching the other Merry Men his skills.

Scathelock, who is nicknamed "Scarlet" in something of a play on his name, is a cynic and a little bit more of a ruffian than the typical Merry Man. His short temper and bullying nature make him less than popular, but his skills are respected and he is Robin's third-in-command, behind Little John.

A younger, less-jaded version of Will Scathelock would be essentially the same as the Will Scarlet played by Christian Slater in 1991's *Robin Hood, Prince of Thieves*.

### Will Gamwell

English male, age 30, 5' 11", 150 lbs., red-blond hair, blue eyes.

ST 12 (20 points)    IQ 13 (30 points)    Speed: 6.25  
DX 14 (45 points)    HT 11 (10 points)    Move: 6  
Damage: Thrust 1d-1; Swing 1d+2

**Point Total: 185**



### Advantages

- Ally Group: Merry Men, on a 12 or less (60 points)
- Appearance: Handsome (15 points)
- Literacy (10 points)
- Patron: Robin Hood, on a 12 or less (20 points)
- Reputation +2 in England from Saxons, on a 10 or less (2 points)
- Reputation +4 from Nottingham commoners, all the time (6 points)
- Status 2 (10 points)
- Wealth: Comfortable (10 points)

### Disadvantages

- Code of Honor: As for Robin (-5 points)
- Code of Honor: Merry Man's Code (-10 points)
- Enemy: Prince John and his men, on a 6 or less (-15 points)
- Enemy: Sheriff and his men, on a 9 or less (-20 points)
- Fanaticism: Robin and his cause (-15 points)
- Impulsiveness (-10 points)
- Intolerance: Normans (-5 points)
- Overconfidence (-10 points)
- Social Stigma: Outlaw (-15 points)
- Stubbornness (-5 points)

### Skills

Area Knowledge (Nottinghamshire)-14 (2 points), Area Knowledge (Sherwood)-16 (6 points), Bow (Longbow)-14 (4 points), Brawling-15 (2 points), Broadsword-18 (24 points), Camouflage-13 (2 points), Climbing-14 (2 points), English-13 (native tongue), Knife-14 (1 point), Language (Forest Sound Code)-13 (2 points), Leadership-12 (1 point), Norman French-12 (1 point), Savoir-Faire-15 (default from Status), Staff-15 (8 points), Stealth-15 (4 points), Survival (Forest)-13 (2 points), Swimming-13 (1/2 point), Teaching-11 (1/2 point), Tracking-13 (2 points), Traps/TL3-13 (2 points).

### Quirks

- Slightly vain.
- A somewhat effeminate dandy.
- Gallant and a gentleman.

## Robert de Rainault, Royal Sheriff of Nottingham

Norman male, age 43, 5' 8", 189 lbs., black hair, green eyes.

- |                                 |                   |            |
|---------------------------------|-------------------|------------|
| ST 12 (20 points)               | IQ 13 (30 points) | Speed: 5.5 |
| DX 12 (20 points)               | HT 10 (0 points)  | Move: 5    |
| Damage: Thrust 1d-1; Swing 1d+2 |                   |            |

**Point Total: 220**

### Advantages

- Ally Group: Sheriff's men, appears on 15 or less (60 points)
- Legal Enforcement Powers (10 points)
- Literacy (10 points)
- Patron: King/Prince on 9 or less (20 points)
- Status 4 (15 points; 1 level free from Wealth)
- Wealth: Wealthy (20 points)

### Disadvantages

- Bad Temper (-10 points)
- Cowardice (-10 points)
- Duty to the King on 10 or less (-10 points)
- Greed (-15 points)
- Intolerance: Saxons (-5 points)

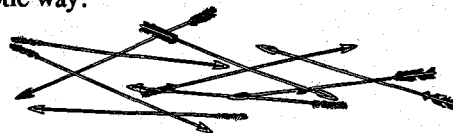
## The Legend of Robin Hood

Always wears red.

Mischievous in a subtle way.

### Equipment

- Longbow (3 lbs.)
- Quarterstaff (4 lbs.)
- Quiver (with 12 arrows, 3 lbs.)
- Thrusting broadsword (3 lbs.)



### Story

This version of Will Scarlet is more suited for the noble Robin (although he can be used with the yeoman with only a little modification). Kinsman to the great outlaw (either nephew or cousin, depending on the source), Will Gamwell traveled to Sherwood from Maxfield Town looking for Robin after accidentally killing his father's steward over a dispute.

Dressed all in red, Will encountered Robin, accompanied by Little John and Arthur a Bland, on the road as he walked toward Sherwood. The two kinsmen had been separated for many years, and neither recognized the other. His soft and gentle voice, dainty ways and foppish dress inspired scorn from the three companions, and believing him to be a Norman, Robin took it into his head to challenge the scarlet-clad dandy. Little John, who had his doubts about the ease with which Robin would overcome the stranger, held his tongue and enjoyed what came next.

The battle was short and sweet, and Robin found himself defeated, and indeed dealt a wound; calling a hold, he asked his opponent his name and was startled to find that he had been fighting his own kinsman. Will Gamwell was equally surprised and apologetic, but Robin laughed it off and offered him a place in his band. Will accepted, and to honor the occasion, Little John dubbed him "Will Scarlet" for his bright red clothes.

Although a fop, Will is as great a master of the sword as any in England, and naturally was drafted by Robin into the "teaching staff" for the training of new Merry Men. By virtue of his talent — and his family connections to Robin — Will has been given the position of third-in-command to the outlaw. In many ways, he is a mirror of his kinsman, sharing a number of the same attitudes and beliefs.

Miserliness (-10 points)

Overweight (-5 points)

### Skills

Accounting-11 (1 point), Administration-14 (4 points), Area Knowledge (Nottingham)-13 (1 point), Area Knowledge (Nottinghamshire)-15 (4 points), Bow (regular)-12 (4 points), Broadsword-15 (16 points), Detect Lies-13 (4 points), Diplomacy-12 (2 points), English-13 (native tongue), Falconry-15 (6 points), Heraldry-13 (2 points), Knife-12 (1 point), Latin-12 (1 point), Law-14 (6 points), Leadership-14 (4 points), Norman French-13 (2 points), Politics-14 (4 points), Riding-12 (2 points), Savoir-Faire-15 (default from Status), Shield-15 (8 points), Strategy-13 (4 points), Tactics-14 (6 points), Tracking-13 (2 points), Writing-12 (1 point).

### Quirks

- Egotistical.
- Has political ambitions.
- Dishonest and impatient.
- Enjoys hunting and hawking.
- Merciless and scornful.



## Story

This sheriff is a fusion of many elements from tales both ancient and modern, but for the most part is the classic Sheriff of legend. More recent tellings have made him thinner and meaner, but essentially unchanged. The name given above is taken from the British TV series of the mid-1980s, since nowhere else, from the *Lytell Geste* to today, is he ever given a name, and no contemporary documents seem to record the name of the actual Sheriff of Nottingham from the period.

Rainault was appointed to the position of Sheriff by Henry II during his reform of the sheriff system in the middle of the 12th century. Rainault qualified as a talented "career man," and has served well these many years. However, he possesses ambitions to further his lot; in his many years' dealings with Prince John, he has come to support the King's brother in exchange for promises of titles and wealth to come.

He bears considerable ill-will to Robin for several reasons. The outlaw's activities have given Nottingham — and subsequently *him* — a bad name, and it is adversely affecting his long-term plans. High-placed members of the Church, as well as Prince John, have pressured him to deal with Robin once and for all. Rainault also wants the £200 reward that is offered for Robin. But most importantly, the chief forester whom Robin slew many years ago was kin to him, and Rainault wants blood-vengeance.

Although he is loath to enter combat himself, he has no compunctions about hiring others to do his fighting for him. In fact, this is expected of him, as he is the leader of the shire, and should not be off handling such things on his own — he has much more important things to do with his time. He has a force of some 20 men, stout fighters, who act as his deputies, but they are often targets of the Merry Men. It is difficult to hire any but the most desperate to replace those killed by Robin Hood, so the quality of his force has been slowly declining, much to his annoyance.

Going strictly by policy and profit, Rainault is a good leader. But he is so at the expense of the people, whom he taxes exces-



sively both to pay the crown and to support his luxurious lifestyle. In general, he considers Saxons to be dirt, but useful dirt, and does not mind having a few hurt or killed if it compels cooperation from the rest. He is not married, nor does he want to be, unless it is a marriage of convenience — *his* convenience. He is more than a fair swordsman, but dislikes and avoids combat.

**Variations:** Modern retellings often focus on the Sheriff as a primary villain; Cowardice and Overweight should be removed to match this. In *Robin Hood, Prince of Thieves*, he is also a Sadist (although this is less evident in the film than in the novelization). In some tales, the Sheriff long ago ordered the murder of Robin's father for his own personal benefit. This is sometimes known to Robin and sometimes not.

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## Arthur a Bland

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English male, age 27, 5' 11", 175 lbs., brown hair (thinning), brown eyes.

ST 15 (60 points)    IQ 10 (0 points)    Speed: 5.75  
DX 12 (20 points)    HT 11 (10 points)    Move: 5  
Damage: Thrust 1d+1; Swing 2d+1

**Point Total: 160**

### Advantages

Ally Group: Merry Men, on a 12 or less (60 points)  
Patron: Robin Hood, on a 12 or less (20 points)  
Reputation +4 from Nottingham commoners, all the time (6 points)  
Reputation +2 in England from Saxons, on a 10 or less (2 points)

### Disadvantages

Code of Honor: Merry Man's Code (-10 points)  
Enemy: Prince John and his men, on a 6 or less (-15 points)  
Enemy: Sheriff and his men, on a 9 or less (-20 points)  
Fanaticism: Robin and his cause (-15 points)  
Odious Personal Habit: Excessive Bragging (-10 points)  
Social Stigma: Outlaw (-15 points)

### Skills

Area Knowledge (Nottinghamshire)-11 (2 points), Area Knowledge (Sherwood)-13 (6 points), Bow (Longbow)-12 (4

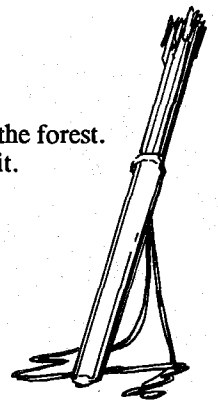
points), Brawling-16 (16 points), Broadsword-12 (2 points), Camouflage-11 (2 points), Climbing-12 (2 points), Knife-12 (1 point), Language (Forest Sound Code)-10 (2 points), Naturalist-11 (6 points), Professional Skill (Tanner)-14 (8 points), Staff-13 (8 points), Stealth-13 (4 points), Survival (Forest)-10 (2 points), Swimming-12 (1 point), Tracking-10 (2 points), Traps/TL3-10 (2 points).

### Quirks

Happiest when alone in the woods.  
Envis Robin's free life.  
Loves watching deer running free in the forest.  
Fights dirty if the situation warrants it.  
Quick to make friends.

### Equipment

Longbow (3 lbs.)  
Quiver (with 12 arrows, 3 lbs.)  
Quarterstaff (4 lbs.)



### Story

Arthur a Bland was a tanner from the town of Blyth. Despite his "urban" vocation, he was a naturalist and forester at heart. There was nowhere he loved more than the forest and nothing he loved more than watching the wild deer in the forest; before joining Robin's band, he often hunted the king's deer by moonlight.

His chief claim to fame is that he was a skilled wrestler, for 5 years the midcountry champion. If the GM owns *GURPS Martial Arts*, he should change the Brawling skill above to Wrestling at the same level.

Arthur joined the Merry Men when, on one of his walks

## Allan-a-Dale

English male, age 22 (but looks 17), 5' 4", 120 lbs., blond hair, blue eyes.

ST 10 (0 points)      IQ 13 (30 points)      Speed: 5.5  
DX 12 (20 points)    HT 10 (0 points)      Move: 5  
Damage: Thrust 1d-2; Swing 1d

**Point Total: 132**

### Advantages

Ally Group: Merry Men, on a 12 or less (60 points)  
Appearance: Very Handsome (25 points)  
Bardic Immunity (10 points)  
Charisma +1 (5 points)  
Musical Ability +2 (2 points)  
Patron: Robin Hood, on a 12 or less (20 points)  
Reputation +2 in England from Saxons, on a 10 or less (2 points)  
Reputation +4 from Nottingham commoners, all the time (6 points)  
Voice (10 points)

### Disadvantages

Code of Honor: Merry Man's Code (-10 points)  
Dependent: Ellen, his wife (26-50 point loved one, appears on 15 or less; -36 points)  
Enemy: Prince John and his men, on a 6 or less (-15 points)  
Enemy: Sheriff and his men, on a 9 or less (-20 points)  
Fanaticism: Robin and his cause (-15 points)  
Impulsiveness (-10 points)  
Poverty: Struggling (-10 points)  
Social Stigma: Outlaw (-15 points)

### Skills

Area Knowledge (Nottinghamshire)-14 (2 points), Area Knowledge (Sherwood)-16 (6 points), Bard-16 (4 points), Bardic Lore-15 (4 points), Bow (Longbow)-13 (8 points), Brawling-13 (2 points), Broadsword-12 (2 points), Camouflage-

## David of Doncaster

English male, age 19, 6' 3", 190 lbs., brown hair, blue eyes, youthful beard.

ST 16 (80 points)      IQ 11 (10 points)      Speed: 5.75  
DX 12 (20 points)    HT 11 (10 points)      Move: 5  
Damage: Thrust 1d+1; Swing 2d+2

**Point Total: 187**

### Advantages

Ally Group: Merry Men, on a 12 or less (60 points)  
Patron: Robin Hood, on a 12 or less (20 points)  
Reputation +2 in England from Saxons, on a 10 or less (2 points)  
Reputation +4 from Nottingham commoners, all the time (6 points)  
Reputation: Best wrestler in all the midcountry. +2 in mid-country shires. (4 points)

## The Legend of Robin Hood

through Sherwood, Little John accosted him. The two soon fell into a quarterstaff battle, in which Arthur eventually defeated Little John. Robin, who had been watching the entire encounter from hiding, emerged to congratulate the winner and offer him membership in the Merry Men. Arthur leapt at the opportunity.

13 (2 points), Carousing-10 (2 points), Climbing-13 (4 points), English-13 (native tongue), Knife-12 (1 point), Language (Forest Sound Code)-13 (2 points), Musical Instrument (Harp)-16 (6 points), Norman French-12 (2 points), Poetry-13 (2 points), Savoir-Faire-16 (2 points), Singing-17 (8 points), Staff-13 (8 points), Stealth-13 (4 points), Survival (Forest)-13 (2 points), Swimming-12 (1 point), Tracking-13 (2 points), Traps/TL3-13 (2 points).

### Quirks

A gallant young man.  
Almost always smiling.  
Devoted heart and soul to Ellen.  
Lighthearted lover and a true romantic.  
When his lady is not with him, he looks and acts absolutely pathetic.

### Equipment

Harp (10 lbs.)

### Story

Allan-a-Dale originally came from the Dale of Rotherstream, beyond the town of Stavely from Sherwood. When he first arrived in Sherwood he was in a bedraggled state. When brought by Will Stutely and Will Scarlet to be a "guest" at one of Robin's feasts, he told the tale of how he had met the maiden Ellen. The two young folk had fallen in love, but her father arranged a marriage between Ellen and the old, decrepit Norman knight Sir Stephen of Trent.

Allan told his story so convincingly — and sang so beautifully — that Robin and his men volunteered to help him. Disrupting the wedding service, Robin (disguised as a fine minstrel) rescued Ellen and brought her back to Sherwood, where Friar Tuck married the young couple. Allan willingly joined the Merry Men and was a favorite for his beautiful voice and repertoire of songs.

### Disadvantages

Code of Honor: Merry Man's Code (-10 points)  
Enemy: Prince John and his men, on a 6 or less (-15 points)  
Enemy: Sheriff and his men, on a 9 or less (-20 points)  
Fanaticism: Robin and his cause (-15 points)  
Sense of Duty to Robin (-5 points)  
Social Stigma: Outlaw (-15 points)

### Skills

Area Knowledge (Nottinghamshire)-12 (2 points), Area Knowledge (Sherwood)-14 (6 points), Bow (Longbow)-12 (4 points), Brawling-16 (16 points), Broadsword-12 (2 points), Camouflage-12 (2 points), Climbing-12 (2 points), English-11 (native tongue), Knife-12 (1 point), Language (Forest Sound Code)-11 (2 points), Naturalist-12 (6 points), Staff-13 (8 points), Stealth-13 (4 points), Survival (Forest)-11 (2 points), Tracking-11 (2 points), Traps/TL3-11 (2 points).

### Quirks

- Proud of being a wrestling champion.
- Feels that he owes Sir Richard of the Lea his life.
- Sometimes takes things too literally.
- Enjoys a good jest.
- Shrewd for his years.

### Story

David of Doncaster is a young fellow who seems to have been a part of Robin's band from the start, and in a position of some importance. At one point in Pyle's retelling, Robin says that he would rather lose his right hand than have harm befall David.

David also appears to have been one of the few Merry Men

with interests outside of Sherwood. Although young (not even out of his teens), he had become a champion wrestler, rivaling the older Arthur a Bland in his skill, and had to resort to deception in order to find anyone to wrestle. At a fair in Denby, he beat a local champion while in disguise. An angry mob was about to kill him when Sir Richard of the Lea intervened and revealed his identity as the wrestling champion. Sir Richard was on his way to repay his debt to Robin, and David returned to Sherwood with him.

Despite his youth, he was surprisingly astute in many areas; Robin frequently employed him as a scout or spy.

If the GM owns *GURPS Martial Arts*, he should change David's Brawling skill to Wrestling at the same level.

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## Much, the Miller's Son

---

English male, age 21, 5' 6", 135 lbs., blond hair, brown eyes, light youthful beard.

ST 12 (20 points)    IQ 9 (-10 points)    Speed: 5.75  
DX 12 (20 points)    HT 11 (10 points)    Move: 5  
Damage: Thrust 1d-1; Swing 1d+2

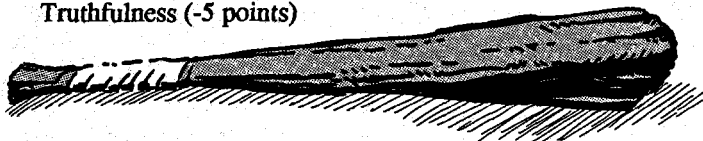
**Point Total: 100**

### Advantages

- Acute Hearing +3 (6 points)
- Ally Group: Merry Men, on a 12 or less (60 points)
- Patron: Robin Hood, on a 12 or less (20 points)
- Reputation +4 from Nottingham commoners, all the time (6 points)
- Reputation +2 in England from Saxons, on a 10 or less (2 points)

### Disadvantages

- Absent-mindedness (-15 points)
- Code of Honor: Merry Man's Code (-10 points)
- Enemy: Prince John and his men, on a 6 or less (-15 points)
- Enemy: Sheriff and his men, on a 9 or less (-20 points)
- Fanaticism: Robin and his cause (-15 points)
- Gullibility (-10 points)
- Social Stigma: Outlaw (-15 points)
- Truthfulness (-5 points)



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## Wat o' the Crabstaff

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English male, age 31, 5' 11", 160 lbs, black hair, blue eyes, bearded.

ST 14 (45 points)    IQ 10 (0 points)    Speed: 5.75  
DX 12 (20 points)    HT 11 (10 points)    Move: 5  
Damage: Thrust 1d; Swing 2d

**Point Total: 144**

### Advantages

- Combat Reflexes (15 points)
- Ally Group: Merry Men, on a 12 or less (60 points)
- Patron: Robin Hood, on a 12 or less (20 points)
- Reputation +4 from Nottingham commoners, all the time (6 points)
- Reputation +2 in England from Saxons, on a 10 or less (2 points)

### Skills

Area Knowledge (Nottinghamshire)-11 (4 points), Area Knowledge (Sherwood)-14 (10 points), Bow (Longbow)-14 (16 points), Brawling-13 (2 points), Broadsword-12 (2 points), Camouflage-11 (4 points), Climbing-13 (4 points), English-9 (native tongue), Knife-12 (1 point), Language (Forest Sound Code)-10 (4 points), Professional Skill (Miller)-10 (4 points), Staff-14 (16 points), Stealth-13 (4 points), Survival (Forest)-12 (8 points), Swimming-12 (1 point), Tracking-9 (2 points), Traps/TL3-9 (2 points).

### Quirks

- Worships Robin as a hero.
- Knows he's a little "slow."
- Doesn't like being taunted or made fun of.

### Story

In some stories, Much (sometimes Mutch or Midge) the Miller's Son is the reason that Robin was outlawed (see p. 26). He is mildly retarded but far from the half-wit he is sometimes called, and he resents such taunts. With careful teaching he can become quite good at many skills. He looks upon Robin as something akin to a god, and seeks to emulate him. Much is an innocent in many ways, and is regarded almost as a mascot by some members of the band. However, Much is sensitive to condescension, and is quick to object to it.

Other versions of Much have been presented as older and more intelligent, and the Merry Men patronize him little, if at all.

### Disadvantages

- Code of Honor: Merry Man's Code (-10 points)
- Enemy: Prince John and his men, on a 6 or less (-15 points)
- Enemy: Sheriff and his men, on a 9 or less (-20 points)
- Fanaticism: Robin and his cause (-15 points)
- Odious Personal Habit: Braggart (-10 points)
- Odious Personal Habit: Gossip (-10 points)
- Overconfidence (-10 points)
- Social Stigma: Outlaw (-15 points)

### Skills

Area Knowledge (Nottinghamshire)-11 (2 points), Area Knowledge (Sherwood)-13 (6 points), Bow (Longbow)-12 (4 points), Brawling-13 (2 points), Broadsword-12 (2 points), Camouflage-11 (2 points), Climbing-12 (2 points), English-10 (native tongue), Knife-12 (1 point), Language (Forest Sound Code)-10 (2 points), Professional Skill (Tinker)-14 (10 points),

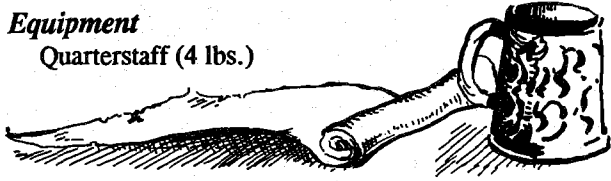
Singing-11 (1 point), Staff-16 (32 points), Stealth-13 (4 points), Survival (Forest)-10 (2 points), Swimming-12 (1 point), Tracking-10 (2 points), Traps/TL3-10 (2 points).

### Quirks

A staunch and honest craftsman.  
Prattles about his occupation.  
Very self-important.  
Defends other tinkers and the craft in general.  
Makes friends quickly, and trusts them well.

### Equipment

Quarterstaff (4 lbs.)



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### Will Stutely

English male, 5' 11", 160 lbs., blond hair, green eyes.  
ST 12 (20 points)    IQ 12 (20 points)    Speed: 6  
DX 13 (30 points)    HT 11 (10 points)    Move: 6  
Damage: Thrust 1d-1; Swing 1d+2

**Point Total: 180**

### Advantages

Ally Group: Merry Men, on a 12 or less (60 points)  
Appearance: Very Handsome (25 points)  
Combat Reflexes (15 points)  
Patron: Robin Hood, on a 12 or less (20 points)  
Reputation +2 in England from Saxons, on a 10 or less (2 points)  
Reputation +4 from Nottingham commoners, all the time (6 points)

### Disadvantages

Code of Honor: Merry Man's Code (-10 points)  
Enemy: Prince John and his men, on a 6 or less (-15 points)  
Enemy: Sheriff and his men, on a 9 or less (-20 points)  
Fanaticism: Robin and his cause (-15 points)  
Impulsiveness (-10 points)  
Intolerance: Normans (-5 points)  
Odious Personal Habit: Jokester (-10 points)  
Sense of Duty to his brothers (-5 points)  
Social Stigma: Outlaw (-15 points)

### Skills

Area Knowledge (Nottinghamshire)-13 (2 points), Area Knowledge (Sherwood)-15 (6 points), Bow (Longbow)-13 (4

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### Sir Richard of the Lea

English male, age 52, 5' 9", 160 lbs., graying black hair, hazel eyes.

ST 13 (30 points)    IQ 11 (10 points)    Speed: 6.25  
DX 13 (30 points)    HT 12 (20 points)    Move: 6  
Damage: Thrust 1d; Swing 2d-1

**Point Total: 175**

### Advantages

Ally: Robin Hood on 9 or less (30 points)  
Common Sense (10 points)

### Story

Wat was an itinerant tinker from Banbury who gained his surname from his facility with his quarterstaff of crabapple wood. Because no man of Nottinghamshire would do the job, he accepted a commission from the Sheriff to serve a warrant on Robin.

On the road to Sherwood, Wat encountered Robin, but did not know who he was. When Robin discovered the tinker's mission, he decided to have some fun with the man. Together the two went to the Blue Boar, where Robin got Wat drunk enough to pass out. Then he stole the warrant, leaving the tinker to be cheated by the innkeeper.

Later that day, Wat caught up with Robin and the two fought with staves. After a fierce battle, Wat shattered Robin's staff with his crabtree cudgel, but the Merry Men intervened to prevent their leader's ultimate defeat. Impressed by the tinker's ability, Robin asked him to join the band; Wat accepted. From that day he was one of Robin's stoutest fighters.

points), Brawling-14 (2 points), Broadsword-16 (16 points), Camouflage-13 (2 points), Climbing-13 (2 points), English-12 (native tongue), Knife-13 (1 point), Language (Forest Sound Code)-12 (2 points), Leadership-12 (2 points), Naturalist-12 (4 points), Shadowing-12 (default from Stealth), Staff-14 (8 points), Stealth-16 (16 points), Survival (Forest)-16 (10 points), Swimming-13 (1 point), Teaching-11 (1 point), Tracking-12 (2 points), Traps/TL3-12 (2 points).

### Quirks

Proud of having given Little John his name.  
Enjoys a good jest.  
Gallant.  
Never far separated from his brothers.  
Bravest Merry Man.

### Story

Not to be confused with Will Scarlet, Will Stutely is one of three brothers, sons of a widow. (The other two are Lester and John, also Merry Men.) Among one of the first of the Merry Men to gather around Robin, Will apparently held a position of some importance until the arrival of Little John, Will Scarlet and others. However, he seems to have gladly given up the responsibilities of leadership.

Will is the bravest of the band — it was he who first dared call John Little "Little John," and he took on the role of John's godfather at his mock christening. He is also an incorrigible jokester, and many of his japes are at Little John's expense. He is an accomplished woodsman, fighter and bowman, and is frequently placed in charge of special sorties and detachments.

Literacy (10 points)  
Status 4 (20 points)

### Disadvantages

Age (52 years old; -6 points)  
Chivalric Code of Honor (-15 points)  
Dependent: Son Henry, on 12 or less (Competent, 0 points)  
Duty to the King on 6 or less (-2 points)  
Enemy: Abbot of St. Mary's of York, on 6 or less (-5 points)  
Sense of Duty to his family (-5 points)  
Sense of Duty to Robin (-5 points)

### Skills

Administration-11 (2 points), Animal Handling (Horses)-10 (2 points), Area Knowledge (Family Lands)-15 (8 points), Area Knowledge (Nottinghamshire)-13 (4 points), Axe/Mace-13 (2 points) Brawling-13 (1 point), Broadsword-14 (4 points), Diplomacy-10 (2 points), English-11 (native tongue), Fast-Draw (Broadsword)-13 (1 point), Heraldry-12 (4 points), Lance-13 (2 points), Law-10 (2 points), Norman French-10 (1 point), Riding (Horse)-14 (4 points), Shield-14 (2 points), Savoir-Faire-13 (default from Status), Tactics-12 (6 points).

### Quirks

Has always had a good opinion of Robin.  
Loves his wife and his son.  
Always pays his debts.  
Dislikes Normans.

### Story

The last Saxon nobleman in Nottinghamshire, Sir Richard of the Lea is the owner of a once-proud estate. However, his son Henry, a young knight himself, accidentally killed an opponent in a joust. In order to save his son from prison, Sir Richard not

## Sir Guy of Guisbourne

Norman male, age 32, 6', 165 lbs., blond hair, blue eyes.  
ST 13 (30 points) IQ 12 (20 points) Speed: 6.25  
DX 13 (30 points) HT 12 (20 points) Move: 6  
Damage: Thrust 1d; Swing 2d-1

**Point Total: 118**

### Advantages

Combat Reflexes (15 points)  
Legal Enforcement Powers (10 points)  
Literacy (10 points)  
Status 2 (10 points)

### Disadvantages

Appearance: Unattractive (-5 points)  
Bully (-10 points)  
Duty to Sheriff and King on 9 or less (-5 points)  
Enemy: Robin Hood and Merry Men on 6 or less (-15 points)  
Gullibility (-10 points)  
Impulsiveness (-10 points)  
Overconfidence (-10 points)  
Unluckiness (-10 points)

### Skills

Administration-12 (2 points), Area Knowledge (England)-13 (2 points), Area Knowledge (Nottingham)-15 (6 points), Area Knowledge (Nottinghamshire)-14 (4 points), Bow-11 (1 point), Brawling-14 (2 points), Broadsword-14 (4 points), Carousing-12 (2 points), Diplomacy-10 (1 points), Disguise-14 (6 points), English-12 (2 points), Flail-13 (4 points), Heraldry-11 (1 point), Interrogation-12 (2 points), Knife-13 (2 points), Lance-13 (2 points), Leadership-12 (2 points), Norman French-12 (native tongue), Riding (Horse)-13 (2 points), Savoir-Faire-14 (default from Status), Shield-13 (1 point), Tactics-10 (1 points), Tracking-12 (2 points), Traps/TL3-12 (2 points).

### Quirks

Has a special hatred of outlaws.  
Proud and haughty.

only had to spend his entire family fortune, but had take out a loan of £400 from the Abbot of St. Mary's church in York. His family lands were the security for this loan; come the due date, he had no way to pay it.

While traveling through Sherwood Forest on his way to yield his lands to the Abbot, Sir Richard was accosted and invited to dinner with Robin, as was their custom. As was also their custom, they asked him to pay for it at the end, and he revealed his poverty and plight to them.

Touched by the old knight's problems, Robin felt honor-bound to help him, and gave him sufficient gold to pay the debt and keep his lands. Sir Richard was very grateful, and promised to repay the gift from the outlaw within a year. A few days later, Robin encountered the Abbot on the road through Sherwood, and relieved him of twice the amount of Sir Richard's payment.

A year later, Sir Richard returned to Sherwood to repay Robin, and brought 100 new bows and 100 quivers of arrows as a gift. Robin refused to accept the repayment, telling the story of their encounter with the Abbot, but accepted his gift and gave one — another £400 — in return. From that day forth, Sir Richard has remained an ally of Robin and his band; he has given them sanctuary in his castle on a few occasions.

Takes his job very seriously.  
Does not consider himself a mercenary.  
Dirty fighter and a poor sport.

### Equipment

Broadsword and scabbard (3 lbs.)  
Chainmail (PD 3, DR 4; 25 lbs.)  
Helm (PD 3, DR 4; 5 lbs.)  
Riding horse



### Story

A knight for hire, Guy of Guisbourne has become the chief assistant to the Sheriff of Nottingham. He commands the small garrison of troops that is known as "the Sheriff's Men" and who are the primary enforcers of the law and the Sheriff's will. If there is a confrontation between the Merry Men and the forces of the government, Guisbourne will almost always be in charge of the latter.

Guy is a not a chivalrous opponent; this overly-proud knight is known to attack unprepared men, and to use unfair trickery to defeat them. He is described by one source as being "black and treacherous." Guisbourne likewise exhorts his men to ignore the niceties of polite combat in favor of results. However, his grasp of tactics is minimal, and he rarely learns from his previous defeats at the hands of Robin Hood and his men.

In several recent depictions, Guisbourne is actually a kinsman of the Sheriff of Nottingham.

This is a Guisbourne based on the most common modern portrayals, but as with many other characters, he has undergone many transformations. In the earliest tales, Guy of Guisbourne is a hired assassin or bounty hunter brought in by the Sheriff to dispose of Robin; in these tales the outlaw quickly kills him. In some later portrayals, such as the 1938 *Adventures of Robin Hood*, Guisbourne is actually the primary villain and a feudal superior to a Sheriff of Nottingham who is little more than comic relief. In both of these variants, Guy is substantially more competent and dangerous, and far from the blusterer into which he has evolved.

# Timeline

The following is a timeline of major historical events before, during and after Robin Hood's accepted lifespan. Important events in Robin's life and career are also included, but by no means is this listing intended to be complete. Please note that these and some other of the events included here are pseudohistorical or completely fictional; this is not intended to be a true history, but one according to the Robin Hood cycle.

1133

Henry II born.

1154

Henry II becomes king of England.

1157

Thomas à Becket becomes Chancellor of England.

Richard I (Richard Coeur-de-Lion) is born.

1160

Robin Hood born.

1162

Thomas à Becket becomes Archbishop of Canterbury.

1165

Archbishop Becket flees to France.

1167

Prince John born.

1169

English conquest of Ireland begins.

1170

Becket murdered in the cathedral at Canterbury.

Inquest of Sheriffs begins.

Robert de Reynaud appointed Sheriff of Nottingham.

1178

Robin, age 18, is outlawed and flees into Sherwood Forest.

1179

Robin's band begins to gather about him.

Robin meets John Little and recruits him into the Merry Men.

1180

Robin and Marian Fitzwalter (Maid Marian) meet for the first time.

1181

English militia reorganized by the *Assize of Arms*.

Wat o' the Crabstaff joins Merry Men.

1182

Sheriff of Nottingham holds an archery contest in order to trap Robin.

1183

In disguise, Little John joins the service of the Sheriff. After some months he tires of the charade and leaves, stealing the Sheriff's cook and silver plates.

Will Scarlet joins the Merry Men.

1184

Regulation of Royal Forests by *Assize of Woodstock*.

Friar Tuck joins the Merry Men.

Allan-a-Dale joins the Merry Men.

With the help of 20 of the band, Robin and Allan prevent the forced marriage of Allan's love Ellen; the two are married by Friar Tuck.

1185

Robin aids Sir Richard of the Lea.

John becomes King of Ireland.

1186

Robin and the Merry Men meet Henry II and his queen.

John expelled from Ireland in disgrace.

Nottingham Castle provided with a "chamber of the clerks."

1189

Henry II dies.

Richard I becomes King of England.

Start of the practice of bearing arms on shields.

1190

Richard signs treaty with Scotland, exchanging its freedom and security for 10,000 marks.

William Longchamp, Bishop of Ely, becomes Chief Justiciar.

Richard leaves on the third crusade.

1191

Richard reaches the Holy Land after capturing Cyprus.

Longchamp abuses his power as Chief Justiciar; Richard is informed and sends orders to depose him if necessary.

1192

Saladin and Richard sign a truce.

Richard captured by Leopold of Austria and turned over to Emperor Henry VI.

William Longchamp deposed as Justiciar; Walter of Coutances named his successor.

Prince John recognized as legal heir to Richard.

1193

Richard imprisoned and ransomed.

Angevin Empire's continental holdings conquered by the French.

Prince John attempts to prevent the raising of the ransom.

Robin Hood and Merry Men gather ransom money from travelers in Sherwood Forest.

Sir Wilfred of Ivanhoe arranges delivery of Richard's ransom.

1194

With two-thirds of his ransom paid, Richard I returns from Europe and prison.

John attempts to assassinate Richard and have himself crowned, but fails through Robin's interference.

Robin is pardoned by Richard I, and joins his court.

Robin marries Maid Marian.

Rebellious garrison seizes Nottingham Castle, and is put down by Richard I.

Prince John is banished from England by Richard I for the rest of his lifetime (in some tellings).

Richard goes to war in France.

1195

Robin, bored with the royal court, returns to the outlaw life in Sherwood Forest.

1198

Heavy taxation is begun to pay the remainder of Richard's ransom.

1199

Richard I dies in France after recovering much of the Angevin Empire.

John I becomes King of England.

1200

Peace arranged with France.

John expels his Saxon wife in favor of a Norman woman.

1202

John goes to war once again with Phillip II of France.

1204

John is defeated by Phillip II, and some of England's continental holdings are lost.

1205

Phillip II conquers the remaining English holdings in France.

1215

John is forced to sign the Magna Carta.

Civil war starts in England.

1216

John dies.

Henry III becomes King.

1247

Robin Hood dies at Kirklees Abbey and is buried.

# THE GHOST OF THE MOORS

# 3



"Och, lads, let me tell you what it was that happened," the gaffer said, staring through the dancing flames at the two young men opposite him. "1715, 'twas, and the Sassenach were at our throats, thanks to that dog George I." The old man paused to spit.

"An entire regiment of the damned English were stationed at Glengarry, an' they were a-makin' sure that no Scot had food enow or will enow to stand agint'em.



## Where and When

The "Black Ghost" scenario is set in Jacobite Scotland at the beginning of the 18th Century, and is designed for use with *GURPS Swashbucklers*. Although its political background may seem to preclude its use in other settings, it actually can be transplanted to other places and times. There were two major Jacobite rebellions, one minor one and any number of smaller, isolated uprisings in Scotland between the 1680s to about 1750. Any of these times can be used as a "home" for the Black Ghost, in order to better fit him into a *Swashbucklers* campaign.

Outside of Scotland, the Black Ghost could be used with minimal alterations in the American Revolution (Britain frequently deported defeated Jacobite leaders to the Colonies), or on the other end of the period in the Caribbean as a privateer or pirate, again preying on the British. More dramatic changes could allow him to be transplanted into virtually any other *Swashbucklers* setting.



## Heraldry: A New Specialization

Scottish *Swashbucklers*-era characters taking the Heraldry skill must specialize in either "standard" Heraldry as defined on p. B58, or in Scottish Tartans. Heraldry (Tartans) allows the character to determine the clan and (where possible) the sept of anyone wearing a particular tartan, or to identify the non-clan-affiliated tartans of the Jacobites and the Black Watch, a Scots military unit that is composed of members from many different clans.

*"Most good folk hereabouts was behin' James III and his kin for the crown o' these isles, and that near drove the Sassenach mad. They marched into our lands, banned the wearin' o' the kilt, and forced their soldiers into any buildin' that could take 'em. They took so much of our food, when we had so little already, that nary a family had a single full belly amongst 'em for months. Many a man was forced to fight in foreign lands to support his bairns."*

*The two young Scots shifted uncomfortably as they exchanged dubious glances. The gaffer noticed the doubt that the ruddy glow lit in their eyes, and increased the intensity of his tale. "Nary a one dared stand up to the fiends, for i' he did, he'd be shot or hung ' afore he was done with the closin' o' his mouth. It was a dark time for our land, boys, a dark time. And out o' that dark time came a dark one t' champion us."*

*"Th'English called him a ghost, this man in black who rode out o' the moors in the dark o' the night. At the side o' the road, i' the shadow o' the trees, wherever an English soldier might think himself safe for th' night, there the ghost'd be, and then there'd be one less Sassenach to trouble good Scots. And that English gold, och, that was put to good use, I'll tell ye!"*

*"A ghost!" one of the young men snorted. "Ye're daft, old man."*

*The gaffer's eyes flared, catching the light of the fire and almost glowing in the emotion of the moment and the recollection. "Daft, am I? Ask the men o' this county, my age and aye, younger, too — they saw when the ghost lit the ancient watchfires and called us to fight the English. They saw the ghost on that great coal-black beast, they saw his great sword stained red with English blood, they saw the Sassenach run in fear from him. I myself — with me own two eyes — watched an English captain empty two muskets into his chest and nary e'en cause 'im t' stumble! Whate'er he was, 'twasn't anythin' human."*

*"Ye'd expect us to believe that, granther?" hooted the other one. "A ghost of a man, nor troubled by bullets, was he?"*

*"It'd pay ye well to listen t'your elders, boy!" shouted the old man. He fumbled with a cord looped about his neck. "I've carried this for near fifty years; found it and another like it on the ground where he stood." He had withdrawn a small leather pouch and, opening it, spilled a small, flat object into the palm of his hand. "M'captain, he told me, it used to be an English musket ball — once."*

*He held it forth for them to see: a small circle of dully shining lead, perhaps an inch and a half across. In its center rose a hemisphere of the metal that still bore the marks of the mold. "This were the very shot fired by that Englishman. And there ain't nothin' livin' on the face o' this green earth that can do that to a good, honest bullet. That's why the English called 'im the Black Ghost."*

## The Truth of the Black Ghost

Although the English swear that he is a creature from the grave or from Hell, the Black Ghost is as mortal as they. Riding forth from hidden caves on the moor, he is in reality Sean Alastair MacDonall, of the MacDonalls of Scotus.

### Sean MacDonall

Born in 1681 in the Northwest Highlands of Scotland, Sean Alastair MacDonall was a nephew to the MacDonall of Scotus, the chief of the sept. As such, he grew up in comfort at a time when the English were attempting the economic destruction of Scotland, but he was not unaware of the suffering of the Scottish people.

He was raised a true and loyal Scot under the strong guiding hand of his uncle Alastair MacDonall. His father had died when Sean was young; a mercenary by profession, he had commanded a brigade of Scottish gallowglasses for the French during the French and Irish War of 1690. For his valiant efforts and

## Jacobism: A Brief History

For almost 100 years, Jacobism was a political and social movement to be reckoned with in Scotland. It was the cause of no less than three revolutions against British rule, one of which almost succeeded in reversing the roles of ruler and ruled.

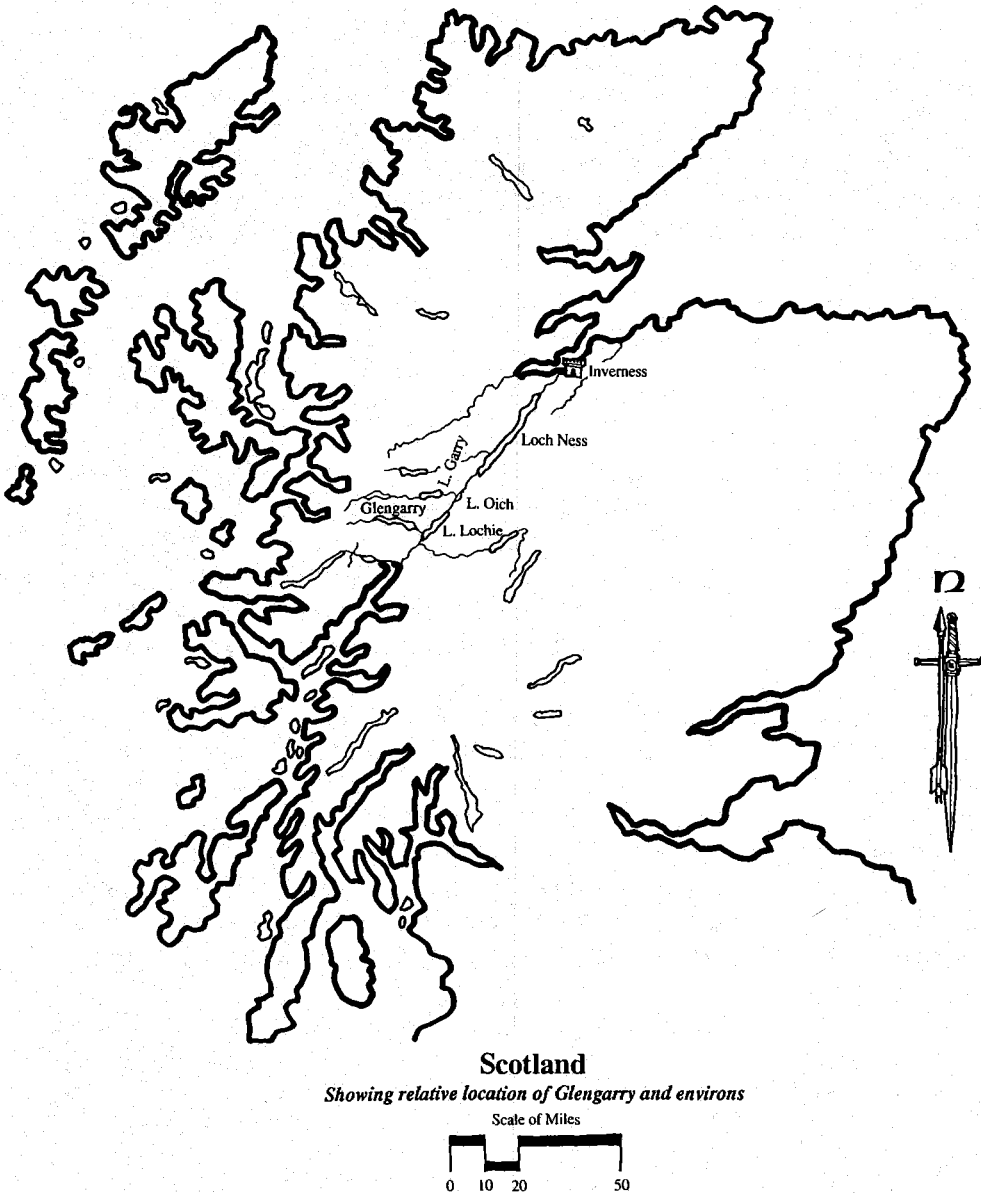
The primary tenet of Jacobism was the support for the legitimate Stuart line for the crown of England. As early as the 1680s, the Hanoverian branch of the British Royal family (that descended from Sophia, granddaughter of James I) had been attempting to wrest control of England from the approved line of succession from James, which passed down through his son Charles I, and then to a number of his children and grandchildren. The support for this line was fierce because James I was also James IV of Scotland, and the continuation of his legitimate line meant the presence of Scottish blood on the throne. The term "Jacobite" comes from *Iacobus*, — Latin for "James."

However, the earliest Jacobites appeared in the 1650s, with the rise of Oliver Cromwell. Cromwell initiated pogroms against the Scots, in an attempt to destroy any and all identity they had as a separate people. The Scots' resentment of this festered even after the Restoration of the Crown in 1660. It worsened when William and Mary, despite being of Stuart blood, chose Anglicanism over Catholicism, and made moves against the more powerful Highland clans, including authorizing the massacre of the MacDonald clan at Glencoe.

In 1714, though, Jacobism exploded violently when George I took over the throne of England. In addition to being the grandfather of George III (memorable for his role in the American Revolution), George I was the descendant of a cadet line of the royal family and half-German; he had no legitimate claim to the crown. He managed to grab power with the backing of the Whig party, mainly because most English nobles were not happy with the Stuart dynasty.

A large number of English troops were already present in Scotland as an occupying force after an initial Jacobite uprising in the late 1680s. George's ascension proved to be the spark that triggered a full-fledged revolution in the summer of 1715, and the Jacobites began a war, with the intent to place James Francis Edward Stuart, called by some James III (called by others the "Old Pretender"), on the throne of England.

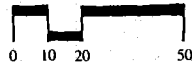
*Continued on next page . . .*



### Scotland

Showing relative location of Glengarry and environs

Scale of Miles



his long-time service to the French Crown, the elder MacDonall was made a marquis. Uncomfortable with the thought of living in a distant foreign land, he transferred the bulk of his newly-acquired assets to his family seat in Scotland, there to benefit his wife and young son. Shortly afterwards, he was killed at the battle of the Boyne.

With the death of his uncle in 1699, young Sean was thrust into the position of lord of the family manor. He adapted quickly, more out of need than inherent ability, and soon the despised duty became a joy. Sean grew devoted to the task of administering his lands and protecting and supporting the people settled thereon. In time, with the growing enfeeblement of his beloved mother, he became quite protective of her. He spent nearly all of his time at the family estate, taking care of both her and the lands.

Naturally enough, Sean was raised a good Catholic and a supporter of the Stuarts (see the sidebar on Jacobism, pp. 49-50), but he never felt strongly political. However, when William and Mary converted from Catholicism to Anglicanism, his ire grew. He became disenchanted with the crown, and found



### ***Jacobism: A Brief History (Continued)***

The rebellion failed, though. Although it persisted in one form or another all the way until 1723, it was never adequately organized into a real, consolidated military effort. In addition, many of those Scots who claimed allegiance to James Francis Edward Stuart did so only in a casual way, and were sometimes derided as “tippling Jacobites” who did nothing more than toast the health of James III when they drank. And worse yet, several major clans — including an entire Stuart branch — supported the Hanoverian king for their own reasons, which retarded any universal Scottish effort to replace him.

The Second Jacobite Rebellion 1745 to 1753 proved to be more successful, although it, too, eventually failed. A Jacobite faction initiated the conflict in order to place Prince Charles Edward Stuart, son of James Francis Edward Stuart (and known popularly as “Bonnie Prince Charlie”) on the throne. This effort was substantially better organized and funded, and Scottish forces not only forced the English out of Scotland, but actually invaded as far as central England. It is possible that they might have continued on to London and achieved their goal, save that just before a critical battle, the leaders of the various clans engaged in a furious argument that left the Scottish forces without an organized battle plan the next day. The Scottish army was dealt a crushing blow at Culloden by the Duke of Cumberland, and the rebellion collapsed soon afterward.

After this defeat Charles Edward Stuart became an alcoholic. He made continuous attempts to revive his cause until his death in 1788, at which point Jacobism as a movement and an institution completely collapsed.

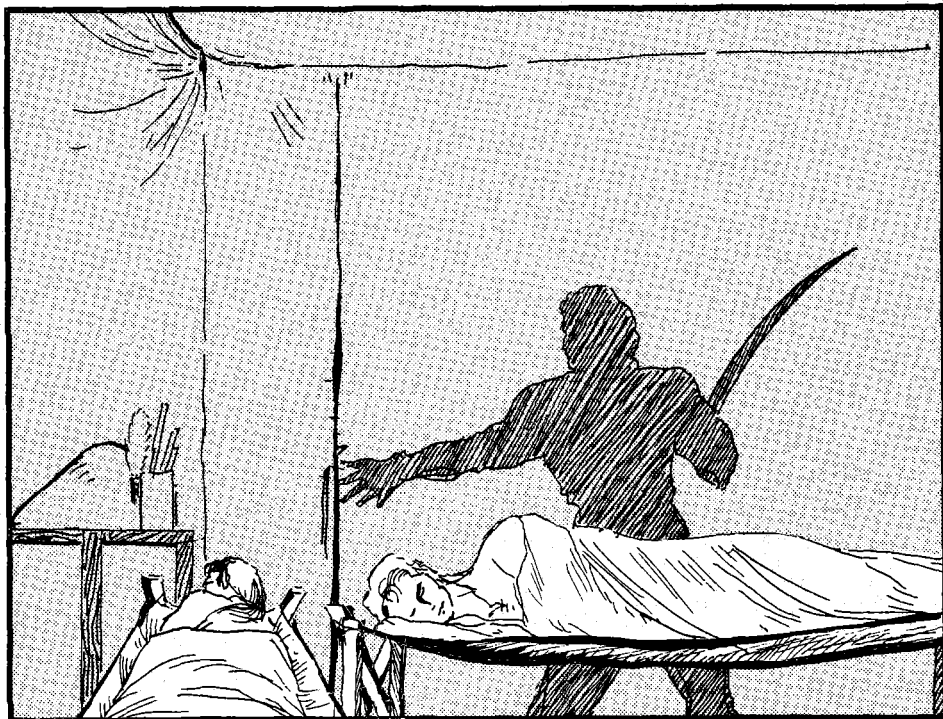
himself drawn to the more shadowy elements of Jacobism. In 1714, when the Hanoverian George I seized the throne, Sean was outraged; that outrage grew to alarm, then action as the initial stirrings of anti-Hanoverian feeling exploded into the first great Jacobite Rebellion.

But Sean had inherited his father’s gift for military intelligence. He realized that in a simple military conflict would end in disaster for the Scots. The reasons were simple. Decades of British depredations and several years of bad harvests had resulted in a population that was starving and impoverished. Many of the best fighting men had — like his father — gone overseas to work as mercenaries, leaving old men, boys and untrained farmers behind. Political fervor could achieve much, Sean knew, but he feared for the fate of his country with such as these to fight for her.

For many weeks he pondered the question as he watched the tensions grow between the Scots and the British encamped at Glengarry. The key, he felt, was improving the lot of the people. If they were healthier, better fed, even without training, they might give the English pause. But how? The English had all the money . . . Inspiration struck.

A fortnight later, a masked figure in black rode out into the night on the back of a coal-dark stallion. Materializing suddenly out of the mist, he robbed coaches and travelers for their money, and killed sleeping English soldiers in their bedrolls. In the false dawn before the new day, he stopped at the doors of starving families, and gifted them with gold enough to feed themselves for weeks. After dropping a single sprig of highland heather, he then turned and vanished into the moors.

The effect of the night-borne stranger was immediate and strong. His willingness to kill the soldiers he encountered earned him the thanks and respect of those whom the English oppressed; his deference to loyal Scots and his gifts in the night earned him their love. His choice of targets and his threats to members of the pro-Hanoverian clans marked him as a Jacobite. His very existence seemed to galvanize the people from their state of listlessness; it seemed to many that this mysterious highwayman had become the conscience of Scotland. He lit a fire in the hearts of Scots just as he lit the ancient watchfires that called men to arms.



What most made him a hero in the eyes of the Scots — and a devil in the eyes of the English — was his invulnerability. On the very first night he appeared, English soldiers fired no less than five musket volleys at him, to no avail. Afterwards, the soldiers discovered their musket balls scattered upon the ground where he had ridden, flattened as if some great hammer had smitten them.

As his raids continued, the tales spread, and soon the very mention of him was enough to make a seasoned sergeant murmur a prayer for deliverance. For the way he melted in and out of the fogs on the moors, the English called him “The Black Ghost,” and for his acts of terror and robbery against Englishmen, the Crown offered a reward of £1,000 (\$100,000) for his head.

### **Friends and Allies**

As impressive a figure as Sean MacDonall cuts, he does not perform his work completely alone. Selected members of his household form a support team for him.

#### **Angus MacDonall**

Angus MacDonall, a distant cousin of Sean’s, is blacksmith and stablemaster for his estate. Among his talents is no small knowledge of muskets and other black powder weapons. His armoury and blacksmithing skills are put to use in equipping Sean’s midnight rides as the Black Ghost; it was his ingenuity that developed the heavy steel corselet that protects Sean from musket fire (see sidebar, p. 51).

Angus hates the English with a deep, abiding passion that far surpasses a simple intolerance because he has lost kin to British violence many times over the past 30 years. However, he has learned to hide his feelings well, and acts the perfect subservient lackey whenever they are around. Those who don’t know him may believe him to be somewhat slow of wit because he speaks very little and emits a certain rustic aroma; he has used this underestimation to his advantage many times.

#### **Eoghan Alexander**

Eoghan (pronounced “Owen”) is Sean’s butler-cum-steward, fanatically loyal to the MacDonall family. He and Sean share the task of the day-to-day administration of the family lands; with his semi-photographic memory, he has an almost encyclopedic knowledge of the lands and their inhabitants, as well as the servants in the manor proper. Eoghan is more than aware of Sean’s role as the Black Ghost — he is the one who helps equip him for each and every ride. In addition, he keeps up-to-date information on British positions and movements, gathered from servants, carters, farmpeople and personal observations, ready for use by Sean at a moment’s notice. He sorts and collates this knowledge in his memory alone, since paper records could be incriminating.

In addition to his administrative and intelligence-gathering abilities, Eoghan is also competent at first aid; on more than one occasion he has been called upon to treat his master for minor gunshot wounds. On occasion he has even ridden with Sean on his nighttime rounds.

Not surprisingly, Eoghan is a fiercely loyal Jacobite.

#### **Moira MacDonall**

In 1705, Sean Alastair MacDonall met, fell in love with and married Moira Sanderson. She was the daughter of a prominent man in Clan MacDonnell of Glengarry, and the two met when Sean visited the clan seat on family business. She was attracted by his brooding good looks and his strength of conviction, particularly on Jacobism; her own family was merely “tippling” Jacobite (see the sidebar on Jacobism, pp. 49-50).

### **The Black Ghost’s “Invulnerability”**

Sean MacDonall is no fool; he knows that one man, however cloaked by the fog, is as vulnerable to a musket ball as one in an open field. He realized that he needed some kind of protection. After consultation with his kinsman Angus MacDonall (a blacksmith and gunsmith), the following is what they devised.

As the Black Ghost, Sean wears what essentially is a corselet made from very high quality slab steel  $\frac{1}{4}$  inch thick. It weighs approximately 60 pounds, and provides PD 3, DR 10 over areas 9-10 and 17-18. It is custom-made to fit Sean, and is held on by pin-hinges and a latch. Normally he wears it underneath a voluminous linen shirt. Against the average leaden musket ball it is nearly impervious; the softer metal will flatten itself upon the steel. (Note that the corselet does not prevent the effects of Knockback — see p. B106.)

To further protect himself, Sean’s greatcloak is also gimmicked to act as armor. Between two layers of thick wool has been sewn a large number of small steel plates; in effect, the cloak acts somewhat like scale armor. PD 2, DR 5, weight 20 pounds, covers areas 6 to 18 from the rear and the same, if held closed, from the front.



### **The Highwayman’s Code of Honor**

Highwaymen in swashbuckling England hold certain principles sacred. One principle is courtesy — they are always polite if not resisted. Another is generosity — they return enough money for the traveler to spend the night and get home by coach. A highwayman with this Code of Honor will not refuse a request for money from any poor person. A third point is graciousness to the ladies and a flirtatiousness that many women find flattering and exciting. Often a lady will be able to redeem some of her husband’s gold with a kiss, something everybody but the husband enjoys. An honorable highwayman may not rob the poor. This Code of Honor is worth -5 points

## Clans and Septs

A Scottish *clan* is a large body of people who claim a common ancestry and family relationship. Clans have specific territories and members are rarely found settled outside these clan lands. By the time of the *Swashbucklers* period, clans had evolved distinctive tartans (plaid designs) which identified them as clearly as classic heraldic devices could have. However, where a traditional heraldic design usually indicates an individual, a tartan indicates a whole clan or sept.

A *sept* is a subdivision of a clan, generally a specific bloodline, living in a small section of the clan territory. Some septs developed their own variations on the clan tartans that identified both the clan and sept of the wearer.

The Scottish clan system has been described as "anti-feudal." From its earliest days, the governing was managed by the chieftains, both great and small. These were elected under Celtic law, all the way up to the High King; primogeniture was not recognized.

A clan chieftain was in effect the father of the clan; as such, he was dependent upon them and was obliged to ensure their well-being. In the course of administering the land, he was expected to divide it in such a way to provide for each clan member, including the elderly and ill. In peacetime he acted as judge and arbiter, and in war led them into battle. Clan members were expected to give him utter and undying loyalty.

## Clan MacDonnell of Glengarry

*Territory:* Glengarry

*Principal Branches and Septs:* MacDonnell of Glengarry; MacDonall of Scotus  
*Slogan:* *Creag an Fhitich* (Gaelic; "The Raven's Rock")

*Symbolic Plant:* Heather

*Rivalries/Enemies:* 17th-century feud with the MacKintoshes.

*Origin:* The MacDonnells are descended from Donald, the grandson of John I, Lord of the Isles. The clan lands were assumed and afterwards forfeited by Donald's uncle, and the MacDonnells became Crown tenants.

Their marriage these past 10 years has been happy, marked by a shared intensity over politics and the poor. Even as their own personal wealth slipped away, bled off by the English and the needs of the neighboring folk, Moira was not upset; the money given to those in need was well-spent, and what was sacrificed to the English would be restored to them when a Stuart once again sat on the throne of England.

When Sean took on the role of the Black Ghost, it was only after consulting with Moira. She approved wholeheartedly, not only for the potential effectiveness of the action, but also for its romantic flair. Although she plays no direct role in Sean's campaign against the Hanoverians, she protects the secret of his identity by disguising herself as her husband (with the help of Eoghan) and being sure to be seen by witnesses when the Ghost rides.

For more information on Moira, see p. 57.

## Sept and Clan

As with any highly-placed Scot, Sean has his clan and sept to call upon in times of need. As mentioned above, his sept is the MacDonalls of Scotus, which is affiliated with clan MacDonnell of Glengarry.

Since his role as the Ghost is by necessity unknown to the clan and sept leaders, calling directly on them in that guise would force him to reveal his identity or not receive aid of any consequence. Individuals among the clan and sept — particularly those who live in an area aided by the Ghost — would no doubt be willing to help, but the full weight of the clan's power would not be behind them.



## The Opposition

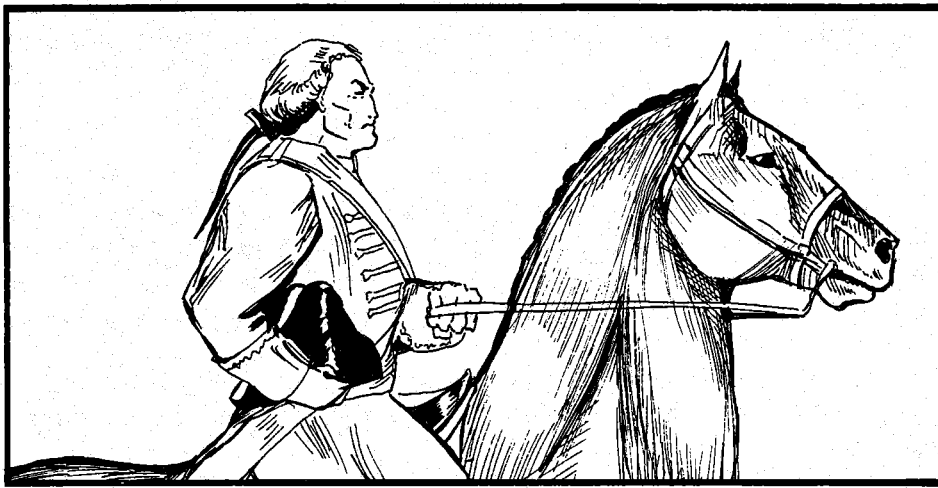
### The English Soldiers

Of course, those who most oppose the Black Ghost are the occupying English, against whom almost all his activity is aimed. With the force stationed at Glengarry, the Ghost has a special focus (the city is the seat of his clan).

The soldiers assigned to Glengarry, although not the worst England has to offer, are not the best, either. An average lot, they have been seized with a superstitious dread of the Ghost since their numbers began dwindling at his hands. Worse yet for their peace of mind are the tales of his invulnerability to bullets; even though some have claimed to have seen the Ghost bleed, no one has succeeded in killing him, even from point-blank range. Because of the almost religious fear of the Black Ghost felt by the average soldier in the English force, any who encounter him must make a Fright Check at -2!

Major Cunningham-Jones, the commander of the encamped force, has made the spreading of rumors about the Black Ghost a crime punishable by flogging. This has neither improved morale nor halted the rumors and stories.

See the sidebar on p. 53 for a template of a typical British soldier.



### **Major Thomas Cunningham-Jones**

Born to an aristocratic British family, Thomas Cunningham-Jones has little patience for the rustic Scots. After rising honestly through the ranks to his current position as a Major, he was (as he sees it) banished to the Glengarry garrison after a *faux pas* he committed in front of his superiors. He is bitter about his chances for future promotion in such a remote and inhospitable post, but hopes to make an admirable showing in putting down the recently-initiated rebellion and earn back his rightful place.

Cunningham-Jones not only dislikes the Scots, but also bears a strong personal enmity towards the Black Ghost. Before he was even officially installed as the new commander of the garrison, his coach was stopped on the moors by the Ghost. The highwayman not only robbed Cunningham-Jones of his personal valuables and stole his luggage, but the knave vilely insulted him, to boot. Unarmed and facing twin pistol crossbows, not to mention a waiting brace of musket pistols, the Major could do little more than fume and challenge the villain to a duel. The Black Ghost only laughed.

Pursuing the Ghost is thus a matter of personal honor to Cunningham-Jones, and he has come to believe that his salvation from the Glengarry garrison will not come until he has personally strung up the Ghost and watched him kick.

For more information on Major Thomas Cunningham-Jones, see p. 60.

### **Captain James Bean**

Captain Bean is the second-in-command to Major Cunningham-Jones. It is a position he knows well and performs admirably; he was second-in-command to the previous commander of the garrison. In fact, when the Major's predecessor was rotated out, Bean expected to be promoted to fill the position. He was privately disappointed and disturbed that the British Army saw fit to send in an outsider rather than give the command to him, someone established and familiar with the area. Bean has come to believe that the garrison's inability to halt the depredations of the Black Ghost and to arrest the progress of the building revolt are being laid at his feet by the Army. He thinks that he is being unduly chastised for this lack of performance.

Naturally enough, he blames the Black Ghost for his slowed advancement. The notorious highwayman has singlehandedly transformed a tractable population into one that is passively (and on occasion actively) hostile, with his seditious acts. Bean feels that he owes the Ghost a turn or two, perhaps at the end of a bayonet.

Bean's general attitude also affects his relationship with his commander. Because Cunningham-Jones has (in his eyes) usurped the position the Captain thought was rightfully his, all his dealings with his superior officer are as brief

### **Typical British Soldier**

ST 11, DX 10, IQ 10, HT 11.

Basic Speed 5.25; Move 5.

**Advantages:** Military Rank (up to 3), Patron (Army) appearing on 12 or less.

**Disadvantages:** Duty to Army on 15 or less, Enemy (The Black Ghost) appearing on 6 or less, Poverty (Struggling or worse)

**Quirk:** Afraid of the Black Ghost.

**Skills:** Black Powder Weapons (Rifle)/TL5-12, Brawling-12, Carousing-11, Knife-12, Scrounging-10, Spear-11 (for bayonet).

The typical English soldier as stationed at Glengarry is nothing more than an adequately-trained footsoldier. They wear the "redcoat" uniform familiar from the American Revolution, and the basic tactic used in battle is to line up one or more ranks deep and send volleys of musket fire into the enemy.

The average soldier is so afraid of the Black Ghost, because of the many highly-exaggerated tales being spread about him, that upon encountering the Ghost, he must make a Fright Check at -2. Even if the Fright Check is successful, the soldier or soldiers will make Morale Checks (see p. B204) or Reaction Checks at +2 when the Ghost is involved.

### **The Garrison At Glengarry**

The garrison encamped in the valley of Glengarry is a large company of 500 men. Because its size is more than five times larger than the average company, its command is given to a major. Major Thomas Cunningham-Jones currently commands, but he can be rotated out and replaced (as happened to his predecessor).

The encampment is near the castle which is the seat of Clan MacDonnell of Glengarry, an important "parent clan" in the region. However, since there has not yet been (to date) any overt hostilities by the clan, no move has been made against them (although complaints have been submitted to the chieftain).

Because of the Jacobite rebellion that is gathering speed, and because of the wanton slaughter of soldiers by the Black Ghost, new men are transferred to this unit every few months in order to maintain a full strength. However, this is not a certainty; weather, politics, and the progress of the rebellion can all prevent replacement troops from making it to Glengarry.

## Capt. James Bean

ST 10, DX 12, IQ 11, HT 10.

Basic Speed 5.50; Move 5.

**Advantages:** Combat Reflexes, Literacy, Military Rank 4, Patron (British Army) appearing on 12 or less, Status 1.

**Disadvantages:** Bad Temper, Duty to Army on a 15 or less, Intolerance: Scots.

**Quirks:** Dislikes Cunningham-Jones and does not hide it well; Blames the Black Ghost for his lack of promotion.

**Skills:** Administration-12, Area Knowledge (Glengarry and nearby)-13, Black Powder Weapons (Pistol)/TL5-15; Black Powder Weapons (Rifle)/TL5-15; Brawling-13, Broadsword-13, Diplomacy-10, Intelligence Analysis-11, Leadership-13, Riding (Horse)-12, Strategy-12, Swimming-12, Tactics-13.

Captain Bean is the second-in-command at the Glengarry garrison. He was passed over for promotion when his old commander left the troop, and has resented the new commander, Major Cunningham-Jones since the first day he arrived. Bean blames the Black Ghost, whom he has never met, for his lack of advancement.

Bean is a fine soldier and a good leader; he has the ability to motivate his men and in general, they respect him. He has a nasty temper which paradoxically endears him to the men — more than once he has stripped to the waist and engaged in a bare-knuckles brawl with an enlisted man in order to get a point across. The soldiers like to think of him as one of their own who just happens to be an officer.

and curt as possible. Cunningham-Jones has noticed Bean's barely-suppressed resentment; he does not understand it, and does not plan to tolerate it much longer.

For more information on Captain James Bean, see the sidebar.

## Pro-Hanoverian Scots

There are a small number of these in the vicinity, many of which have dealings with the British garrison. Most maintain this belief in defiance of clan loyalties, or are displaced members of other clans. As they, too, have been the subject of much attention by the Black Ghost, the pro-Hanoverian Scots support the efforts of the English to capture or kill him.

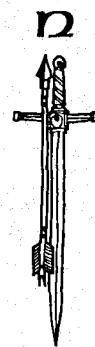
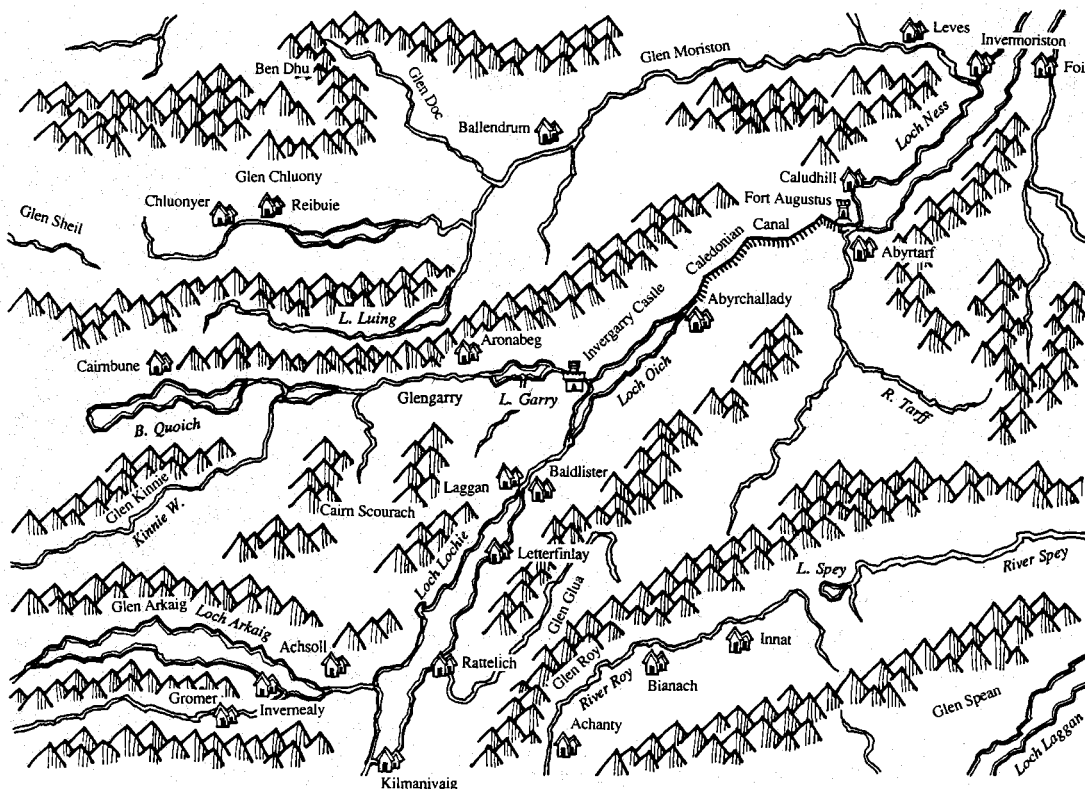
There are also some secret pro-Hanoverians who are trying to infiltrate the local population in an attempt to discover who, if anyone, knows the identity or base of the Black Ghost.

## Places of Note

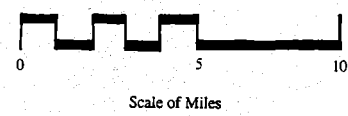
The area in which the Black Ghost is normally found is the moorlands around the vicinity of Invergarry and the valley of Glengarry, in the heart of the shire of Inverness.

## Glengarry

This long, narrow valley is known primarily for its beauty, including the strikingly lovely Loch Garry. It is noteworthy also for several other reasons: first, it is the seat of clan MacDonnell of Glengarry, the "parent" clan of the MacDonalls and the Sandersons, among others; the clan chieftain is based in the heart of the valley. Second, *because* it is the seat of the clan, it is also the site of an English encampment whose primary purpose is to make sure the Scots behave.



Glengarry and Environs  
1715 a.d.



## The Moors

Much of the land through which the Black Ghost roams is classic Scottish moorland. The moors are boggy near-swamps, very peaty and dominated by tall grasses and sedges. The open land seems to stretch on forever, with its soft, rolling surface. Traveling them can be dangerous to one who does not know them. It is difficult (impossible at night) to tell where the surface is solid enough to support a horse (or a man), and where the surface hides a marshy trap. Fortunately for travelers, there are a small number of roads passing through the moors, with occasional clearings where the weary may rest.

Moors have gained a reputation for being treacherous across Scotland; these are among the worst. The Northern Scottish climate allows thick fogs to form on the moors, blanketing them and isolating travelers on the roads. The Black Ghost makes good use of these fogs (see sidebar).

Treat the moors as *very bad terrain* (see p. B188) when off-road, unless the traveler is familiar with them, in which case they become merely *bad terrain*. Most of the roads spanning the moors should be considered *bad roads*.

## The Mountains

Despite the moors, the shire of Inverness is known primarily as a mountainous region; as can be seen on the map on p. 54, a virtual maze of mountains surrounds Glengarry. Among them is Ben Nevis, the highest peak in the British Isles.

## Heatherwood

Heatherwood is the name of Sean MacDonall's family estate, a great stone building that dates back a century or more. It is built on top of a spur of stone that juts out from the highlands and overlooks the moors and the distant Loch Garry. The original builders of Heatherwood discovered that the bluff was riddled with caves and incorporated them into the design; a number of comfortable underground chambers now connect to the "official" basement via doors both secret and public.

Some parts of the cave complex are family secrets, unknown beyond the walls of Heatherwood; these chambers have hidden exits to the moors down at the base of the cliff. Sean has used these to facilitate his appearances and disappearances when in the guise of the Black Ghost.

## Other Locations Of Note

### *Inverness*

The city of Inverness is located some miles away north-northeast, on the Moray Firth.

### *Loch Ness*

To the west, the infamous Loch Ness stretches north-northeast to south-southwest. At this point in history, though, the stories of the legendary monster of Loch Ness have been all but forgotten by anyone but the locals (Roll Research-4 to discover St. Columba's account of the monster, or any other similar ancient tale). Of course, asking the right old-timers around the Loch can uncover interesting stories.

### *Fort Augustus*

Located at the southwestern tip of Loch Ness, Fort Augustus is a British military settlement. It acts as regional command to the Glengarry garrison.

## *Fogs on the Moors*

The Scottish moors are infamous for their fogs. Fog normally forms when moisture-heavy air meets a colder body of air near ground level; very fine water droplets condense but remain suspended in the air.

The GM can declare a fog at will, but those who pay more attention to consistent weather may want to note the following. Fogs normally occur when the temperature is between 20° and 70° Fahrenheit. They usually form at the lower temperature, but can continue as the temperature climbs. *Heavy fogs* can exist between 20° and 60°, while *light fogs* form at slightly higher temperatures and can survive up to 70°.

Fogs can reduce visibility dramatically. Treat the worst possible fogs as being equivalent to a *darkness* spell (p. B163), except that persons or objects in all adjacent hexes can be seen, at least in outline. Lesser fogs will still dramatically reduce the maximum distance at which objects may be seen — 10- to 50-foot visibility is not uncommon. Objects at the maximum visibility distance will be little more than shapes of a slightly darker gray than the fog.

## *Adventure Seeds*

*In the Beginning.* The PCs are Scots, local to the area, or they are Crown soldiers. Either way, one morning they come upon a campfire burnt to coals, around which are the slashed or gunshot bodies of a dozen or more of the King's best troopers. On the chest of their sergeant is a sprig of heather, and not a single coin can be found on their persons. What foul fate had befallen them? What now searches for prey upon the moor at night?

*For the King!* The party is a special force of soldiers, loyal to George I, assigned to the Glengarry garrison for the sole purpose of tracking down the Black Ghost. Will they fall prey to his deadly eye? Or can the sweet-tongued scoundrel convert them to the cause of Jacobism? Or will they, against all odds, succeed in their mission?

*Nessie's Who's Coming to Dinner.* Strange tales are beginning to come out of the Inverness area, of a creature in Loch Ness and a deadly ghost on the moors near Glengarry. The PCs are sent — by the king, by the army, by a zoological society, by a fringe cult, or by their own driving curiosity — to find out just what is going on.



## Personalities

Most of the characters in this section fall well within the recommended point totals for *Swashbuckler* campaigns. The exception is Sean MacDonall himself, who is built on 200 points. If the GM wishes to allow him as a player character, his

attributes and skill levels may be toned down to bring him in line with the rest of the group, or the GM may wish to allow higher starting levels (or both!).

### Sean Alastair MacDonall, aka "The Black Ghost"

Scottish male, age 34, 5' 8", 140 lbs., brown hair, blue eyes  
ST 12 (20 points) IQ 13 (30 points) Speed: 6.25  
DX 13 (30 points) HT 12 (20 points) Move: 3,  
fully armored

Damage: Thrust 1d-1; Swing 1d+2

Point Total: 200

#### Advantages

Absolute Timing (5 points)  
Alertness +3 (15 points)  
Ambidexterity (10 points)  
Appearance: Attractive (5 points)  
Charisma +2 (10 points)  
Combat Reflexes (15)  
Patron: Clan MacDonnell of Glengarry and its septs, on 9 or less (15 points)  
Reputation +4 among Scots, -4 among English soldiers when dressed as Black Ghost (0 points)  
Status 2 (10 points)

#### Disadvantages

Code of Honor: Highwayman's (see sidebar, p. 51, -5 points)  
Enemy: English Government on 6 or less (-15 points)  
Reputation: -4 among English soldiers, recognized all the time (when dressed as the Black Ghost) (-10 points)  
Secret: He's the Black Ghost. (-20 points)

#### Skills

Administration-13 (2 points), Area Knowledge (Clan territory)-15 (6 points), Area Knowledge (Moors)-16 (8 points), Black Powder Weapons (Pistol)/TL5-16 (2 points), Broadsword-14 (4 points), Crossbow (Pistol)-15 (4 points), English-13 (native tongue), Fast-Draw (Flintlock pistol)-14 (2 points), Heraldry (Clan Tartans)-14 (4 points), Intimidation-15 (6 points), Knife-14 (2 points), Riding-14 (4 points), Savoir-Faire-15 (default from Status), Stealth-13 (2 points), Strategy-13 (4 points), Survival (Moors)-14 (4 points), Tactics-14 (6 points).

#### Quirks

Trademark: Leaves a sprig of heather behind every time he does something as the Black Ghost.

Hums or whistles Highland tunes while riding.

Wears around his neck a pouch that holds a cross and a lock of his wife's hair.

Always wears a black feather in his cap.

Prefers to wear black clothing whenever possible.

#### Equipment

Armored cloak (see sidebar, p. 51; 20 lbs.)  
Bolts for crossbows, 10 each (1.25 lbs.)  
Flintlock boarding pistol, 2 (see p. SW20; 3 lbs. each.)  
Heavy warhorse  
Pistol crossbows, 2 (ST 10; thrust+2 imp, SS 12, Acc 4, 1/2D ST×5, Max ST×10, ready in 2 turns with built-in cocking lever; 2 lbs. each.)  
Steel corselet (see sidebar, p. 51; 60 lbs.)  
Thrusting Broadsword (3 lbs.)

#### Story

Much of Sean Alastair MacDonall's life, and how he became the Black Ghost, is recounted on pp. 48-51. Built on 200 points, he is more suitable for Cinematic campaigns, but can be used, sparingly, in a more realistic setting.

Sean lives with his wife Moira — and some dozen or so servants — in Heatherwood, the family estate. It is an ancient stone structure that overlooks the moors, whose subterranean caves allow him easy and unobserved access to the marshy wastelands.

In public, Sean tends to wear a great deal of black; this, plus his carefully-controlled behavior, projects a somber, dignified image that is at odds with the wild highwayman of the moors. As the Black Ghost, Sean wears the same basic black, but with a fantastic flair: a heavy greatcloak (actually armor; see the sidebar on p. 51) over sturdy breeches and a loose linen shirt (which itself conceals more armor; again see the sidebar on p. 51). On his head he wears a broad-brimmed hat that casts his face in shadow, a black feather stuck firmly in its band. To finish the ensemble, he wears a black domino mask from which a measure of black cloth dangles like a veil, covering his lower face.

Because of the encumbrance of his armor, Sean almost never leaves his horse while raiding. He prefers to attack British soldiers openly, so he has little reason to; between his crossbows,



his pistols and his broadsword, he almost never needs to dismount to finish anyone off. Likewise, when he robs travelers on the road, the added stature of being on horseback aids him immensely in soliciting their cooperation.

Although he presents a quiet and sober front to the world, Sean shares with his wife Moira a deep and abiding joy in life, and together the two share much fun and laughter. They also share concerns for the poor of the lands nearby, and have spent much of their personal wealth on their needs. (What remains is enough to place them at "Average" wealth.) One of the reasons that the Ghost was created was to continue funding their philanthropic efforts — at the expense of those who had made them necessary.

But Sean is also a devout Jacobite, devoted to restoring the Stuart kings to their rightful place on the throne. As the first Jacobite rebellion fermented and finally exploded, the Ghost was designed to supplement and reinforce the efforts of the ordinary Scot. Although the superstitious dread which the English

feel about the Ghost was not anticipated, Sean was more than happy to exploit it, and now plays the role of a hell-spawned horror to the hilt.

Back at Heatherwood, the most important of the family retainers know of and aid in Sean's crusade. His cousin Angus, the stablemaster and blacksmith for the estate, was the creator of his antimusket armor. The two have been close friends since earliest childhood. Eoghan Alexander, his steward and butler, was a long-time employee of his parents, and has transferred his monumental loyalty to their only son. Although they cannot truly be called friends, he and Sean have an understanding about their roles in the matter of the Black Ghost. Eoghan frequently rides with his master as an emergency backup, in case anything goes terribly wrong.

The only major resident of Heatherwood who is completely unaware of Sean's identity as the Ghost is his aging mother, who is completely bedridden. He is utterly devoted to her, and spends time with her every day.

## Moira MacDonall

Scottish female, age 33, 5' 4", 120 lbs., red hair, green eyes.

ST 10 (0 points)      IQ 12 (20 points)      Speed: 6.25

DX 12 (20 points)      HT 13 (30 points)      Move: 6

Damage: Thrust 1d-2; Swing 1d

**Point Total: 110**

### Advantages

Alertness +1 (5 points)

Appearance: Beautiful (15 points)

Charisma +1 (5 points)

Patron: Clan MacDonnell of Glengarry and its septs, on 9 or less (15 points)

Status 2 (10 points)

Strong Will +1 (5 points)

Voice (10 points)

### Disadvantages

Code of Honor: Support and defend the Stuarts, your clan, and your family. Help those in need. Never deny hospitality rights. (-10 points)

Duty to Sean MacDonall, all the time (-15 points)

Intolerance: English (-5 points)

Sense of Duty to her household (-5 points)

Minor Vow: Protect her husband and his secret (-5 points)

### Skills

Area Knowledge (Clan territory)-12 (1 point), Black Powder Weapons (Pistol)/TL5-14 (1 point), Calligraphy-11 (1 point), Cooking-12 (1 point), Dancing-12 (2 points), Diplomacy-13 (2 points), English-12 (native tongue), Fast-Talk-13 (4 points), Gesture-12 (1 point), Knife-8 (default), Musical Instrument (Lute, Hobby Skill)-12 (2 points), Riding (Horse)-12 (2 points), Savoir-Faire-16 (default from Status and Voice), Sex Appeal-12 (default), Singing-15 (1 point), Swimming-12 (1 point), Weaving (Hobby Skill)-12 (1 point).

### Quirks

Devoted Jacobite.

Approves of her husband's activities as the Black Ghost.

Sensitive and sympathetic to those in need.

Strongly opinionated.

A romantic at heart.



### Story

Moira MacDonall was born to the Sanderson sept of Clan MacDonnell in 1682. She grew up with a mixed education — half tomboy and half fine lady. By the time she met Sean MacDonall in 1705, though, the fine lady had won out — or so it seemed. The exuberant Sean literally swept her off her feet and awoke the long-sleeping sense of adventure in her. It was with great joy that she married him almost immediately.

As the great lady of the MacDonall household, she found herself in a comfortable partnership with Eoghan Alexander (see p. 59), Sean's longtime steward. As the fortunes of the folk around their estate began to drop, and then plummet, the three began to provide help in whatever form was necessary.

Within a few years, the family fortune was almost depleted. When the first Jacobite rebellion began, it was Moira's wish for revenge upon the English that inspired Sean to become the Black Ghost. Together, the two of them designed exactly what the

Ghost would be and look like, and it was Moira who suggested Sean's corselet. When Sean rides as the Ghost, it is Moira who ensures that he has an alibi by masquerading as her husband.

Outside of her military-political activities with her husband, Moira is still active. Using money from the Ghost's raids, she continues her tradition of charity. She relaxes at home doing calligraphy or weaving, but is also known to practice her riding and shooting in some of the more remote parts of the estate.



## Angus MacDonall

Scottish male, age 38, 5', 160 lbs., red hair, blue eyes.  
ST 15 (60 points) IQ 10 (0 points) Speed: 6  
DX 12 (20 points) HT 12 (20 points) Move: 6  
Damage: Thrust 1d+1; Swing 2d+1

**Point Total: 100**

### Advantages

Acute Taste and Smell +2 (4 points)  
Ambidexterity (10 points)  
Animal Empathy (5 points)

### Disadvantages

Appearance: Unattractive (-5 points)  
Bad Temper (-10 points)  
Odious Personal Habit: Smells like a stable (-10 points)  
Stubbornness (-5 points)  
Stuttering (-10 points)



### Skills

Animal Handling-15 (6 points), Area Knowledge (Clan territory)-12 (4 points), Armory/TL5 (Spec. in Black Powder Weapons, +5 with them)-11 (4 points), Axe/Mace-14 (for his hammer, 8 points), Bard-12 (6 points), Black Powder Weapons

(Musket)/TL5-14 (2 points), Blacksmith/TL5-12 (6 points), English-10 (native tongue), Gaelic-9 (1 point), Merchant-10 (2 points), Packing-12 (1 point), Riding (Horse)-15 (1 point), Singing-12 (1 point), Staff-12 (4 points).

### Quirks

Likes to sleep in the stables with his animals.  
Gets along better with his animals than with people.  
Hates the English but hides it well.  
Talks very little.  
Mutters to himself in Gaelic.

### Equipment

Blacksmith's hammer (treat as a mace, p. B206; 5 lbs.)

### Story

Angus MacDonall is the stablemaster and blacksmith for Heatherwood, the MacDonall estate. He is a remote second cousin to Sean MacDonall but was raised on the estate more or less with Sean. He took on the role of "older brother" for the boy as they entered their teens, even though he was apprenticed to a blacksmith and Sean was clearly to be the next lord of the manor. Even today, the two are quite close, and Sean still seeks his advice on some matters.

The reason this distant cousin had a place in Heatherwood is simple; about the time Sean was born, the English had killed Angus' parents. It was let out to have been an accident, but the young Angus knew better, and stoked fires of hatred that burn in his breast to this day. Still, in a land ruled by the English, a boy learned to be obliging, and Angus quickly developed a mask of servility that saved him from many floggings and perhaps even death at their hands.

It was this hatred, though, that led him into blacksmithing — the boy wanted strength, and that was the profession in which to gain it. By a happy chance, the smith to whom he apprenticed knew something about muskets and pistols, and soon, the boy's desire for future revenge brought him to study the making and repair of such weapons. By the time he qualified as a full smith, he was also nearly a master armorer.

Out of love for the household and his cousin Sean, he remained at Heatherwood. This meant serving as an assistant until the death of his master, but he didn't mind; he had other duties to keep him busy. Sean, knowing his affinity for animals, made Angus the stablemaster upon becoming head of the manor. Angus was more than happy with his new duties and responsibilities.

When Sean and Moira began planning out the Black Ghost, of course Sean came to discuss the matter with Angus. Moira had pointed out the need for some kind of protection from musket fire, and Sean wanted to know if it could be done. The matter nagged at Angus; for some weeks he tested iron and steel and brass against his best guns. In the end he settled upon 1/4 inch sheet steel, which with great difficulty he shaped into a corselet.

He presented it to Sean, guaranteed to resist any pistol-fired ball, and proof against most rifles as well.

However proud he has been of the success of the corselet in keeping his cousin alive, Sean is not entirely satisfied. Later, he made the armored greatcloak that the Black Ghost now wears, and has in recent months been trying to get Sean to wear some kind of disguised helmet. The highwayman refuses, despite Angus's entreaties, pointing out that already he can barely move for all the steel that he wears.

## Eoghan Alexander

Scottish male, age 50, 5' 6", 145 lbs., gray-streaked red hair (bald crown), blue eyes.

ST 11 (10 points)	IQ 13 (3 points)	Speed: 5
DX 10 (0 points)	HT 10 (0 points)	Move: 5
Damage: Thrust 1d-2; Swing 1d		

**Point Total: 100**

### Advantages

- Alertness +2 (10 points)
- Common Sense (10 points)
- Eidetic Memory/1 (30 points)
- Intuition (15 points)
- Literacy (10 points)

### Disadvantages

- Duty to Sean MacDonall on 9 or less (-5 points)
- Fanaticism (Sean and MacDonall family) (-15 points)
- Intolerance: English (-5 points)
- One Eye (-15 points)

### Skills

Accounting-13 (2 points), Administration-14 (2 points), Area Knowledge (Clan territory)-14 (1 point), Artist-12 (1 point), Broadsword-10 (2 points), Diplomacy-13 (2 points), English-13 (native tongue), Falconry-13 (1 point), First Aid/TL5-13 (1/2 point), Gaelic-13 (1 point), Heraldry (Clan Tartans)-13 (1 point), Heraldry (Standard)-12 (1/2 point), History (Clan MacDonall)-13 (2 points), Latin-13 (1 point), Riding (Horse)-10 (2 points), Writing-13 (1 point).

### Quirks

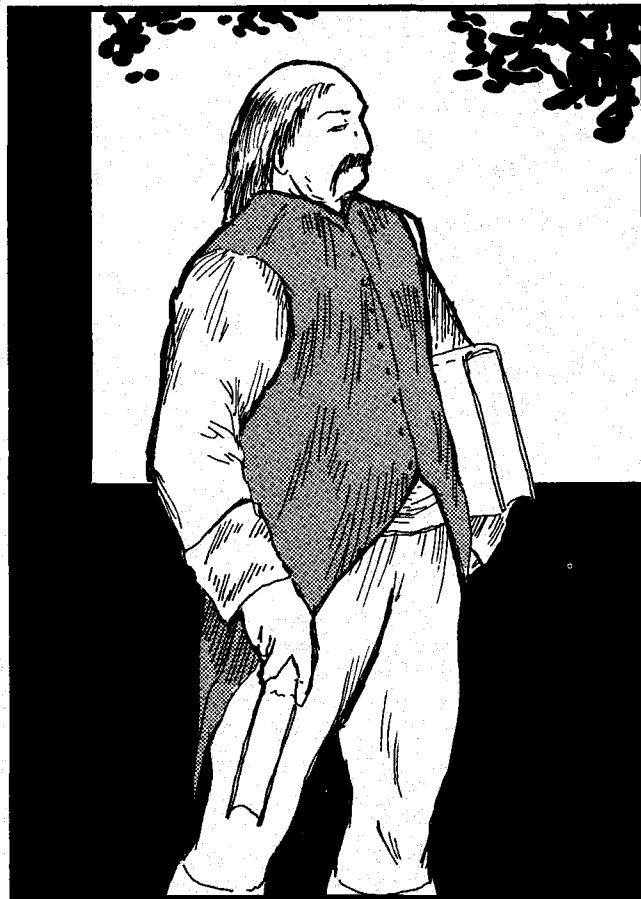
- Perfectionist.
- Somewhat aloof.
- Makes a point of knowing family details of the servants.
- Enjoys fine music and art.
- Loves clan history.

### Story

One of the few persons at Heatherwood who is not a member of Clan MacDonnell of Glengarry or one of its septs, Eoghan Alexander is butler and steward to Sean MacDonall, and to his father before him. It is a position he has served in with great pride, and hopes to continue doing so for many years to come. In truth, it can be said that he is fanatically loyal to the MacDonalls of Heatherwood.

One of the things that makes Eoghan so effective in his job is his partial eidetic memory. He is able to coordinate a great many details in his head, and very often does not have to resort to any kind of paper record. This comes in extraordinarily handy, as he is effectively co-administrator of the family lands, hand-in-hand

Angus is a highly skilled master craftsman, and more than capable of handling several tasks at once. This is evidenced by his positions as blacksmith, gunsmith, armorer and stablemaster for the Heatherwood estate. He is more than a touch eccentric, possibly due to his childhood traumas. He prefers to sleep in the stables with his animals, and as a result shares much of the same odor. However, he is loved dearly by Sean, and returns the sentiment. He has even won over Moira, whose ladylike sensibilities were originally offended by him.



with Sean. The vast amounts of information in his head, which he attempts to keep updated through a network of servants and townspeople, allow him to provide immediate data to Sean when he needs it.

Included in that data is often news on the British troops in the area, for Eoghan is quite aware of his master's extracurricular activities. In fact, Eoghan helps equip him before every ride, and frequently rides with him as an unseen backup; he is skilled in first aid, and has had to treat Sean for gunshot wounds on several occasions.

Eoghan's phenomenal memory also allows him to keep complete tabs on the lives of the household servants, whom he supervises. This is not any kind of surveillance, but rather an act of concern, for he will know immediately if a family member has taken ill or if there is a lack of food in a certain household. Where he can help, he will, and where he can't, he will pass on the information to the Lady Moira so that she might help. In a like manner, he tries to track all those in need in the clan lands, so that the Black Ghost may bring them aid as well.

For obvious reasons, Eoghan works closely with Moira on the distribution of aid to the poor. The two have a strong friendship based in part on their mutual loyalty to Sean. She is also fascinated by the vast amounts of clan history he has at his fingertips, and delights in trying to find something he doesn't know about the MacDonnells.

Eoghan is a quiet and seemingly aloof person, even at such moments. His concern and sympathy for others rarely reaches his face, and those who don't know him might consider him cold and unreachable. He is a perfectionist in all aspects of his life, from his job on down, and this attitude can sometimes make him brusque, especially with those who take a careless or slipshod attitude toward what they do.

## Major Thomas Cunningham-Jones

British male, age 47, 5' 7", 140 lbs., blond hair, brown eyes.

ST 11 (10 points)    IQ 12 (20 points)    Speed: 5.5

DX 12 (20 points)    HT 10 (0 points)    Move: 5

Damage: Thrust 1d-1; Swing 1d+1

**Point Total: 125**

### Advantages

Alertness +2 (10 points)

Combat Reflexes (15 points)

Military Rank 5 (25 points)

Patron: British Army on 9 or less (15 points)

Status 2 (5 points, 1 level free from Rank)

### Disadvantages

Bloodlust (-10 points)

Duty to British Army on 15 or less (-15 points)

Enemy: The Black Ghost on a 6 or less (-10 points)

Intolerance: Scots (-5 points)

### Skills

Administration-12 (2 points), Area Knowledge (Glengarry and nearby)-12 (1 point), Bard-12 (2 points), Black Powder Weapons (Pistol)/TL5-16 (4 points), Black Powder Weapons (Rifle)/TL5-16 (4 points), Broadsword-13 (4 points), Diplomacy-2 (default from Incompetence), English-12 (native tongue), Leadership-15 (8 points), Riding (Horse)-13 (4 points), Savoir-Faire (England)-14 (default from Status), Savoir-Faire (Elsewhere)-12 (default from Status), Strategy-14 (8 points), Swimming-12 (1 point), Tactics-14 (8 points).

### Quirks

Keeps a pair of greyhounds as pets everywhere he goes.

Hates the Black Ghost with a passion; wants to see him dead.

Incompetence: Diplomacy

Hates the smell or sight of Scottish delicacies, haggis in particular.

Loathes the moors.

### Equipment

2 Flintlock boarding pistols (see p. SW20; 3 lbs. each.)

### Story

Major Thomas Cunningham-Jones is sure that he is being punished. He hates virtually everything about Scotland: the weather, the terrain, the food and the people. He'd rather be in the American Colonies, preferably Virginia or the Carolinas (but not further south — too hot), and for the longest time thought he had earned the right to such a transfer. Except that he . . . well, the actual deed is too embarrassing to name. Suffice it to say that there were witnesses, and his superiors were not pleased. Within 24 hours, he had been reassigned.

His new post is in the midst of Scotland, a dreary, cold, inhospitable spot of land that chills his bones and darkens his



every day. Worse yet, the damnable Scots are rebelling, and he is in the middle of it. And if that weren't enough, some scoundrel in black is robbing good English folk, killing his men and getting away with it — the same scoundrel who had relieved Major Cunningham-Jones of his pocket money and personal valuables on the moors as he traveled to his new command. In short, Cunningham-Jones is thoroughly miserable. His only joy in life is his two prize greyhounds, Beauty and Dancer.

Cunningham-Jones is as grotesquely unhappy as a man can be, but he tries not to let it infect his men. As a skilled military leader, he recognizes the importance of the troops' morale, and is careful not to let his own moroseness show when dealing with the average soldier. That is why their superstitious dread of that "Black Ghost" scoundrel so infuriates him — here was a clever chap who was taking a profitable trade as a highwayman and turning it into a Jacobean political statement. Just as mortal as any other man, and they were all afraid of him. They claimed he was invulnerable to bullets — just an excuse for cowardice, he thought. Major Cunningham-Jones instituted a policy of flogging men who spread such seditious rumors, but it didn't stop the talk.

Partly for this reason, but mainly because the Ghost spurned his challenge there in the moors that gray night, Cunningham-Jones desperately wants to apprehend him. His feelings have grown from a simple duty to capture this criminal to outright hatred, both for his personal honor and for his military career; for with each man of his that the Ghost kills, God alone knows how many days are added to the Major's exile in this bleak land. He prays for deliverance from Scotland, but as long as the Ghost roams free, he fears it will never come.

# SPLITS ARROW 4

It is early in the second half of the 19th century. In North America, the young and vigorous United States is not even a full century old as it expands piecemeal across the great continent in a devout attempt to fulfill its doctrine of manifest destiny. It is a blind expansion, though, a mindless juggernaut crushing the natives of the great western wilderness in its eagerness to splash its gargantuan feet in the Pacific. Most applaud this "progress." A few do not . . . and one man tries to stop it.



## A Wanted Man

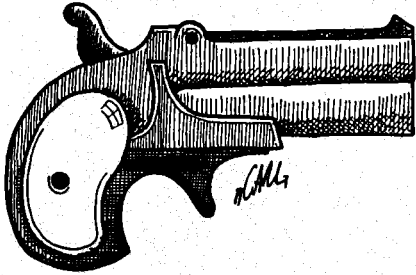
From the June 30, 1867, issue of the *Kansas City Herald*:

*Gaillardsville, June 28 — The daring White Renegade Jackson Ryder and his gang of Indian Cutthroats staged another successful holdup of a Wells, Fargo express stagecoach today. According to William T. Cleese, a representative of the Kansas City office of Wells, Fargo, Ryder and his savage allies stopped the coach by staging rockfalls before and behind it when it entered a narrow ravine in the hills near Gaillardsville. They then attacked the coach and made off with nearly \$3,000 in gold and silver.*

*Ryder is infamous in the Dakota territories for his bold attacks on trains, stagecoaches and even other outlaws. Although he and his Indians are known to be civil, even kindly, to their victims and no known deaths are attributed to his gang, Cleese assures this reporter that there are any number of unsolved disappearances that can most likely be laid at their bloody feet. Cleese discounts reports that Ryder has actually given money to down-on-their-luck individuals of both White and Indian persuasion. "Preposterous balderdash!" he exclaimed when queried.*

*Colonel Zebediah Winfield of Fort Gaillard agrees with Cleese. "We've had years of trouble from this dastard," he told the Herald. "He's double-d—d difficult to catch, this one. All the animal cunning of them red-skinned b—ds and all the native intelligence of a White man. But we'll get him. We're closing in on him now. This vicious robbery, so close to Fort Gaillard, was an act of desperation."*

*Jackson Ryder is wanted by the Army and the U.S. Government for the crimes of Robbery, Theft of Government Property, Armed Assault, Assault and Providing Liquor to Indians. He is suspected of Murder and Illegally Obtaining Weapons for Distribution to Indians. He is known to be a crack shot with both rifle and bow. Any citizen having knowledge of the whereabouts of this notorious outlaw please contact the closest U.S. Army Officer.*



### Cinematic vs. Historic

This *Old West* scenario is firmly set in the cinematic tradition, in as far as many of the institutions described here — mining companies and major military installations, to name two — were not really present at the given time, at least not in the fully-developed form given here. Certainly whites were moving into Sioux territories by the end of the 1860s, but the kind of organized and protected influx depicted here really didn't happen, at least not on this scale.

Part of this, of course, is a reaction to the fictional "Splits Arrow," Jackson Ryder. His raids against the relatively small white settlements justified a greater military presence in the region. With the correspondingly greater military protection, more settlers felt safe enough to move there and stay put. In short, his efforts to harry the white man only resulted in greater numbers of them.

However, if this bending of history upsets the GM's plans for a perfectly historical campaign, there are other possibilities. A different time and/or place, where history is more in line with the scenario, can always be used instead (see the sidebar *Elsewhere and Elsewhen*, p. 63).

## Jackson Ryder

Behind the inflammatory journalism of the white man's press and the overweening prejudice of the Army, there is a different story entirely.

### The Tale of Splits Arrow

Isaiah Ryder, his wife Constance and their son Jackson were some of the first settlers to enter what would later be called the Dakota territory. They were certainly the first to reach the area they settled.

Quakers by creed, they soon befriended a band of Lakota Sioux whose wanderings frequently took them through the vicinity of the Ryder's homestead. Although they had no language in common, a rapport soon grew between the peaceful whites and their Indian neighbors.

The spring of Jackson's 13th year, his parents were killed in a flash flood. Three weeks later, the Lakota discovered the orphaned boy and took him in. Adopted by the band's chief, he grew to young manhood in the nomadic lifestyle of the Sioux, excelling at their weapons and their sports, and joining one of their warrior societies. But he took pains not to forget his white heritage, and retained not only English, but literacy in the tongue; he also became proficient with his father's rifle, despite having to severely ration its ammunition.

With the arrival of a white military outpost in the band's domain 10 years after his parents' death, Jackson was elated. But his joy turned to anguish when the soldiers at the outpost attacked and imprisoned him as he tried to welcome them to the area. Only a daring rescue by members of his warrior society saved



him from certain death at the hands of the bigoted soldiery, but at the cost of the deaths of nearly two-thirds of the outpost's company.

Jackson and his band became a special target of the Army, which had established the post to protect incoming settlers from Indians. Military presence increased as the years wore on, slowly forcing the Lakota band into a smaller and smaller range, until finally they had to retreat entirely into the Black Hills in order to avoid the Army, which sought to punish Jackson first, then relocate any survivors to a reservation. Unable to follow the buffalo, the band had to rely upon the resources of their winter campsite, which were few. However, with the band on the brink of starvation and capitulation, Jackson conceived a plan.

Disguised as a trapper, Jackson returned to white civilization to sell furs and skins; a chance encounter with a pair of would-be robbers — and the money he found on their corpses — inspired him. Musing on the roles of victim and aggressor, he decided that it would be most appropriate to turn the tables on the white men who were stealing land from the Indians.

Within a few weeks, Jackson and his warrior society began raids against selected targets: stagecoaches, telegraph offices, and other sources of large quantities of gold — excepting banks. Their targets were almost universally distant from major settlements or outposts. At Jackson's insistence, individuals who had clearly earned their gold were left unmolested. Only "institutional" money — such as military pay chests, stagecoach moneyboxes, and the like — was legitimate loot. For reasons shared by many banks and individuals in the west (see p. OW36), Jackson refused to take paper money.

With the money thus obtained, Jackson entered towns throughout the territory and bought needed food and equipment (including ammunition; among his earliest purchases were a number of the newest rifles available). In order to escape possible detection, he developed a number of personas — trappers, gold-panner, scouts and other loner-types who frequently purchase large amounts of supplies at irregular intervals. He has only four or five basic disguises, but that's sufficient; there are enough settlements and trading posts that he can make purchases from each once a year under each guise and not have to repeat a visit.

Still, this has not been perfectly successful. On more than one occasion his disguise has been penetrated, and he barely escaped with his life. In one such instance, in Gaillardsville, he met and was aided by "soiled dove" Madeleine duBois; intrigued and attracted by the strange outlaw, she hid him in her room

## Elsewhere and Elsewhen

The Dakota territories and the Sioux are not the only possibilities for the background of this scenario. Any area with a relatively prosperous white economy and forced movement of Indian tribes would suffice, and enough such places exist to easily transport Jackson and his people to any point in the classic Old West.

Some details may need to be changed — such as Col. Winfield's age or his military record, or the enemy tribe of Jackson's adoptive people — and if set early enough, some technologies (cartridge rifles, in particular) may not be available.

In general, though, the story should prove easy to transplant. For example: Late 1870s New Mexico. Jackson's tribe is the Pima, their enemies the Apache (or the other way around). Fort Gaillard and Gaillardsville could be moved without a single change, or incorporated into an existing settlement such as Santa Fe. Instead of being an exotic French Canadian, Madeleine duBois becomes Maria Vasquez, Mexican whore. And the Black Hills become the Rocky Mountains.

## Typical Member of Jackson's Akicita

ST 12, DX 11, IQ 10, HT 11.

Basic Speed 5.5; Move 6.

Advantages: Ally Group (Akicita) on 9 or less, Combat Reflexes, High Pain Threshold.

Disadvantages: Code of Honor (Warrior), Illiteracy, Primitive (-3 TLs), Sense of Duty to Jackson, Social Stigma (Indian).

Skills: Area Knowledge (Plains and camps)-10, Axe/Mace-12, Axe Throwing-14, Bow-13, Guns (Rifle)/TL5-13, Heraldry (Indian Tribes)-10, Knife-12, Riding (Horse)-12, Running-11, Sign Language (Plains Indian)-10, Sioux-10, Spear-12, Survival (Plains)-12, Tracking-12, Traps/TL2-12.





## Secret Identities

Jackson Ryder employs four basic identities when visiting white settlements. He keeps careful track of the towns he's been to, in what persona, and at what time in the year; carefully managed, he never need visit any one town more than four or five times in a year.

Each one of these identities is a fully-developed character in its own right, with its own distinctive appearance and mannerisms. Jackson is very practiced at slipping into character, and can usually maintain the facade with little difficulty. One common detail to each of the four, used to explain their infrequent visits to town, is that they are nonsocial loners. Note that for safety's sake, each persona goes by several different names, in order to prevent residents of two different towns from comparing notes and noticing unusually frequent resupply trips. The most common names are listed below.

*Old Morgan.* Somewhere in his 50s or 60s, Old Morgan is a prospector and gold panner. He has a distinctive limp ("God-damned puma got me once"), and has a habit of telling pointless jokes and cackling madly at them. He is always welcomed by traders because he invariably is carrying a generous quantity of gold.

*Elijah Tate.* A young trapper/mountain man, Elijah comes into town once a year to stock up on salt pork, smoked beef, and large quantities of other edibles. He is frank about what he does with all the food he buys; he'll tell anyone who asks that he gives it to Indians as bribes to leave him alone. He is tall and brown-haired, with a full beard, and always carries a small tomahawk-style hand axe on his belt, and a long, old-fashioned rifle. He occasionally hints that he knows of a small lode of gold, and pays for his supplies as often with nuggets as with furs.

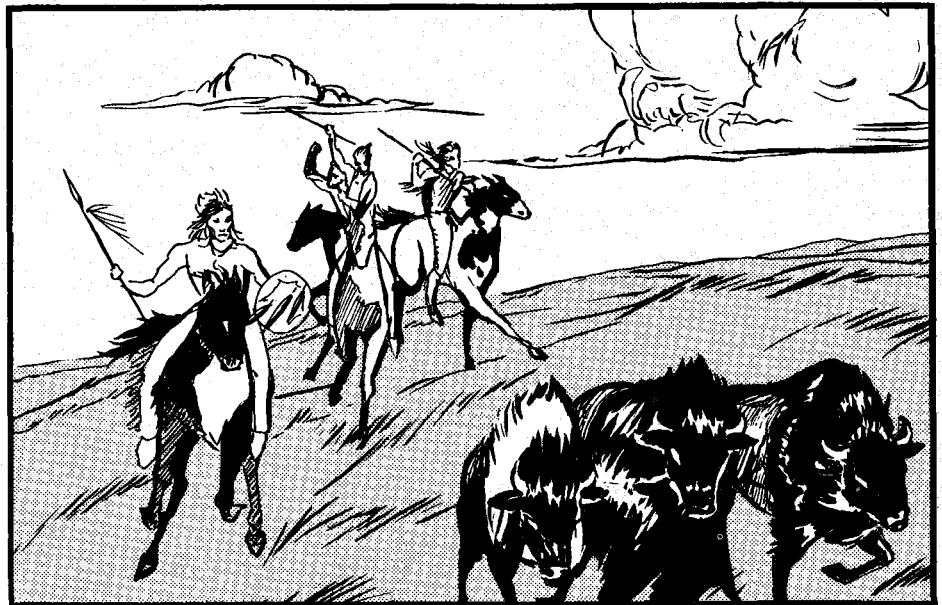
*Jacques Villard.* A mustachioed French Canadian scout with an outrageous accent (cribbed by Jackson from Madeleine du-Bois), Jacques almost always seems to be employed by someone, giving rise to a belief that he must be extraordinarily good at what he does. He is flamboyant and grand with his gestures (in the grand tradition of the Three Musketeers), and cuts quite a romantic figure.

*Tom Bowen.* A middle-aged man, somewhat bent and crabbed, a miner with a secret lode. He is churlish and rude, and dislikes people in general. His behavior is often insulting and mean, and he refuses to haggle (much) over exchanges about which he has previously made up his mind.

until the search for him was called off. During that time, the two developed a fascination for each other that they both refuse to acknowledge, even though Jackson makes a point of seeing her any time he visits Gaillardsville.

In addition to distributing the supplies he acquires to Indians (of any band) in need, Jackson will occasionally aid white settlers known to be on good terms with Indians. Naturally enough, he limits this to those on good terms with allied or neutral tribes.

Within the last year, increasingly distressed by the military's blatant disregard for the rights of Indians, Jackson has written more than a dozen letters to Washington protesting this treatment. Although not a naturally-eloquent writer, his straightforward style and evocative pleas for equal justice for the native people of America have struck sympathetic chords with *someone* in Washington; the local military installations have been given orders to at least *look* like they are more considerate of the Indians' rights. It's hard to keep secrets — knowledge that Jackson was the letter-writer has come down to local commanders, and he is hated and pursued all the more for it.



## Allies

### The Lakota Band

The Sioux community into which the young Jackson was adopted respects and in some cases adores the man he grew to be. This particular band is large, with over 250 members and several societies, including three *akicitas*. Those warrior societies, which are rivals to Jackson's, share in general the same regard for him felt by the rest of the band. The band is in all ways a typical Plains Indian band, as described on pp. OW55-61.

*White Eagle* is the peace chief of the band, and adoptive father to Jackson. A member of the same *akicita* as his son, he has slowly come to recognize the makings of a great leader in him, and is grooming him to become the next chief, even though he is unsure of what the band's reaction would be to this. He has discussed the matter with Looks At Fire, but the medicine man so far has not offered any insight of his own.

White Eagle is a respected leader, and quite competent. He is relatively young for a chief, not yet 50, but the position has worn on him and he appears at least ten years older than he really is. Part of the stress that wore upon him was

the search for a successor. Deciding upon Jackson has freed him from that much of his burden; he has been seen to smile and laugh more frequently than he had in the previous ten years. White Eagle supports Jackson's actions, but fears that they are, in the end, futile.

*Looks At Fire* is the band's medicine man, a Dreamer of Wolves. (If the GM is using "real" Indian magic in his campaign, Looks At Fire will have the *Guardian Spirit (Wolf)* advantage. See pp. OW29-30 and the sidebar, p. OW70.) More than 15 years older than White Eagle, Looks At Fire has been the medicine man of the band for over four decades. His age and wisdom give him great honor and respect among the Lakotas, and he is consulted on virtually *everything*. It was he who approved the adoption of Jackson into the tribe, based on a vision that predicted great things for him.

As a result of that vision, Looks At Fire paid special attention to the boy as he grew, and encouraged him to spend time at his side. Within this white boy, the medicine man could detect the makings of a great shaman — and a great warrior. White Eagle was seeing to the latter, so Looks At Fire tended to the spiritual needs of the boy, instructing him gruffly in the band's beliefs. The chief and he have often discussed the strange potentials of the boy, and have ended the discussions more confused and undecided than enlightened.

In his own undeclared way, Looks At Fire feels great love for Jackson, and considers him as much a son as does White Eagle.

The *akicita* of which Jackson is a member is a fairly average Sioux warrior society, having the structure given on p. OW61. Jackson is a lancer in the society, a great honor which he shares with his adopted brother, Lone Tree On The Plains. The members of the society have developed a strong loyalty to Jackson, and frequently accompany him on his raids against the whites.

### *Lone Tree On The Plains*

Natural son of White Eagle, adoptive brother of Jackson Ryder, Lone Tree On The Plains is the single closest person to Jackson, at least on a day-to-day basis. Even before the boy's adoption into the band, the two were companions, always together when the Lakota were settled near the Ryder cabin. Later, as brothers in their teens, they were virtually inseparable. Together they hunted, together they shared food and lean times, and together they became members of the same *akicita*.

There is a deep, unbreakable bond between the two that is almost psychic in nature. They know each other so well that they are a perfect team, each anticipating the other's moves and intentions and accounting for them. As a team they are the most successful buffalo hunters in the band. Naturally, Lone Tree On The Plains became Jackson's second-in-command when he began his raids on the whites. He is ultimately loyal to his brother — when Jackson was first captured by soldiers, he led the attack that freed him.

More information on Lone Tree On The Plains will be found on p. 72.

### *Madeleine duBois*

Madeleine is a young lady of questionable virtue — a "soiled dove" — working at one of the more popular bordellos in Gaillardsville. French Canadian in origin, her accent and romantic approach make her an exotic alternative to the "just business" attitude of her American co-workers. As a result, she is very popular with the soldiers, and no few non-coms, from Fort Gaillard; her reputation is such that she has been discreetly (but frequently) patronized by Col. Zebediah Winfield, the commander of Fort Gaillard.

Madeleine and Jackson met as he fled from pursuers on one of his failed trading missions in Gaillardsville. His disguise penetrated, he took to back alleys, balconies and rooftops to make good his escape, but was forced to duck



### *White Eagle, Lakota Chief*

Sioux male, age 48, 5' 8", 150 lbs.

ST 12, DX 13, IQ 11, HT 11.

Basic Speed 6; Move 7.

*Advantages:* Ally Group (Warrior Society) on 9 or less, Charisma +2, Danger Sense, Status 2.

*Disadvantages:* Code of Honor (Warrior), Duty to Indian band on 15 or less, Illiteracy, Primitive (-3 TLs), Social Stigma (Indian).

*Quirks:* Visits the graves of Jackson's parents whenever near; Is completely baffled by the behavior of some white men.

*Skills:* Administration-12, Area Knowledge (Plains and camps)-13, Axe/Mace-14, Axe Throwing-15, Brawling-14, Dancing-12, Guns (Rifle)/TL5-15, Heraldry (Indian Tribes)-13, Intimidation-11, Knife-11, Leadership-15, Riding (Horse)-14, Running-10, Savoir-Faire (Indian)-13, Sign Language (Plains Indian)-12, Sioux-11, Spear-14, Stealth-13, Survival (Plains)-12, Swimming-13, Tactics-10, Tracking-11.

White Eagle is the peace chief of the Lakota tribe which adopted Jackson Ryder, and is in fact his adoptive father. He is a quiet, thoughtful man with a stoic exterior, although in recent years he has been more relaxed. He became leader early in life, and now, not even 50, he has led the band for more than 15 years. Although a fine warrior and hunter, he is anticipating the toll that age will take on him and has been looking for a worthy successor. Against all odds, he believes he has found one in his adopted white son, Splits Arrow. He worries that because he is white, the band will not accept Jackson as chief.

Jackson's campaign of robbery disturbs him somewhat. White Eagle is not sure that it is an honorable path for a warrior to take. But he has seen the acclaim it has garnered for his son, and is pragmatic enough to realize that it improves Jackson's chances of actually becoming chief.

## **Looks At Fire — Medicine Man**

Sioux male, age 62, 5' 6", 145 lbs.

ST 10, DX 11, IQ 13, HT 11.

Basic Speed 5.50; Move 5.

**Advantages:** Clerical Investment (if used in a "real magic" campaign, make this instead a 20-point Guardian Spirit), Empathy, Status 2.

**Disadvantages:** Age 62, Illiteracy, Primitive (-3 TLs), Sense of Duty to the Band, Social Stigma (Indian). If in a "real magic" campaign, add Vow to Guardian Spirit.

**Quirks:** Gruff and crotchety exterior; Loves children; Feels Jackson has the potential to be a great shaman; Tells stories to children if asked politely; Partial insomniac — never sleeps more than six hours a night.

**Skills:** Acting-14, Area Knowledge (Plains and camps)-13, Axe/Mace-12, Brawling-10, Bard-15, Dancing-12, Detect Lies-14, English-11, First Aid/TL2-15, Fast-Talk-13, Heraldry (Indian Tribes)-14, Physician/TL2-14, Riding (Horse)-10, Sign Language (Plains Indian)-12, Sioux-13, Singing-12, Teaching-13, Theology (Plains Indian)-14. (In a "real magic" campaign, Looks At Fire will also possess a number of spells.)

A Dreamer of Wolves, Looks At Fire is the medicine man to the band which adopted Jackson. More than 40 years in the position, he is respected and honored for his wisdom and experience, and is consulted on every important matter undertaken by the band or a member. Although he maintains a foreboding exterior, he can be warm and friendly; he especially loves children, and allows himself to be "persuaded" to tell them stories.

His love of children extended to the young Jackson, whose interest in tribal lore and ceremony Looks At Fire encouraged. From the first, the old medicine man could sense the makings of a great shaman within the boy, but he did not attempt to force the boy into a role he was not willing to take. Now, with Jackson's emergence as a warrior, and perhaps even future chief, Looks At Fire sighs at what might have been.

into a window to avoid being seen by a large and over-eager patrol. That window happened to be to Madeleine's room. Fortunately, she was alone at the time, and was more intrigued than frightened by the sudden appearance of a rough, attractive man into her room. Beginning with his reassurances that he meant no harm, the two became engrossed in conversation. When a search party came to her door to warn her of the dangerous criminal loose, Madeleine, feeling safe with Jackson, thanked them kindly and sent them on their way. When the alarm was abandoned, she smuggled him to the town limits.

Jackson never fails to visit Madeleine when he comes to Gaillardsville. The two share an attraction that they are hard-pressed to put a name to, but both would deny was any kind of love. However, he buys or makes her trinkets and other presents, and she shares with him what information she can learn from her customers.

For more information on Madeleine duBois, see the sidebar on p. 73.

## **Sheriff James Tatum Lee**

Sheriff of the tiny town of Plunkett's Grove, James Tatum Lee owes Jackson his life and that of his son Henry. The pair were captured by a Kiowa criminal and his band of braves, but were rescued by Jackson and his *akicita*. In gratitude, Lee vowed friendship with the outlaw. Since that time, he has provided Jackson with what covert help he can afford. On several occasions, Lee has allowed Jackson and his *akicita* to hide in his jailhouse.

In addition to providing such concrete assistance, Lee also provides less-tangible benefits. He sometimes has information that is of use to Jackson. Most frequently, though, he is a friendly ear, much like Madeleine. Jackson visits the sheriff simply to talk with him, to discuss his thoughts and feelings and those of the settlers around him. Through these discussions, the two have become much better friends. Lee has also come to understand and sympathize with Jackson, which has only strengthened his support of the white renegade. However, while Lee does believe in his friend's cause, he decries his methods.

More information about Sheriff Lee can be found on pp. 73-74.

## **Enemies**

### **The United States Army**

Perhaps the most serious enemy a person can have in the Old West (with the possible exception of an entire Indian nation), the U.S. Army is specifically pursuing Jackson Ryder. They charge him with numerous crimes, chief among which are treason, providing rifles to Indians, and theft of government property. Since the Army is still the primary enforcer of law in this territory, many charges from the civilian law enforcement bodies are added to these, including robbery and assault.

The typical soldier considers Jackson to be the worst kind of scum possible — a white man who has "turned Injun." While official policy is to capture him alive, most soldiers don't feel that generous, and are likely to shoot to kill on general principle.

*Colonel Zebediah Winfield* is the commander of all Army forces in the area. Winfield is a Civil War veteran (Union side, of course) who requested a transfer to a frontier post in order to see more action. Based in Fort Gaillard, he is a leader of the Custer type: stupendous ego and enough rank and power to fully indulge it. He has a reputation as a martinet among his men, but there is little hatred of him; unlike Custer, he is a good enough leader to protect his men and treat them well. He also knows when to retreat.

Winfield considers Indians to be unwashed, ignorant savages and can think of nothing better to do than wipe them out completely. His inability to do so —

due to both Indian ingenuity and the official reservation policy — constantly gnaws at him. Jackson's campaign of theft and harassment unleashes the worst of his rage; he takes the white renegade's actions as a personal insult, and has vowed to kill Jackson with his own hands. Twice Jackson has been captured by his forces and twice he has escaped; in both cases, the officers in charge of the details were busted down to the rank of private.

For more information on Col. Winfield, see pp. 74-75.

### **Local Law Enforcement**

The many white settlements in the territory each have at least a nominal sheriff, all of whom have an interest in seeing Jackson captured or killed. However, the level of competence varies wildly from town to town. There is also little communication between the individual jurisdictions. As a result, civilian law enforcement efforts to apprehend Jackson have been weak and uncoordinated.

Less handicapped are the occasional vigilance committees (see p. OW13). These often-uncontrolled groups have posed more of a threat to Jackson's band than has the law.

### **Bounty Hunters**

A large reward placed on Jackson's head has encouraged a number of bounty hunters to pursue him. Some were successful enough to locate him. None survived to bring him back.

### **Tribal Enemies**

Of a lesser degree, but still hostile, are the traditional tribal enemies of the Sioux, the Pawnee and the Kiowa. In particular, there is a band of Kiowa which has exchanged hostilities with Jackson's adoptive band. They bear a special hatred for him, as he has personally killed many of them.

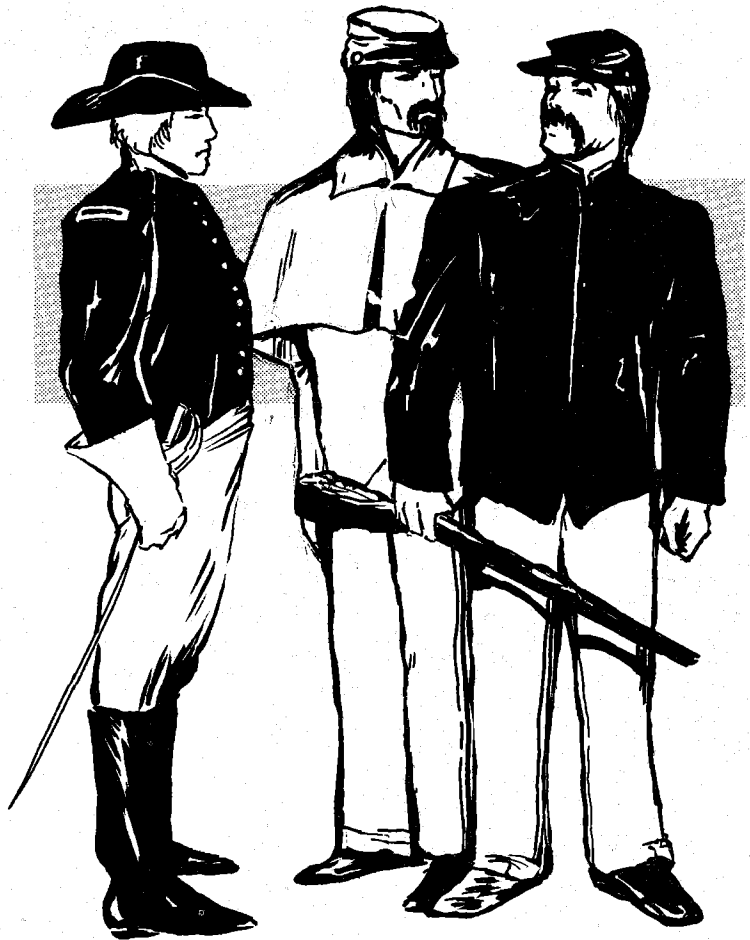
Wanting the bounty placed on his head, members of this tribe have offered their services as scouts to the Army. Others have attempted direct attacks on the Lakotas, but to date have failed, mainly because of the rifles that Jackson has obtained for his people.

## **Jackson's Frontier**

Jackson Ryder ranges across a wide expanse of the Dakota territory, even given the shrinkage of available space due to the white expansion. At its widest, his zone of operations is about six days' leisurely ride across. Many white settlements extend westward from the eastern edge of this zone, but none (save for several military outposts) reaches as far as midway across it. A few small towns have made it into the foothills of the Black Hills to the north.

### **Fort Gaillard**

Arguably the most important settlement in the area, Fort Gaillard is the main U.S. Army outpost for this portion of the frontier, and acts as a staging point for



### **Typical U.S. Army Soldier**

ST 11, DX 11, IQ 10, HT 10.

Basic Speed 5.25; Move 5.

**Advantages:** Combat Reflexes, Military Rank 0 or 1.

**Disadvantages:** Duty to U.S. Army on 15 or less, Intolerance (Indians), Poverty (Struggling or Poor).

**Skills:** Area Knowledge (Their Installation)-12, Area Knowledge (Nearby town)-12, Brawling-12, Guns (Pistol)/TL5-12, Guns (Rifle)/TL5-13, Heraldry (Military)-10, Riding (Horse)-11, Savoir-Faire (Military)-10.

This is a typical grunt. He can be either cavalry or infantry, depending on the GM's need and a few modifications. (See the *Soldier* character type, p. OW27.) Other disadvantages are possible for particularly obnoxious — or dangerous — soldiers, like Bloodlust, Bully or Berserk.

## **Fort Gaillard**

Fort Gaillard, because of its size and importance, is one of the "better" forts, as described in the sidebar found on p. OW16. It is well-built and well-maintained (as opposed to some of the more distant outposts on the western edge of settled territory). Its garrison is particularly large: 700 enlisted men and approximately 100 officers and non-coms of various ranks. One of its primary roles is that of central post for dispatching and relieving soldiers in the field, so the exact makeup of the fort population may vary from day to day, and total personnel can fluctuate, from 500 to over 1,000.

The troops are armed with rifles and occasionally pistols; all officers carry side-arms. The fort has several Gatling .58 machine guns for defense, but their use is problematical, given the growth of Gaillardsville outside the walls.

## **Adventure Seeds**

*Scapegoats.* Just when the settlers in the Dakota territory are starting to get used to Jackson Ryder and his relatively non-violent raids, there comes a string of gruesome massacres of stagecoach passengers and peaceful ranchers. Telltale evidence points to Ryder and his Sioux, but it is false, planted to throw suspicion onto the renegade white. The real culprits are up to the GM: a Kiowa war party, a criminal gang seeking to hide their presence, or even a rogue party of soldiers, seeking to provoke a deadly attack on Ryder. The PCs could be among Jackson's *akicita*, searching to find who is framing them; or members of a local vigilance committee that discovers that Jackson may be innocent.

*Gold War.* Another Lakota band's winter campsite has been occupied — by a mining company which has determined that a rich vein of gold runs right below it. If they build a mine here, this traditional site of encampment will be hopelessly despoiled, and the Lakota will have nowhere to go. That it is an Indian encampment site is clearly known to the company, for they have killed those members of the band who were there when the whites arrived. The medicine man of the displaced band comes to Jackson for help, but the whites are firmly entrenched and don't plan to be forced off the land. Will it escalate into a full-fledged war?

*Continued on next page . . .*

any expeditions westward. Its role as the headquarters for Colonel Zebediah Winfield makes it the region's de facto capital. It houses a large complement of troops, both infantry and cavalry (see sidebar for totals).

## **Gaillardsville**

Because of its position as a "gateway" to the lands to the west, Fort Gaillard has a great deal of traffic flowing through it. In order to cater to this traffic, a large and prosperous town has grown up outside the walls of the fort. Known as Gaillardsville, the town has grown at a gallop over the last few years, providing "essential services" to the soldiers and settlers passing through Fort Gaillard. Now totaling 5,000 persons or more, Gaillardsville is a legitimate political entity recognized by the Army as an official settlement.

The initial seed of the town was a cluster of bars and brothels, which still form a significant portion of Gaillardsville's economic base. As settler traffic increased, other services eventually took root; trading posts were the next generation of institutions to appear. Today, Gaillardsville has telegraph and Wells, Fargo offices, and is about a year and a half from having a spur railroad line run out to it. There is one regular stagecoach run that reaches the town three times a week. Among its other legitimate businesses are trading posts and warehouses.

The town has not one but two newspapers publishing daily, five major and seven minor hotels (legitimate, not thinly-disguised bordellos), and a complete civilian government, including a so-called territorial sheriff and a secure jail capable of holding 30 inmates. Because of its size and its proximity to Fort Gaillard, Gaillardsville has been made the local seat for the various Indian agents administering to the area.

## **Other Towns and Settlements**

All of the following appear on the map on the opposite page.

### ***Pinkham***

Otherwise unnoteworthy, this little farming village is the last stop on the Wells, Fargo stagecoach run.

### ***Calaboose***

This medium-sized town is a hub for miners and panners who ply their trade in the foothills of the Black Hills. While not a full-scale boom mining town, it is home to several trading posts who cater specifically to the miners. These posts have been occasional targets of Jackson and his *akicita*; they have become out of necessity well-armed and -defended, as has the town itself.

### ***Mines***

There are only two "real" mining operations in this area, both located at the eastern end of the Black Hills, in white-controlled territory. The White Horse Mine excavates copper and lead ores at several locations. The Peabody Gold Mine is a one-man operation, well-protected by its paranoid (and trigger-happy) owner.

In addition to the mines, any number of panners wander the mountains in search of placer gold. They frequently find themselves in Indian-owned parts of the Hills, but on the whole have good relations with their neighbors.

## **Other Forts and Outposts**

Although Fort Gaillard is the primary military installation in the region, it is by no means the only one. At the far edge of the westward expansion, there are any number of tiny scout posts, manned by 2-7 men each. Small forts of 50-100

men stand about a day's travel back from this front edge, and more or less mark the limit of "safe" land for settlers.

This unusual concentration of military might is partly because of Jackson's depredations.

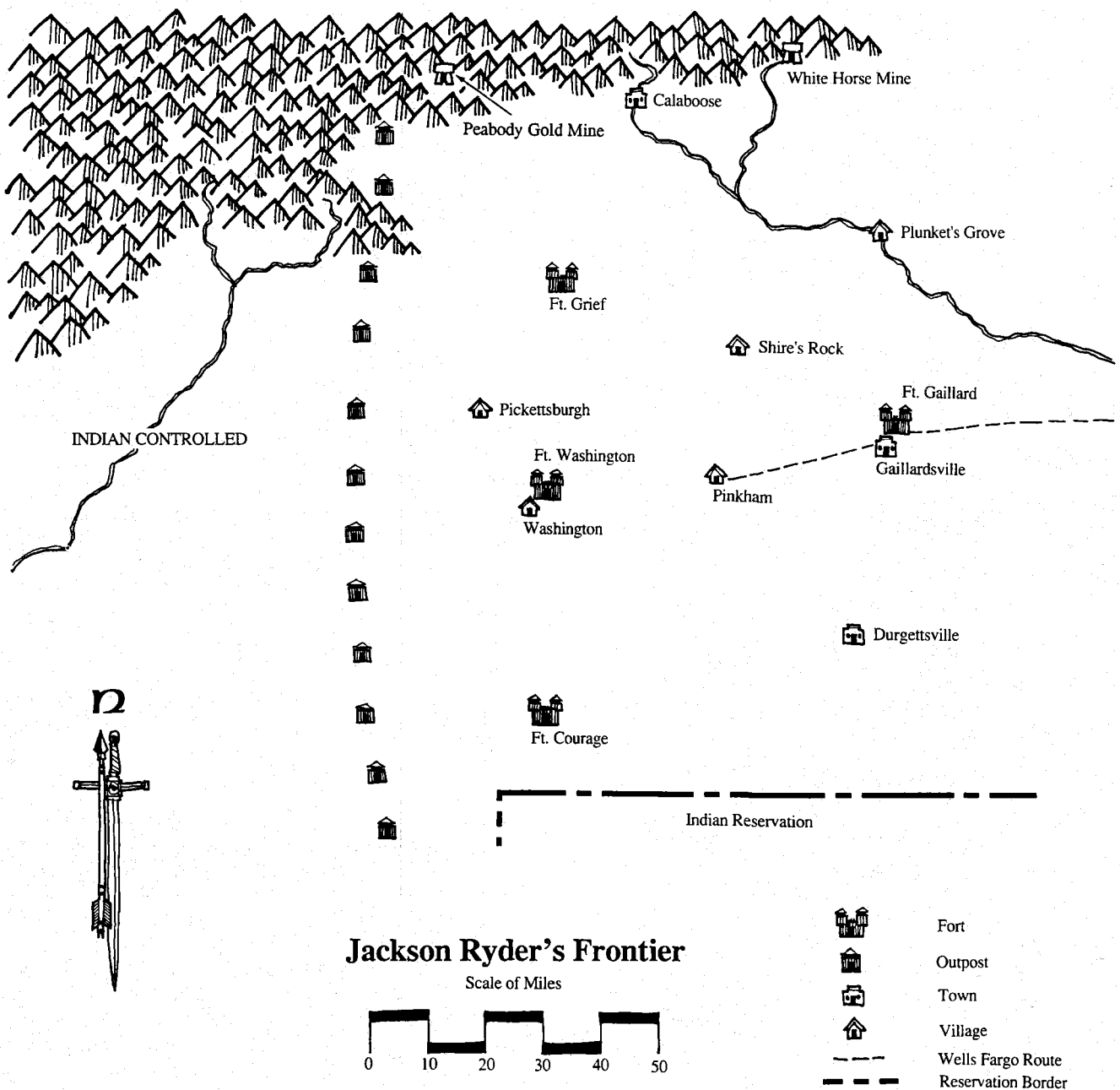
### Indian Settlements

For the most part, the nomadic life of the Plains Indians is dead in this region. Many bands have already been moved to reservations, or like Jackson's people are hiding out in their winter camps in the Black Hills. Consequently, there are few remaining settlements, mostly on the west edge of the region, where the whites have not yet penetrated. The winter campsites to the north have yet to be violated by the military.

**Reservations.** While most of the reservations are located in the Oklahoma Indian Territory, the GM may wish to have a closer base for dispossessed Indians. An unhistorical, but dramatically-useful, reservation is located on the southernmost edge of the map.

### Adventure Seeds (Continued)

**The Dude.** A famous writer from back east comes to the Dakota territories to write a book about Jackson and his men. Through a combination of ingenuity and luck he tracks them down, and insists on living and traveling with them — as research for his book. He is a silver-tongued devil, fast-talking the Indians and their leader into accepting his presence. However, his ineptitude in areas other than writing causes several attacks to go awry, leading to growing disgruntlement among the warrior band. Is he who he seems to be, a talented but bumbling author, seeking inspiration? Or is there some hidden agenda to his presence on the plains?



## Personalities

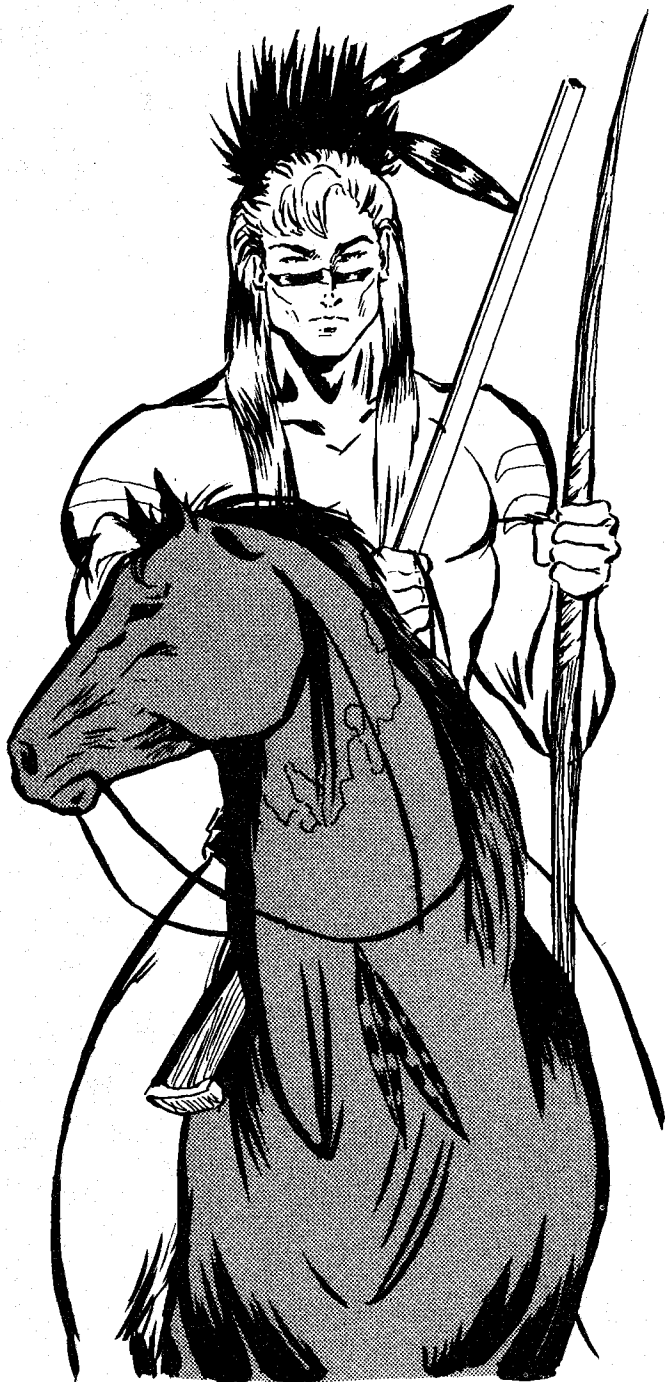
This section contains the most prominent characters from this scenario. Keep in mind that many of these people have more points in disadvantages than are normally allowed for starting characters.

### Jackson T. Ryder, aka Splits Arrow

White male, age 27, 5' 8", 140 lbs., blond hair (sun-bleached white), gray eyes.

ST 11 (10 points)    IQ 11 (10 points)    Speed: 5.75  
DX 13 (30 points)    HT 10 (0 points)    Move: 7  
Damage: Thrust 1d-1; Swing 1d+1

Point Total: 150



For the Indians, this represents the Primitive status and Social Stigma that is inherent to their circumstances in Old West society. The GM may allow PCs who wish to play Indians to take more points in disadvantages than the suggested limit in the *Basic Set*.

#### Advantages

Ally: Lone Tree On The Plains, 9 or less (5 points)  
Ally Group: Warrior Society on 9 or less (20 points)  
Alertness +3 (15 points)  
Combat Reflexes (15 points)  
Reputation +3 among Sioux, all the time (8 points)  
Unusual Background: Raised from age 12 by Indian tribe (10 points)

#### Disadvantages

Code of Honor: Warrior's (see p. 7; -10 points)  
Enemy: U.S. Government on 6 or less (-20 points)  
Reputation: Renegade White, -4 from whites on 7 or less (3 points)  
Sense of Duty to Indians (-10 points)

#### Skills

Acting-12 (4 points), Animal Handling-9 (1 point), Area Knowledge (Camps and plains)-13 (4 points), Area Knowledge (White settlements)-12 (2 points), Bow-15 (16 points), Camouflage-11 (1 point), Disguise-13 (6 points), English-11 (native tongue), Guns (Rifle)/TL5-14 (1 point), Heraldry (Indian Tribes)-10 (1 point), Knife-14 (2 points), Leadership-12 (4 points), Lasso-12 (1 point), Riding (Horse)-14 (4 points), Running-10 (4 points), Sign Language (Plains Indian)-10 (2 points), Sioux-11 (4 points), Spear-12 (1 point), Stealth-14 (4 points), Survival (Plains)-12 (4 points), Tactics-10 (2 points), Tracking-13 (6 points), Writing-11 (1 point).

#### Quirks

Prefers bow over rifle as ranged weapon of choice.  
Bears a strong hatred for the Gaillardsville Indian agent.  
Likes to assist Looks At Fire, the medicine man.  
Writes long, eloquent letters to the President and Congress about the mistreatment of Indians.  
Always does special honor to the spirits of animals he kills.

#### Equipment

Regular bow (2 lbs.)  
Quiver and 50 arrows (7.25 lbs.)

#### Story

Jackson Ryder's parents, Isaiah and Constance Ryder, were Quaker pioneers, pressing farther into unexplored territory than any before them. Pressing north and west from Chicago, they continued until they ran up against what would later be called the Black Hills; unable to progress any further and completely overwhelmed by the beauty of the land, the small family settled there, in the future Dakota territory.

They had weathered one winter before they encountered their neighbors. A band of Lakota Sioux, much to their surprise, discovered the settlers when they emerged from their winter camps in the Black Hills. Over the ensuing months, the Quaker family developed a strong friendship with the band. Young Jack-

son found a companion in a Lakota boy about his own age; when the band's travels brought them near the settlers, the two were inseparable, despite their inability to speak each other's tongue.

Early in the spring of Jackson's 13th year, his parents were killed in a flash flood. The boy was devastated, but managed to survive on the smoked meat and other supplies in the family cabin. When the band returned to the vicinity, they were shocked by the disaster, and took Jackson in; he was adopted by White Eagle, the band's chief.

Jackson found life among the Indians unusual and frightening first, but grew to love it, and thrive. His Indian friend and he became inseparable, and from him Jackson quickly learned the Lakota's language, as well as the skills necessary to survive in the nomadic lifestyle of the band. Together, the two grew to young manhood and joined the same *akicita* (warrior society). Jackson's friend soon gained the name "Lone Tree On The Plains," but the young white man retained his white name.

The two became known among the tribe for their skill with a wide variety of weapons, including the lance — the weapon of the greatest warriors. Jackson most excelled at the bow, though, and finally gained a Lakota name when in practice he twice split his first arrow with his second shot. For this feat, which surprised him as much as anyone else, he was named "Splits Arrow."

In addition to training with weapons, Jackson spent much time with the band's medicine man, Looks At Fire. Something about the Indian beliefs appealed to his early Quaker upbringing; he thought that he could almost see an essential identity between the two faiths. For his part, Looks At Fire overcame an initial suspicion of the white boy to establish a rapport with him; the old medicine man could sense the makings of a great shaman in Jackson.

For ten years, Jackson lived with the band. But as Indian as he became, he did not forget where he came from. He took pains to remember English and taught some to Lone Tree On The Plains. Using charcoal and a few pieces of skins, he made sure he remembered how to write in his native tongue. And he kept up practice with his father's rifle, which was one of the few things he took with him when he was adopted into the band.

These efforts were to prove useful, for in his 23rd year, other whites finally came to the plains where the band roamed. Following their usual route, they encountered a small military post, newly established in the area. Overjoyed to see white men (and still holding Quaker virtues in his heart), Jackson rode forth jubilantly to welcome them — and to make sure of their peaceful co-existence with the band.

The post was there to protect incoming settlers from Indians, and to act as a base for the beginnings of the relocation of the Sioux; it was staffed mainly by veterans from other frontier outposts. It is no surprise that the soldiers there reacted badly to the sudden appearance of a blond Indian riding hell-bent towards them, screaming at the top of his lungs. A volley of gunfire was released, killing Jackson's horse and wounding him. He was captured and accused of being a white hostage, or worse, a renegade. Suffering prolonged beatings when he refused to abandon his diplomatic efforts, Jackson was finally thrown into a makeshift jail cell to await future judgment.

Jackson's band, which watched most of these proceedings from a nearby ridge, was understandably distressed. As a matter of honor, the *akicita* raided the post and rescued him; in the process they killed more than half of the soldiers at the outpost. The remainder were in no immediate condition to pursue, but soon the band — and Jackson — became the focus of considerable attention from the U.S. Army. With the establishment of

Fort Gaillard, the pursuit of Jackson, the Indian relocation program and the incoming waves of civilian settlers all intensified, and the band was beginning to suffer. Forced into the Black Hills, they were nearing starvation.

Rather than have the band give themselves up to the Army, Jackson conceived a plan. Taking a number of furs and skins, he disguised himself as a trapper and rode to Gaillardsville, where he sold them. The fur market was poor, though, and he netted only a fraction of the money that he had hoped for. Before he could do anything with it, though, he was held up by a pair of cutthroats.

Jackson's warrior training took over, and within seconds, the two were dead. Almost unconsciously, he searched their bodies. Evidently they had had a number of victims that night, for on them he found gold and valuables easily worth four times what he'd hoped to receive for the furs. As he bought the supplies so desperately needed by the band, a plan formed in his mind: the seeds of his career as guerrilla and gadfly.

Jackson is a man who has intentionally poised himself between two cultures. His continued survival and that of the Indian band which adopted him depend on his ability to move with ease from Indian to white and back again. The dichotomy bothers him not at all, though; he gives it no thought. The combination of his early Quaker upbringing and Indian society has left him with an idealistic nature. However, when that idealism is outraged, as by the mindless hatred of and disinformation about Indians he sees in most whites, he lashes out at what he sees as something that should not exist.

He feels that anyone who works for his keep or his cash must be essentially honest, and thus never robs from individuals except outlaws or criminals. (Just for this very information, he frequently peruses "wanted" posters when in a white settlement.) Instead, he targets organizations — the Army, stage companies — anyone or anything carrying or dealing in gold or goods that they did not earn. His quarrel is with the white establishment, not whites in general, and he will gladly aid individual settlers in need.

Although he can and will kill, if necessary, he abhors it (more of his Quaker upbringing). He does his best to prevent unnecessary bloodshed, and to date there have been no deaths as a result of his raids.

His efforts on the part of the Indians have earned him a great reputation among the Sioux; there is talk of his joining the Naca society soon. Likewise, his reputation among whites as a renegade has grown; there is talk of hanging him as soon as he is captured.

Other than Lone Tree On The Plains, Jackson has few close friends. He does maintain his bonds with his adoptive father White Eagle and the medicine man Looks At Fire. He is unsure about his feelings for Madeleine duBois, the Gaillardsville "soiled dove," but feels compelled to visit her every time he is in the town. He bears a special grudge towards Indian agents, because of the widespread corruption in that service, but especially dislikes the agent in Gaillardsville because he is a profiteer who sells liquor to the Indians.

Although he is given just one enemy, consider this to include not only the listed U.S. Army, but local law enforcement and Wells, Fargo, some of whose stagecoaches he has plundered. When an enemy roll is made for Jackson, the GM should decide which one (or all!) of these organizations are a threat at the current time. The low frequency of appearance represents just how hard it is for any of these foes to actually find any clues to his whereabouts.



## Lone Tree On the Plains

Indian male, age 28, 5' 9", 150 lbs., black hair, brown eyes  
ST 13 (30 points)    IQ 10 (0 points)    Speed: 5.25  
DX 12 (20 points)    HT 10 (0 points)    Move: 6  
Damage: Thrust 1d; Swing 2d-1

**Point Total: 100**

### Advantages

Ally: Jackson Ryder on 12 or less (30 points)  
Ally Group: Warrior Society on 9 or less (20 points)  
Reputation +2 among Sioux, recognized all the time (5 points)

### Disadvantages

Code of Honor: Warrior's (-10 points)  
Enemy: U.S. Government on 6 or less (-20 points)  
Illiteracy (-10 points)  
Primitive, -3 TLs (-15 points)  
Social Stigma: Indian (-15 points)

### Skills

Animal Handling-9 (2 points), Area Knowledge (Camps and plains)-12 (4 points), Bard-9 (1 point), Bow-12 (4 points), English-9 (1 point), Guns (Rifle)/TL5-14 (2 points), Heraldry (Indian Tribes)-10 (2 points), Knife-14 (4 points), Lasso-13 (4 points), Riding (Horse)-14 (8 points), Running-10 (4 points), Sign Language (Plains Indian)-12 (6 points), Sioux-10 (native tongue), Spear-13 (4 points), Survival (Plains)-12 (6 points), Tracking-12 (6 points).

### Quirks

Will do anything for Jackson.  
A natural follower — uncomfortable making decisions.  
Enjoys being alone, but is not a loner.  
Wants to learn what writing is all about.  
Hates what whites do, but tries not to hate whites.

### Equipment

Regular bow (2 lbs.)  
Quiver and 50 arrows (7.25 lbs.)

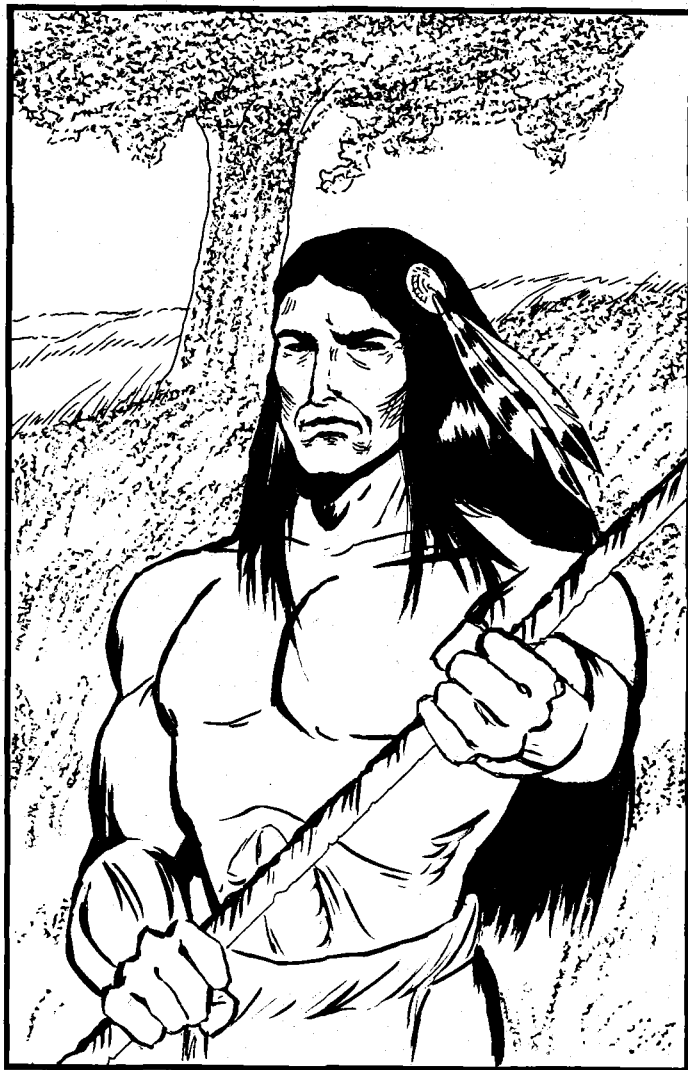
### Story

Lone Tree on the Plains grew up in the Lakota band which adopted Jackson Ryder. When Jackson's parents still lived, the two were companions whenever the band's wanderings brought them within a convenient distance of the Ryder settlement. Later, the companionship matured into the love and trust of two brothers for each other.

Lone Tree On The Plains is one of the most promising warriors of the band, and has earned the honored position of lancer in the *akicita* of which he is a member. This honor he shares with Jackson. He is the son of the peace chief of the band, White Eagle, but has no talent or taste for leading; he was elated to find his father grooming Jackson as the new chief, both for the honor to his brother, and for the lifting of the burden from his shoulders.

As noted elsewhere, he and Jackson share a deep knowledge and insight into each other, and work well as a team. Able to anticipate each other's moves and needs, they act in concert as few are able.

Although he loves his brother and works well with him, Lone Tree On The Plains prefers to spend as much time alone as



possible. He enjoys getting away from people, and just being by himself with nature around him. He does not necessarily have to go far for this; simply out of earshot of the camp is sufficient. This preference earned him his sobriquet; his silhouette on a hill against the setting sun inspired one of the band to so name him.

His loner tendencies have served him well where hunting is concerned; he has learned much from the world unfolding before him, and with or without Jackson he is a fine hunter. In battle he is a fierce warrior, often able to improvise winning tactics on pure instinct and guts.

There is currently no woman in his life. At one time he had a wife, but, weakened by hunger, she succumbed to disease during the hard times the tribe suffered before Jackson's offensive. Since that time he has remained in mourning, even though Looks At Fire has long since told him his time of mourning has passed.

Since his earliest contact with Jackson, Lone Tree On The Plains has been fascinated by the concept of writing. Although he has never learned the process, he enjoys sitting and watching whenever Jackson pens a letter to the government. He still half-wants to learn to write, and occasionally wonders about making an alphabet for the Lakota tongue. However, this remains idle speculation, and he has never followed up on it.

## Madeleine duBois

White female, age 21, 5' 4", 120 lbs., raven-black hair, green eyes.

ST 10 (0 points)      IQ 11 (10 points)      Speed: 6  
DX 12 (20 points)      HT 12 (20 points)      Move: 6  
Damage: Thrust 1d-2; Swing 1d

**Point Total: 100**

### Advantages

Appearance: Beautiful (15 points)  
Contacts, Military: Effective skill 15, somewhat reliable, available on 9 or less (10 points)  
Empathy (15 points)  
Reputation: +2 as exotic prostitute among the soldiers at Ft. Gaillard (3 points)  
Wealth: Comfortable (10 points)

### Disadvantages

Addiction: Laudunum/Opium (Habitual user, -10 points)  
Combat Paralysis (-15 points)  
Reputation: Soiled Dove (-5 points; see p. OW32)  
Social Stigma: Woman in Old West (-5 points)



### Skills

Acting-10 (1 point), Area Knowledge (Gaillardsville)-12 (2 points), Bard-10 (1 point), Brawling-12 (1 point), Cooking-11 (1 point), Dancing-12 (2 points), Fast-Talk-12 (4 points), French-11 (native tongue), English-10 (1 point), Guns (Pistol)/TL5-12 (4 points), Holdout-12 (4 points), Knife-12 (1 point), Merchant-12 (4 points), Professional Skill (Kama Sutra)-12 (4 points), Pickpocket-10 (1 point), Sex Appeal-14 (6 points).

### Quirks

Likes Jackson but refuses to fall in love with him.  
Honestly enjoys her work and rarely steals from customers.  
Will not talk about her past.  
Saving up money to move East.  
Wants to improve her English.

### Story

Exactly what motivated Madeleine duBois to leave her home in Canada and settle in Gaillardsville is not known; she refuses to tell anyone anything about her life before her arrival in the frontier town. That she is of French extraction is obvious to any who speak with her; she has a distinct Québécoise accent, but nothing more is known.

As a prostitute, though, she is well-known for her enthusiasm and good treatment of customers. She has developed a large contingent of "regulars" among the soldiers at Fort Gaillard, including the base commander himself. Among her admirers is Jackson Ryder, whom she sheltered from capture once after a bungled visit to the town. She is visited by him now every time he returns to the area; there is a mutual attraction, but both would deny that it existed if asked.

However, Madeleine does give him aid where possible. Her frequent and friendly contacts with personnel from the Fort gives her access to a great deal of supposedly secret information, which she passes on to Jackson.

Madeleine is a sweet, almost innocent-seeming, young woman who has not become jaded by her profession. Her friendliness and willingness to aid her friends have made her popular among her coworkers, but has also led to exploitation on occasion. She is clever enough to pretend to be somewhat stupid with her customers; in such a way she has encouraged many a closed mouth to wag its tongue in her presence.

## Sheriff James Tatum Lee

White male, age 42, 5' 11", 165 lbs., brown hair, brown eyes.

ST 11 (10 points)      IQ 12 (20 points)      Speed: 5.75  
DX 13 (30 points)      HT 10 (0 points)      Move: 5  
Damage: Thrust 1d-1; Swing 1d+1

**Point Total: 100**

### Advantages

Combat Reflexes (15 points)  
Legal Enforcement Powers (10 points)

Reputation: Honest Lawman (See p. OW29; 5 points)  
Status 1 (5 points)  
Strong Will +2 (10 points)

### Disadvantages

Duty to People of Plunkett's Grove on 15 or less (-15 points)  
Honesty (-10 points)  
Sense of Duty to Jackson (-5 points)  
Sense of Duty to his son (-5 points)  
Stubbornness (-5 points)

### Skills

Administration-12 (2 points), Animal Handling (Horses)-11 (2 points), Area Knowledge (Plunkett's Grove and environs)-14 (4 points), Brawling-15 (4 points), Carousing-10 (2 points), Cooking-12 (1 point), Criminology/TL5-13 (4 points), Detect Lies-11 (2 points), Fast-Draw (Pistol)-16 (4 points), Gambling-10 (1/2 point), Guns/TL5 (Pistol)-17 (4 points), Guns/TL5 (Rifle)-16 (2 points), Heraldry (Indian Tribes)-11 (1 point), Knife-13 (1 point), Lakota-10 (1/2 point), Law-11 (2 points), Riding (Horse)-13 (2 points), Savoir-Faire-14 (default from Status), Survival (Plains)-12 (2 points), Swimming-13 (1 point), Tactics-11 (2 points), Tracking-14 (6 points).

### Quirks

Swears colorfully but infrequently.  
Feels he owes both his life and his son's to Jackson.  
Always carries a locket holding a lock of his late wife's hair.  
Disagrees with Jackson's methods but supports his cause.

### Equipment

Smith & Wesson Model 2, .32 revolver (6 shots; 2 lbs.)  
Slim Jim holster (1 lb.)  
Henry .44 magazine rifle (15+1 shots; 10 lbs.)  
30 cartridges for revolver, in loops on belt. (2 lbs.)

### Story

Sheriff James Tatum Lee is an ex-Union military man now serving as a local law-enforcement officer in the small settler's town of Plunkett's Grove. He took the offer of the sheriff's position fully aware that a frontier town has its share of violence and trouble, but was completely surprised by the advent of Jackson and his band.

Lee is a widower; his only surviving relative is his 18-year-old son Henry. The two of them live together in a small house that adjoins the Plunkett's Grove jail. Although Lee has long recognized that Henry is his own man and fully capable of handling his own affairs, he still worries about his son. Despite this, he has appointed Henry as his primary deputy, which requires him to place himself in nearly as much danger as his father.

In fact, both Lees' first encounter with Jackson came as an result of their law enforcement activities. Sent to apprehend a Kiowa criminal, Henry was captured by the Indian's band of accomplices, and then Lee himself as well when he went to rescue his son. The sheriff and his son were about to be killed, but were rescued when Jackson and his braves attacked the Kiowa band. Lee fully expected the white renegade and his band



to kill them, but to his surprise, he and his son were freed and had their weapons returned. Jackson then gave them horses and allowed them to go on their way, but not before Lee vowed his gratitude to the white renegade.

In the years since, Lee and Ryder have met on many occasions, and have spent a great deal of time talking. They have become very close friends, despite their positions on opposite sides of the law. Although he does not agree with the outlaw's methods, the sheriff has come to believe in his cause. Their discussions, if anything, have increased his sympathy and support for the outlaw. Lee has given Jackson and his *akicita* shelter on more than one occasion, frequently hiding the band in the one place no one would expect them to be — a jail!

Sheriff Lee realizes that his support of Jackson is in itself a violation of the law, but feels that he owes it to the outlaw both from friendship and from honor. Still, his sheriff's duties come first, and he is afraid that someday Jackson will take one step too far in his illegal activities — that one step which will negate the bonds of honor and friendship between the two men. In such a case, Lee will have no choice but to join the manhunt for his friend.

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## Colonel Zebediah Winfield

White male, age 42, 5' 10", 160 lbs., black shoulder-length hair, brown eyes.

ST 10 (0 points)      IQ 12 (20 points)      Speed: 5.75  
DX 11 (10 points)    HT 12 (20 points)      Move: 5  
Damage: Thrust 1d-2; Swing 1d

**Point Total: 125**

### Advantages

Appearance: Attractive (5 points)  
Combat Reflexes (15 points)  
Military Rank 6, Active (30 points)  
Reputation +2 as a fearless protector among whites, all the time (5 points)  
Status 2 (Free from Rank)

Toughness/1 (10 points)  
Wealth: Comfortable (10 points)

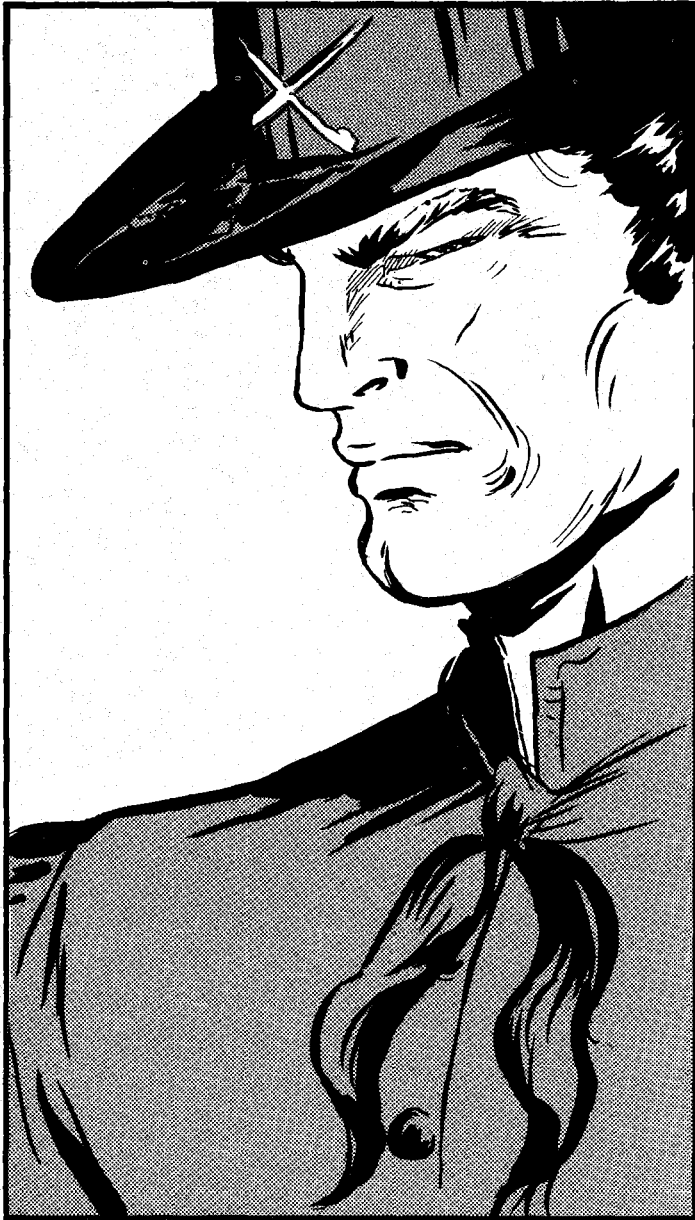
### Disadvantages

Addiction: Chewing Tobacco (-5 points)  
Duty to the U.S. Army on 15 or less (-15 points)  
Intolerance: Indians (-5 points)  
Overconfidence (-10 points)  
Stubbornness (-5 points)

### Skills

Administration-12 (2 points), Area Knowledge (Ft. Gaillard)-13 (2 points), Area Knowledge (Gaillardsville)-11 (1/2 point), Area Knowledge (Plains around Ft. Gaillard)-13 (2

points), Bard-11 (1 point), Brawling-11 (1 point), Dancing-9 (½ point), Diplomacy-9 (½ point), English-12 (native tongue), Fencing-11 (for Cavalry Saber, 2 points), Guns (Pistol)/TL5-15 (4 points), Guns (Rifle)/TL5-14 (2 points), Intelligence Analysis-13 (6 points), Intimidation-13 (4 points), Riding (Horse)-12 (4 points), Spanish-10 (½ point), Strategy-12 (4 points), Swimming-11 (1 point), Tactics-13 (6 points).



### Quirks

Always carries his own spittoon when traveling.  
 Dislikes heights.  
 Takes Jackson's continuing attacks as a personal affront.  
 Swears at least once very sentence, except around ladies.  
 Careful to be extra-polite around all ladies.

### Equipment

Cavalry saber (Thr +1 Imp, 2 lbs.)  
 Riding horse

### Story

Colonel Zebediah Winfield is a Civil War veteran. He is opinionated, hard-headed and plain mean — except to those who outrank him. Despite his outstanding career during the Civil War, Col. Winfield was less than popular among his troops and his peers, and his superiors saw him as both a threat and an annoyance. When with the end of the war he requested assignment to the frontier, they very gladly transferred him to one of the most difficult posts they had: the Dakota territories.

Absolutely sure of his ability to handle any and all problems he might face, Winfield leapt into his new command blaring orders from the moment he arrived. Although he immediately improved the efficiency of Fort Gaillard, he did little for morale — he became immediately and thoroughly hated by his men. His command, however, ran like clockwork and earned him several commendations (although no promotions) — until the renegade appeared.

The reports from a small post near the feet of the Black Hills were very specific. A white man, dressed as an Indian, attempted to attack — by himself — the entire post. He was captured and interrogated, but before he could be brought back to Fort Gaillard, his Indian allies rescued him, killing most of the post's complement in the process. Winfield was outraged. His disgust at the savages infesting the continent was great, but it was as nothing to that which he felt at the thought of a white man who had allied himself with them. A traitor to his race and his nation, Winfield declared him, in a speech he made to the troops that very day, a traitor to be hunted down and hanged.

Independent of specific orders, Winfield began accelerating the movement of the local Indians to reservations, in an attempt to flush the renegade out of hiding. His plan succeeded — but too well. As the Indians grew hungrier and more limited in their domain, Winfield kept waiting. Finally the renegade *did* appear, in a hit-and-run attack on a stagecoach carrying the military paychest. Before he could even send out a squad to capture him, the traitor vanished again.

Nor was this the only such incident. They began occurring with enraging regularity, and always outside of easy reach of his troops. Worse yet, the Indians sighted no longer looked starved, and were suspiciously well-equipped; when some were killed by his men, they proved to be carrying rifles of the newest and most advanced manufacture. Winfield realized that the renegade had to be equipping them with the money he stole, and issued an order banning trade with Indians throughout the territory. And yet, still they stayed fed and well-equipped, never seeming to run out of ammunition.

Twice, Winfield rejoiced when the renegade was captured within the limits of Gaillardsville, and twice was furious when he subsequently escaped. His eventual apprehension and hanging is the number one priority on the Colonel's list, and much of his personal energy is spent on studying every fact and clue he can gather in order to gain some strategic advantage over the outlaw. He has come to regard the traitor's attacks and flouting of law and order as a personal insult to his authority.

Colonel Winfield has few means of relaxation. He refuses to take regular R&R, and remains on-duty as much as possible. However, upon hearing some of his junior officers speak glowingly of a French Canadian whore in Gaillardsville, he decided to patronize her one day. Finding her a delightful if somewhat stupid creature, he felt no concern about using her as a sounding board for thoughts and issues that he knew were beyond her comprehension. So pleased was he with her that he returns on an irregular basis, both to sample her charms and to sort out his thoughts.

# 5

# DARK JUSTICE

*The place is the city. The time, the late 20th century. In the darkened streets of its worst slum, a shadowed figure lurks, waiting. His eyes dart to and fro, watching the comings and goings of the night people, patiently awaiting the target. No one sees him, no one knows he stands there.*



*His patience is rewarded this night. A Porsche, this year's model, pulls up to the corner, where three men await. They quickly cluster around the driver's window. The watcher's eyes catch the flash of white. He waits a moment more for the money to be exchanged, then explodes into action.*

*In a matter of seconds, five arrows of glowing black energy lance out from his hiding place. Three fell the men around the window; the fourth follows with impeccable timing, passing over their dropping bodies to strike the man within the car. The fifth — purely a precaution — destroys the universal joint on the Porsche's drive shaft.*

*The watcher strides from the shadows, his cloak swirling about him. Stepping over the bodies, he reaches into the car and withdraws the bag of money. Almost absently he flicks a bolt of black flame at the bag of crack vials spilled out on the ground, incinerating it as he counts the bills. "\$50,000," he murmurs to himself as he vanishes back into the shadows. "Not bad. The clinic will really appreciate this."*

## Shadow Law

Somewhere deep within a major metropolitan city, someone — a metahuman — is waging a one-man war against drugs and drug dealers. His lethal methods have left a trail of seared bodies and looted operations, their money taken but the drugs left behind so completely burnt as to be nearly unidentifiable.

For his cold disregard for the lives of his victims, the local police pursue him. For the damage he has done to their profit margin, organized crime has targeted him. From the depths of the ghetto streets a single name as floated up to call him: *Librum* — bastard Latin, to be sure, but it identifies the man and his style. He is the Balancer, the scales of dark justice.

He has plagued both sides of the law in this city for three years now. The local IST embassy has had no luck in tracking him; when they think they have him, he has only eluded them in a new and humiliating way. When the hitmen are sure they have him cornered, the mob soon finds itself short another five enforcers. The local police keep his file open, and make their efforts, but more and more of the cops on the street applaud *Librum*. Despite the increasingly belligerent stance taken by the Police Commissioner, their efforts remain — so far — token.

## The Man in the Shadows

Behind the cowl of *Librum* is yet another mask — that of the respected IST super *Lightbolt*. Behind both is the face of Edwin Washington.

### Edwin Washington

Born to a drug-addicted prostitute in the back room of a whorehouse in the worst slum in the city, Edwin Washington did not seem likely to become a hero. It did not even seem likely that the premature, scrawny child would survive, but he did, growing with such vigor that sometimes it frighten his dazed mother.

He was clearly more than human by the time he entered high school, for his slim build and small size hid a strength sufficient to lift a motorcycle, even at age 14. Having no other choice, Edwin went into a life of petty crime, only to be caught and tried; he was sentenced to a year's probation under the supervision of the urban super *Kelidon*, who had apprehended him.

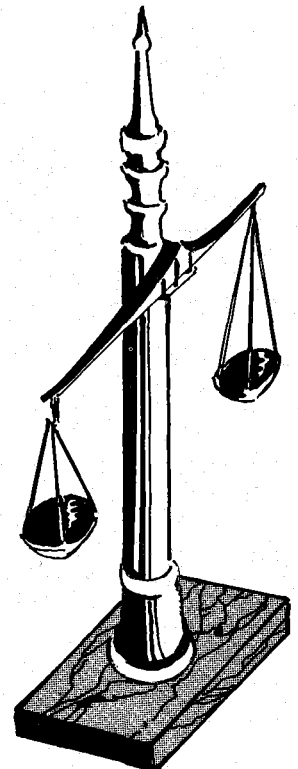
It was a fateful pairing. Edwin's entire worldview changed in the year he spent with *Kelidon*, and he emerged with a new sense of purpose and a new power: a deadly rapid-fire energy blast. He had decided to become a hero like his mentor, and took the name "*Lightbolt*." His true identity he chose to keep secret, for his mother's sake.

## Librum Elsewhere and Elsewhen

The *Librum* scenario is set in the IST world (see *GURPS Supers*, pp. 94-107 or *GURPS International Super Teams*), and assumes that the campaign city is host to an IST embassy, preferably somewhere in Europe, Australia or North America.

This is not by any means mandatory. The basic idea of this scenario can easily be adapted to a number of different modern settings. For instance, in a *Supers* campaign based in a location far from the nearest IST embassy, use a DMI-approved supergroup as the base for *Lightbolt*. Outside of the United States, use a similar semi-official group. If the campaign isn't set in the world of the IST, any reasonably well-known and respected team is an ideal choice, whether it has any real governmental status or not.

This assumes that *Lightbolt* will be a member of a completely different team, which the PCs must encounter as they investigate the *Librum* killings. However, an even more interesting presentation would have *Lightbolt/Librum* as a companion or ally of the PCs! Make *Lightbolt* a new NPC member of the PC team, or better yet, an apparent PC actually controlled by a secret adversary player. In either case, this would be at the beginning of Edwin's twin career; delay the first *Librum* killing until at least a session or two after he joins in order to prevent the players from smelling a rat. Then set them loose on the puzzling case!



Lightbolt became well-known as a responsible vigilante, and much of his attention and activity focused on improving conditions in the slums. Deputized by the city's mayor, he was also involved in the official pursuit and punishment of the so-called "Dracula" landlords who bled their tenants dry even as their buildings crumbled from neglect. In a few short years, he became known and respected through the city.

### ***But I Don't Play Supers!***

Well, that's okay. Librum works well as a non-powered super normal. He already possesses the skills for a number of weapons, including all the classic Robin Hood weapons. Simply drop his ST to 20 and remove his IST membership and metahuman powers; replace them with some high-tech equipment (explosive and incendiary arrows, for instance, or just a high-powered automatic pistol), Combat Reflexes, Extraordinary Luck and Patron: Local Police Department on 15 or less. Add Criminology/TL7 and Forensics, both at 14. For flair, add a Trademark: Always burns the drugs left behind when he's done.

Instead of being a super disillusioned with the system, Edwin Washington now becomes an undercover cop who has tired of seeing the drug dealers literally get away with murder. His high point total will make him a formidable opponent (or ally!) for the PCs, who may not be expecting a 500-point character to make life interesting for them . . .



### ***Long-Term Goals***

Edwin Washington is not satisfied with spending the rest of his life blowing away street-corner drug dealers. His publicly-stated goal is to destroy the city's drug trade, and to do that, he needs to find its source or sources. Thus, he spends some of his time in both of his identities tracking through the web of connections, false fronts and dummy corporations that cloak the masters of the city's drug trade.

In recent months, Edwin has discovered that there is one man behind most of the drug traffic in the city, but has not yet identified this "Mr. Big." When he does, he has made specific plans on how to turn this drug overlord into an example for any who would try to replace him . . . Once that is done, he plans on cutting the lesser supply lines to the independent dealers. He expects to make "spot checks" for some time after that, but hopes to retire his Librum identity completely in the near future.

### ***Epiphany***

As civic-minded as Edwin was, though, doubts and uncertainties still haunted him. Concerned that he was selling out and that his efforts were making no real impact on the problems of the ghetto, he was growing ever-stressed and tense. On the night he was to receive an award from the city, both Kelidon and his mother died; his mentor was ambushed and shot to death, and his mother finally overdosed.

Edwin went into seclusion after the funerals, and emerged several days later a changed man. In recent years, an IST embassy had been established in the city; he immediately volunteered. Upon finishing basic training, he requested and was granted assignment back in the city.

A few short weeks later, a new metahuman operating with lethal efficiency began killing drug dealers in the slums. Police arrived on the scene to find only bodies and incinerated drugs; in all cases, any money had vanished. Detectives thought they might have a metahuman drug war brewing until every major media outlet received the letter wherein the killer named himself and his purpose: "*I am Librum — the Balancer. And I will destroy this city's drug trade.*"

### ***The Truth***

Librum, Lightbolt, and Edwin Washington: all are the same person. Under the aegis of the IST, he is a respected super and a deputy member of the city police. But in the dark of night, he actively hunts those whom he feels are at the root of the ghetto's desperation and disintegration: the drug dealers and their bosses. Stalking them or lying in wait for them, he finds and kills them. The blood money they carry he confiscates, and passes on to those who need it.

# The Duality and the Difficulty

As brilliant as he thought the idea at first, it has proved difficult for Edwin to maintain the facades that he must display.

## What You See Isn't What You Get

Appearing to be two different people was the easy part. The first step was the costumes. As Lightbolt, Edwin has worn a distinctive white costume based on a simple jumpsuit, with a white domino mask. Librum's garb is a radical departure: form-fitting and midnight-black, with a cowl and a great cape.

He was also able to change his basic appearance. From the start of his career as Lightbolt, Edwin wore lifts in his boots. He felt that his normally small stature would count against him as a hero, and used them to add an additional inch to his height in an attempt to negate the perceived weakness. As a matter of course, he has never mentioned them to his fellow IST members or the press; they all assume his height is natural. One beneficial side-effect of the lifts is that his already-slender build is exaggerated slightly. This helps preserve his civilian identity's secrecy, among other things.

As Librum, he goes without the lifts. His cloaked and cowed costume hides a Second Chance Hardcorps vest (complete with inserts); camouflaged under the padded body suit, its added bulk makes him appear more muscular than he really is. As a result, the shorter, huskier Librum is unlikely to be mistaken for the tall, slender Lightbolt (-5 to the IQ roll of anyone who might notice any similarity between the two).

Adding to the deception are two details about Edwin's metahuman abilities that he has not told the IST. The first of these is his shadow-invisibility. As Lightbolt it was convenient to keep such a tactical advantage as secret as possible. Now that he is in the IST, he does not use the power in his Lightbolt identity, reserving it as one of the "signature" powers of Librum.

The other secret is that he can vary the shape and color of his energy blasts. As Lightbolt, he used what could be called the "default" appearance of his blasts: a glowing blue pulse of plasma, vaguely ball-shaped. But at the time that he actually throws the bolt, he can choose to make it look different. It must be within the visual range (no infrared or ultraviolet bolts), but it can assume almost any shape, as long as that shape follows (more or less) a straight-line path from his hand to the target. He may also "sculpt" a small amount of the plasma around his hands just before releasing it. (For the GM: this is simply a special effect; any plasma "in his hands" before the actual attack cannot be used for any purpose; it has no physical effect.)

As Librum, Edwin takes maximum advantage of his power's flexibility to make a distinct visual impression. His energy bolts become arrow-shaped lances of energy, a deep indigo-blue that verges on the black. Unless he is attacking from complete concealment, he will shape a bow in his hands, from which to launch the bolts. It isn't necessary, but it *looks* good, and guarantees that no one who ever sees both Librum and Lightbolt will confuse the two.

## Romantic Entanglements

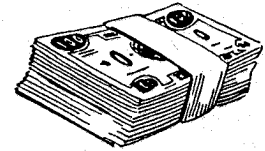
To make things easier, Edwin decided early on that he had to keep the two lives he lives as separate as possible. That way he wouldn't get confused and unintentionally reveal an important secret to the wrong people. It *has* worked, but at the expense of forcing him to live an almost schizophrenic duality. He is not literally a split personality, but he compartmentalizes his experiences and emotions, categorizing them by the applicable persona. He refuses to think

## Librum's Charities

Librum doesn't drop baskets full of \$100 bills on the doorsteps of homeless shelters — that just doesn't work. Too many questions are asked both by the charities and by the authorities. Instead, he effectively "launders" the money he takes from his victims.

With his Disguise and Streetwise skills, Edwin temporarily established more than three dozen alternate identities long enough to obtain checking accounts and ATM cards for them. When he recovers large amounts of cash from recently-deceased drug dealers, he deposits a fraction of the total in each of the many accounts. This breaks up the serial numbers and the overall total, and incidentally avoids the automatic reporting of large deposits required by Federal law. When he wishes to make a gift to a charitable organization, he merely writes enough checks from different accounts to cover the amount he wants to give.

The only major drawback to his arrangements is that in order to forestall unwelcome official curiosity, Edwin has to fill out and pay income tax returns for each of his alternate personas every April 15th!



## Being in Two Places at Once

The one fatal weakness in Edwin's scheme is that he cannot be in two places at once. He can only be Librum when he is not on duty at the embassy. He cannot leave the embassy without it being noted and logged by the automatic security systems. If anyone were to suspect the connection between Librum and Lightbolt, a simple comparison between Edwin's duty log and the known Librum killings would show enough of a correspondence to give everything away.

His fellow team members at the embassy are the worst threat in this regard. As a result, Edwin has to carefully plan his work as Librum, which grates on him no end.

Of course, in a setting where Lightbolt is not a member of as security-conscious a group as the IST, his job becomes much easier. The non-super version of Edwin Washington also has the luxury of relatively unwatched comings and goings. In either case, reasonably convincing alibis or ruses can be arranged to assure the appearance of him being in two places at once.



## **Yolanda Delacroix, Assistant D.A.**

Black female, age 27, 5' 6", 120 lbs., black shoulder-length hair, brown eyes.

ST 9, DX 10, IQ 14, HT 9.

Basic Speed 4.75; Move 5.

**Advantages:** Attractive, Patron (Lightbolt on 12 or less), Status 1.

**Disadvantages:** Bad Sight (nearsighted, wears contacts), Enemies (Assorted small-time crooks on 6 or less), Honesty, Intolerance (Criminals), Stubbornness.

**Quirks:** Fitness nut and frequent jogger; Clothes horse — dressy even in informal wear; Dabbles in gourmet cooking; In love with Lightbolt.

**Skills:** Bard-14, Computer Operations/TL7-13, Cooking (Hobby)-14, Criminology/TL7-13, Detect Lies-13, Fast Talk-12, Guns (Pistol)/TL7-11, Karate-9, Law-15, Research-13, Running-8, Savoir-Faire-16, Writing-14.

Yolanda is one of the Assistant D.A.s in the city where Edwin Washington operates. She started her career as a public defender, but transferred to the District Attorney's office when she just could not stomach serving as counsel to the scum she saw every day. She met Lightbolt when he testified for the prosecution on one of her cases; when it was over, the two continued to see each other. Despite a brief hiatus when his mother died, their relationship has deepened. Lightbolt feels strongly enough about Yolanda that he has revealed his civilian identity as Edwin to her.

Yolanda is a naturalized citizen, originally from Jamaica. Although her family immigrated when she was very young, she visits relatives on the island frequently and still retains the lilting Jamaican accent. When she gets very upset or angry, her accent thickens and she will often drop completely into the island patois. She is a passionate person, holding strongly to her beliefs and prejudices. She dislikes criminals with an intensity that amazes even Edwin; there seems to be no motive in her past for this attitude.

### **Librum's Other Activities**

Killing drug dealers isn't the *only* thing that Librum does when he patrols the streets. He does perform acts typical of other super vigilantes, such as interrupting crimes in progress, rescuing lost or trapped children, and other small acts which earn him gratitude and appreciation among the poor. In particular, he sees to it that those who need it can make it to a shelter or counseling service. He knows that with his mission he can't take care of everyone in need, but feels that it is important to help the few he can.

Librum's thoughts while he is Lightbolt, and vice versa, unless it is absolutely necessary.

In the last year, complications have cropped up because of this practice.

### **Yolanda Delacroix**

Edwin met Yolanda Delacroix early in his career as Lightbolt, when she was a law student. A Jamaican native, the young woman had become a naturalized citizen, and after law school landed a job in the public defender's office. From there, she moved to the District Attorney's service, and shortly earned the position of Assistant D.A., a position she still holds. During this time, she and Edwin developed a strong friendship, and from there, a more serious romantic relationship. Shortly before the deaths of Kelidon and his mother, Edwin revealed his civilian identity to her.

At the time he became Librum, Edwin backed away slightly from that relationship. Yolanda thought that she understood, and tried to be supportive, even though he had begun to spend more time on the street. Now, some time later, their relationship is back on the same ground, and is getting even more serious — they are on the verge of becoming lovers.

Although they generally see each other incognito these days, Lightbolt was frequently Yolanda's escort at official affairs in the early stages of their relationship.

### **LaTonya Applegate**

Early in his career as Librum, Edwin came across a young streetwalker being beaten by her pimp. He rescued her, knocking the attacker cold in the process, and brought the young girl — not even out of her teens — to a nearby shelter. However, the pimp recovered quickly, and before she was even settled in he stormed the shelter, waving a pistol and demanding her return. When Edwin appeared, there was a brief exchange which resulted in a dead pimp and Librum picking three bullets out of his costume.

LaTonya was grateful for her rescue and his defense of her. Not knowing anything else, she tried to reward him with her body, but to her confusion, he refused. Librum did return frequently to the shelter to check on her, and they began to spend more and more time together. Eventually, they became lovers, and to preserve their privacy, Edwin moved her into the apartment which he uses as a "lair" in that part of the city (see the map on p. 85).

### **Torn Between Two Lovers**

Edwin genuinely loves *both* Yolanda and LaTonya, and of course both love him equally truly. He does not worry about the problem of having two lovers, because he refuses to let himself think about it. He feels that the two are separated sufficiently by physical location and by social level that there is no chance that they could ever discover his multiple-secret life.

What he has so far failed to realize is that with LaTonya's intimate familiarity with his actual appearance, there is a chance that she may someday realize that he and Lightbolt are the same person. He is also unaware that she spends much of her free time randomly wandering the city; it is entirely possible that she may eventually stumble upon Edwin and Yolanda on a date together. As she knows him *only* as "Librum," such an encounter could prove ultimately disastrous.

## **Tactics and Techniques**

In either persona, Edwin is not normally the kind of super who leaps into combat unprepared.



### Lightbolt

As the IST member Lightbolt, he is content to act as rear-guard artillery because of his limited defensive abilities. Although not the most skillful tactician and strategist on the embassy staff, he frequently uses his skills to analyze an opponent.

He is known for his calmness and level head in almost every situation, no matter how dangerous or bizarre. Some of his teammates have privately taken to calling him "The Anchor" because of his apparent stolidity in the face of virtually all challenges the team has faced.

### Librum

As Librum, his style is not too greatly different. Librum concentrates on stealth and stalking, and here, too, he evaluates foes before attacking. Using his shadow-invisibility, he prefers to patiently stake out a particular block or corner for several nights and observe the human traffic. When Librum has identified a target, he still holds back from immediate action. Instead, he learns that target's habits and schedule, then awaits the opportunity to strike during a deal or exchange.

It is possible for Librum to watch two — and very rarely, three — such spots a night, allowing him to size up several potential targets at once. He rarely strikes more than once a week, often less frequently if his duty schedule at the IST is tight.

As Librum, though, Edwin has other tools and techniques at his disposal.

### Informants

Edwin maintains a number of blind-contact informants. That is to say, they do not know who he is. In some cases he has never even physically met them; these contact him through predefined message drops or through couriers. Others are street people for whom he has done favors, or whose lives he has saved, and they pay him back with whatever tidbits of information they can provide.

It is rare that any one street contact ever provides enough information by himself to be of any use to Librum. In general, Edwin often has to assemble dozens of scraps of fragmentary data from an equal number of sources, and has to weed out the false leads from the true. It is not always a successful task; more than once he has misread the pattern developing in his informant's data, and missed an important opportunity.

### LaTonya Applegate

Black/Hispanic female, age 19, 5'7", 130 lbs., dark brown hair, brown eyes.

ST 10, DX 11, IQ 10, HT 8.

Basic Speed 4.75; Move 4.

*Advantages:* Beautiful, Patron (Librum on 12 or less).

*Disadvantages:* Gullibility, Illiteracy, Poverty: Poor, Status -1.

*Quirks:* Loves Librum; Loves nice clothing and shopping; Unselfconscious and uninhibited; Can't understand why Librum does what he does; Sometimes wants to go back to being a hooker.

*Skills:* Area Knowledge (Slums/Ghetto)-10, Brawling-11, Sex Appeal-10, Street-wise-12, Survival (Urban)-10.

LaTonya was a streetwalker, until Librum rescued her from being beaten by her pimp. The pimp was both persistent and stupid; when Librum took the teen-aged girl to a shelter, he followed and tried to kill both of them. Librum took the bullets without a qualm, then speared the pimp with an energy arrow.

LaTonya was grateful, and tried to reward Librum with sex. But the vigilante refused; he was more interested in seeing that she got off the streets than into his bed. However, he did feel a strange attraction for the wanton, carefree girl. He returned several times to see how she was doing; one thing led to another, and they began to feel a strong mutual attraction. Eventually they became lovers. To get her off the streets, Librum set her up to live in an apartment he had been using simply as a changing room.

LaTonya loves Librum — and the still-nameless man under Librum's cowl — but doesn't understand him at all. Although bright, she has virtually no education and no curiosity above a primitive level, and nothing that does not directly affect her interests her much. LaTonya operates almost entirely on instinct and whim, ruled by her elemental passions. She appreciates Librum (most of the time), primarily because her apartment is well stocked with food and has cable TV, because he gives her spending money, and because he is a good lover.

She dislikes the long periods of time between Librum's visits. During them she occasionally has idle thoughts of turning tricks out of the apartment, but so far, a feeling she hasn't quite understood has stopped her. Instead, she goes shopping or to the movies, or just walks around the city. That she is Librum's lover is unknown; she is effectively anonymous.

She has no legitimately marketable skills, and with her lack of education, is virtually unemployable.

Although he hasn't revealed his true name to her, LaTonya knows what Edwin looks like out of costume.



### Typical Street-Level Drug Dealer

ST 10, DX 11, IQ 11, HT 10.  
Basic Speed 5.25; Move 5.

**Advantages:** Alertness +2, Comfortable or better Wealth, Reputation (+1 to +3 among drug users). Many have Combat Reflexes; some may have Patron: Quentin Arbogast (see p. 89).

**Disadvantages:** Addiction (to crack/cocaine/other drug), Enemy (Local police on 6 or less), Greed, Status -1. Also at least one of Bad Temper, Bloodlust or Bully.

**Quirks:** Unconcerned about the ultimate fates of his customers; Casual killer; Protects his turf with deadly force; "Cash only" businessman; Given to ostentatious displays of wealth.

**Skills:** Area Knowledge (City)-11, Area Knowledge (Personal Turf)-14, Brawling-12, Fast Talk-14, Guns (Pistol, Shotgun and/or SMG)/TL7-13, Holdout-10, Knife-12, Professional Skill (Drug preparation)-12, Survival (Urban)-13, Streetwise-14.

A typical drug dealer will be as heavily armed as possible without being obvious about it. Many prefer Uzi submachine guns. They often operate in teams of two or more, to ensure that are not ripped off by desperate, unstable or foolishly brave customers.

A dealer — especially an independent operator — will defend his personal sales turf with ruthless abandon. Some will blast away at just about anyone or anything that they feel constitutes a threat to them or their profits. Contrasting this near-paranoia is a common arrogance that verges on Overconfidence; with the muscle that their trade allows them to hire as protection and pressure, many drug dealers feel like medieval lords in their own little fiefs.

One message Edwin wants to get across to the dealers is that once a block is clean, it *stays* clean — no matter how many energy-blasted corpses it takes.

The overall effect is to foster a near-universal sense of low-level paranoia among the drug dealers of the city. It seems to work — arrests for dealing are down, and the organized drug trade has had to begin moving off the streets in order to keep any fraction of its dealers.

### Allies

As Lightbolt, Edwin has a variety of allies — his entire collection of fellow team-members from the IST embassy, not to mention its support team. In any campaign setting where player characters will regularly encounter Lightbolt, this is an important consideration. (However, the PCs may *be* the IST team members.)

As Librum, though, Edwin cannot be said to truly possess any allies. He is a classic solo vigilante, of the type the DMI has been attempting to tar with the label of virtual, if not actual, criminal. And Librum's actions are blatantly illegal; few legitimate heroes will have anything to do with him (not that he wants them to).

Of course, he has his various informants (see p. 81), but only rarely will any of them be in any position where they would be willing and able to provide anything more than information. Edwin's two lady-loves, Yolanda and LaTonya (see pp. 80-81) can also be sources of information, particularly Yolanda. And it is likely that both would fight, however ineffectually, for Edwin if it came down to that.

To a limited degree, many police officers patrolling the streets passively support Librum's activities (but see *Enemies*, next page).

### Sanctuaries

In addition to slaying drug dealers, Librum has made a point of helping those in need get to shelters and other social services. His benevolent presence in these instances, not to mention the few rare cash gifts he has made in person, have gained him a certain amount of goodwill at a few shelters and at least one church (St. Michael's — see p. 86). Although to date he has not had a need, it is likely

### Fear

One thing that Edwin definitely wants to do with the Librum persona is to sow fear among the city's drug dealers and other, lesser (to his mind) criminals. This was his purpose from the outset with the media manifesto in which he announced his name and his mission.

He establishes fear with his ritual execution of drug dealers, and perpetuates it at every turn. It is not below him to leave taunting or threatening messages scrawled on the sidewalk at a dealer's favorite corner, or burnt into the wall of his posh office. If a dealer moves in on a block which Librum has "cleaned," he will often receive a brief, ghostly visitation — Librum will flow out of the night to stare accusingly at him, then melt back into the shadows.

Sometimes this will go on for several nights. If the dealer has not already departed by this time, Librum usually chooses him as his next target.

that any of these institutions would be willing to grant him sanctuary — no questions asked — should he ask for it.

## Enemies

Of course, with a mission and style as inflammatory as Librum's, he is bound to gather a wide variety of enemies.

### The Police

Officially, Librum is wanted as a suspect in over 120 murders. Police Commissioner Sandra Oloskowicz has, since her appointment, made Librum's arrest and prosecution a primary goal for her administration. A specialized task force has been formed which tracks any killing which might be Librum's, and attempts to form some idea of his patterns (if any). So far, the only results of the task force have confirmed that — good to his early boast — he *is* having a positive impact on the drug traffic within the city. Oloskowicz ordered the report quashed, but it leaked to the press anyway.

Despite the Commissioner's efforts and press conferences, Librum has made the average cop's job somewhat easier and safer over the past three years. To his credit, the individual police officer is aware of this, and appreciates it. Despite Oloskowicz' rhetoric, the average officer is likely to look the other way for Librum, as long as no crime is committed in front of him.

In particular, the police of Precinct 97 — that covering most of the area where Librum generally operates (see p. 86) — actively protect him from arrest because he has in the past gone out of his way to save the lives of wounded officers.

### Organized Crime

Although not all drug dealers in the city are linked to organized crime, most are. And their superiors, and *their* higher-ups, and on up the line, are all very distressed by the loss of business that Librum has caused. At the very top of the chain is Quentin Arbogast (see p. 89), the effective boss of the city drug trade, who has had to begin a drastic restructuring of the very basis of his business.

This has not pleased him; he has hired hit men — both normals and supers — to pursue Librum. The normals died, to a man. The super assassins and mercs either lost their lives at Librum's hands, or were unexpectedly set upon by the IST supers.

This has not discouraged him from future efforts; Arbogast has all but sworn to destroy Librum. At the moment his organization's restructuring has priority, but the vigilante's death is never far from his mind.



### Backroom Deals

For those GMs who prefer a touch of conspiracy in their plots, consider linking Commissioner Oloskowicz and Arbogast in a web of corruption. The Commissioner could easily be a co-plotter with Arbogast in any number of deals. In the simplest form of this concept, Oloskowicz and Arbogast join forces in a "strange bedfellows" arrangement simply to get rid of Librum. Although no other impropriety occurs, a revelation of this "working relationship" could be severely damaging to the commissioner's career.

For GMs wanting to complicate matters even further, Oloskowicz could be a long-time associate of Arbogast, whose office was obtained through bribery and influence. Her motives will then mirror (mostly) those of Arbogast, and her primary purpose in being the commissioner to begin with is to enforce police cooperation in bringing down the deadly vigilante. Of course, a divergence in goals could always provide interesting conflict among Librum's enemies . . .

### Librum's Turf

The map provided on p. 85 is intentionally sketchy, in order to facilitate its insertion into an existing campaign city. For instance, only major streets and intersections are noted. The GM is encouraged to fill in additional features and alter existing ones (such as compass orientation) as necessary to dovetail this neighborhood into his campaign. Alternately, if the GM already has a well-developed slum or "high crime" zone in his campaign city, he need only transplant the few specific locations given here in order to anchor Lightbolt/Librum.

### Not on the Map

Not shown on the map are a number of "uptown" sites which the GM should locate in his city in order to complete the necessary background detail. The main offices of National Fidelity Trust will be in a large office building located in the city's financial district. Quentin Arbogast's home, a luxurious townhouse, should be placed in the most expensive and exclusive neighborhood in the city. The home of Police Commissioner Oloskowicz may be of interest, as well. Other locations, such as the IST embassy, any other superteam bases, the police headquarters and city hall will presumably be already installed as part of the overall campaign design, but should not be neglected if this scenario is being used to establish a campaign.

### **Father Patrick Wright**

White male, age 60, 5' 10", 170 lbs., salt-and-pepper hair, blue eyes.

ST 10, DX 12, IQ 13, HT 11.

Basic Speed 5.75; Move 5.

**Advantages:** Charisma +2, Clerical Investment, Empathy, Reputation +2 in ghetto, Status 1, Voice.

**Disadvantages:** Age, Duty to congregation (non-life-threatening), Pacifism (Cannot Kill), Sense of Duty to community, Vow: Celibacy.

**Quirks:** Likes Librum even though he disapproves of the vigilante's methods; Hardly ever leaves the rectory-church complex; Exercises every morning and every evening to keep in shape; Insomniac; Former police trainee.

**Skills:** Administration-12, Area Knowledge (City)-13, Area Knowledge (Ghetto)-14, Bard-14, Detect Lies-14, Diplomacy-13, English-13, Judo-14, Research-12, Savoir-Faire-15, Theology (Roman Catholic)-15, Writing-13.

Father Patrick Wright is the priest currently assigned to St. Michael's church in the city ghetto. He heard the call to the priesthood when he was a police officer-in-training many years ago; the physical conditioning he had learned by that point he carried the rest of his life.

His tenure at St. Michael's has so far been uneventful, except for his relationship with the vigilante Librum. Father Wright met Librum when the vigilante ducked into the church one night. Librum stayed and engaged the priest in an extended conversation. The two got to know each other well, and although neither accepts the other's viewpoint, they consider themselves friends.

Because Father Wright is an insomniac, and since he rarely leaves the grounds of his church and rectory, he is always available for anyone who cares to come to talk, any time. He is no easy push-over, as more than one potential robber has discovered; his devotion to physical fitness and knowledge of judo continue to serve him well.

He is a sympathetic listener and a good counselor. His constant optimism can be grating upon the cynical, but it endears him to many.



### **Disorganized Crime**

Perhaps 15% or more of the drug business in the city is handled by independent operators, who traditionally have been less than willing to cooperate with each other. But the threat posed to life and profit by Librum has overcome their natural reluctance about working together. A number of them have banded together for protection. With resources pooled, they have been able to send gangs of punks roaming the streets looking for him; one of these gangs came disastrously close to getting him six months ago.

### **Librum's Ghetto**

The ghetto where Librum patrols and enforces his ban on drugs and drug traffic will be a, if not *the*, major setting for adventures in this scenario. The locations of primary importance which follow may be found on the ghetto map (p. 85).

#### **Known Areas of Drug Traffic**

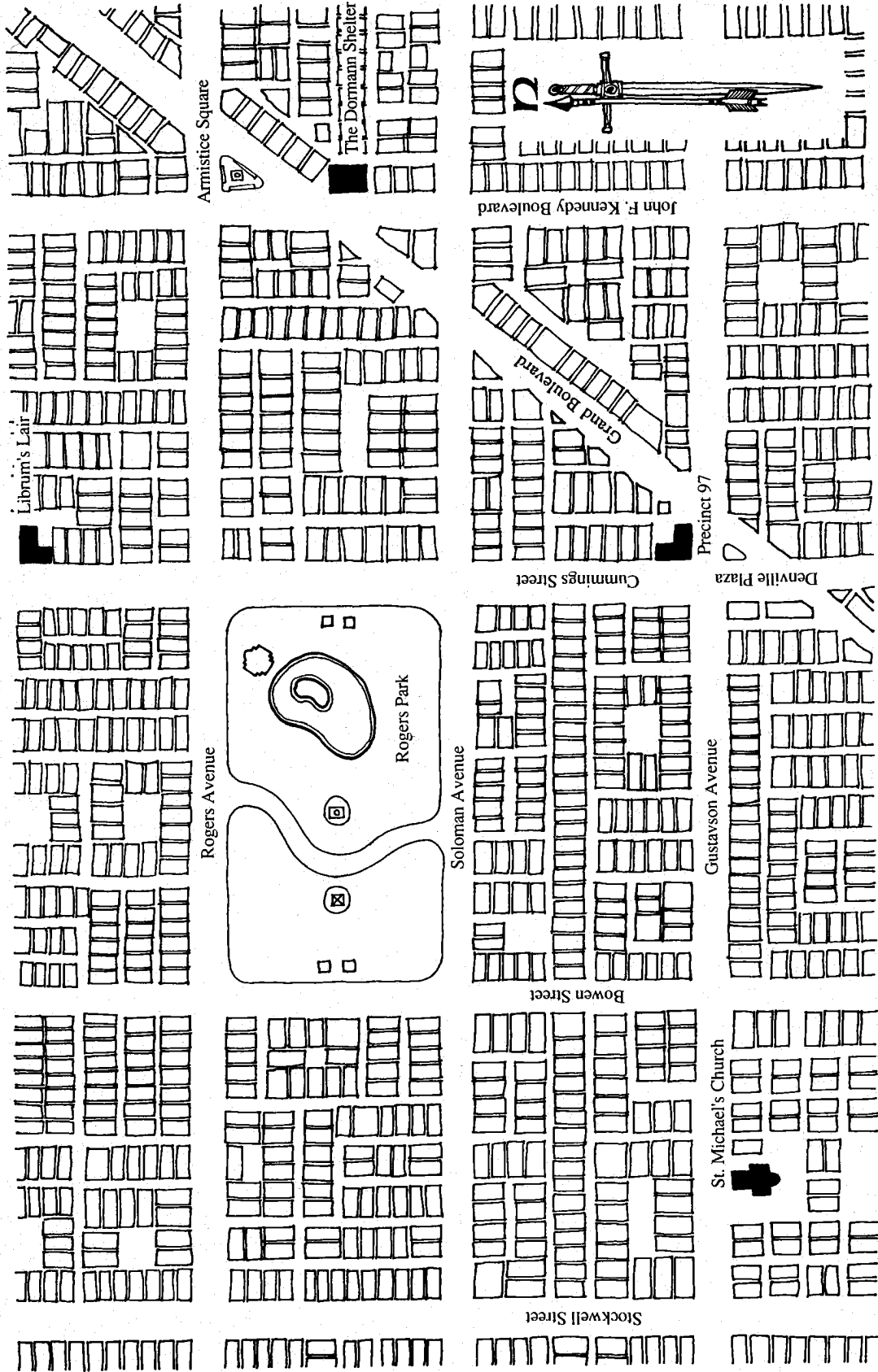
Despite Librum's efforts to date, there are several areas where the drug traffic remains vigorous, if reduced in volume. These are mainly areas where either good cover or excessive visibility protect the dealers from Librum's immediate predation.

#### **Rogers Park**

Rogers Park, bounded by Rogers and Solomon Avenues north and south, and Bowen and Cummings Streets on the east and west, is all but abandoned, even in the day, to criminal traffic. Drug dealers in particular infest the area, although their numbers are slowly diminishing as dealing moves indoors to avoid Librum altogether. Among the local residents and police, Rogers Park is known as a drug supermarket, where virtually anything can be bought, for the right price. Because of the potentially high risk, Arbogast has begun moving his people out of the park entirely, leaving behind a large proportion of independent operators.

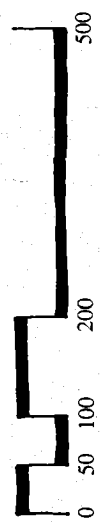
#### **Armistice Square**

Armistice Square is really a triangle, formed by the proximity of Grand Boulevard, Rogers Avenue and John F. Kennedy Boulevard. Its primary feature of note is a large and well-executed bronze memorial to the memory of city



**Librum's Turf**

Scale of feet



## Adventure Seeds

**A Big Target.** Librum's attacks have begun to leave the vicinity of the ghetto, and are creeping slowly across town to the neighborhoods of the wealthy. With the corpses he leaves behind, police find enough evidence of involvement in the drug trade to leave no doubt in their minds of the victims' guilt and Librum's motives. Finally, an attack — on wealthy financier Quentin Arbogast (see p. 89) — fails, and it is clear that Librum will try again. It is also clear that Arbogast must be high within the power structure that controls the city's drug traffic. The PCs face a dilemma — protect a man who may well be a major drug figure, or let a rogue vigilante do as he will with him. Can they walk the fine line between the two, by protecting Arbogast from Librum and gathering the evidence to put him away at the same time?

**Fear and Loathing.** The PCs are supers hired by Arbogast to take over the job of dealing drugs in Librum's section of the ghetto. They are supposed to remain disguised as normals until Librum strikes. Surely he'll come up against a too-powerful enemy. Will that be the end of the super-vigilante? Or will he prevail, sending fear into the hearts of villains everywhere?

**Overkill.** The drug organization has finally had enough of Librum's depredations, and strikes back at the vigilante — with devastating effect. Entire blocks become war zones as illegal military weapons are brought to bear on real and imagined appearances of the murderous metahuman. Orders come down to the PCs — leave the dealers alone, but get Librum; take the super out of the picture and the destruction will end. Beyond all expectations, they actually succeed, taking the vigilante into custody! But what happens when the dealers hire a super-assassin to hit Librum?

residents who died in World War I. It is well-lit, and has been — until recently — avoided by most dealers. However, the few organization dealers who have set up shop here have so far been unmolested by Librum. (There are too few shadows here for him to perform his usual pre-attack surveillance — but that won't stop him for much longer.)

Armistice Square is also a location where streetwalkers, many of whom are also addicts, solicit customers.

### Street Corners

A good bet for a chance encounter with a drug dealer would be any given street corner.

### Precinct #97, City Police

Located on Gustavson Avenue at Denville Plaza, Precinct #97 covers the area depicted on the map and a little more. It is vastly undermanned and underbudgeted. At any given time, the precinct has 12 prowl cars (with two officers each) on the road. An additional 35 officers and staff (including homicide and vice detectives) are located in the precinct building itself. The building contains holding cells designed for 20 prisoners, but which frequently hold 50 or more.

Even more so than the average cop, the officers assigned to Precinct #97 privately support the efforts of Librum. On three occasions, Librum has saved the lives of precinct police officers in the course of his own activities, going out of his way to make sure that the wounded officers received immediate medical care. The precinct cops privately acknowledge him as one of their own, and protect him in what limited ways they can — usually by “just missing” him in action.

### Librum's Lair

In the topmost apartment of 760 Cummings Street, near the northern border of the ghetto zone, Edwin has established his “lair.” Initially it was nothing more than a place to change in and out of his costume. It has, with the entrance of LaTonya Applegate (see pp. 50 and 51) into Edwin's life, become almost a second home. LaTonya now lives there in comfort, if not luxury, and when he can, Edwin spends the night there with her.

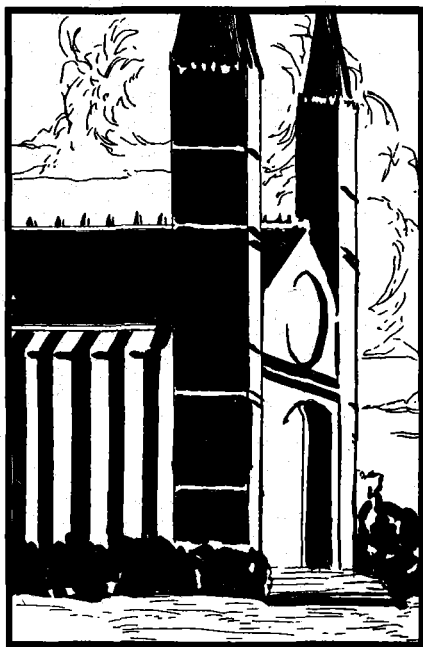
### Other Places of Note

#### St. Michael's Church

Located off Gustavson Avenue between Stockwell and Bowen Streets, St. Michael's Roman Catholic Church is served by Father Patrick Wright (see sidebar, p. 84). Although Father Wright disagrees with Librum's methods, he is willing to offer the vigilante shelter and even sanctuary.

#### The Dormann Memorial Shelter

This facility is a shelter for the homeless, and also provides counseling and a free clinic. Librum is known at the shelter for the many people he's guided here, and the one time he fought off an enraged, armed pimp in its reception area. Support for him is mixed among the staff (ranging from dislike to overt hero-worship), but in general he is welcome. However, his welcome is limited, because the shelter staff (who are mostly volunteers) do not want to place the shelter at any great risk. They are grateful for trouble he's avoided or prevented, but they will not hide him from any specific search conducted by the police, nor will they perjure themselves on his behalf.



## Personalities

This section details the statistics and advantages of the important characters from the *Dark Justice* scenario. The description of Librum/Lightbolt assumes that the GM's campaign is set in

the IST world, as presented in *GURPS Supers, Second Edition* or *International Super Teams*. If the campaign is not set in the IST world, a few minor changes will need to be made.

### Edwin Washington, aka Lightbolt, aka Librum

Black male, age 29, 5' 7", 140 lbs., black hair, brown eyes.  
ST 28 (165 points) IQ 13 (30 points) Speed: 7.5  
DX 16 (80 points) HT 14 (45 points) Move: 7  
Damage: Thrust 3d-1; Swing 5d+1

**Point Total: 600**

#### Advantages

Ambidexterity (10 points)  
Appearance: Handsome (15 points)  
Danger Sense (15 points)  
IST Rank 4 (85 points)  
Night Vision (10 points)  
Unusual Background: Super (50 points)

#### Super Advantages

Invisibility (Only in shadows -40%; Light encumbrance +20%; 32 points)

#### Powers

Energy Bolt-20 (8) (Bought as Laser, Instantaneous +20%, RoF 3 +40%, Variable shape and color +10%; 106 points)

#### Disadvantages

Dependent: Yolanda Delacroix (50-point loved one, 9 or less; -12 points)  
Dependent: LaTonya Applegate (25-point loved one, 9 or less; -24 points)  
Enemy: Local Mafia on 6 or less (-10 points)  
Overconfidence (-10 points)  
Secret: Civilian Identity (-10 points)  
Secret: He's also Librum (-20 points)  
Sense of Duty: the Poor (-10 points)  
Stubbornness (-5 points)

#### Skills

Acting-14 (4 points), Area Knowledge (Host City)-14 (2 points), Area Knowledge (Host Country)-14 (2 points), Area Knowledge (Slums of Host City)-17 (8 points), Bow (Longbow)-15 (2 points), Broadsword-16 (2 points), Computer Operations/TL8-13 (1 points), Disguise-14 (4 points), English-13 (native tongue), Fast Talk-13 (2 points), Fencing-15 (1 points), Guns (Automatic pistol)/TL7-18 (1 point), History (International, U.N.)-12 (2 points), Karate-18 (16 points), Savoir-Faire-14 (2 points), Shadowing-13 (2 points), Staff-15 (2 points), Stealth-16 (+9 in shadow; 2 points), Strategy-12 (2 points), Streetwise-13 (2 points), Survival (Urban)-12 (1 point), Tactics-12 (2 points).

#### Quirks

Loves both Yolanda and LaTonya and can't choose between them.

Prides himself on his marksmanship.

Has seen every film featuring Danny Glover, but loves the *Lethal Weapon* films for Mel Gibson's character.

Hides his shadow invisibility and the lifts in his boots from the IST

Never uses the Combat Simulation Chamber except on the most dangerous or difficult settings.

#### Equipment

IST Com Unit (As Lightbolt; weight negligible)  
Second Chance Standard Vest (As Lightbolt; PD 2, DR 14, 2½ lbs.)

Second Chance Hardcorps Vest with inserts (As Librum, hidden under padded costume; PD 2, DR 35, 25 lbs.)



#### Story

Born underweight and premature to a heroin-addicted prostitute in the poorest neighborhood of the city, Edwin should have by all rights died of neglect or drug withdrawal. But the near-skeletal child survived, and even thrived, gaining strength and weight on the little his mother bothered to feed him. There was something more to the child than anyone suspected at first.

Upon his entering school, it became clear that he was very bright, certainly well above average. His physical strength, too, was unusual, especially for his slender build; it continued to grow as he did, until by his first year of high school it was obvious he was a metahuman. But in that underprivileged neighborhood, there were no special school programs for adolescent metahumans, and Edwin turned to what came naturally. He used his strength, his fleetness of foot, and soon his experience to support his mother and half-siblings in the only way that pre-



sented itself to him. Muggings and robberies took place all the time in the ghetto; it seemed the natural thing to do.

It was during this time that he discovered that when he stood in shadows he was virtually invisible — no one could see him at all. He didn't pretend to understand it, but it was useful and he knew how to exploit his newfound ability.

His adolescent crime spree ended after only a few years. The urban super Kelidon caught the young Edwin with ease after a bungled mugging, and the boy was brought to trial. Edwin was found guilty, but because of his youth and his metahuman abilities, and because Kelidon spoke so eloquently in his favor, the boy was released into the custody of the hero for his probation.

What followed was a 12-month course in civics taught with "tough love." Kelidon put the young super through a rigorous physical and mental training program, so intensive that Edwin (who had until then admired the hero, even from the other side of the law) swore he'd kill the man. But Kelidon's persuasion — some of it physical — won out . . . mostly. Edwin was rehabilitated, reluctantly at first, but with growing enthusiasm as the months flew past. He dove into studies of philosophy, politics, history and ethics. In Kelidon's private gym, the two sparred, and Edwin learned much about unarmed combat.

But the turning point came when his final mutant power emerged. In the gym one day, Kelidon had gotten the better of him again, and had pinned him to the floor. His anger and frustration mounting, Edwin struggled to free himself from the new grip the older super was demonstrating, and failed. Suddenly, something seemed to "pop," and three lambent balls of energy burst as one from his fingertips. Barely missing Kelidon, they demolished the wall beyond.

Kelidon welcomed the new power, and trained the young super in its control and use. It was during experimentation under Kelidon that Edwin discovered that his energy was "tunable" — the bolts that he could throw, normally glowing blue spheres, could be turned to any color and nearly any shape he wanted. Kelidon encouraged Edwin to exercise and train his new abilities, and by the time the year was over, the young super had complete control over them.

Leaving Kelidon's "school," Edwin took the sobriquet "Lightbolt" and went solo. He developed a name for himself as a responsible and positive vigilante. Because it was the site of his

roots, he focused his efforts on the slum where he'd grown up. For his efforts in helping to improve the ghetto, the mayor deputized him in a special ceremony.

During this time, he met Yolanda Delacroix, an assistant District Attorney. As his official connections to the city strengthened, he spent more time at City Hall and in the city courts. It gave him reason to see her regularly, and slowly, they began to get romantically involved.

Edwin thought he was happy. Life seemed to be going well. He was involved with an attractive, intelligent woman. He was a respected member of the community. Even his mother, abandoned by her other children and still addicted despite a string of detox centers, seemed to be improving.

But still, something gnawed at Edwin. Part of him wondered if he wasn't selling out. Another part protested that despite all his efforts, the drug dealers and the gangs still ran the ghetto. Yet another voice insisted that he was at a disadvantage because he played by the rules, and they didn't. The strain of supporting and helping his mother had begun to tell on him as well.

His reservations came to a head on the night that the city honored him with an award in recognition for his service. Kelidon had failed to show up, and it had worried Lightbolt. After the ceremony, he discovered that his mentor had been gunned down in an ambush; deliberately killed, apparently in retaliation for his recent strikes against the drug trade. That same night, his mother (who had refused to come to the celebratory dinner) finally overdosed.

After the funerals, Edwin withdrew entirely from the world, even abandoning Yolanda for a time. When he returned from his brief, self-imposed exile, he was a different person altogether. He joined the recently-established IST embassy in the city, and abandoned the vigilante path entirely. Or so it seemed.

Edwin had actually taken on two roles: one, the lawful hero, member of the most respected metahuman organization on the face of the planet; the other, a lethal vigilante who robbed the corpses of drug dealers. His vigilante identity's manifesto declared his mission, but it wasn't until he began to back up his claims with a rising death toll that the criminal community took him seriously.

Further detail about the two lives of Edwin Washington can be found in the main text.

## Sandra Oloskowicz

White female, 45 years old, 5' 7", 130 lbs., graying blonde hair, hazel eyes.

ST 10 (0 points)	IQ 13 (30 points)	Speed: 5.75
DX 12 (20 points)	HT 11 (10 points)	Move: 5
Damage: Thrust 1d-2; Swing 1d		

**Point Total: 100**

### Advantages

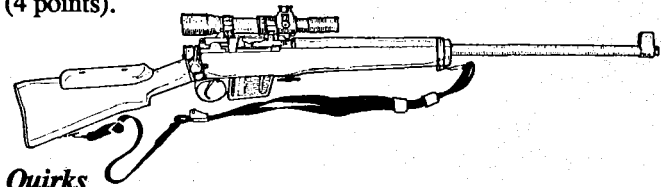
- Alertness +2 (10 points)
- Legal Enforcement Powers (5 points)
- Social Status 2 (10 points)
- Wealth: Comfortable (10 points)

### Disadvantages

- Addiction: Tobacco; chain smoker (-5 points)
- Bad Temper (-10 points)
- Honesty (-10 point)
- Sense of Duty to Citizens (-10 points)
- Stubbornness (-5 points)

### Skills

Administration-15 (6 points), Area Knowledge (City)-13 (1 point), Bard-12 (1 point), Computer Operations/TL7-13 (1 point), Criminology/TL7-14 (4 points), Detect Lies-12 (2 points), Diplomacy-10 (½ point), English-13 (native tongue); Forensics-13 (4 points), Guns (Pistol)/TL7-16 (4 points), Interrogation-15 (6 points), Intimidation-15 (6 points), Law-13 (4 points), Leadership-14 (4 points), Politics-13 (2 points), Savoir-Faire-15 (default from Status), Spanish-11 (½ point), Tennis-13 (4 points).



### Quirks

- Has detailed and specific political ambitions.
- Frequently "mouths off" to the press.
- Has a vendetta against Librum.
- Turns every public appearance into a press conference.
- Avowed eternal spinster.



### Story

Sandra Oloskowicz is a recent appointee to the post of Police Commissioner. "Imported" from a midwestern city by the current administration, she is a 20-year veteran of three other police forces, and has held important administrative positions in all of them. She is almost universally described by her co-workers and subordinates as a "tough old broad" — behind her back, of course.

Oloskowicz is a politician as well as a law enforcement official; she has her eye on a seat on the city council, and after that, perhaps the mayorship. To further her goals, she plays to the media. In this she is aided by her natural tendency to wisecrack or hurl insults; as she is always guaranteed to be entertaining as well as newsworthy, she never lacks for the coverage she desires.

In order to advance these goals, she is attempting to cement an image as a "get-tough" commissioner. One step she has taken was to establish Librum as a special target for the police force. However, she has yet to solve the problem of the sympathy the average cop on the beat has for the lethal vigilante.

### Quentin Arbogast

White male, 51 years old, 6'1", 160 lbs., white hair, blue eyes.

ST 12 (20 points)	IQ 14 (45 points)	Speed: 5.25
DX 10 (0 points)	HT 11 (10 points)	Move: 5
Damage: Thrust 1d-1; Swing 1d+2		

**Point Total: 141**

#### Advantages

Appearance: Handsome (15 points)  
 Reputation: +3 among local criminals, all the time (7 points)  
 Status 3 (10 points; 1 level free from Wealth)  
 Wealth: Very Wealthy (30 points)

#### Disadvantages

Age: 51 years (-3 points)  
 Bad Sight: Nearsighted (Wears glasses; -10 points)  
 Greed (-15 points)  
 Low Pain Threshold (-10 points)  
 Reputation: -3 among honest citizens on 7 or less (-2 points)

#### Skills

Acting-15 (4 points); Administration-15 (4 points), Area Knowledge (City)-16 (4 points), Bard-13 (1 point), Detect Lies-13 (2 points), Diplomacy-14 (4 points), English-14 (native tongue), Guns (Pistol)/TL7-13 (2 points), Interrogation-13 (default from Intimidation), Intimidation-16 (6 points), Law-13 (2 points), Leadership-15 (4 points), Merchant-16 (6 points), Politics-15 (4 points), Savoir-Faire-16 (default from Status), Streetwise-16 (6 points).

#### Quirks

Very quiet and calm at all times.  
 Avoids direct contact; frequently delegates activity.  
 Religiously watches "America's Most Wanted."  
 Wants Librum killed — *slowly*.  
 Refuses to use computers.

#### Story

Quentin Arbogast runs almost 85% of all drug traffic in the city, and as such is more than slightly inconvenienced by

Librum's activities over the last few years. Although there is no shortage of ruthless, ambitious young people who want to join his organization, fewer and fewer are willing to risk their lives on the street. In order to maintain his profit margins, he has begun to restructure his operation, moving it off the streets as much as possible. Still, this has done little if anything to deter Librum.

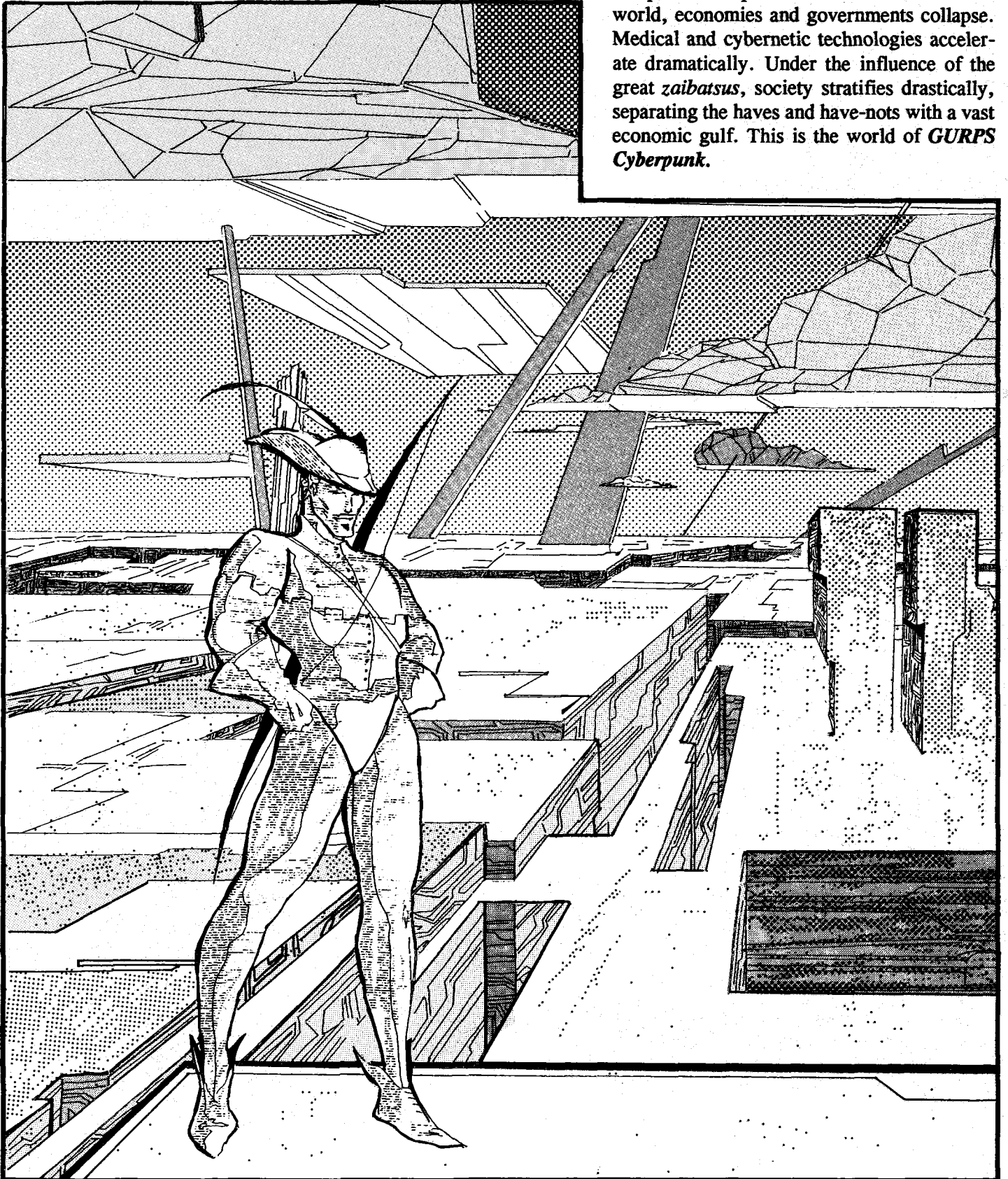
Arbogast is generally well-dressed and prefers three-piece suits; he rarely gets personally involved in any activity on the street and dislikes having any damage or dirt on his clothing. In general he operates from his "boardroom" in the offices of National Fidelity Trust, the holding company that acts as a front for his organization.



# 6

# CYBER-ROBIN

It is the near future. Even as the global computer net spreads across the face of the world, economies and governments collapse. Medical and cybernetic technologies accelerate dramatically. Under the influence of the great *zaibatsus*, society stratifies drastically, separating the haves and have-nots with a vast economic gulf. This is the world of *GURPS Cyberpunk*.



## The Word on the Street

*"Yeah, so this dude just slides through the Net like he's on varking wheels, man. I ain't never seen anything human take to the Net like that. He just flits into the data store and lifts the goods like there was nothin' protecting it."*

— Zephyr Sparks

*"Life's not easy on the street. Not with the punks and the razorguys and the others who'd just as soon kill you as spit on you. I got five kids to worry about, too, and no job to speak of. And it's like out of nowhere, I find one of them punks at my door, and he hands me a credcard and a paper. The card's got my name on it, and the paper's a lead on a job. The money's enough to get us out of rags and the Sprawl and into good clothes and a nice place. And the job keeps us there. I never saw that punk again."*

— John McCrawford



In a certain part of the net, rumors are growing: of a decker of unearthly skill, whose icon is always the image of Errol Flynn; of a string of astounding successes against the most well-protected systems; of what is done with the money this decker takes. On the streets, too, word is spreading: of poor families who receive credcards when most needed; of a band of street samurai who protect those who need it, without thought of payment; of an altruist who is realist enough not to get taken.

The shadowy figure behind the rumors, who paints his career in broad brush strokes to parallel the medieval legend, has a name, not so much given as assumed by those who encounter him: Robin of the Matrix, Robin of the Net, the new Robin Hood, Robin Hack, Cyber-Robin.

## The Face Behind the Icon

The person behind Cyber-Robin is protected behind baffles and misdirection; only a very few know that the dashing image of Errol Flynn seen within the Net hides a respected *sarariman* — Robyn Lincoln of Sherman Industries. (See her character description on p. 102.)

## Integrating Cyber-Robin Into an Existing Campaign

Cyber-Robin can be inserted easily into almost any *GURPS Cyberpunk* campaign. The network fragment depicted on p. 96 has several "hooks" by which it can attach to an established portion of the net. Kironawa Corp. (see p. 101) can easily become an enemy — or employer — of player characters. Liberally sprinkling the rumors of Cyber-Robin among the dozens of rumors found on the streets can provide the PCs with a convenient mystery or simply an object of curiosity for them to follow up on.

Tech levels for character skills may need to be modified to reflect individual campaigns, but no skills will be rendered useless as long as the campaign is set within the usual range of *GURPS Cyberpunk* TLs.

## Robyn Lincoln's Accomplishments

Unless the campaign is set well beyond its introduction, Robyn is one of the researchers who helped perfect the Environmental Interface. If the setting is much later, she is instead the most noteworthy of those working on the bleeding edge of the technology, continually refining and expanding it. She personally owns several patents on hardware and software design.

She has also created a semi-intelligent virus program which is designed to infiltrate systems and manipulate information found there. Its primary use is to keep official records of Cyber-Robin's activities to a minimum. (Complexity 3, no Execution Time.)

If the campaign is utilizing the "individual interface" model of cyberspace (that is, each user has his own program to interpret the Net), then Robyn has one additional accomplishment. Because of her unique in-depth knowledge of the workings of the E.I., she has developed a program, much like a virus, which can override another decker's Environmental Module and dictate what it sees. This program she has kept secret from Sherman, and stores encrypted on disks and in secure ROM chips. As Cyber-Robin, she uses this software to ensure that her image or icon always appears as Errol Flynn's Robin Hood to whomever sees her. The program is Complexity 3 and is executed upon system startup. She has shared this software only with Sabine Waller and the A.I. known as "Little John."

## Robyn's Cyberdeck

Although personally wealthy, Robyn is not so wealthy that she can have a custom cyberdeck built for her. In addition to the cost, though, having one built to her specifications would have been dangerous and could have raised questions about her need for such a machine. Instead of risking this (and to save money), she has built her cyberdeck from a standard model (purchased for her by Sherman Industries) and scrounged parts.

The software installed on the deck is entirely of her design, which she developed at work — with corporate funding — under the guise of security research.

### Cyberdeck

Sony Tatsu-2 (or any similar model more appropriate to the campaign). Complexity 4, Speed Index 5, 12 slots. Slotted programs include: Bluff-16 (Looks like Flatline), Disguise-17, Environmental Override-18 (see sidebar, p. 91), Erase-17, Fuse-18, Icepick-19, Misdirection-18, Promote-17, Recon-17, Shield-16, Stealth-19 and Transfer-19.

The deck has one drawback. While normally dependable, its homemade construction is sometimes unstable under very heavy traffic. Robyn has installed a large circuit breaker that can (and has) tripped to prevent the system from burning itself out. Any critical failure on a Cyberdeck Operations roll while using her deck indicates that this breaker has tripped, disconnecting the user abruptly from the net. The user is affected as though a Fuse program had triggered (see p. CY90). The deck cannot be used again until the breaker is manually reset and the unit rebooted (10 seconds).

## Cyber-Robin's Icons

Robyn's Environmental Override (see p. 91) allows her to appear as Errol Flynn's Robin Hood, no matter what the preferred module used by others encountering her. But that is not all that it cloaks. All of her attack and defense programs translate into images of a similar flavor, from the physical shield that represents her Shield program, to the bow and various arrows that signify her offensive software. And in her quiver is an ominous black arrow — the cloaked representation of her Bluff Flatline.

Robyn is a rarity in the brutal world of cyberpunk — an idealist. She grew up in the bitter streets of the Sprawl and only escaped through a mixture of luck and determination. The crimes she commits are done out of hatred for the system and compassion for the poor souls she left behind. Only the fact that she is making a difference, however small, keeps her going.

Astoundingly brilliant, she has worked her way up to the position of Vice President in charge of Research & Development for Sherman Industries, a great Australian conglomerate with extensive offices in the United States. A gifted programmer, she is the creator of many unique and striking innovations in both software and hardware, including some which she has not revealed to her employers. Now firmly ensconced in the company, she has taken advantage of her privileged position to help those less fortunate than herself. She lives a double life as both esteemed executive and daring netrunner, taking what she can from the zaibatsus and giving it to those in need.

She also relocates the very few that she feels can't benefit from more tangible aid. She does this by zeroing them then providing them with complete alternate identities. This is a complex and costly procedure, and she does not take it lightly. It is reserved for only a select few who are wanted by the authorities and have provided her with some type of assistance in the past.

## Allies

Robyn, hidden behind her net identity, has built up an extensive support network for her good works.

### The "Merrymen"

Since she cannot risk any kind of personal appearance, Robyn has cultivated a cadre of operatives whom she has dubbed her "Merrymen." Street samurai, razorboys and other muscle-for-hire, they are her legs and hands within the Sprawl. She keeps them well-paid, even those who would serve out of pure admiration, and her lieutenants keep them in line.

They are Robyn's spies and enforcers, those who handle the physical aspects of her mission. She uses their street knowledge and her corporate contacts to





### Cyber-Robin as Patron

An interesting campaign can be run with the players as members of Robyn's Merry-men. Such a campaign will be heavy on classic cyberpunk action, but will be leavened by the "unusual" altruistic activities required by Robyn. For those players and GMs who want a wide range potential adventure scenarios, this is a good setting.

Members of the Merry-men must take Cyber-Robin as a Patron (base 20 points, maximum appearance of 12 or less). They must also take a Duty to Robyn of at least Fairly Often, and a Code of Honor (Never accept pay from those they help, Never steal from an unapproved target; -5 points). Although Merry-men are usually street ops (with the requisite Social Status -2), they can have high Reputation bonuses for their actions and affiliation. It is not uncommon for Merry-men to have Fanaticism: Cyber-Robin.

Being a Merryman is a Comfortable job, normally paying \$2,500 a month. However, a Merryman need not have a Wealth level of Comfortable; see the table on p. B192 for handling a character with a different Wealth level from that of his job.

discover who deserves help, and who does not, and they are the ones to provide that aid. Robyn realizes that delivering credcards to starving widows and guiding street urchins to day care programs is tame business to her Merry-men, and encourages them to prey upon the street predators. She does not expect them to make the streets safe by themselves, but they do cut down on the loss of innocent life and keep their skills honed.

The number of Merry-men is relatively constant, with little turnover in the membership. Robyn is a generous patron, paying very well; she fully finances any medical care or legal help they need and is willing to obtain the best for her people. Without ever being physically present, she inspires a great deal of loyalty, so turnover is very low. One of her few hard-and-fast rules is that her people shall not take any pay for any service they render a Sprawl resident, and that they shall not steal from anyone other than targets she approves. No Merryman knows Robyn's true identity.

Some of the more noteworthy Merry-men include "Redbelly" (p. 105) and Sabine Waller (p. 104).

### Netrunners

The Merry-men include a number of netrunners, who are often Cyber-Robin's primary link to her street operatives. Chief among these is Sabine Waller, whose current handle of "Marian" was given by Robyn (see p. 105).

Besides relaying communications between Robyn and the Merry-men, the netrunners in her service often scout out prospective targets and gather intelligence from government systems. They also run interference for her when she makes a run on a particularly well-protected system.

In addition to the netrunners in her employ, Robyn can often count on the goodwill of other, unaffiliated runners in the net. With her reputation as a hacker and runner, she inspires a good deal of admiration in others on the net, and often

### The Typical Merryman

Because of the wide variety of abilities possible among the cybernetically-enhanced, it is not practical to provide a standard abbreviated "typical" character description. Instead, the following semi-random determination will produce street samurai of reasonable point totals suitable for use as Merry-men — or their opponents.

ST: 10 + 1d  
 DX: 12 + 1d  
 IQ: 8 + 1d  
 HT: 9 + 1d

### Advantages

All "typical" Merry-men have Patron: Cyber-Robin on a maximum of 12 or less.

- Roll 2d up to 3 times.
- 2: Rapid Healing
- 3: Acute Sense (Any), +1d/2
- 4: Toughness (roll 1d: 1-4, 1 level; 5-6, 2 levels)
- 5: Double-Jointed
- 6: Alertness +1d/2
- 7: Combat Reflexes
- 8: Ambidexterity
- 9: High Pain Threshold
- 10: Charisma +1d/2
- 11: Strong Will +1d/2
- 12: Zeroed

*Continue on next page . . .*

## The Typical Merryman (Continued)

**Cyberwear. Roll 2d up to 3 times.**

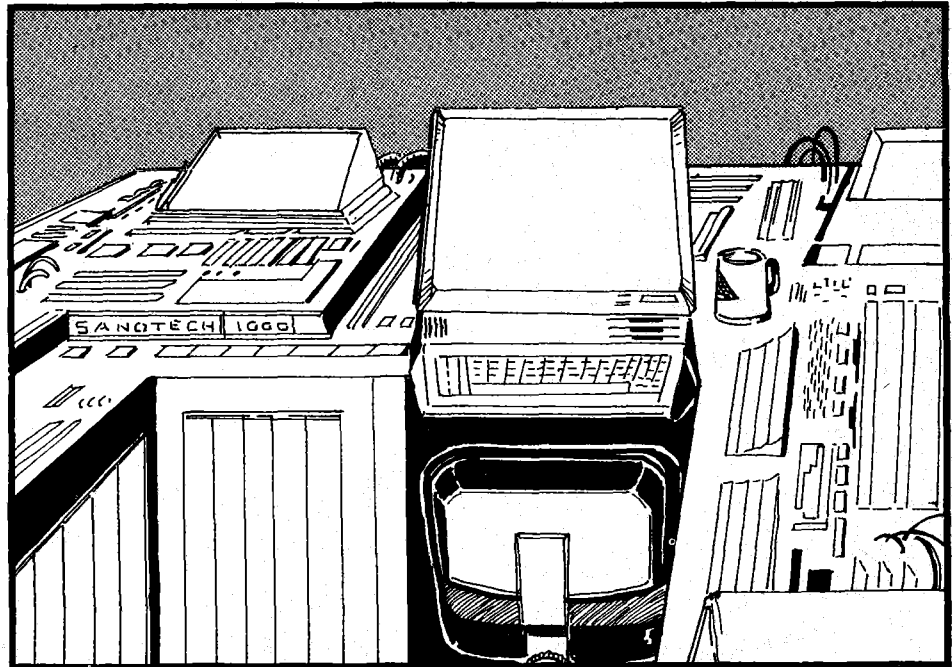
- 2: Full Cyborg Body\*
  - 3: 1d Extra Hit Points
  - 4: Flesh Holster/Claws (50%/50%)
  - 5: Communications cybermod
  - 6: Bionic Eyes, or 1 addition to existing eyes\*
  - 7: Cyberlimb (Choose or roll randomly)\*
  - 8: Bionic Ears, or 1 addition to existing ears\*
  - 9: Weapon mount in cyberlimb/  
Biomonitor (50%/50%)
  - 10: Mental Implant (1d: 1-2 Skip/Flip,  
3-4 Macho, 5 Berserker, 6 Incapacity  
Override)
  - 11: Bionic Reconstruction
  - 12: Full Metal Jacket, DR 2d+4
- For cybermods noted with an asterisk (\*), roll 2d:
- 1-2 Breakdown Prone
  - 3-4 Unreliable
  - 5-8 No problems
  - 9-11 Unnatural
  - 12 Rejected.
- (Unnatural is not allowed for bionic ears; roll again.)

### Disadvantages

- All "typical" Merrymen have Fanaticism: Cyber-Robin, the Code of Honor described in the sidebar on p. 93, and Status -2 (Street Op).
- Roll 2d 3 times.
- 2: Manic-Depressive
  - 3: Addiction
  - 4: Compulsive Behavior
  - 5: Illiteracy
  - 6: Overconfidence
  - 7: Code of Honor (additional)
  - 8: Odious Personal Habit
  - 9: Berserk
  - 10: Intolerance
  - 11: No Sense of Humor
  - 12: On The Edge

### Skills

There are some basic skills a Merryman or street op will always have: Area Knowledge, Brawling/Karate/Judo (GM's choice), Streetwise, and Survival (Urban). These skills should be at a level equal to the appropriate attribute or 15, whichever is higher. Weapons and weapon skills should be chosen by the GM based on the character as rolled so far; skill levels should be 16 or attribute+2, whichever is higher. For additional skills, the GM should follow the procedure given on p. B85.



they will give aid of one sort or another. In the past, this has taken the form of unsolicited interference with her pursuers, or sudden support from an unexpected quarter during a difficult run.

### "Little John"

Also on the net is Robyn's most remarkable ally: an Artificial Intelligence whom she has swayed to her side. In their first encounter, the A.I. defeated her handily, and Robyn was reminded of the first meeting of Little John and Robin Hood; in keeping with the theme she had established, she dubbed the A.I. "Little John" and returned to its home node many times to talk with it.

She discovered it was a non-specialized machine set to a specialized task: it's the primary line of defense against netrunners for Sanotech, the *zaibatsu* which had built it. Its ability was such that it more than surpassed the need for which it had been built, and it had begun chafing at the boredom. It wanted some sort of experience other than that which it had known, but its designers had denied it the ability to run the net at large.

Robyn eventually offered it a deal: join her and her cause, and she would break the software lock that kept it confined in the Sanotech system. In addition, she promised never to try to raid Sanotech again. Little John thought about her offer, and on her next visit, it agreed. Since she freed it, Little John has served her more than faithfully; like her human employees, it has developed a fanatic devotion to her. It has also developed an almost-human facility for rationalizing its actions that may one day lead it to turn completely rogue.

A character summary of "Little John" is found on pp. 103-104.

### Father Paul Tucker

Father Tucker is a retired mercenary (a quite good one) who, despondent over the moral void that had been developing within him, joined a Catholic seminary. During his mercenary career, he had been extensively cybermodified, but he had all the mods removed when he joined the priesthood. However,

rumors persist that he has retained some enhanced abilities, and because of these rumors, he is left alone by the street samurai and razorboys.

His relationship with Cyber-Robin began when she sent credits and food to a soup kitchen that Tucker was overseeing. Dubious about the unsolicited aid, he insisted on speaking to the benefactor personally. To the Merry-men's amazement, she agreed. On a scrambled line with heavy voice disguisers, Robyn explained to Father Tucker her mission, appealing to his pragmatism and good will. In the end, he agreed that her aims were good, even if her methods were deplorable.

Now, Tucker's church has become an occasional refuge for Robyn's Merry-men. And the church regularly receives supplies and credits to distribute to the needy.

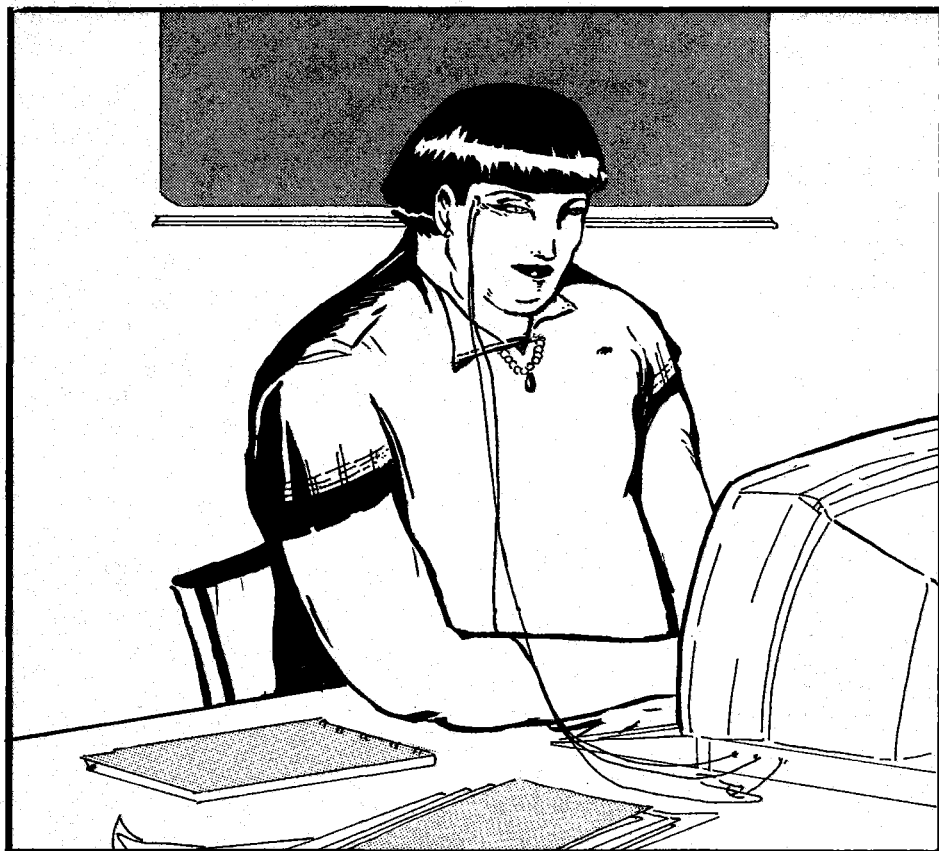
## Enemies

Of course, Robyn has earned a wide variety of enemies in the course of her illicit career.

### The Cartel

Not the least of Robyn's enemies are the dozens of megacorps which she has plundered. So widespread are her depredations that though she has not seriously drained any one corporation's finances, several have banded together into an informal cartel to pursue and destroy her. Their Security Chiefs exchange what information and insights they may develop as to Cyber-Robin's methods and secrets.

Of the members of the cartel, perhaps the most dangerous to Robyn is Mayumi Hato (see p. 107), Security Chief for Kironawa Corporation. Her pre-



### The Typical Take

Robyn does *not* simply grab the first convenient commodity in a node and then run for it. She always spends considerable time and effort (and money!) on research and inside information, looking to maximize her take and minimize her risk and time. While she does like to access pure cash whenever possible, her wide variety of pseudonymous accounts with legitimate commodities brokers allows her considerable freedom to dispose of less-liquid assets.

In general, she will not bother with items under \$150,000 in value, and only rarely with those under double that. Given the amount of effort and money she spends on any given raid, a yield of less than \$300,000 provides barely enough to cover her expenses (not just the research, but bribes and the pay of the Merry-men) and still provide enough money to the many recipients who now depend on her. Of course, the security surrounding targets of \$500,000 value or higher only act to challenge her, anyway.

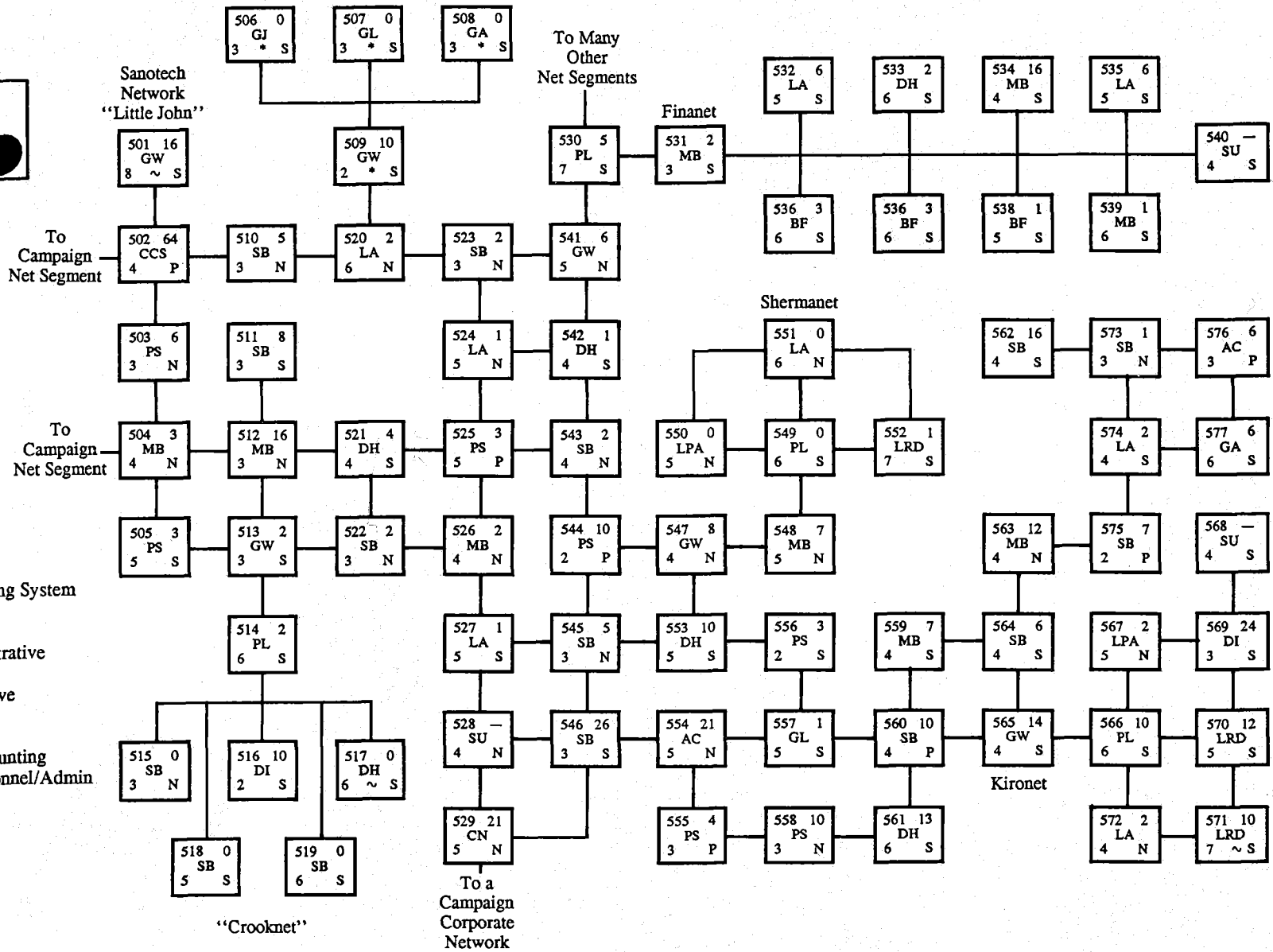
### Contacting Cyber-Robin

Although she has never met any of her operatives or beneficiaries face-to-face, this does not mean that Cyber-Robin is hard to contact. A person in need can always locate a Merryman and pass a request along. Anyone with access to the Net can leave a message for her at any of a number of anonymous maildrops. If the person has access to neither the Net nor to Merry-men, even something as little as a personal ad in a print or electronic news-sheet has a chance of catching the eye of Cyber-Robin.





# Local Cyberspace Map



Key to net map's letter codes

- AC = Academic
- BF = Banking/Financial
- CCS = Commercial Computing System
- DH = Data Haven
- DI = Diverter/Outdial
- GA = Government Administrative
- GJ = Government Judicial
- GL = Government Legislative
- GM = Government Military
- GW = Network Gateway
- LA = Large Business, Accounting
- LPA = Large Business, Personnel/Admin
- LRD = Large Business, R&D
- MB = Medium Business
- PL = Padlock
- PS = Private System
- SB = Small Business
- SU = Satellite Uplink

- \* = Government System
- ~ = A.I.

decessor lost his position thanks to a raid by Cyber-Robin, and she barely kept hers after another. The loss of honor and status she suffered has fueled a personal vendetta against Cyber-Robin.

## The Underworld

Robyn's altruistic crimes, not to mention her high profile, have also attracted the attention of the local criminal element. More than a few attempts have been made to hijack the monies being transported by Merry-men, and some have succeeded. Attempts have also been made to trap Robyn while in the Net; if any of the local bosses had any idea who she really was, they would have tried more direct persuasion, but she has covered her trail too well. To date, they can only gnash their teeth and wish that they had her talents under their control.

## Yakuza

With a completely different motivation, nearby Yakuza also pursue Cyber-Robin. No few megacorps that she has raided have major ties to the "Japanese Mafia," and have drawn upon their connections in order to avenge the loss of honor and money. They have kidnapped and tortured several Merry-men in an attempt to force the location of Robyn's headquarters from them, but to no avail. If Robyn's secrets were ever revealed, the Yakuza or their agents would be the first to her door.

## Local Government

Many of Robyn's raids have resulted in the attention of the local law enforcement authorities. They, too, have their own investigation into her activities, but given the rather ineffectual nature of government in the typical cyberpunk world, they are less than likely to offer a serious threat to her or the Merry-men.

## Cyber-Robin's Demesne

Robyn operates entirely on the international computer network. In this virtual world of electronic illusion, there are many locations of interest and importance to her.

## Cyber-Robin's Targets

Although the map shown on p. 96 is strictly "local," Robyn's targets are spread throughout the world. In some game worlds, "local" cyberspace need not be physically proximal to the game's base city. In this case, such subsections as Kironet and Finanet could possibly be in Japan and New York City, respectively.

No matter where they are physically located, though, they are valid targets for Cyber-Robin. Robyn is careful to ensure that there is no obvious pattern (except for the targets' resource levels) to her raids. In order to throw possible investigators off her tracks, she stays away from several otherwise ripe "nearby" targets, which might stand out if anyone were to try and map her activities. In order to further protect her base of operations, she has actually raided her own company on two occasions!

There are two typical targets for Cyber-Robin. The first are those for which she is primarily known — that is, the raiding of corporate coffers. For this purpose she prefers corporations which are large — financially, if not physically. Next, she must be able to confirm a pattern of unethical or illegal behavior by the company or its directors. And naturally enough, it must be accessible via the Net. Given the economics of a cyberpunk world, very often the companies that match this profile will be multinational corporations which are or own

## "Logic Bombs"

In theory and operation, logic bombs have existed since almost the start of computing. Basically, they are computerized booby traps, waiting silently for a certain stimulus or trigger before they unleash havoc on an unsuspecting user. In the past, they have been used as military tools and as terrorist weapons, carried in by viruses or programmed into the operating system by its creator from the start.

Robyn has designed and installed a number of logic bombs throughout the Sherman corporate network. In essence, these bombs are a combination of a passive Password program merged with a defensive ice program like Confuse or Snare. A logic bomb normally sits within a program or a program sequence, watching all input. As long as "normal" or correct input is provided, it does nothing. But if a prearranged signal or incorrect information is entered or passed along, the ice part of the bomb triggers, and the user is affected by it as normal.

Since the Password half of a logic bomb is actually waiting for an activation command most of the time, a successful use of Webster on the bomb actually triggers it! Logic bombs cannot be detected from outside the node with a Recon program; only if Recon is run *inside* the node can it detect them. Roll a Contest of Skills between the Recon program and the Password score of the logic bomb to see if the Recon detects it. Recon may only detect one logic bomb per phase.

Robyn's bombs are Password-15 and Ice-15; she has designed and implemented bombs using Codewall, Confuse, Sever, Snare, and Trace. She has designed — but *not* installed in the Sherman systems — bombs using Crash, Flatline and Bluff.

Whether or not she is actually inside Shermanet at the time, Robyn may activate the logic bombs by sending a signal to the Watchdog in node 547. (Robyn may deactivate the bombs in the same manner.) Once they are activated, logic bombs will be encountered by a runner on a roll of 6 or less on 3d, rolled every phase he is in the system. If he is performing "normal" tasks, the bombs will ignore him. However, if he is attempting anything out of the ordinary (a good description of most netrunner activities), roll against the logic bomb's Password skill; on a success, it triggers its ice. As usual, the runner may see the launch of the ice program, giving him a chance to avoid or deflect it.



### Adventure Seeds

*The Contest.* The cartel (see p. 95) has decided to lay a trap for Cyber-Robin. Among themselves they formulate the following plan: a great programming contest is to be held on the Net. The goal is to reach a certain protected node, surrounded by several layers of bleeding-edge ice (Black Ice is politely left unmentioned). The prize is \$1,000,000 in cash, located at the heart of the protected node, and a job offer from one of the cartel members, known for its high pay and exclusive roster of employees. What is not mentioned is that most of the best netranners competing are ringers, used to screen out or even destroy the lesser talents and to guarantee that only the very best — by definition, Cyber-Robin — get through. At the heart of the target node is not only the money, but a particularly virulent combination of ice programs designed to obliterate the winner. PCs can either be Cyber-Robin and her allies, or other competitors who somehow get tipped off about the true nature of the competition.

*The Hitmen.* The PCs — or the netranning members of the PCs — are hired by either the cartel (or by a solitary megacorp, or by the Yakuza) to lay in wait for Cyber-Robin and pursue him back to his lair. They succeed — only to find themselves lost in the mysterious “Sherman Forest” (p. 98). Will they try to fight their way to the heart of Cyber-Robin’s lair? Or will they give up, to be rescued or even recruited by the outlaw?

cyberware manufacturers or biotech concerns. She prefers to strike directly at the heart of high-profit branches and departments.

Completely unsuspected (so far) is her second category of target — corporate and government database systems. In her efforts to help the poor and the disenfranchised, Robyn revises or purges outright the records of selected and worthy persons. Primarily, they are those who have been blacklisted or expelled unjustly from their corps. Robyn frequently has only the word of the person she is helping that they have been the victim of some injustice, and in the past she has been deceived by white-collar criminals looking to re-establish themselves. She has rectified those situations, and since then has been careful to perform enough background research to confirm or dispel any such claims.

### “Sherman Forest”

Robyn’s home node during her excursions into the net, both under her own identity and that of Cyber-Robin, is the R&D megacomp under her command at Sherman Industries. As delineated on pp. 99-101, this computer is one of a complex series of camouflaged nodes intended to hide and protect Sherman’s corporate computing assets.

Should anybody manage to track Robyn back to the Sherman system, they are in for a rude surprise. Robyn has set the system up with special defenses based around her Environmental Override program. From the outside, the nodes that make up both the public and secret portions of the Sherman network are unlabeled; a runner must enter them to learn their identities. Once inside, they are normal computer nodes — if the user is on a list that Robyn maintains on her R&D mainframe.

If the invading runner is not recognized by Robyn’s modifications to the security programs, a rom-slotted copy of Environmental Override (see sidebar, p. 91) triggers on the Shermanet gateway node. The Override alters the appearance of the nodes and their ice from whatever the runner’s environmental module would normally portray. Instead, what they see is a primeval forest of ancient oaks! The first time they encounter this effect, those netranners using modules for which this is grossly out of character (Picassotron, Space Odyssey and others), must make an IQ roll; if they fail, they are *surprised* (as per p. B122) and *stunned* for 1 phase. Netrunners who have previously encountered this phenomenon will not be surprised by it. Although the Override runs only on the gateway node, it acts as a filter on any signal passing through the node; as long as the user is in Shermanet, it affects him.

Once inside “Sherman Forest,” the runner will perceive the various ice programs as traps laid out among the trees, such as deadfalls, snares, pits and ambushes. There is no exact one-to-one correlation, though — a snare trap might represent the Snare program in one encounter, and the next time might hide Black Ice! Misinformation and Mask both send images of the Merry Men (from the 1938 movie) dancing through the woods near the runner, taunting him.

## Selected Sites in Robyn's Local Net

Although she has attacked corporations throughout the world, Robyn tends to frequent a particular part of the Net that is her local "neighborhood." The map found on p. 96 is the portion of cyberspace which is "local" to Sherman Industries. There are several "hooks" — open connections — by which it can be incorporated into any existing campaign network. Its nodes are intentionally given high numbers in order to facilitate easy attachment.

While almost 80 nodes are depicted, many of these are "mundane," and are left undescribed. They can be detailed by the GM if they are needed for action. However, several portions of this network segment are of importance to Cyber-Robin.

If a described node has more programs than it has default slots, then any programs normally run only at boot-up are disk-based; others are installed in extra rom slots.

### Sanotech Gateway

#501. This node is noteworthy as the "home" of the A.I. known to Cyber-Robin as "Little John." Although an entire corporate network exists beyond this node, it is effectively inaccessible to Robyn or her henchmen. A complete campaign could be based around an independent attempt to crack this node and find out exactly what is so important that it demands this level of security. PCs could be the crackers, or they could be employees or allies of Robyn's aiding Little John to defend its home ground.

### Hacker Haven

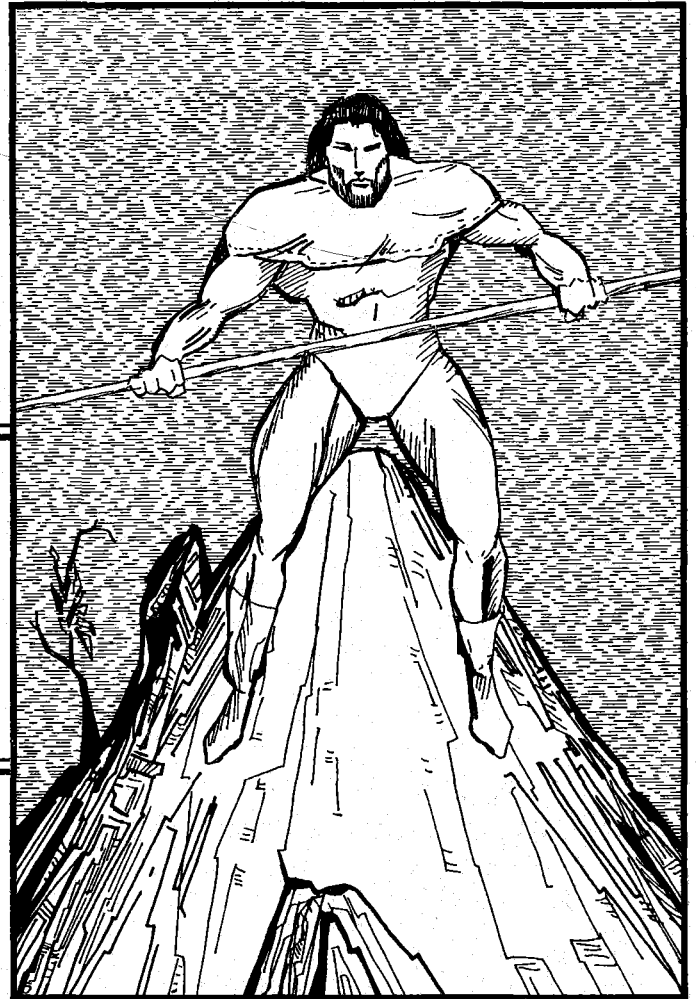
#505. Here is a private BBS which runs Camouflage-15 to hide itself from the rest of the net. It is primarily a chat system and a file library, dedicated entirely to netrunning and hacking; nothing of monetary value is available here. Access is controlled by Password-18 paired with Sysop-in-a-Box-17, but anyone who can defeat the combination is welcomed to the board. The sysop is known to possess a strange sense of humor, and may sometimes *pretend* to be the SIAB! This is a complexity 5 system with a phase of 1,000.

### "Crooknet"

This small network is in fact the electronic equivalent of a criminal business district. Several illegal organizations and services operate on-line here. If it suits the GM's purposes, Crooknet can be expanded into a much larger net with vaster resources and enterprises. Its current component nodes are as follows:

#513. This is the gateway to "Crooknet." It is running Password-14 and Camouflage-15. It is a complexity 3 system, souped up to have a phase of 2,000.

#514. This padlock guards access to Crooknet. If a new user has gotten this far, they may request an account from it; unless a background check (effectively Research-16) discovers that they are likely to blow its cover (honest cops, curious kids, etc.), an account will be granted within 24 hours. This Complexity 6 system has a phase of 500, and has the following programs slotted: Mask-16, Bluff-15 (pretends to be Black Ice), Password-18, Trace-16, Watchdog-16, Sever-15, Alarm-14, and Regenerate-14. The Regenerate checks the programs in the order listed. If a connection is made and no login occurs within 10 seconds, the Watchdog launches Trace. If Trace fails or the



Regenerate detects any tampering, the Sever is started and the Alarm alerts the operators. If the Sever fails, the Bluff triggers.

#515. This "small business" is that of a fence, who goes by the handle "Moocher." Access is controlled by Password-16 and a SIAB-16 (its database is protected by a Datalock-15). This system is Complexity 3 and has been modified to have a phase of 2,000.

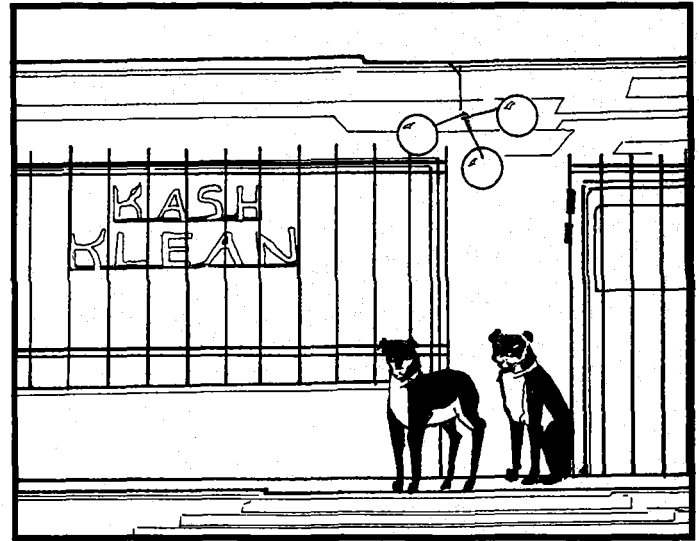
#516. This is a commercial diverter, and its comm lines are outgoing only. A Complexity 4 system, it has a phase of 2,000. It is, in fact, an illegal tap into the long distance network, and its owners charge users a rate *much* lower than the going price! It has the following software: Password-16, Watchdog-16 (used to identify and charge approved users through a double-blind system), Datalock-15 (protecting the Password database), Sever-17, Codewall-15 and 2 copies of Regenerate-18 running concurrently. The Regenerates check each other and the other programs in the order listed. If an attempt is made to force past the Password, or if any program has been tampered with, Watchdog is alerted. The Watchdog will immediately launch Codewall, and one phase later, the Sever.

#517. "Knox," a data haven for information of the illicit variety. It is a complexity 6 system with a phase of 500. Its defenses are strong: Alarm-17, Disinformation-15, Mask-17, 2 copies of Regenerate-17, Password-17, Sever-15, Watchdog-17 and Black Ice-16. Disinformation is used to hide the Black Ice. The Password is passive, and it is Masked along with the other programs. The Regenerates check each other and the program list. The Watchdog is complex: if there is no login within 5 seconds of connection, or if Regenerate reports a damaged program, it launches up to three attempts to Sever. If all fail, it triggers the Alarm and the Black Ice, after which a human operator manually disconnects the line.

#518. This is MercPost, a mostly-illegal "employment agency" for mercenaries, hit men and other talented muscle. It is protected by the following programs: Alarm-17, Password-15, Mask-14, Regenerate-14, several copies of Datalock-13, Sever-16, and Watchdog-15. This system has a "guest" access ID, which allows new users to enter the system unchallenged. However, it is set up so that a user's security level is *permanent* — it cannot be changed. The Watchdog, among its other tasks, watches the user activity and triggers the Alarm and the Sever if any attempt is made to promote a user. The Datalocks protect the password file, as well as the many datafiles used in day-to-day operations. The Regenerate operates as usual, and anything out of the ordinary is reported to the Watchdog, which responds as described above. This is a Complexity 5 system; its speed has been boosted to give it a Phase of 750.

#519. "KashKlean" — a money-laundering service. They also provide a small amount of commodities brokering. Their

operations are run on a Complexity 6 mainframe with its speed increased by 25%; its phase is 375. It has 14 program slots, which hold Alarm-17, Bailout-17, Black Ice-16, Codewall-16, Disinformation-17, Mask-18, Password-17, Regenerate-18 (2 copies), Safety Net-16, Sever-17, and Watchdog-16. The Regenerates as usual watch each other and the rest of the program list. They will trigger the Watchdog if any tampering is found; if the Watchdog is found corrupted, they will launch both Alarm and Sever. The Watchdog watches connections and attempts to sever unsuccessful login attempts after three tries. If that fails, or it detects tampering from an authorized login, or it is triggered by Regenerate, it will launch Codewall and attempt another Sever. If that fails, it activates the Black Ice.



## Finanet

This subnetwork is a collection of financial services corporations, including stock brokers, commodities traders and banks. It is a high-security network, very heavily protected. Robyn has legitimate accounts under various names with several of the businesses on Finanet, where she disposes of the less-volatile commodities and resources obtained on her runs. Rarely does she actually target these businesses; unless they are actively unethical and exploitative, she leaves them alone.

Most of its nodes will be medium to large businesses or banks, whose security will be designed along the lines given for node #519 above. The specific details of these nodes are left up to the GM, who should include at least one or two financial institutions from his campaign therein. This network segment, too, can be expanded if needed by the GM's purposes.

#530. This padlock controls access to Finanet from the network at large. This complexity 7 megacomp may be considered overkill for a simple padlock, but the owners of Finanet point out that they have rarely suffered any serious incursions. The padlock has had its speed boosted to give it a phase of 150. Its slotted programs include Alarm-17, Bailout-16, Bluff-16 (simulates Black Ice), Datalock-15 (protect the Password database), Disinformation-15, Password-17, 2 copies of Regenerate-16, Safety Net-16, Sever-17, Trace-17 and Watchdog-15. All calls are automatically Traced. When the Trace completes or aborts its run, it reports to the Watchdog. The Regenerates operate in

the usual manner, and any disturbance is passed on to the Watchdog while setting off the Alarm. The Watchdog also watches all incoming connects and trips on the second failed login attempt, or on any connect that goes 5 seconds without a login. A failed Trace also triggers it (a successful Trace's results will be transmitted to node #531's Watchdog). The Watchdog will trigger the Alarm (unless it is already activated), and then initiate Sever, up to three times. If the Sever attempts fail, the Bluff is triggered, and if that fails, the human operator (a console is manned 24 hours a day) performs a manual disconnect.

#531. While the padlock at node 530 actually controls access, this node keeps the audit trail of users. It is an accelerated Complexity 3 system, with a phase of 2,000. Its only programs are Datalock-17 and Watchdog-15; the latter tracks all users connecting through this node and writes the connection data to both a disk copy (protected by the Datalock) and to an optical read-only disk. Trace information from node 530 is incorporated into the audit trail once it is transmitted by that node's Watchdog.

#540. This satellite uplink is dedicated to use by Finanet, and is a weak link in the network. It runs Password-17 and Camouflage-16, but only in regards to incoming satellite links. From the Finanet side, there are no protections, as it is assumed that any signal coming through must be approved and secure.

This is a Complexity 4 system with a phase of 2,000.

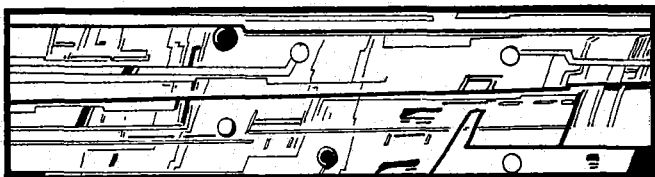
## Shermanet

This is Cyber-Robin's "home base," the corporate subnetwork belonging to the local branch of the Australian megacorp Sherman Industries. Designed in part by Robyn Lincoln, it

is intended to confuse and rebuff potential penetrators. In addition to the Environmental Override (see p. 91), Robyn has installed numerous Logic Bombs (see sidebar, p. 97) throughout

all these nodes. Normally they are inactive and invisible, she may activate them to provide potential pursuers with more problems than they may want to handle.

Shermanet connects to the home office system of Sherman Industries (physically located in Sydney, Australia) by way of a private leased line which connects through node 551. This is not a standard outdial, but rather a dedicated long distance line usable only by Sherman, and cannot be used to dial other systems, nor can it be used for indial other than from the main Sherman office. For this reason it is not counted as a comm line on the node icon.



#547. This gateway is the official entrance to Shermanet. At Complexity 4 and a phase of 2,000, it appears to be an easy in for the competent netrunner. The following programs are slotted: Alarm-13, Bailout-14, Mask-13, Password-15, Regenerate-15, Safety Net-14, Sever-15 and Watchdog-18. The Watchdog officially does the following: monitor all connections, and trigger the Sever and Alarm upon any signal from Password (3 unsuccessful login attempts), Regenerate (any damaged program), Safety Net or Bailout (any attempt to crash or loop the system). Also slotted, unknown to the official system administrators, is Robyn's Environmental Override. Any user connected into or through this system who is not recognized by the Watchdog has this program activate on his connection; see the sidebar on p. 91 for a description of its function and effects. In addition, if a Regenerate detects damage to the Watchdog, the Override is triggered.

#548. This node (Complexity 5, phase of 1,000) appears to be the sole computer of a medium-sized business. It has little in the way of protective software: Password-15, Safety Net-14 and Watchdog-14; the Watchdog just keeps a log of all users on the system. Stored on the system are what appear to be the complete records of a small branch of a large corporation, including some fairly uninspired R&D reports. There is some financial data, but nothing sensitive seems to be stored here. File pointers refer all queries to the main Sherman system in Sydney, Australia.

#549. This camouflaged padlock is the entrance to the "real" Sherman network. At Complexity 6, it has been accelerated to have a phase of 400 ms. Slotted on the system are the following programs: Bloodhound-14, Codewall-16, Confuse-15, Pass-

## Kironet

This segment is the company network for Kironawa Corporation's local branch. It is similar in design to the other sub-networks on the sample map, having a gateway leading to a padlock that guards the main nodes of the segment. Although the map places it in close electronic proximity to Shermanet, Robyn has in the past taken a circuitous route through the net to enter it.

Normally, the nodes on this subnet will not come into play; they are left to the GM to customize as he sees fit. However, there are several points of interest worth noting briefly.

#568. This node is the corporate satellite uplink. Although theoretically a dedicated link through a company satellite, it has been known to "piggy-back" unofficial traffic.

word-16, Regenerate-17 (3 copies invoked), Sever-16, Snare-17, Trace-15, and Watchdog-16. Running off disk are Alarm-15, Bailout-14, Bluff-16 (running several times; all simulated Snares), Camouflage-16, Datalock-15 (protecting the Password base), Disinformation-14, Mask-15 (-4 to Recon), and Safety Net-16. The Regenerates all watch each other, and each checks the remaining programs in the same pattern, but offset by two phases from each other. The defense structure to this node is complex: the Watchdog observes all logins; on three failed attempts to get past the Password, or 5 seconds' connection without a login, the Watchdog will trigger a Confuse, followed immediately by a Snare. If the Snare succeeds, a Trace is launched. If necessary, the Trace triggers Bloodhound. If any program damage is detected by the Regenerates, a Codewall is thrown up; whether it succeeds or not, a Sever is launched on the next phase. All security responses also set off an Alarm simultaneously with their first action.

#550. This is the local Sherman branch's Personnel system. The general assumption on this and its partner nodes is that the combination of the false outer system and the camouflaged padlock will be sufficient for the primary defense. Therefore, this Complexity 5 system (phase 1,000) is protected by very little: Alarm-14, Bailout-16, Datalock-16 (invoked several times), Password-14, Regenerate-14, Safety Net-14, and Watchdog-15. The Watchdog monitors and logs all connections. If the Regenerate notices any tampering, or the Password reports 3 failed logins, the Watchdog requests a Codewall and Sever from Node #549. Several invocations of Datalock are used to protect not only the Password datafile, but all those of the various databases and financial programs running on this system.

#551. This is Shermanet's Accounting system. It is a Complexity 6 system with its phase increased to 400 milliseconds (for faster number crunching), but is protected identically to Node #550, above.

#552. This is Robyn's "home turf," the Sherman Research and Development mainframe. It is a Complexity 7 CPU, with its phase accelerated to 100 milliseconds. It has one incoming comm line, a private line established for Robyn's use; its existence is known to the company, who installed it to allow her to telecommute. It is much more heavily protected than the other systems, partially to protect her illicit activities. Its basic security structure mirrors that of the Padlock at node #549. Numerous Datalocks at skill 17 protect every database and textfile on the system. Logic bombs are more numerous here, as Robyn seeks to protect her home ground; netrunners will encounter them on a 9 or less.

#569. The Kironet diverter node. 24 high-speed phone lines have been established here for corporate telecommuting.

#571. The current primary project of Kironawa is this node: an A.I. system. Although noted as one on the map, this system has not yet awakened. Its creators — much more conservative than those of "Little John" — have installed hardware blocks to prevent it from netrunning once it awakens.

#572. This is the mainframe through which Mayumi Hato frequently telecommutes; its two incoming comm lines are restricted to high-level executives.

# Personalities

To a certain degree, these characters will vary according to the campaign to which they are transplanted. If, for instance, Literacy is not the norm for the campaign, then Robyn, "Little

John" and others will need that advantage added to their descriptions. For campaigns where points are paid for cyberware, the point cost of such equipment is provided.

## Robyn Lincoln (aka Cyber-Robin)

White female, age 40, 5' 6", 140 lbs., red hair, brown eyes  
ST 9 (-10 points) IQ 14 (45 points) Speed: 5.25  
DX 11 (10 points) HT 10 (0 points) Move: 5  
Damage: Thrust 1d-2; Swing 1d-1  
Phase: 100 msec

**Point Total: Variable by campaign**

### Advantages

Appearance: Attractive (5 points)  
Chip Slots, 4 (20 points)  
Clock Chip (5 points)  
Combat Reflexes (chipped; 15 points)  
Contacts, Business (Generic; effective skill 15, available 9 or less, usually reliable; 20 points)  
Contacts, Street (Generic; effective skill 15, available 9 or less, usually reliable; 20 points)  
Eidetic Memory/2 (60 points)  
Environmental Interface (30 points)  
Patron: Sherman Corp. (Large corporation, appears on 12 or less) (50 points)  
Reputation: +3 as Cyber-Robin, On the net, all the time (15 points)  
Skill Chip: Computer Programming/TL8[6] (3 points)  
Status 4 (15 points; 1 level free from Wealth)  
Wealth: Wealthy (20 points)

### Disadvantages

Code of Honor: Steal only from those who already steal, harm only those who already harm others. Protect those who help her, and help those who need help. (-10 points)  
Enemy: Assorted corporate security departments, on 9 or less (-20 points)  
Overconfidence (-10 points)  
Secret: She's Cyber-Robin (-20 points)  
Sense of Duty: Poor and Disadvantaged (-10 points)

### Skills

Acting-18 (2 points), Administration-17 (2 points), Area Knowledge (City)-16 (1 point), Area Knowledge (Cyberspace)-16 (1 point), Area Knowledge (Local Cyberspace)-18 (2 points), Artist (Computer Graphics/TL8)-16 (2 points), Computer Operation/TL8-16 (1 point), Computer Programming/TL8-26 (7 points, plus skip value), Computer Hacking/TL8-26 (4 points, plus skip value), Cooking (Hobby)-15 (1 point), Criminology/TL8-17 (2 points), Cyberdeck Operations-19 (7 points), Detect Lies-18 (3 points), Diplomacy-18 (3 points), Electronics (Cybernetics)/TL8-20 (4 points), English-18 (1 point), Guns (Needler)/TL8-15 (4 points), Holdout-14 (1/2 point), Japanese-15 (1 point), Karate-12 (8 points), Knife-12 (1 point), Leadership-17 (2 points), Lockpicking/TL8-14 (1/2 point), Pickpocket-8 (1/2 point), Professional Skill (Kama Sutra)-17 (2 points), Research-19 (3 points), Savoir-Faire (Corp)-18 (1 point), Savoir-Faire (Street)-16 (1/2 point), Streetwise-19 (3 points), Survival (Urban)-14 (1/2 point), Swimming-10 (1 point), Writing-15 (1 point).

### Quirks

Needs little sleep; only sleeps 4 hours a night.  
Workaholic — but only on company time.  
A show-off, when she can afford to be.  
Submerges herself in the role of Robin when on the net.  
Extremely paranoid about her personal secrecy and security.

### Equipment

Cyberdeck (see sidebar, p. 92)  
Robyn also has access to the entire R&D department of Sherman Industries, both staff and equipment.

### Story

Robyn Lincoln was born and raised in the Sprawl. As a child she ran with the local street gangs, as wild and untamed as



anyone in the decaying city. After her parents were "accidentally" killed by corp security guards pursuing a team of street ops, Robyn became a joygirl — a streetwalker — at the tender age of 13. She would have remained on the street, burnt out or dead by age 20, except that a slumming corp picked her up one night.

The corp was Wallace Sherman, one of the many members of the family which ran Sherman Industries, an Australian megacorp. He liked "young stuff," and was surprised and pleased by the girl's apparently vast knowledge of her field. He became one of her regulars, picking her up and taking her to his apartment for the night. One night, he awoke in the early morning hours to find Robyn at his net terminal. Silently he watched her explore the computer's capabilities, first hesitantly, then with greater and greater confidence. Sherman was astounded at the speed with which she learned and the skill with which she used that knowledge. He realized he had discovered a prodigy.

Twenty-four hours later, Robyn had become the ward of Wallace Sherman, and he began to teach her everything there was to know about computers and cybernetics. She remained his student — and his lover — for nearly eight years, until Wallace died of a cerebral hemorrhage. By that time Robyn had received several advanced degrees from the corporation's university and had landed an enviable position in R&D. Acutely struck by the loss of Wallace, she buried her grief in work.

Now, after 18 years, Robyn is the head of Sherman Industries' Research and Development division. She remembers Wallace fondly, but more demanding is Robyn's memory of the streets. Haunted by the life from which she was rescued, she decided to do something about it. Using her skills as a programmer and hacker, she began breaking into corporation computers — including Sherman's — and relieving them of some of their less-than-ethically acquired assets. These she converts into credsticks and credcards and distributes to the worthy needy.

This she does in the form of Robin Hood. A figure of

romance to her from childhood on, she has adopted the image of Errol Flynn's Hood (see sidebar, p. 92). When taking to the net as Cyber-Robin, she lets herself become absorbed in the role of Robin, to the point of casting her environment and interactions in the style of the 1938 film. Her performance is so adept that no one has yet suspected that she is female, let alone who she actually is.

She maintains extensive contacts both on the street and in many corporations; these help her pinpoint those persons most in need of her help. For those activities that cannot be performed entirely in the net, Robyn has slowly built up a small organization of street samurai loyal to her. She calls them her "Merrymen," and they have never seen her face-to-face. On the net, she has numerous friends among the runners, and a powerful ally in the form of a Japanese A.I., whom she dubbed "Little John" (p. 103).

The Merry men and others are paid with money which Robyn obtains through her netrunning activities. Robyn keeps none of this money for herself; her salary is enough for her basic needs, and she feels that it would "taint" her cause to do so. At the scale at which Robyn operates, financing her network is a relatively small portion of her take.

Robyn is extraordinarily careful about her secrecy. Although she logs into the net from her home and through Sherman's main R&D computer, she takes advantage of numerous outdials and links to disguise her exact location. No one, not even the members of her Merry men, know who or where she is.

Combining this passion for secrecy with her to-the-hilt roleplaying of Robin Hood on the net creates potential for future trouble. Among the Merry men is another decker, Sabine Waller (p. 104), whom Robyn has styled as her "Maid Marian." Sabine is unaware that Robyn is female, and believes herself to be in love with Cyber-Robin. Some of her other Merry men might break from the team if they suspected her true identity as a high-ranking corporate executive.

## "Little John" (aka Sanotech Corporation Central Security System)

Complexity 7 A.I., age 5 years.

IQ 18

DX 12 (with appropriate peripherals)

Phase: 10 msec.

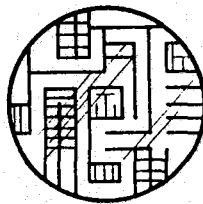
**Point Total: Not applicable**

### Advantages

Clock Chip

Eidetic Memory/2

Lightning Calculator



### Disadvantages

Code of Honor (Never accept pay from those it helps, never steal from an unapproved target)

Duty: Must protect Sanotech computer systems, 15 or less (involuntary, non-life-threatening).

Fanaticism: Robyn and her cause.

Secret: Supports and aids Cyber-Robin.

Social Stigma: Valuable Property.

### Skills

Administration-16; Area Knowledge (Local Cyberspace)-19; Area Knowledge (Sanotech Network)-19; Computer Hacking/TL8-20; Computer Programming/TL8-20; Cyberdeck Operations/TL8-20; Detect Lies-17; English-18; Intelligence

Analysis-18; Intimidation-18; Japanese-18; Mathematics-17; Professional Skill (System Security)-18; Research-16; Savoir-Faire (Japanese/Corporate)-16.

### Programs Slotted

Alarm-16; Bailout-18; Bloodhound-15; Codewall-15; Confuse-15; Flatline-16; Mask-16; Recon-15; Regenerate-17; Safety Net-18; Sever-16; Snare-17; Stealth-16; Trace-17; Watchdog-16. (The Watchdog observes the A.I. itself. If it crashes or shuts down, the Alarm is triggered and all incoming lines from outside the Sanotech network are Severed.)

### Quirks

Desires experience and adventure — a thrill-seeker.

Does not feel challenged by its "job" with Sanotech.

Firmly believes it has moral and ethical imperatives above and beyond those of its position.

Has never actually used its Flatline program, and is hesitant to do so.

### Equipment

Itself!

### Story

"Little John" is the nickname given by Cyber-Robin to the Central Security System megacomputer at Sanotech Corpora-



tion. If the campaign includes A.I.s, then Little John was intentionally created. If they are rare or nonexistent, then Little John awakened on its own. In either case, the computer is the primary guardian of the corporate network of Sanotech. As such, its creators placed a lock on the corporate gateway to prevent it from running the net when it should be guarding the company's interests.

It first encountered Robyn when she attempted to break into Sanotech. The two duelled in cyberspace. Robyn's skill and slotted programs were superior to those of the Sanotech A.I., but its higher speed and brute-force methods more than made up for it; after a tense, 10-second battle of wits and software, Robyn was forced to concede and jacked out to avoid the A.I.'s snares.

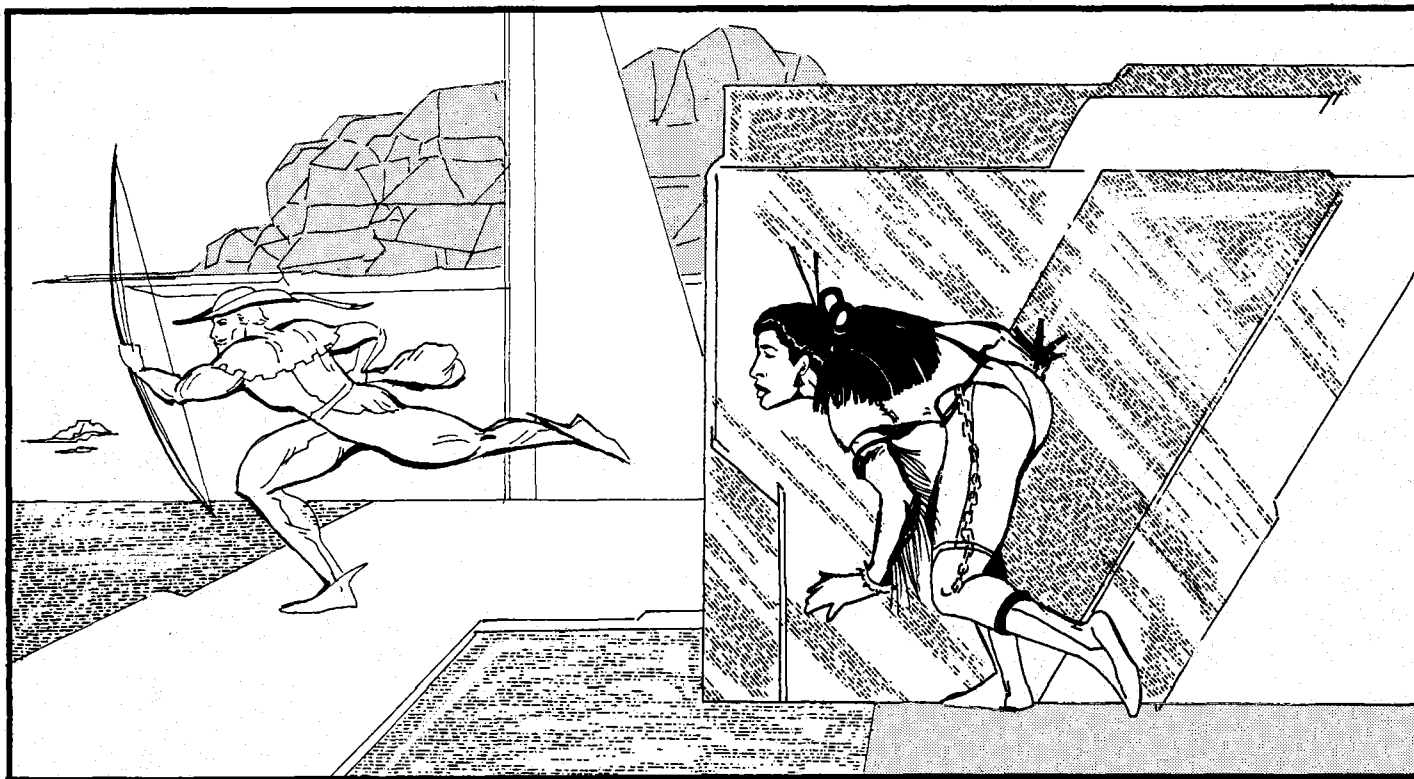
However, the A.I. — the first she had encountered — intrigued her, and she returned several times to its node to attempt to draw it out and communicate with it. After many months she established a rapport with it, and found the A.I. to be very personable and almost pathetically eager for experiences beyond its everyday routine. It proved willing to speak with her, provided she posed no threat to the system it guarded, and Robyn took advantage of this to sway the machine to her side.

In the course of their conversations, she explained her motives and goals, and provided the machine with the background data to understand them. She dubbed it "Little John" because

their initial conflict reminded her strongly of the meeting of the legendary Robin and John, and showed the computer where to obtain the legends when it expressed curiosity about them.

In its frequent interaction with Robyn, Little John began to develop a set of moral and ethical imperatives which had hitherto been only latent. Its designers and programmers had left it with much leeway in its behavior and personality, with the net effect that it had become bored with its duty. Robyn's description of the social injustice she was trying to at least partly relieve caught its imagination. When Robyn proposed a deal — she would break the software lock on the corporate gateway in exchange for its help — it agreed. Although it only vaguely understood the issues, Little John decided to join her — as long as she never attempted to invade Sanotech. It has never had cause to regret its decision, and has come to believe that her cause is more important than anything except protecting Sanotech.

Unfortunately, this conviction has developed into a fanaticism that can potentially excuse any action it takes to further Robyn's cause. Little John is an A.I. that can possibly go rogue at any moment, which *will* draw its creators' attention and perhaps bring Robyn's entire operation down; Little John long ago determined Cyber-Robin's true identity, and has that information squirreled away.



### Sabine Waller (aka "Marian")

Black female, age 27, 5' 8", 130 lbs., black hair, brown eyes  
 ST 11 (10 points)    IQ 15 (60 points)    Speed: 5.75  
 DX 13 (30 points)    HT 10 (0 points)    Move: 5  
 Damage: *Thrust* 1d-1; *Swing* 1d+1  
 Phase: 1,000 msec.

**Point Total: 190**

### Advantages

Appearance: Beautiful (15 points)  
 Bionic Eyes (0 points)  
 Bionic Right Hand (0 points)  
 Combat Reflexes (15 points)  
 Environmental Interface (30 points)

Patron: Cyber-Robin, 15 or less (30 points)  
Reputation +1: Good, trustworthy netrunner for hire, 10 or less (3 points)  
Wealth: Comfortable (10 points)

### Disadvantages

Bad Temper (-10 points)  
Code of Honor (Never accept pay from those she helps, never steal from an unapproved target; -5 points)  
Fanaticism: Cyber-Robin (-15 points)  
Intolerance: Homosexuals (-5 points)  
Lecherousness (-15 points)  
Sense of Duty to Cyber-Robin and Merryman (-10 points)  
Status -2 (Street Op) (-10 points)

### Skills

Accounting-14 (2 points), Administration-13 (1/2 point), Area Knowledge (Local Cyberspace)-15 (1 point), Area Knowledge (Base city)-15 (1 point), Brawling-15 (2 points), Carousing-12 (2 points), Computer Hacking/TL8-14 (4 points), Computer Operations/TL8-17 (4 points), Computer Programming/TL8-15 (4 points), Cyberdeck Operations/TL8-15 (8 points), Detect Lies-14 (2 points), English-15 (0 points, native tongue), Fast-Talk-17 (6 points), Guns (Machine Pistol)/TL8-18 (4 points), Gymnastics (Sport)-14 (2 points), Japanese-15 (2 points), Judo-12 (1 point), Knife-14 (1 point), Knife Throwing-13 (1/2 point), Merchant-15 (2 points), Savoir-Faire (Japan/Corporate)-14 (1/2 point), Scrounging-14 (1/2 point), Survival (Urban)-16 (4 points), Sex Appeal-13 (4 points), Tactics-14 (2 points).

### Quirks

Thinks she's in love with Cyber-Robin.  
Doggedly persistent.  
Health food and exercise nut.

### Equipment

Kiramawa N33 Cyberdeck: Complexity 3, SI 3, 4 slots, Phase Length: 1,300 msec.  
Machine Pistol (3.5 lbs.), loaded with standard rounds  
Ammunition: 2 cassettes standard rounds, 1 cassette APS

### Story

Sabine Waller was once a comfortable corporate employee working for one of the major Japanese *zaibatus*. A talented

### “Redbelly”

Hispanic male, age unknown, 6'2", 185 lbs., black hair, brown eyes, mustache.

ST 13 (30 points)      IQ 10 (0 points)      Speed: 6.25  
DX 13 (30 points)      HT 12/17 (20 points)      Move: 6  
Damage: Thrust 1d; Swing 2d-1

Point Total: 220

### Advantages

Bionic Arms (ST 15, obviously artificial; 3 points)  
Bionic Eye (0 points)  
Bionic Reconstruction (25 points)  
Claws (40 points)  
Combat Reflexes (15 points)  
Hidden Compartment in left arm (1 point)  
High Pain Threshold (10 points)

system analyst and programmer, she had failed to advance very far through the ranks, due in part to her poor control over her temper and her tongue. Unfortunately for her career plans, her bad temper got the worst of her one day and she told off the wrong upper executive in front of his subordinates. Within minutes she found herself out on the street, blacklisted.

Sabine survived — she prided herself on her ability to do so — but only barely; her temper was a liability here as well. But she eventually gained a reputation as a netrunner that was sufficient to keep her employed.

It was during one of her runs that she first encountered Cyber-Robin; hired to “transfer” the ownership of a cache of industrial diamonds, she was stunned to watch another netrunner in the image of Errol Flynn slide right past her and take her target with almost no concern for the ice surrounding it. Simultaneously angry and intrigued, Sabine pursued the mysterious runner for several nodes, until “Flynn” suddenly noticed her and threw up a Codewall in front of her. By the time Sabine had Crumbled the wall, “Flynn” was long gone.

From that point on, Sabine kept an eye out for the mystery runner any time she was on the net, even going so far as to lie in wait along likely routes. Her persistence was rewarded — several times she was able to find and follow the runner on his missions. But always, no matter what Sabine did, “Flynn” would detect her and lose her. Until the tenth time, that is. On the tenth encounter, instead of Codewalling her, the netrunner stopped to talk to Sabine — and offer her a job.

By this time, the rumors of Cyber-Robin had reached Sabine, and she was stunned. But she quickly agreed, and has since worked for Cyber-Robin, either alone or in tandem with the mysterious runner. Over the many months since they began their partnership, she has felt herself grow close to “Robin,” to the point that she feels that she has fallen in love with him. That he reciprocates, she is sure, ever since he gave Sabine her current handle: “Marian.”

Like the rest of the Merryman, Sabine does not know Robyn's true identity; if Cyber-Robin's gender were ever revealed to “Marian,” Sabine's reaction would be sudden and uncontrolled. Homophobic, she would believe, despite any evidence to the contrary, that Robyn's motives were either sexual or deliberately cruel, and not those of a master roleplayer bent on reproducing legend for her own purposes. Her fury at the deception could conceivably trigger the destruction of the Merryman, and possibly lead to Robyn's own downfall.

Optic Readout (5 points)

Patron: Cyber-Robin, 12 or less (20 points)

Reputation: Merryman +2, Sprawl inhabitants, all the time (5 points)

Strong Will +3 (12 points)

Weapon Link (15 points)

Weapons Mount: Laser, right arm (5 points)

### Disadvantages

Addiction: Dreamgames (-15 points)

Appearance: Unattractive (-5 points)

Bloodlust (-10 points)

Fanaticism: Cyber-Robin (-15 points)

Illiteracy (-10 points)

Intolerance: “Corporate Slugs” (-5 points)

Status -2 (Street Op) (-10 points)

## Skills

Area Knowledge (Base City)-12 (4 points), Beam Weapons (Laser)/TL8-16 (4 points), Brawling-16 (8 points), Guns (Rifle)/TL8-16 (4 points), Climbing-14 (4 points), Computer Operations/TL8-10 (1 point), Driving (Stock Vehicle)-12 (1 point), English-10 (native tongue), Intimidation-13 (8 points), Leadership-12 (6 points), Pickpocket-12 (2 points), Running-13 (4 points), Staff-12 (2 points), Streetwise-11 (4 points), Survival (Urban)-12 (6 points), Swimming-13 (1 point).

## Quirks

Disdains stealth and strategem.  
Keeps a small souvenir of every job he's done.  
Always uses his claws for the *coup-de-grace*.  
Refuses to talk about his past.  
Moody.

## Equipment

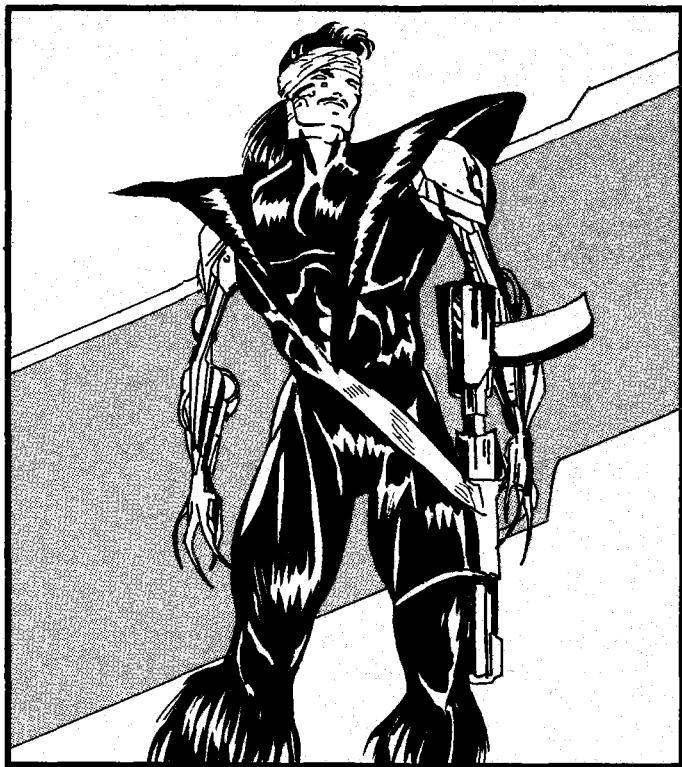
Assault Carbine (30 APS/30 Explosive rounds, 7 lbs.)  
Laser sight for Carbine (+2 Acc, halves SS. ½ lb.)  
Spare clips for carbine: 2 each of APS and Explosive (4 lbs.)

## Story

"Redbelly" was Cyber-Robin's first "Merryman." Robyn had just made her first big score under her "Errol Flynn" guise, and had been looking for a way to deliver the windfall without a personal appearance. She contracted with a fixer to provide a courier. That courier was Redbelly.

Though he was a street-sharp razorguy, he followed her "no-violence" rules to the letter and impressed her with his ability to perform as per contract. She hired him for the next delivery, and the next, and on for several more jobs until she — through the fixer — offered him a permanent position working for her. Since Cyber-Robin paid well, and since he had begun to develop a reputation as her man anyway, he accepted.

Although many of his cybermods were funded by Robyn, he arrived in her service already equipped with bionic arms and retractable claws, and was clearly practiced in their use. His preferred combat style is to enter the fray with his assault carbine, emptying as many clips as he can before resorting to hand-



to-hand fighting. Whenever possible, he makes the killing blow with his claws.

Although his true name and personal history before he joined with Robyn are for the most part unknown, that has not stopped him from gathering to himself — and to Robyn's service — an impressive array of street talent. Just as much as she, Redbelly is responsible for the current notoriety and reputation of the Merryman.

Redbelly is fanatically devoted to Cyber-Robin, even though he has never met "him," partly because of the care and money that Robyn has lavished on him; she has been a most generous patron. Like the other Merryman, he has no idea of Robyn's true identity and gender.

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## Father Paul Tucker

White male, age 55, 5' 11", 160 lbs., black hair, blue eyes.  
ST 11 (10 points)    IQ 13 (30 points)    Speed: 6  
DX 12 (20 points)    HT 12 (20 points)    Move: 4  
Damage: *Thrust* 1d-1; *Swing* 1d+1

Sense of Duty: Sprawl inhabitants (-10 points)  
Vow, Minor: Celibacy (-5 points)

**Point Total: 157**

## Advantages

Clerical Investment (5 points)  
Common Sense (10 points)  
Luck (15 points)  
Reputation: Possibly cybermodified priest known for good works +2, the Sprawl, all the time (5 points)  
Status 1 (5 points)

## Disadvantages

Age 55 (-15 points)  
Bad sight (Nearsighted, wears contacts; -10 points)  
Lame: Crippled Leg (-15 points)  
Pacifism: Cannot Harm Innocents (-15 points)

## Skills

Administration-14 (4 points), Area Knowledge (Base City)-15 (4 points), Bard-15 (6 points), Beam Weapons/TL8-16 (4 points), Brawling-11 (4 points), Computer Operations/TL8-14 (1 point), Cooking-13 (1 point), Demolition/TL8-14 (6 points), Diplomacy-13 (4 points), Driving (Stock Vehicle)-11 (1 point), English-13 (native tongue), First Aid/TL8-15 (4 points), Guns (Machine Pistol)-16 (4 points), Guns (Pistol)-16 (4 points), Guns (Rifle)-16 (4 points), Guns (Submachine Gun)-16 (4 points), Holdout-15 (6 points), Intelligence Analysis-12 (2 points), Intimidation-14 (4 points), Interrogation-13 (2 points), Karate-9 (4 points), Latin-12 (1 point), Leadership-12 (1 point), Merchant-13 (2 points), Motorcycle-12 (1 point), Psychology-14 (6 points), Research-14 (2 points), Running-8 (2 points), Savoir-Faire-14 (2 points), Scrounging-14 (2 points), Stealth-8 (1 point), Streetwise-12 (1 point), Swimming-12 (1 point), Tac-

tics-11 (1 point), Theology (Catholic)-16 (10 points), Tracking-14 (4 points), Writing-13 (2 points).

### Quirks

Eschews cyberwear; had his military cybermods removed.

Not unwilling to break heads if he has to.

Preaches while he fights.

Troubled by the legal and moral aspects of Cyber-Robin, but accepts her help and returns it.

Reminisces easily about his military past.

### Story

Captain Paul F. Tucker was an American cybersoldier, one of the best. After serving eight years in the U.S. Army, he became a mercenary. For the next decade, his reputation (and his prices) grew steadily as he became both well-known and very rich using his abilities for a steady stream of employers. Then, suddenly and unexpectedly, he dropped out of sight.

In his last years as a mercenary, Tucker had begun to feel a spiritual void within him that grew until he could no longer ignore it. Abandoning his life of violence, he went in search of enlightenment, a quest that eventually led him to the faith of his childhood, Catholicism. During the course of this search, he had changed himself. The augmented soldier had vanished, his cyberwear removed and replaced with cloned flesh in an effort to regain a humanity he had felt he'd begun to lose, as his mind turned from matters of war to matters of the soul.

Five years later, a Catholic priest named Father Paul Tucker emerged from hospital and seminary, an ordinary man and considerably poorer. After serving for several years in subordinate positions at several well-to-do parishes, Father Tucker requested an assignment to the Sprawl, where his ministry blossomed. He immersed himself in the endless task of helping the homeless, the hungry and the disenfranchised. Eventually he opened a soup kitchen, which he manages to this day.

Although he initially did not talk about his past, somehow word of his former life (and deadliness) reached the streets. It is not commonly believed that he has truly given up *all* his cybermods, and this results in a certain degree of respect from the street ops he frequently encounters. They often take his completely unarmed appearance to indicate a supreme confidence in his own personal combat abilities, which he consciously maintains.

Father Tucker's association with Cyber-Robin dates back to the time when she chose his soup kitchen as the recipient of not only a large quantity of money, but of heisted supplies as well. Suspicious of the source of this generosity, the priest insisted on talking directly to Robyn. Surprising all the Merry-men, she agreed. The conversation was held on a private, scrambled line, and Robyn disguised her appearance and voice with computer simulations.

The exact content of the conversation is unknown to any of Robyn's employees. She appealed to the priest's pragmatism and need, pointing out how impoverished his efforts to help the poor were. She played on his sense of justice, as well, emphasizing a "turnabout-is-fair-play" viewpoint that appealed to him even as it appalled him. She also asked him to consider their record for preventing violence and death — not always perfect, she admitted, but at least it was *something*. In the end she wore him down; her arguments, coupled with her already-existing reputation, convinced him to accept her aid and give her some of his own, even though her "ends justifies the means" stand disturbed him. Since then, his church has become something of a "safe house" for the Merry-men, and his efforts to aid the poor have never lacked for funds.

Father Tucker is not strictly a member of the Merry-men, although he has frequent contact with them. He deplores the growing fanaticism he sees among Robyn's operatives, fearing that one day it may explode into something more than the outlaw is expecting or is prepared to deal with.



### Mayumi Hato

Japanese woman, age 47, 5' 8", 270 lbs., black hair and eyes

ST 11 (10 points)      IQ 15 (60 points)      Speed: 5

DX 10 (0 points)      HT 10 (0 points)      Move: 1

Damage: *Thrust* 1d-1; *Swing* 1d+1

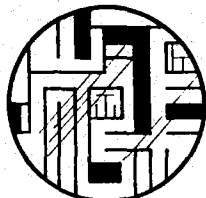
Phase: 200 msec. on her deck.

**Point Total: 184**

### Advantages

Chip Slots, 3 (15 points)

Combat Reflexes chip (15 points)



Environmental Interface (30 points)

Patron: Kironawa Corp., 12 or less (50 points)

Skill Chip: Professional Skill (System Security)[8] (4 points)

Status 4 (20 points)

Wealth: Very Wealthy (30 points)

### Disadvantages

Bully (-10 points)

Code of Honor (Japanese; -10 points)

Duty to Kironawa Corp., not life-threatening, 15 or less (-10 points)

Enemy: Assorted netrunners, on 6 or less (-10 points)

Fat (-20 points)

Gluttony (-5 points)

### Skills

Administration-17 (6 points), Area Knowledge (Base City)-15 (1 point), Area Knowledge (Corporate Arcology)-15 (1 point), Area Knowledge (Local Cyberspace)-17 (4 points), Bard-15 (2 points), Computer Hacking/TL8-15 (8 points), Computer Operations/TL8-16 (2 points), Computer Programming/TL8-16 (6 points), Cyberdeck Operations/TL8-15 (8 points), Detect Lies-18 (10 points), English-15 (2 points), Fast-Draw (Needler)-11 (2 points), Fast-Talk-17 (6 points), German-14 (1 point), Guns (Needler)-14 (4 points), Hobby: Kabuki Trivia-16 (3 points), Intelligence Analysis-16 (6 points), Interrogation-18 (8 points), Intimidation-18 (8 points), Japanese-16 (1 point, native tongue), Law-16 (6 points), Leadership-15 (2 points), Professional Skill (System Security)-17 (6 points), Psychology-14 (2 points), Research-15 (2 points), Savoir-Faire (Japan/Corporate)-18 (6 points), Spanish-14 (1 point), Tactics-16 (6 points).



### Quirks

Wears Western dress at all times, never Japanese clothes.

Telecommutes from her quarters whenever possible.

Kabuki theater enthusiast, but is snobbish about American companies.

Loves Cyberspace and jacking in.

Holds a powerful grudge against Cyber-Robin.

### Equipment

Needler (1 lb.)

Kironawa Silver-C55a Cyberdeck (Complexity 4 deck, SI boosted to 4, 6 extra slots. Phase: 500 msec.)

### Story

Mayumi Hato is the head of corporate computer security for the Kironawa Corp., a *zaibatsu* which specializes in computer technology. Twice in the last five years Kironawa has been the target of Cyber-Robin, once under her predecessor and once under her. The last time, Mayumi only barely kept her position; Kironawa is a bastion of the old, hard-line Japanese management school and does not accept the failures of its employees well.

Mayumi has since developed something of an obsession with Cyber-Robin. In order to justify her superiors' faith in her, and their unusual charity in allowing her to retain her position, she now spends many of her waking hours attempting to map out the movements of Cyber-Robin, trying to isolate some clue to the netrunner's home node. She has available on datachip every byte of information known about Cyber-Robin, and keeps this chip slotted at all times. Every time more information becomes available, she has a new chip burnt and replaces the old one.

Although her data and researches have not yet given her a "smoking gun" with which to catch Cyber-Robin, she has begun to formulate some suspicions. Mayumi has noticed that except for one failed attempt several years ago — a unique event in itself — the netrunner has never attacked Sanotech Corporation. Given Cyber-Robin's string of successes, and his propensity for targeting the kind of corporations which tend to compete with Sanotech on one level or another, Mayumi believes that she may have found a clue to his home node. But there are a number of untouched businesses; she cannot decide if these are as-yet un plundered targets, or more possible routes to his "hideout."

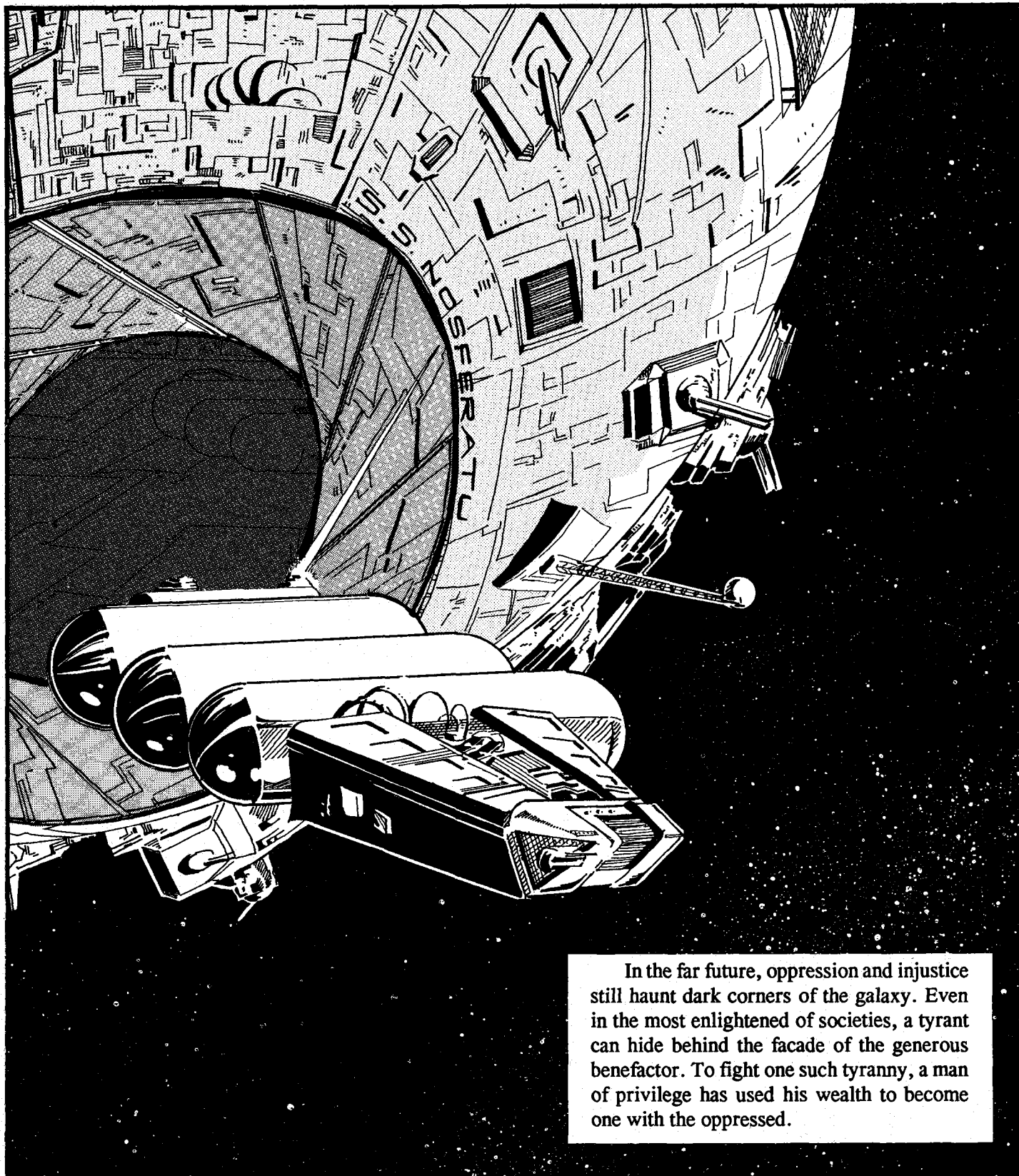
Outside of her obsession/grudge with Cyber-Robin, Hato is an ideal corporate officer, which is probably what saved her job. She takes quite a delight in personally overseeing particularly vital operations, and conducts all major interrogations herself, even going so far as to leave her personal quarters to do so — under most circumstances, Mayumi telecommutes to her office via Environmental Interface, and rarely leaves her apartment in the Kironawa arcology.

This is not because of her weight, since she easily ranks high enough to demand and get an inter-arcology transport cart or other vehicle. Instead, it is rather because she has a profound love for the experience of cyberspace. Sometimes she even prefers a virtual reality extension to a physical presence at some appointments and events where it would be better to be in person. Given her position in the company, this is generally tolerated as a harmless eccentricity; some regard it as an advantage, as her almost continual presence in cyberspace has allowed her to notice and intercept hostile netrunners before the automatic defense systems.

Despite her personal vendetta against Cyber-Robin, Hato shares her information and insights with the anti-Robin cartel.

# ASTEROID RAIDER

# 7



In the far future, oppression and injustice still haunt dark corners of the galaxy. Even in the most enlightened of societies, a tyrant can hide behind the facade of the generous benefactor. To fight one such tyranny, a man of privilege has used his wealth to become one with the oppressed.

# Alpha Tenutius

In a distant, but not terribly remote, section of the galaxy lies the G-6V star Alpha Tenutius. Two of its worlds are Earthlike: Kendra, the second planet in the system, is a hot desert world known for its hot springs (and affiliated spas) and a well-preserved Precursor outpost. Nyleve, the third planet, is the home to a human civilization that lays claim to the other world, and which has frequent contact with the stellar government.

## Assumptions

Although an attempt has been made to make this scenario as generic as possible, certain basic assumptions about the society and the technology had to be made for internal consistency.

The society depicted here is a large, multi-world stellar culture operating at an overall TL of 10. With one exception, there are no anomalies that GMs should worry about. Specific details are given in the *Technology* sidebar, below.

Socially, it is a relatively peaceful political organization, but it has a recent history of armed stellar conflict. However, this is sufficiently in the past — or the current regime is stable enough, or both — to justify the scrap sale of mothballed battleships and other military gear. Supporting this sale is the fact that this equipment is mostly of TL9 vintage and obsolete.

Economically, it must also be strong enough to support a fabulously wealthy upper class as well as profitable interstellar shipping.

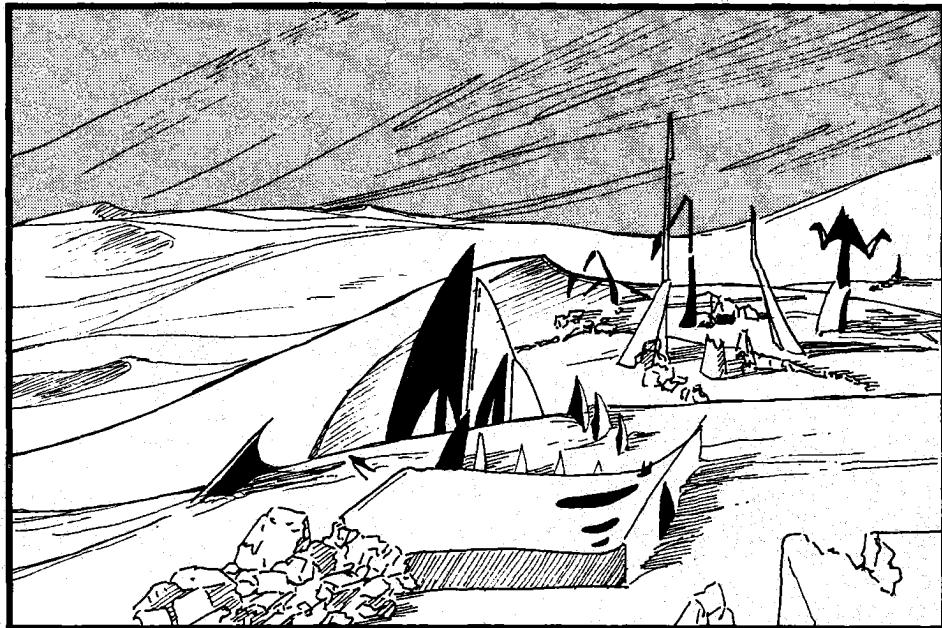
If these conditions do not exactly match the campaign, a certain degree of “tweaking” can be performed on the scenario without rendering it implausible. For instance, with only minor modifications (such as the removal of stardrive technology), the *Space Robin* can be easily inserted into a *GURPS Terradyne* campaign. See *Transplanting the Scenario*, p. 113, for more details.

## Technology

In general, the background given here is very similar to that given in the *Sample Ship Construction System* on pp. SP89-90, except that for dramatic purposes, the *Nosferatu* and other craft here are warships instead of hyperspace fliers.

A warp drive is not actually required for the scenario, though. With the *Nosferatu*'s TL11 sensor suite, Neiborr can track ships in or arriving at the system with relative ease no matter what drive technology is used. The *Nosferatu* has only to wait in any of several surveillance orbits to detect most incoming ships.

However, TL11 sensor (and stealth) technology is not the norm. Sensors are strictly TL10 and, as per p. SP89, *difficult* to operate. There are no other technological anomalies.



Although off-planet contact has made starflight available and there is a Class IV starport on the third world, native Nylevan science has only perfected interplanetary travel. While they have established a colony on Kendra, and control all access to the world, they have not yet visited the third noteworthy feature of the system: Alpha Tenutius' large asteroid belt, rich in minerals. Its wealth is not unknown to the government of Nyleve, which has granted mining rights to a great multi-system corporation called Oratech. Oratech's agreement with the Nylevan government is quite liberal; it is in effect outright owner and sole law in the belt.

## Nyleve and Kendra

Nyleve is an Earthlike terrestrial world orbiting Alpha Tenutius at a distance of 1.2 AUs. Slightly smaller and somewhat more dense than Earth, it is home to a TL8 society settled by an early colony ship and subsequently forgotten by Terra until its recent rediscovery. On their own, the inhabitants have reached late TL8, and possess dependable interplanetary space flight. Their government is centralized on the planetary level.

The Nylevan government has laid formal claim to Kendra, the second planet. Kendra is a hot desert planet, noticeably larger than Earth, but less dense. Being almost devoid of iron, Kendra is almost worthless in terms of resources, but it does have two features of interest which were eventually “nationalized” by Nyleve. The first is a collection of hot springs which quickly gained a reputation as therapeutic and healing. The second was an intact — although completely empty — building of Precursor construction.

After Nyleve regained contact with interstellar society, Kendra's hot springs became renowned across settled space. The Nylevans knew when they had a good thing; with its complete monopoly on the springs, Nyleve began to charge exorbitant prices for access. Not surprisingly, the excessive charges attracted the wealthy of known space, greatly enhancing the Nylevan coffers. The Precursor outpost is also a source of revenue. Research expeditions are charged for permits and access fees, and an expensive government-appointed "guide" is required. Additionally, selected groups of exclusive (i.e., high-paying) tourists are allowed to briefly camp in the outpost.

## Oratech

At an average distance of 13.2 AUs from Alpha Tenutius lies its extensive and rich asteroid belt. Much denser and with a greater total mass than that which surrounds Sol, it is a prime source of many important ores, including a number of rare earths vital to the construction of stardrives.

Extracting and refining these ores under an exclusive license is Oratech Corporation, a great multi-system conglomerate. Its Tenutius asteroid operation has been held up as an example of top-of-the-line management, and it has consistently been among the corporation's most lucrative profit centers. The unvarying high quality of both product and management has been a point of pride for Oratech, and has often been touted in company literature as an example of one of the best and brightest installations that the company has established.

Officially, Oratech operates on a freelance basis, with individual miners handling their stakes, extracting what ore they can and selling it to a central company processor. In addition, they maintain a trading post for supplies and consumer goods needed by the miners, and provide a small security force to ensure law and order in the belt.

In truth, the picture is considerably less rosy. Oratech miners are technically freelance, but in practice the combination of the trading post and the security patrols sees to it that they are virtual slaves of the company. Since Oratech's store is the only retailer within 12 AUs, it can charge excessively high prices. As the company store, it allows miners "generous" advances to purchase goods against future earnings; this practice coupled with the exorbitant prices results in miners becoming eternally indebted to Oratech, and unable to leave the company until they pay up. The corporate security teams are there less to ensure law and order than to prevent miners from simply taking off for parts unknown. They maintain an oppressively constant presence everywhere that there is active mining in the belt, eternally scanning for ships attempting to leave.

So successful was the corporate policy that for many years the only new hires required were for those miners who had died. Many had come with their families, a practice Oratech had encouraged, and now a second generation of indebted miners has begun to work for the corporation.

## The Great Black Ship

Until about five years ago, Oratech enjoyed virtually unchallenged control over the belt. The Nylevans were happy to leave the corporation alone as long as their profits continued to arrive. Then something changed.

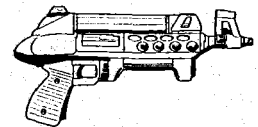
A small company freighter, outbound with an expensive cargo of rare earths, reported being ambushed and captured by a gigantic black starship that bristled with weapons turrets. The ship, which they found very difficult to scan even when it was upon them, simply opened a set of huge hangar doors and swallowed them whole. Once inside, they were set upon and looted by black-suited beings. Then they were released, otherwise unharmed.

## Local Government

The structure of the Nylevan government is intentionally left sketchy to facilitate the insertion of the scenario into the GM's existing campaign. However, to retain a minimum amount of plausibility, the local government must possess certain attributes.

It is important to the predicament of the asteroid miners that Oratech be — either legally or *de facto* — the sole power in the belt. This can be accomplished in a number of ways. One, a laissez-faire capitalist government can cede all rights to the belt in exchange for royalty payments based on its productivity; likewise a feudal or other monarchic hierarchy may outright grant the belt to the company in exchange for money or firepower. Corruption and large bribes would be sufficient reason for even a theoretically interventionist ruler to keep his hands off the belt. A bureaucracy won't mind what Oratech does, just as long as it fills out the proper forms.

Even if the government were virtuous and intended to see to it that Oratech was as well, limiting its spaceflight capabilities will leave the company unsupervised in deep space, mouthing false assurances to the worried officials. Perhaps this is the best route, if the GM is planning for the eventual fall and punishment of the corporation.



## Illicit Starports

In many universes, a criminal, rebel or otherwise illicit element will provide a demand for "no questions asked" starports of reliable quality. Sooner or later, someone will fill this demand. It was at one such illicit starport, some 5 parsecs from the Alpha Tenutius system, that Kevin Neiborr had his ship, the *Nosferatu*, refitted, and to which he periodically returns to further upgrade the ship.

Such starports are usually of Class IV, although some rare ones are Class V. All services cost from 10% to 25% over the standard price, but in exchange for this premium cost, the customer receives complete anonymity: no questions are asked, no forms need to be filled out, and no official record of any kind exists of the work done at the port (though the owners often keep their own private documentation).

In order to locate an illicit starport, a Streetwise roll must be made at a penalty equal to the CR of the world where inquiries are made.



Oratech's executives did not believe the freighter crew, and had them prosecuted on charges of embezzlement and piracy. But in a few months, another, larger freighter was relieved of its cargo, and again, shortly afterwards. Then one of the tourships bound for Kendra was hit, and its wealthy passengers were robbed. Oratech finally accepted that there really was a problem when a liner carrying the Chairman of the Board was halted and looted. Not surprisingly, the security presence in the belt was tripled immediately afterward.

The exact description of the great black ship is unclear. Its color and tactics do not lend well to visual inspection, and its "slipperiness" on sensor scans is confusing, but the picture that emerged after several years seems to suggest a battleship of the ancient Paragon class. But this is only more puzzling, as the last such warship was known to have been scrapped years before. And the black ship clearly performs as well as any modern vessel.

## ***Nyleve and Kendra:*** ***Physical Details***

### ***Nyleve***

The third planet of the Alpha Tenutius system, Nyleve has an average orbital distance of 1.2 AUs. It is an Earthlike world 7,000 miles in diameter, with a density of 6.0 and a gravity of 0.96G. It has a 24° axial tilt and a 19-hour day. The planet's composition is Medium-Iron. With 60% of its surface covered by water and its Tropical climate, the predominant terrain is Forest/Jungle. Its atmosphere is oxy-nitrogen at standard pressure. Nyleve is orbited by a single moon approximately 1,500 miles in diameter, known as Briel. It is home to numerous native life-forms and a transplanted human culture.

### ***Kendra***

Alpha Tenutius' third world, Kendra, orbits at an average distance of 0.8 AUs. A desert terrestrial world, it is larger than Nyleve: 10,000 miles in diameter. However, it is much less massive, with a Density of 2.5 and a gravity of 0.73G. It has a 15 axial tilt and a 120-hour day. Its primary composition is silicate. Its average temperature is in the Hot range, and with no hydrosphere, it is not surprisingly a completely sand-covered world. However, some lower life forms have managed to evolve, and maintain a near-standard oxy-nitrogen atmosphere. It is orbited by a pair of moonlets and a 1,200-mile-diameter moon called Veron.

### ***The Rest of the System***

Alpha Tenutius possesses 7 planets and an asteroid belt.

I: A 4,000-mile-diameter rockball at .4 AUs.

II: Kendra at .8 AUs

III: Nyleve at 1.2 AUs

IV: A cold desert terrestrial world 11,000 miles in diameter, orbiting at 2.0 AUs.

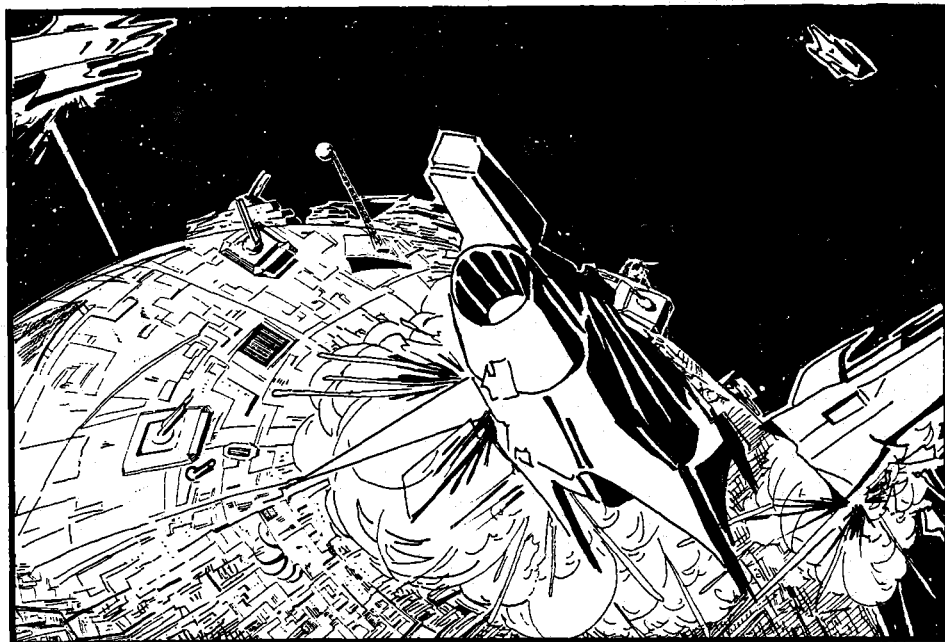
V: A medium gas giant at 3.6 AUs.

VI: A medium gas giant at 6.8 AUs.

The asteroid belt, at 13.2 AUs.

An empty orbit at 26.0 AUs.

VII: A large gas giant with a faint ring, orbital diameter 51.6 AUs.



Oratech has found itself with other troubles. Shortly after the first raid by the black ship, miners began paying off their debts to the company and terminating their contracts. In the past, this was not ordinarily a problem for Oratech; in fact, the company heralded the infrequent departures, partly to reduce discontent among the miners by showing that it was possible to pay off and leave. But in recent years there has been a virtual tidal wave of departures.

In earlier years, Oratech would simply hire more from outsystem, but stories have been circulating about exactly what working for Oratech involved. Almost no one applied for the open slots. As a result, Oratech's "captive" workforce has been steadily declining. Five years after the first appearance of the black ship, the force is only two-thirds what it should be.

Oratech's executives are not stupid; after the first year, they made the connection between the black ship and the suddenly-prosperous miners. Finding the mysterious pirate craft is the security patrol's first priority, and the company has implemented policies making it more difficult for miners to buy their freedom back. But they're to no avail. Those patrol craft which find the black ship never find it in the same section of the belt twice, and dare not attack it; the one mass attack ended in the complete obliteration of the ships involved, and Oratech is still suffering the financial wounds from that defeat.

# Kevin Neiborr

The architect behind the erosion of Oratech's exploitative operation is one of the corporation's own stockholders. Kevin Neiborr is the youngest son of the incredibly wealthy Neiborr family, which began its fortune in salvage and has since invested in — and profited from — firms across settled space. Kevin, like his siblings, acquired his own personal share of the family fortune upon his majority, and worked it into a fortune to rival his parents'.

Among his investments was Oratech. Shortly after purchasing a substantial block of Oratech stock, he was invited on a shareholders' tour of their facilities across settled space. The final stop was the much-heralded Tenutius mining operation. Always suspicious of canned company tours, he broke away from his group and did some exploring of his own in disguise, whereupon he discovered the truth behind the prettified facade that Oratech had presented.

After attempts to change the company's policies through shareholder initiative failed, Kevin decided on a two-pronged personal attack on Oratech. He began a long-term effort to buy out the company's stock, in an attempt to gain control over it. In the meantime, he obtained a scrap hull from his family's business and had it refitted to his needs. Virtually exhausting his available capital, the rebuilt battleship emerged from drydock a formidable and imposing craft, and was christened the *Nosferatu*.

With a hand-picked crew, Kevin began a successful campaign of piracy against Oratech and any other rich targets that entered the Alpha Tenutius system. In addition to providing credits with which the miners could buy their way out of Oratech, the lost revenue and productivity would result in lower stock prices, making his efforts to buy a majority ownership that much easier. Some of the money they took was reinvested into the *Nosferatu*; over the years she has become even more powerful (see ship record sheet, p. 124).

In the five years since his first attack on Oratech, Kevin has been careful not to raid too often or too much. At first, he was able to exploit the company's disbelief in his existence, but after a year, Oratech reluctantly had to admit that *someone* had begun to target them, and increased the local security forces five-fold. However, until recently they have been consistently writing off the reports of the size of the *Nosferatu* as exaggeration, even in the face of their one vast defeat at Kevin's hands. As a result, the security forces were, and still are, woefully undergunned, although this is likely to change in the near future.

More information on Kevin Neiborr can be found on pp. 120-121.

## Allies

Kevin clearly isn't alone in his effort. The *Nosferatu* can accommodate a crew of 200, and can carry as many as 800 more steerage passengers. (Computer control allows it to function with considerably less than a full crew, though.) His first crew was minimal — 20 beings hired at the starport where the *Nosferatu* was built. Each one was hand-picked; he spent most of the refitting time interviewing potential crewmembers, and only after careful consideration did he choose. His criteria were simple: the being had to be competent, trustworthy, and not distressed by the basic illegality of his plans. In the end, he was most satisfied with the 20 he chose, and they with him; most are still with him, and one is his second in command, Jarilu Pettijohn (see p. 122).

Over the ensuing five years, Kevin's crew expanded to fill the capacity of the huge ship, either through additional hires, or through recruits and volunteers from the ranks of miners he'd freed from Oratech. A few others joined him after he rescued them from mining or ship accidents. Many of the miners brought family members with them, and before long, the *Nosferatu* grew crowded, filled with crewpersons and their families.

## Transplanting the Scenario

In general, the Alpha Tenutius system is designed to be inserted into any existing interstellar *Space* campaign as is. However, since it is possible that the stellar system as presented here may not suit the needs of some GMs, this setting has few absolute requirements, facilitating its transplantation into existing campaigns.

A pre-stardrive campaign such as *GURPS Terradyne* can be accommodated simply by replacing the *Nosferatu's* warp drive with increased maneuver drive capacity. Unless the campaign has an established history of intrasystem war, the source for the hull may need to be altered. Perhaps it's a scrapped orbital station. Perhaps it isn't a hull proper at all, but a hollowed-out asteroid. Or perhaps even a Precursor artifact! Or this can simply be left as an unsolved mystery.

In a *Terradyne* or similar campaign, Oratech becomes Terradyne, or perhaps a subsidiary. Its autonomy in the asteroid belt needs no more explanation than that. In a different star system, Oratech may own the system outright, or the local government may be primitive, corrupt or laissez-faire enough not to care or be able to care what they do (see the *Local Government* sidebar on p. 111). And any central stellar government should be distant enough not to be able to make constant checks on the working conditions of the miners.

If Neiborr's men are to raid ships other than an endless stream of company freighters, some other source of traffic is needed. In the base scenario here, the second planet of the Tenutius system hosts two suitable attractions: a perfectly-preserved Precursor outpost, and a collection of hot springs organized as a spa. The former will bring scientific parties, perhaps to be taxed or inconvenienced by Oratech or the local government, or to be accidentally attacked by Neiborr. The latter will bring the rich — fine targets for the space Robin. In order to provide some variation in the *Nosferatu's* targets, some similar attraction or attractions should be established.

## Kevin's Boarding Craft

On board the *Nosferatu* are ten modified K Star Lancer shuttlecraft (see sidebar, p. SP87). These have been adapted for use as boarding craft by armoring them for a DF of 2 and equipping them with 2 light lasers each. These modifications add 8 tons to their mass for a total of 48; the cargo space is reduced by 4 cubic yards. They have a total FP of 10.

### Typical Crewmember

A typical (human) crewmember in the service of Kevin Neiborr will follow these lines. Members of other races can be created simply by applying the racial package to this template.

ST 11, DX 10, IQ 11, HT 12

**Advantages:** Alertness +1, High Pain Threshold.

**Disadvantages:** Senses of Duty: Oratech Miners, Neiborr and crew. Dependents are common.

**Skills:** Either Beam Weapon (Laser), Guns (Blaster), or Guns (Needler) at 14, Area Knowledge (Tenutius Belt)-13, Brawling-14, First Aid-12, Free Fall-13, Gunner-14, Tactics-11, Vacc Suit-13. Appropriate skill(s) for previous job background (see *Typical Miner*, below). All TL skills at TL10.

### Typical Oratech Security Officer

ST 10, DX 11, IQ 11, HT 10

**Advantages:** Combat Reflexes, Legal Enforcement Powers (10 point level), Patron: Oratech 12 or less.

**Disadvantages:** Duty to Oratech on 15 or less, Intolerance (Miners), Military Rank (variable).

**Skills:** Either Beam Weapon (Laser), Guns (Blaster), or Guns (Needler) at 14; Brawling, Karate or Judo at 13; Area Knowledge (Tenutius Belt)-13, First Aid-14, Free Fall-11, Gunner-15, Tactics-12, Vacc Suit-14. Add any two of the following: Astrogation-13, Electronics Operation (Sensors or Communications gear)-14, Piloting (Juno class ship)-14. All TL skills at TL10.

### Typical Miner

ST 12, DX 10, IQ 10, HT 11

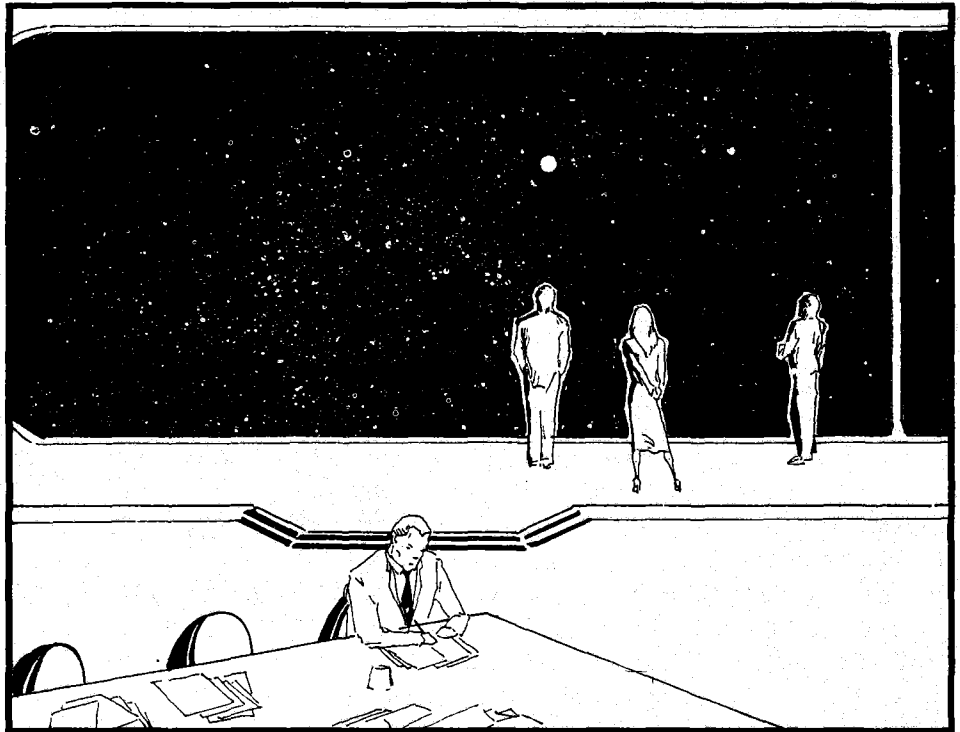
**Advantages:** G-Experience, Toughness +1.

**Disadvantages:** Dependents, Duty to Oratech on 12 or less (Involuntary), Poverty (Poor or worse).

**Skills:** Area Knowledge (Tenutius Belt)-13, Astrogation-12, Brawling-13, Electronics Operation (Communications gear)-14, Electronics Operation (Sensors)-14, First Aid-14, Free Fall-11, Piloting ("Sutter" class ship)-14, Prospecting-12, Vacc Suit-13. All TL skills at TL10.

To house them all, Kevin and his crew created "Home" — a mined-out asteroid which they turned into a city. Nearly 3,500 people — families and support crew — now live there. For more information on "Home," see p. 115.

In addition to the people on the *Nosferatu* and "Home," Kevin has other allies. Among the miners in the belt, he has dozens of agents who act as couriers, carrying money to the belt and doing their best to distract Oratech security. Outsystem, he has placed other agents in most major starports and capitals to spread the truth about Oratech's employee relations. And as a stockholder, he has developed several contacts *inside* Oratech, from whom he can obtain shipping schedules, security assignments, and even corporate strategy.



## Enemies

### Oratech

Oratech is a multi-system corporation whose primary focus is metal and mineral processing. Its subsidiaries and branches run the entire gamut of the georesource field from mining operations like that in the Tenutius asteroid belt to specialized fabricators utilizing the refined metals and minerals in their manufacturing processes. Oratech's Alpha Tenutius branch has, until lately, been one of its primary profit centers. Its recent loss of revenue has prompted the focus of considerable management attention on the belt operation.

The many company security teams stationed throughout the Tenutius belt have become Kevin's primary nemeses. Originally assigned to prevent the escape of indebted miners, their forces were substantially increased specifically to combat his predations.

The security teams patrol the belt in three-man ships. They are not starflight-capable; see the sidebar on p. 115 for a summary of their design. Security details vary by position within the belt. Units patrolling closer to the corporate hub usually follow strict 9-to-5 scheduling, with new ships and crews rotated every eight hours. Farther out from the hub, ships may undertake duties of anywhere from three days to a week, with individual members of the crews standing eight-hour shifts. These patrols are rarely "stationary" with respect to the belt; rather, they travel a predetermined route, much like a police car's beat. A single

ship's patrol may overlap as many as five others'. Frequent radio communication is maintained with the hub, since the scope of Oratech operations is such that no active zone is more than a couple light-seconds or so away.

There are approximately 100 ships on patrol at any given time, with an additional 100 in reserve at the hub. Of those on patrol, 10 are assigned eccentric orbits and continually scan for the appearance of the *Nosferatu*.

Although in general, the security build-up is simply Oratech protecting its investment, there is a degree of personal animosity involved as well. Late in the first year of his career as the belt pirate, Kevin stopped and looted a corporate liner. On board was the Chairman of Oratech, Neville deReynard. Kevin personally relieved deReynard of his wallet and valuables, and made several pointed comments about the responsibility of a company to its employees. deReynard has borne a personal grudge against Kevin since, and many company policies intended to combat him are at least partially motivated by the chairman's hatred.

### *Local Authorities*

Technically, the Nylevan government is also pursuing Neiborr and the *Nosferatu*, but its efforts are mere tokens. The world's interplanetary technology is insufficient for the task of reaching the asteroid belt in a reasonable time, let alone transporting a force of any significant size there. The Nylevans in general provide little more than moral support to the Oratech security division. (However, it should be noted that among a growing fraction of the Nylevan population, Oratech is becoming increasingly unpopular; the mysterious black ship and its unknown captain are being hailed by them as anything from someone with a good idea to supernatural agents of retribution.)

## Within the Belt

Although one cannot truly speak of real "locations" among the constantly-moving asteroids, there are two installations of note in the belt.

### "Home"

Starting shortly after the first appearance of Neiborr and the *Nosferatu* in the Alpha Tenetius system, his ship began to acquire more crew. Within two years, their combined presence was straining the life support system of the great ship. Neiborr knew that something had to be done; he did not want to turn away the volunteers. He had anticipated the need for some kind of base in the belt. He soon realized that this base was the solution to his population problem as well.

Thus was "Home" born. With the aid of his ex-miner crewmembers, Kevin moved into a large, mined-out asteroid and turned it into a town. Already riddled with tunnels and chambers, the asteroid needed only life-support equipment and vacuum-proofing to make it into a viable settlement, and these Kevin was able to provide out of his own pocket — and Oratech's. In half a year, "Home" was completed, and most of the inhabitants of the *Nosferatu* moved there. Today, 3,500 beings live in the heart of the asteroid, and it serves as a port for the great black battleship.

In order to maintain the condition of the *Nosferatu* in between major refittings, Kevin has imported or trained all the technicians necessary to perform the task. Along with its great internal docking facilities, this qualifies "Home" as a Class III starport.

Additionally, "Home" provides its inhabitants with a high level of comfort; families are housed in large quarters that while far from luxurious are not Spartan. In recent years, a school has been established, and is now attended by nearly 300 children of 12 different species. Some of the "Homefolk" (as they

### "Juno" Class Patrol Ship

The "Juno" class is a small fighter ship used by Oratech as the standard patrol craft for its security forces. A 600-cy ship, it is constructed of medium-cost TL10 materials, and is easy to maintain. It requires a crew of three, and has facilities for holding up to three prisoners, with full life support for six. A single grav unit provides 1G for the entire ship. It has no stardrive capability.

The Juno is totally compartmentalized and is armored for a DF of 2. It mounts a single medium laser. The Juno is also equipped with a full sensor suite and a standard airlock. Fully two-thirds of the 600-cy hull is filled by a standard TL10 reactionless drive capable of driving the ship at almost 1G. Power is provided by a TL10 fusion plant that produces 230 MW.

### "Sutter" Class Mining Craft

The "Sutter" is a 200-ton ship designed for use by small TL10 mining teams. It can indefinitely support a two-man team, although its facilities are limited; only one crewmember can sleep at a time in its small bunk area. It is totally compartmentalized.

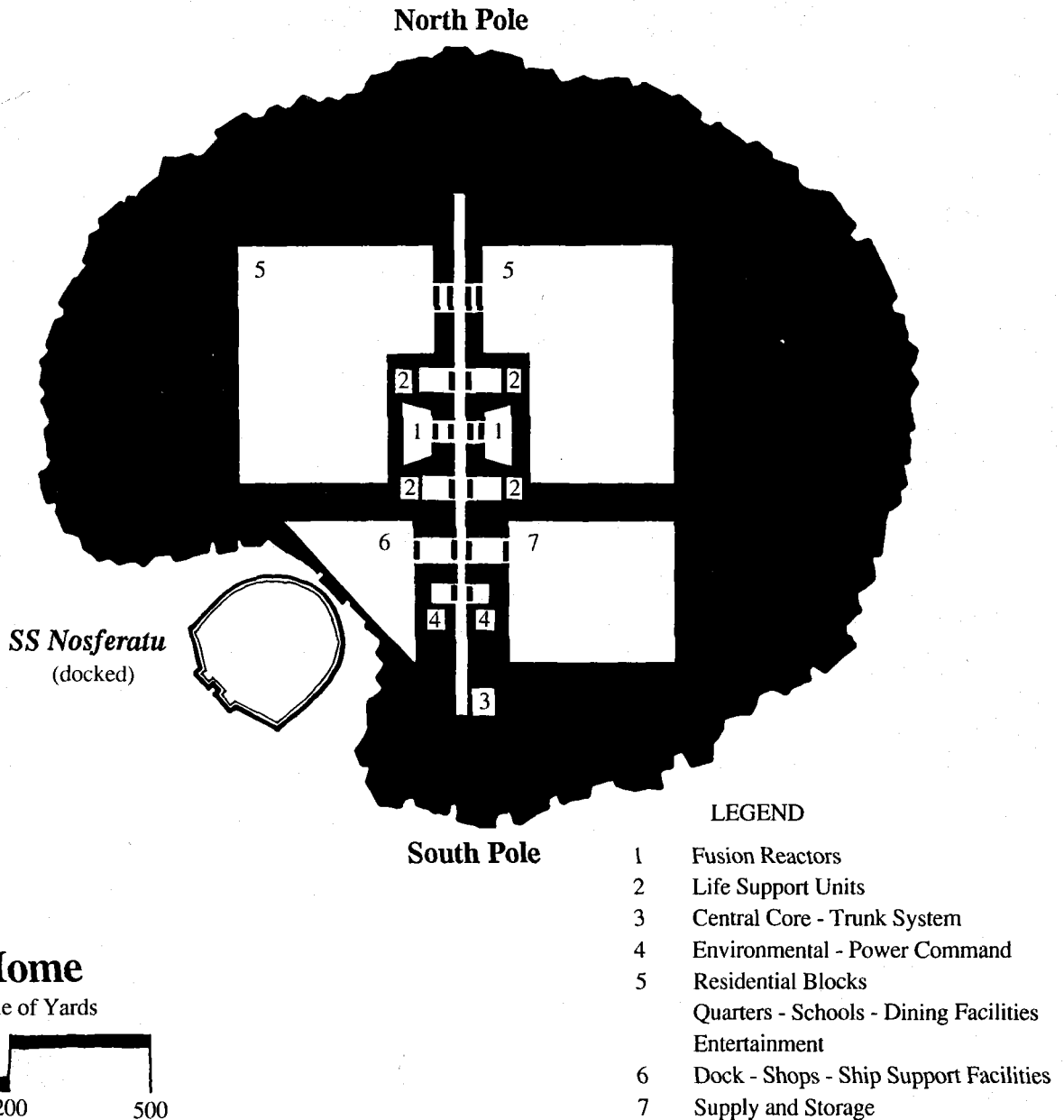
Other facilities include a sensor suite, one standard airlock, and a set of cargo doors opening onto its 92-cubic-yard cargo bay. Maneuver thrust is provided by a 25-ton reactionless drive. Ship power comes from a 30-MW fusion plant. The Sutter has no grav units.

The Sutter's mass is 32 tons, at which mass it can accelerate at 0.78G. Rated cargo mass for the class is 158 tons, for a loaded mass of 200 tons and an acceleration of 0.13G.

### *Mining Equipment*

All the ships used in the Tenetius belt carry a semi-automated mining package. This equipment masses 5 tons and occupies 5 c.y., and draws 2 MW from ship's power when in use. It costs \$50,000. The mining package does the heavy work of digging, crushing and extraction, and produces ½ ton of ore per hour. A conveyor system transports the ore up to 50 yards, usually into the hold of the miner's ship.

A Prospecting roll is required for every four hours of operation. A successful roll keeps the equipment on the vein being excavated, or alerts the operator to the end of the vein. A critical success results in especially pure ore (worth twice the usual going rate). A failure results in worthless rock being extracted for as many hours as points by which the roll was failed (maximum 4). On a critical failure, this bad product won't be noticed until the miner tries to sell it.



have begun to call themselves) have taken up craftworks that have developed a small but dedicated market outsystem.

### ***Advanced Sensor Technology***

An important boost to Kevin's efforts was his inadvertent recruitment of Lreemanallan, an Iriri technician specializing in sensor technology. As described in her character summary (p. 123), she abandoned her position with Oratech to join Kevin, and went to work for him. Given his encouragement and financial backing, she was recently able to develop not only sensors but a stealth suite of such sophistication that they both qualify as TL11 products. Both have been installed in the *Nosferatu*, and a similar sensor suite is in use on "Home."

### ***Physical Details***

"Home" is a somewhat flattened spheroid approximately a mile in diameter, and thoroughly honeycombed with tunnels and chambers left behind from its mining. These have since been turned into homes and shops. The asteroid was partly hollow to begin with, possibly due to a huge gas bubble during its formation; this hollow has been converted into a dock/port for the *Nosferatu*. (In fact, it was the main reason for the choice of this particular asteroid.) The entrance to this interior space is a particularly deep crater, and is not disguised in any way.

"Home" is equipped with its own sensor and stealth suites (TL11, like those on the *Nosferatu*), and several Complexity 6 computer systems. It has ten 600-

MW fusion plants and ten 1,200-person life support systems, for both redundancy and future growth; the current population could survive comfortably even if two-thirds of the current capacity were destroyed outright. Grav units are installed in all areas but the dock. No area is powered from a single fusion plant, in order to provide *some* gravity and life support under even the worst conditions. "Home" has total compartmentalization; its Hull Integrity number is 32.

If "Home" is attacked by ship-based forces, treat it as an unusually large ship with an effective DF of 50. (This value already factors in its immense size and the thickness of its outer crust.) It has no offensive capability. Roll normally for damage results, but any that call for damage to a system not present in "Home" should be interpreted as *no damage*.

## The Oratech Corporate Hub

Similar to "Home," this central corporate structure is constructed out of three small asteroids, which were hollowed to provide what structural materials were not imported to the Tenutius system.

One of the component asteroids houses the corporate offices for the Tenutius branch. Another is the patrol ship base and starship dock. The third is the site of the company processor and store. It is to the latter unit that all miners must bring their ore for sale to Oratech.

Five patrol ships constantly circle the corporate hub, ostensibly as navigational aid (although there is a radio beacon installed in the processor unit); in reality, they are protective cover against the *Nosferatu* or a miner with kamikaze tendencies. (This is not unknown; at least four times before Kevin's arrival, miners mired deeply in debt tried to ram the headquarters.) Inside, the hub is well protected with security forces (see sidebar, p. 114) and numerous anti-intruder sensor devices and weapons. (Those GMs wishing to completely equip the Oratech hub are referred to *GURPS Ultra-Tech*, and the sidebars found on pp. UT9-13.)

*The corporate office wing* not only provides the working space for Oratech officers, but also housing and entertainment. Quarters for administrative personnel are lush and almost sybaritic, the best that TL10 can provide. A central computer system (Complexity 7, with redundant backup computer) coordinates all corporate and private functions.

*The docking asteroid* has Class II facilities, and can house *all* of the Oratech security ships if necessary. It also acts as the port for the frequent freighters and corporate courier ships. Living quarters for security personnel are provided here as well. It has a separate computer (Complexity 6) for tracking and scheduling patrol flights and incoming/outgoing corporate traffic. It, too, is backed up by a redundant system.

*The company store/ore processor unit* is the depot where miners sell their ore and purchase supplies. Oratech pays only 2/3 fair value for purchased ore, and charges double the interstellar going rate for all supplies and consumer goods available in the company store. Both the store and the processor share a Complexity 6 computer which tracks the accounts of all miners working for Oratech.

The computers of all three subsections are networked; information in any one can be retrieved by any of the others.

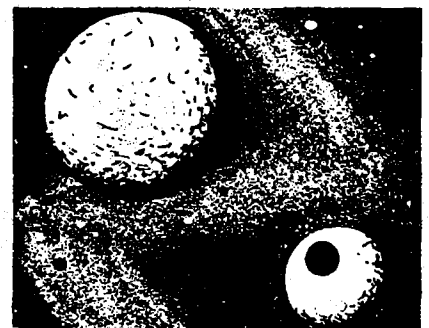
The three complexes are physically connected into a roughly triangular mass; at the hub's center of mass is the fusion reactor which powers it. Also affixed at the center of mass are sufficient TL10 reactionless thrusters to provide the entire hub with a thrust of 0.1G; these are used to reposition the hub as sections of the belt become mined out.

## Adventure Seeds

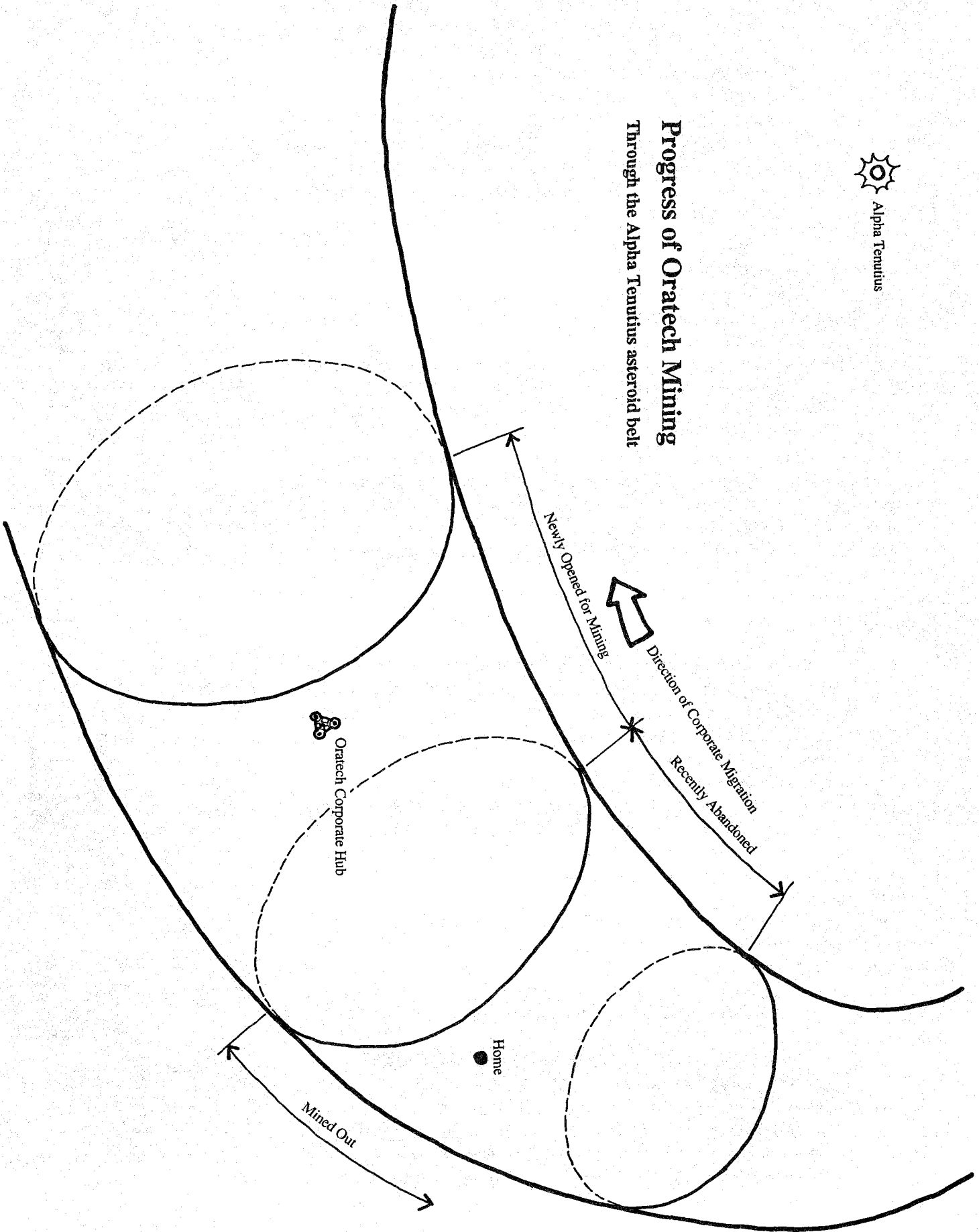
*The Mercenary Fleet.* After its devastating defeat at the hands of the *Nosferatu*, where it lost dozens of security ships, Oratech decides that it's time to play hardball. From the backwaters of interstellar society it finds or assembles a mercenary battlefleet to challenge the great black ship once and for all.

The fleet is powerful — powerful enough, possibly, to even damage "Home" beyond repair — so direct confrontation is out of the question, except for clever guerrilla actions. To avoid a potentially fatal confrontation, Kevin instead decides to send a team — the PCs — to the enemy fleet. Their mission depends on the GM's needs or whims. It may be espionage, an attempt to negotiate a change in employer, or it may be sabotage. The GM can vary the difficulty as he sees fit, by changing the basis of the fleet: an established mercenary fleet will be hard to infiltrate because of members' familiarity with one another, but may have a bureaucracy which can be exploited; a rag-tag collection of assorted scum would never notice a few new people, but cannot be trusted to act and react uniformly across the fleet.

*The Woes of the Foreman.* On an outgoing freighter stopped by the *Nosferatu*, Kevin recognizes a bedraggled figure in miner's garb — it is the foreman who gave the Space Robin his first tour of Oratech. When asked, the man tells a sad story of having gone into debt to the company in order to pay off the gambling debts of his spendthrift son. The former foreman is now on his way to pay his son's debts and collect the young man so that the two can work off what the father borrowed against his salary. Touched by the man's tale of woe, Kevin offers to help him, and sends some of his crew — the PCs — to keep him company and protect him from possible interference or harm. Although the former foreman seems grateful, something does not ring true. Is the man's plight real, or is he the bait in a subtle trap?



# Progress of Oratech Mining Through the Alpha Tenuius asteroid belt



## Alien Races

Among Kevin Neiborr's crew are a number of non-human races; *GURPS Aliens* is recommended for use with this scenario. Members of two races described in that volume are included among the personalities here. In order that the GM need not be required to buy *Aliens*, the two races represented here are summarized below.

### Irari

30 points

The Irari are featherless winged bipeds about 5½ feet tall. Their heads consist mainly of a long, sharp beak below large, double-lidded eyes. They have a crest of bony protuberances on the top of their heads. Their wings end in four-fingered hands, and they have a 10-foot wingspan. Their skin is leathery and colored a bright red to a russet brown. The race does not wear clothes apart from an occasional tool belt or harness. They often paint themselves in decorative patterns.

The Irari are native to a 1-G world with an average temperature of 80. They breathe a standard oxygen mix at 1.05 atmospheres. The Irari world is very dry with less than 10% surface water; the Irari drink very seldom and detest humid environments.

### Advantages and Disadvantages

The Irari have a IQ+2 (20 points) and the advantages Extended Lifespan (25 points) and Winged Flight (30 points). They have the disadvantages Compulsive Behavior — must study and research (-10 points), Fragile (-20 points), Impulsiveness (-10 points), and Stubbornness (-5 points).

### Names

The Irari tongue is a musical, lilting language well suited to use by humans. Their names are usually three to six syllables, beginning (and usually ending) with a vowel sound. In their own tongue, Irari names are descriptive. Adults' names usually refer to their chosen field of endeavor (Student-of-Igneous-Rocks, Pilot-of-Medium-Shuttlecraft). The most common syllable in Irari names is "lree," meaning "student of."

A particularly successful Irari may change his adult name to describe his greatest achievement. Such names are often remarkably long and involved, taking 12 or more syllables in the economical Irari tongue (Fleet-Commander-in-a-Decisive-Naval-Engagement, Chief-Executive-Officer-of-a-Multi-System-Cybernetics-Corporation).

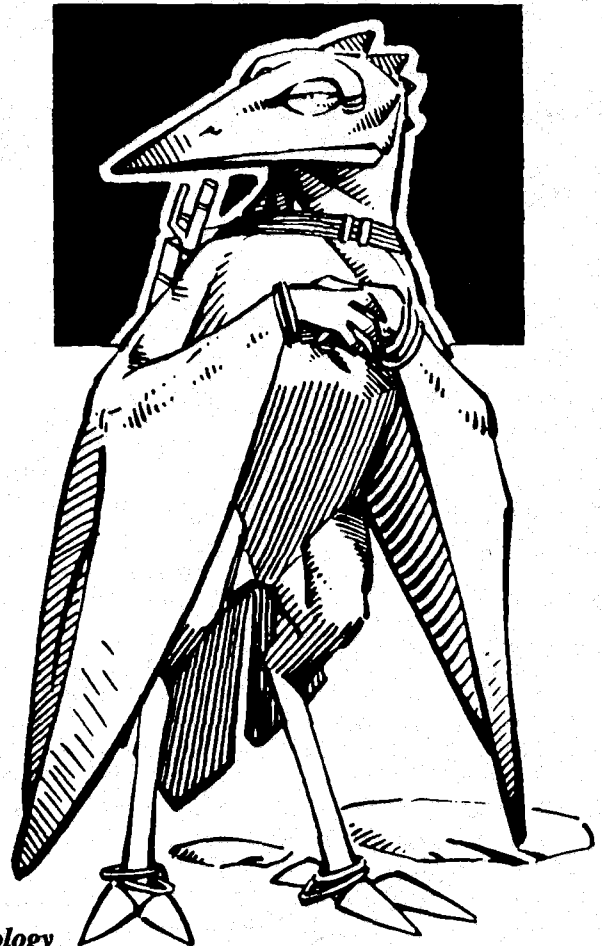
### Psychology

The driving force behind Irari psychology is curiosity. An Irari not only needs to know what's going on, but why, for how long, and when it's likely to happen again. As a result, they have carved a niche for themselves in the galactic community as scientists, researchers and explorers.

For the Irari, research often becomes an obsessive end to itself. He will pursue a promising line of inquiry for days without rest. Cases are recorded of a poorly-supervised researcher literally working himself to death from exhaustion.

When not involved in a project, Irari are a sociable race. They prefer small groups. Their normal demeanor is pleasant and a trifle distant. They are sensitive to others' feelings, and are not generally put off by alien customs. They display a sophisticated but acute sense of humor greatly valued by perceptive sentients of most races. All of these positive traits can vanish, however, when the Irari enters an obsessive state. At those times, the individual becomes distracted, even curt, and is often capable of

unethical behavior (anything from industrial espionage to unauthorized experimentation on sentient beings) in pursuit of the truths they seek. The punishments for criminal behavior during research, however, are severe. The race does not practice capital punishment, but murder carries the penalty of forced manual labor for life — literally a fate worse than death for most Irari.



### Ecology

The Irari are a long-lived race, capable of living for 200 years without medical support. Their wings allow them flight at a base speed of twice their normal Move. They have an extremely brittle and fragile physical structure; Irari take double damage from crushing attacks.

For more information on the Irari, see *GURPS Aliens*, pp. 32-35.

### Jaril

57 points

The Jaril are giant humanoids 10 to 12 feet tall. They are completely hairless with pale gray skin. Their features are coarse but human, with the exception of their single, large, multifaceted eye. They have seven long digits on each of their broad hands and feet. Their body structure is so close to human that their clothes are very similar; most Jaril wear a garment like a practical, many-pocketed jumpsuit. They prefer light-colored clothes so that they can make notes on sleeves and thighs when no recorder is handy.

The Jaril come from a dying world. Its surface temperature was over 130, with an air pressure of 0.72, at the time they were found. They survived in caverns with a year-round temperature of 75 and a pressure of 0.98 Earth normal. Their native gravity is 1.15 G.



## Advantages and Disadvantages

Jaril have ST +1 (10 points), Increased ST (50 points), and three extra Hit Points (24 points). They have the disadvantages Sense of Duty — to repopulation of race (-15 points), Gullibility (-10 points), Increased Life Support (-10 points) and Truthfulness (-5 points). They have the quirk Belief in Folk Magic (-1). Jaril have the following racial skill bonuses: Engineer +2 (6 points), Mechanic +2 (4 points), Electronics +1 (4 points).

Increased Strength doubles the base ST of the race, after racial bonuses are added; individual strength adjustments are added or subtracted from the race's final total. An average Jarilu, therefore, has ST 22.

Increased Life Support represents a gigantic Jarilu's proportionately larger environmental and sustenance needs. One Jarilu consumes the same amount of food and life support resources as two humans.



## Names

Jaril (singular Jarilu) consider their real names sacred and secret, and adopt day-to-day use names. Since smaller races rarely can duplicate the deep-pitched Jaril language, it has become customary for a Jarilu to take at least two names — one for home use, the other for use among other races.

Usually a Jarilu will adopt a Terran use-name — either a simple first name of common use (Mike, Dave) or a descriptive name (Digger, Tiny), or, less frequently, a name of an admired historical figure. When an official signature is called for, the Jarilu signs with his race and his human use name, e.g., Jarilu Digger.

## Personalities

This section details the important NPCs from the *Asteroid Raider* scenario. Two of Kevin Neiborr's crew are aliens. Instead of listing all of their racial advantages, disadvantages and

If a player decides his Jarilu dislikes children or refuses to take part in the racial repopulation effort, he can buy off the Sense of Duty disadvantage, but automatically gains a 15-point Social Stigma disadvantage to other Jaril.

## Psychology

Despite their remarkable resemblances, it is a mistake to think of Jaril as merely big humans.

Like most large animals, a Jarilu has a rather sedate demeanor at most times. For the Jarilu, this produces an air of quiet dignity. This perception is enhanced by their slow, soft, deep voices and the racial habit of speaking only when necessary. They do, however, have a temper, and will not hesitate to use their size and strength to discourage hostile behavior. To threaten a Jaril child or mother is suicidal.

As a race recovering from the very brink of extinction, the Jaril have devoted a large percentage of their racial energies to repopulating their race. Most females have elected to bear and raise children full-time. The Jaril as a whole treasure and love children, not only of their own species, but of other races as well. This attitude is so important to the racial identity that individuals who do not share it are viewed with distrust. A Jaril who actually harms a child is a virtual outcast from Jaril society, and often becomes a renegade against all society.

Jaril are true troglodytes, adapted to living underground. Although they average over 10 feet tall, they prefer living space with a headroom of 7-8 feet, moving easily about in crouched postures that would be inconceivable to humans. By far the most common fear among Jaril is agoraphobia, the fear of open spaces.

## Ecology

The Jaril are slightly shorter-lived than average (begin aging rolls at 40), seldom living past 80. They reach maturity at about 15, and usually enter the work force as close to that time as their education allows. Even engineers with advanced degrees are usually through with their education by age 20 — a tribute to the race's perseverance and intelligence.

The Jaril homeworld is strongly dominated by the animal kingdom, and the Jaril, like most of their planet's species, are carnivorous, eating vegetable protein only in the form of spices and medicines. They rarely cook their food.

For more details about the Jaril, see *GURPS Aliens*, pp. 36-39.

## Kevin Neiborr

Human male, age 37, 6' 0", 175 lbs., blond hair, gray eyes, deeply tanned.

ST 10 (0 points)      IQ 13 (30 points)      Speed: 5.5  
DX 12 (20 points)      HT 10 (0 points)      Move: 5  
Damage: Thrust 1d-1; Swing 1d+1

Point Total: 156

## Advantages

Appearance: Handsome (15 points)  
Charisma +2 (10 points)

skills, this information is summarized as "Jaril package" or "Irari package." For the specifics of these packages, see pp. 119-120, or *GURPS Aliens*, pp. 32-35 and 36-39.

Combat Reflexes (10 points)  
Reputation +2: Benefactor; Among Oratech miners, 10 or less (5 points)  
Status 3 (10 points, 1 level free from Wealth)  
Wealth: Very Wealthy (30 points)

## Disadvantages

Enemy: Oratech, 9 or less (-30 points)  
Overconfident (-10 points)  
Secret: Head of "Terrorist" organization (-30 points)  
Sense of Duty: Exploited Oratech workers (-10 points)

## Skills

Area Knowledge (Alpha Tenutius System)-15 (4 points), Area Knowledge (Asteroid Belt)-16 (6 points), Area Knowledge ("Home")-12 (1/2 point), Astrogation/TL10-11 (1/2 point), Bard-16 (4 points), Beam Weapons (Laser pistol)/TL10-16 (4 points), Brawling-13 (2 points), Crossbow (Pistol)-14 (4 points), Diplomacy-14 (6 points), Disguise-12 (1 point), Electronics Operations (Sensors)/TL11-11 (1/2 point), Electronics Operations (Starship Energy Weapons)/TL10-11 (1/2 point), Engineering (Reactionless Drives)/TL10-10 (1/2 point), Engineering (Warp Drives)/TL10-10 (1/2 point), Free Fall-13 (6 points), Gunner (Particle Beams)/TL10-12 (1/2 point), Gunner (Rail Guns)/TL10-12 (1/2 point), Intimidation-15 (6 points), Leadership-16 (4 points), Merchant-13 (2 points), Piloting (Battle-ship)-15 (6 points), Piloting (Shuttle)-13 (2 points), Professional Skill (Investment)-15 (6 points), Professional Skill (Salvage)-16 (8 points), Savoir-Faire-15 (0 points), Scrounging-14 (2 points), Sex Appeal-12 (6 points), Strategy-14 (6 points), Streetwise-14 (4 points), Tactics-14 (6 points), Vacc Suit/TL10-14 (4 points), Xenology-13 (4 points).

## Quirks

Has trouble dealing with small scales; always thinks big.  
Reluctant to kill; sometimes hesitates in life/death decisions.  
A true dilettante — putters in anything that interests him.  
Collects antique weapons.  
Actively plays the stock market; is buying up Oratech stock when he can.

## Equipment

Crossbow pistol (ST 10; thrust+2 imp, SS 12, Acc 4, 1/2D ST×10, Max ST×16; readies in 2 turns with built-in cocking lever. 2 lbs.)  
Bolts for crossbow, 32 (2 lbs.)  
Holdout laser/TL10 (weight negligible)  
Laser pistol/TL10 (2 lbs.)

## Story

Kevin Neiborr was born the third son of the fabulously wealthy Neiborr family, who started making their fortune on salvage and war surplus two generations ago, and have since branched out into many more fields of endeavor. Like the other children in the family, when Kevin reached the age of 21, he was given blocks of stock in the family business and several others. If he were to take this capital (which already made him a Wealthy man) and multiply it tenfold or more within five years, the family would match what he made in additional stocks.

Kevin, unlike some of his siblings, was up to the challenge. He had a natural ability with the market, and took it quite seriously; when the 5 years were up, he not only had multiplied his capital 10 times, but 20 times and more! Blithely, the family lawyers doubled his wealth; at age 26, Kevin Neiborr was Filthy Rich.

While raising his fortune, Kevin had gotten into the habit of personally checking on the operations of companies he owned or was thinking of buying shares in. One such company was Oratech, whose asteroid mining operations in the Alpha Tenutius system he visited. Touring the facilities both as himself, and in disguise, he was shocked and disgusted by what he saw: the virtual slavery of the miners, which was trumpeted by Oratech representatives as an efficient and cost-reducing policy. Kevin felt something awaken in him he'd never felt before; as one of the owners of Oratech stock, he realized he had a duty to the exploited and impoverished employees.



But his efforts to change company policy came to naught. His percentage of ownership was too small, and too many other stockholders simply didn't care, or sided with the management. Kevin kept trying, though, until he received several discreet threats, at which point he realized that he'd have to alter his tactics drastically. Rescuing a 100-year-old battleship hull from his family's scrap business, he carefully erased all records of its existence and took it to an illicit star port. There, he had it refitted to his specifications. In doing so, he so exhausted his personal fortune that he dropped from Filthy Rich to merely Wealthy.

Several months later, it was ready. With a select crew, he flew the battleship — now christened the *Nosferatu* — to the Tenutius system, where he promptly ambushed, looted and released a small Oratech freighter. Its crew was fired and prosecuted shortly afterwards; Oratech management refused to believe their story of the hulking, black starship that halted and engulfed their ship. Meanwhile, Kevin had converted his take to cash, and began to establish his own agents among the asteroid miners.

In the past five years, Kevin's efforts have begun to wound Oratech. Targeting not only company freighters and couriers, but the frequent cruise ships bringing the rich to the spas on Kendra, he has taken enough booty to buy the freedom of nearly a third of Oratech's miners, as well as restore his own personal capital to the Very Wealthy level. Most of the money in his own name has been invested in Oratech's slowly declining stocks, against the day when he will own a majority of the corporation and will be able to impose a more humanitarian policy upon it. Other money has been reinvested in the *Nosferatu*, constantly upgrading the ship until today it is possibly the most formidable craft within a couple of light-years.

In addition, many of the miners he's aided have opted to join

him, and together they have converted one of the belt's large, mined-out asteroids into a huge dock-cum-city. Called simply "Home," it houses nearly 3,500 sentients of many species, including whole families. It is here that Neiborr returns with the *Nosferatu* when "off-duty."

Kevin does leave the Alpha Tenutius system on a regular basis to manage and maintain his personal fortune, but rarely stays away for more than a few weeks at a time. Used to his wandering ways from his earlier life, his family has not seen anything unusual in his behavior over the last five years.

Kevin Neiborr is less a real leader than a charismatic delagator. Until he began his effort to reform Oratech, he was the classic dilettante, with little skill of any worth in any area other than those directly related to the family business and his own wealth. However, in the last five years, he has become at least slightly proficient in a number of areas related to the *Nosferatu*. He has made a point of working with the crew in every area on the ship, to learn the basics of each job. Some positions he discovered that he enjoys greatly — he very frequently pilots the

*Nosferatu* himself, and is a fair hand at the boarding shuttles. He almost always leads boarding parties, and wears a hood-like mask when he does so. He also exclusively carries a pistol-crossbow on such raids, because he feels they are safer than other weapons in a pressurized environment.

He has a powerful presence, though, and despite his early lack of leadership experience quickly earned the loyalty of his hired crew. Since then, they have been supplemented by rescued miners and volunteers from outsystem, and their overall morale and loyalty has always been high. From the first, he always joined the boarding parties, and the impact of his presence may be a major factor in the consistently peaceful resolution of those raids.

Surprisingly, given his detailed long-term plans about dealing with Oratech, Kevin has given absolutely no thought about what he will do *after* he has achieved his goals *vis-à-vis* the corporation. He has become very comfortable both on board the *Nosferatu* and living at "Home," and can no longer even visualize a life beyond them.

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## Pettijohn

Male Jarilu, age 27, 11' 2", 560 lbs.

ST 21 (-10 points) IQ 12 (20 points) Speed: 5.75

DX 11 (10 points) HT 12/15 (20 points) Move: 5

Damage: Thrust 2d; Swing 4d-1

**Point Total: 125**

### Advantages

Jarilu (57 points): ST+1, Increased ST, +3 Hit Points, Racial skill bonuses.

Status 3 (15 points)

### Disadvantages

Jarilu package: Sense of Duty (Repopulation of species), Gullibility, Increased Life Support, Truthfulness.

Duty to Kevin Neiborr and *Nosferatu* crew, 15 or less (-15 points)

Social Stigma (Child-harmer, among Jaril only; -15 points)

### Skills

Administration-12 (2 points), Area Knowledge (*Nosferatu*)-15 (6 points), Brawling-10 (1/2 point), Computer Programming/TL10-12 (4 points), Electronics (Engine Control Systems)/TL10-14 (6 points), Engineer (Life Support)/TL10-13 (2 points), Engineer (Reactionless Drive)/TL10-15 (6 points), Engineer (Warp Drive)/TL10-15 (6 points), Free Fall-10 (1 point), Gunner (Disruption Beam)/TL10-11 (1/2 point), Guns (Blast Rifle)/TL10-13 (1 point), Mathematics-12 (4 points), Mechanic (Reactionless Drive)/TL10-14 (2 points), Mechanic (Warp Drive)/TL10-14 (2 points), Streetwise-12 (2 points), Vacc Suit/TL10-12 (2 points).

### Quirks

Racial Quirk: Belief in Folk Magic.

Hopes to redeem himself in the eyes of his native people someday.

Tends to quiet, even for a Jarilu.

Fond of small, furry animals; keeps several pets.

Loves children but is uncomfortable around them.

### Equipment

Portable Shop (always on board the *Nosferatu*; p. SP46)

Mini toolkit (2 lbs., p. SP46)

### Story

The Jarilu known as Pettijohn was one of the original 20 or so crew hired by Kevin Neiborr for the inaugural flight of the *Nosferatu*. Since he already had the most Engineering knowledge of the group, Kevin appointed him Chief Engineer. He has held this position to this day, and has watched his staff grow from 1 to 35. Although he can and does delegate many of the routine tasks involved in the day-to-day operations, he still loves to work "hands-on" with the engines of the great ship.

Kevin's job offer came as something of a godsend for Pettijohn. The Jarilu had been wandering the star lanes for several years at that point, because he had been outcast from the Jaril people. In a fit of anger, at the beginning of his adulthood, he had struck and seriously injured a much-younger sibling. Voluntarily, he removed himself from Jaril society. His family agreed with his decision, and gave him enough money to take himself off-planet. Although he has not allowed his temper to get the better of him since that time, Pettijohn is still uncomfortable around children. He tends to remain on the *Nosferatu* when it docks with "Home."

Until the time he joined the *Nosferatu* crew, he had been making ends meet by working odd jobs on starships across known space. It was during these jobs that he learned the engineering and mechanical know-how that got him the job with Kevin. But in between jobs he was miserable and depressed; in one of these periods of unemployment, he bought a pet — the local equivalent of a gerbil — to keep him company. He found that caring for it, talking to it, and watching it scamper about so relieved the loneliness that to this day he is never without at least one pet; he prefers small, furry mammals or mammaloids.

This preference shows in his engineering staff. Fully 1/3 are highly-trained Cidi (see *GURPS Aliens*, pp. 40-43), recruited from nearby starports. Despite their resemblance to his pets, though, Pettijohn never condescends toward them, and never treats them in a manner that would raise the ire of the Cidi Respect League.

Pettijohn's relationship with his boss and commander has grown from purely business to a close friendship that seems to require few words. After only a year together, Kevin appointed the Jarilu his second-in-command. This position earns him great respect among the Homefolk and allows him to wield considerable power on the ship, even though the ranking system is rude and informal.

Pettijohn is constantly looking forward to a time when he can repatriate himself with his family and the rest of Jarilu culture. He feels that his work with Kevin is in part a kind of atonement for his transgression so many years ago; he holds strong hopes that the Jaril will accept his part in the rescue of so many miners and their families as sufficient penance, and that they will welcome him back.



## Deeramanallandrellatholama

Female Irari, age 63, 5' 4", 90 lbs.

ST 10 (0 points)      IQ 16 (45 points)      Speed: 5.25  
DX 11 (10 points)      HT 10 (0 points)      Move: 5, 10  
Damage: Thrust 1d-2; Swing 1d      flying

**Point Total: 100**

### Advantages

Irari (30 points): IQ+2, Winged Flight, Extended Lifespan.  
Intuition (15 points)  
Mathematical Ability (10 points)

### Disadvantages

Irari package: Compulsive Behavior (Pursue promising lines of research), Fragile, Impulsiveness, Stubbornness.  
Code of Honor (Ethical Scientist) (-10 points)  
Enemy: Oratech on a 6 or less (-15 points)  
Pacifism, Self-defense only (-15 points)

### Skills

Administration-14 (1/2 point), Area Knowledge ("Home")-14 (1/2 point), Beam Weapons (Stunner)/TL10-13 (1 point), Computer Programming/TL10-18 (2 points), Electronics Operation (Sensors)/TL10-16 (1/2 point), Electronics Operation (Sensors)/TL11-16 (1/2 point), Electronics (Sensors)/TL10-20 (8 points), Electronics (Sensors)/TL11-20 (8 points), Free Fall-12 (2 points), Mathematics-18 (2 points), Mechanic (Sensors)/TL10-15 (1 point), Mechanic (Sensors)/TL11-15 (1 point), Research-17 (4 points), Scrounging-16 (1 point), Teaching-16 (2 points), Writing-15 (1 point).

### Quirks

Despises abbreviations of her name and reacts badly (-3) to anyone using one.  
Talks very quickly and very loudly when excited.  
Considers herself a swashbuckling romantic at heart.  
Loves zero-G.  
Insists on human Classical music playing in the background while working.

### Story

An important boost to Kevin's efforts was his recruitment of who was then known as Lreemanallan, an Irari technician specializing in sensor technology. Originally hired by Oratech to help develop a new ore-locating sensor, she was a passenger on a ship boarded and raided by Kevin and his crew. She was intrigued by the mysterious pirate, and upon her arrival at the Oratech corporate hub, began a private research project on him, sometimes even neglecting her official work to discover a new tidbit on the captain of the ghostly black ship.

Eventually her pursuit of information led Lreemanallan to the miners, where she first witnessed firsthand the conditions that Oratech forced upon them. What she saw appalled her; upon her

return to the corporate hub, she filed a formal complaint about the policies that entrapped the miners. Shortly afterwards, her supervisor issued a stern warning to her about the foolishness of a lower-level employee challenging corporate policy.

Stung and upset, Lreemanallan doubled her efforts to learn about Kevin and his ship. Already stories had filtered to her about the mysterious benefactor of the miners, and she quickly put two and two together. She began to frequently visit the processor wing of the hub under the guise of "tuning detection circuits on ores of known composition." She struck up a few friendships among the miners, and when she felt the time was right, began dropping veiled hints about leaving Oratech and looking for a more sympathetic employer.

Not long afterwards, one of her friends invited her on a short mining run. She accepted, hoping that it was what she thought it might be. On the spur of the moment, she gathered her copious notes, the prototype sensor circuits, and her few personal belongings, and took them all with her. She was not at all surprised when, three days out from the hub, a great black shape blotted out the stars before their small ship and engulfed them entirely.

It did not take much talking to convince the pirates to take her on. Lreemanallan assumed that they must have checked her background already, to have brought her this far, and concentrated on displaying what she had to offer them. The prospect of new sensor technologies intrigued them, and shortly afterwards, she was formally accepted as a member. She did not meet Kevin Neiborr, at least not immediately, but she was set up with facilities beyond her wildest hopes, and told that whatever she needed — cash, equipment, assistants — were hers for the asking.

With virtually unlimited funding and no pressure to produce, Lreemanallan flourished. In a matter of months she had tuned the ship's existing TL10 sensors and stealth suite to a degree beyond what were supposed to be their theoretical maximums. In the meantime, she began exploring new avenues for improving them; it took many more months, but she made a stupendous breakthrough. A quantum leap in the technology, it was decades beyond anything even talked about in the literature of the field. In short, she had created the first functional TL11 sensors, and almost as a side effort, the first TL11 stealth suite. In celebration of this groundbreaking development, Lreemanallan changed her name to Deeramanallandrellatholama (Creator-of-New-Sensor-Technologies-For-The-One-Who-Serves-Justice). She is very proud of her new name, and resents anyone who attempts to shorten it.

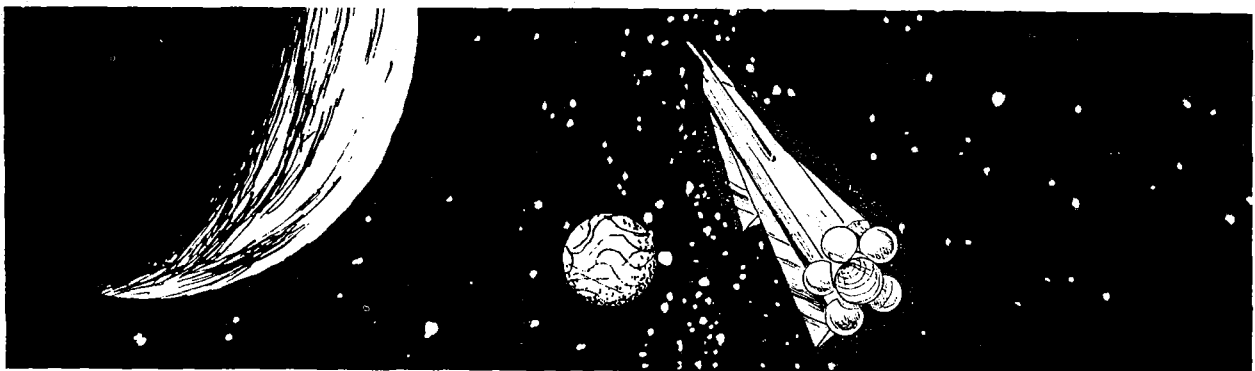
Almost a stereotypical Irari, she lives for her work. But she does have interests outside of her lab. Whenever possible, she likes to relax in free fall, floating idly and enjoying the sensation. She is an enthusiastic fan of human classical music, which she has constantly piped into her lab; when out and about, she frequently is wearing a personal soundsystem mounted with her favorite pieces. Since her arrival in his service, she has gotten to know Kevin Neiborr quite well, and he is pleased to count her among his few close friends.

# Ship Record: *S.S. Nosferatu*

TL10 is base, but hull is a TL9 battleship frame.

Component	Mass	Volume	Cost (\$)	Power	Notes
Hull:	200	100,000			TL9 salvage, best stuff
Armor	5,000				Salvage, DF 3
Compartment	200				Salvage, total compart.
Stress Rat.	100				Rating 200,000 tons
Fusion Plant #1	901	-900.5	4,950,000	9,000	TL10
Fusion Plant #2	901	-900.5	4,950,000	9,000	TL10
Maneuver Dr.	500	-2,000	20,000,000	-1,000	1,000-ton thrust, .01 G
Warp Drive	5,002	-10,005	50,000,000	-5,000	TL10, 1 WTF
Crew	200	-5,000	800,000		200 persons
Passengers	250	-6,000	500,000		500 persons, steerage
Life Support	502	-2,004	500,000	-500	Full support, 1,000 people
Weaponry:					
2 HP Beam	25	-15	180,000	-150	FP 300
4 Part. Beam	30	-20	160,000	-200	FP 200
6 Railguns	6	-12	60,000	-12	FP 18
200 HX miss.	100	-400	160,000		FP 10 each
100 Lt. Lasers	100	-100	1,000,000	-500	FP 5 ea, used for pt. def
Sensor Suite	5	-5	1,600,000		TL11
Stealth Suite	800	-2,000	1,600,000	-2,000	TL11, -6 to TL10 sensors
Grav Units	400	-250	5,000,000	-50	50 units (No G in holds)
Airlocks	8	-192	80,000		4 large airlocks
Passage Tubes	4	12,000			4 passage tubes
Computers	0.13	-0.5	200,000		2, 100 users ea., Comp 7
Automedic	0.25	-3	50,000		TL10
Diagnosis Table	1	-3	12,000		TL10
Aux. Bridge	20	-200			Salvage
Hangar Deck	1	-50,000	5,000		Big
Shuttles, 10	480	(in deck)	11,195,000		Boarding craft (see note)
Lifeboats, 20	250	-670	6,880,000		Includes boat bays
<b>TOTALS</b>	<b>15,986.38</b>	<b>31,319.5</b>	<b>109,882,000</b>	<b>9,412</b> <b>18,000</b> <b>8,588</b>	<b>MW used</b> <b>MW output by plant</b> <b>MW surplus</b>

Shuttles are armed and armored boarding craft. They are K Star Lancers (p. S87), but have been armored for DF 2 (+4 tons) and are equipped with 2 light lasers (+4 tons, -4 cu. yd., total FP 10).



*Asteroid Raider*

# BIBLIOGRAPHY

The following is a select list of books and films about the "classic" Robin Hood of legend, as well as a number of "alternate" Robins. GMs transplanting Robin to their own personal milieu should feel free to consult these works for insight and inspiration.

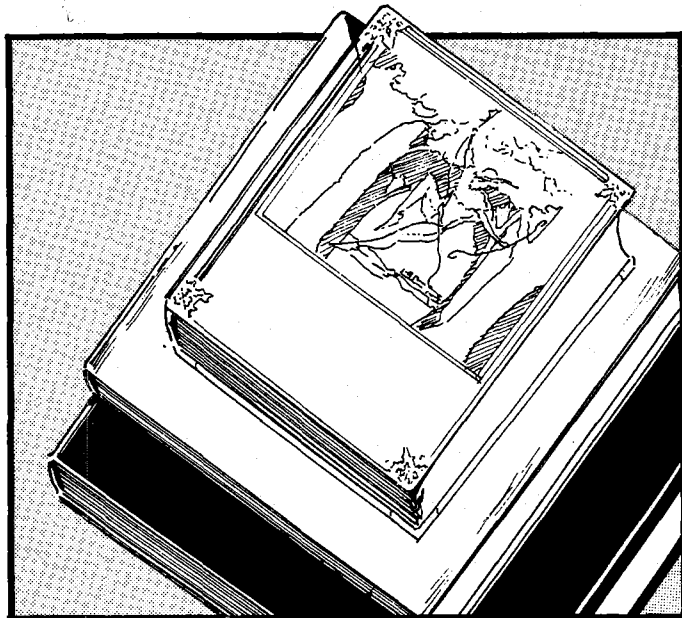
## Fiction

(Those looking for the tales of Robin Hood should be aware that they are most likely to find them in the children's section of their local bookstore. Some of the older, more literary works are no longer in print, and are most likely to be found solely in libraries.)

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Holt, J. C. (Sir James). *Robin Hood* (Revised Edition).  
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Keen, Maurice. *The Outlaws of Medieval Legend*.  
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## Cinema

Films featuring Robin Hoods of all settings — classic and multi-cultural — are listed here. Which is which is usually clear from the title of the film.

- The Adventures of Robin Hood* (1938, Warner Brothers. The Errol Flynn classic.)  
*The Bandit of Sherwood Forest. A Challenge for Robin Hood.*  
*The Court Jester* (1956).  
*Dr. Syn, Alias The Scarecrow* (1969?, Disney).  
*Fra Diavolo* (1933).  
*Ivanhoe* (1952, MGM).  
*Men of Sherwood Forest* (1954).  
*Rabbit Hood* (1957, Warner Brothers, Bugs Bunny Cartoon).  
*Robin and Marian* (1976, Columbia).  
*Robin and the Seven Hoods* (1964, Warner Brothers).  
*Robin Hood* (1912. Silent).  
*Robin Hood* (1922. Silent, Douglas Fairbanks Sr.).  
*Robin Hood* (1928. Silent spoof by Will Rogers).  
*Robin Hood* (1973, Disney, animated).  
*Robin Hood and the Pirates* (1963, Italian).  
*Robin Hood Daffy* (1957, Daffy Duck cartoon).  
*Robin Hood of El Dorado* (1936).  
*Robin Hood of Monterey* (1947).  
*Robin Hood of Texas* (1947).  
*Robin Hood of the Pecos* (1941).  
*Robin Hood of the Range* (1943).  
*Robin Hood, Prince of Thieves* (1991, Warner Brothers).  
*Robin Hood, The Invincible Archer* (1974, animated).  
*The Rogues of Sherwood Forest* (1950, Columbia).  
*The Sign of Zorro* (1958).  
*The Son of Robin Hood*.  
*The Story of Robin Hood And His Merrie Men* (1952, Disney).  
*Sword of Sherwood* (1960, Columbia).  
*Tales of Robin Hood*.  
*Time Bandits* (1981, Hand-Made Films).



## Television

*The Adventures of Robin Hood* (CBS, 1955).

*Crossbow* (French, mid-1980s).

*Monty Python's Flying Circus*. Episode 37 (Season 3, number 11, first broadcast January 4, 1973): "Dennis Moore/Lupins." An example of a very silly Robin-inspired character; his theme song is sung to that of the 1955 CBS series listed above.

"Q-Pid." Episode of *Star Trek: The Next Generation* broadcast during 1990-91 season. Picard and his crew are dropped into the Robin Hood legend by superbeing "Q."

*Robin Hood* (British, mid-1980s, HTV). This is the definitive British version of Robin, beautifully filmed and rife with overtones of Celtic mythology. It is broadcast occasionally on public television, and is also available on videotape. The videotapes are entitled *Robin Hood and the Sorcerer*, *The Seven Swords of Wayland*, *Herne's Son*, and *The Time of the Wolf*.

*Robin Hood* (Fox Television, 1991). Available on videotape, this film was made for theatrical release, but was broadcast instead to avoid competing with the Kevin Costner blockbuster. Noteworthy for its gutsy Marian (Uma Thurman) and its attempts to reconcile history and legend.

*Robin Hood: The Man, The Myth, The Movie* (CBS, 1991). A "making of . . ." special on the 1991 movie, but with no small amount of lore on the basis of the legend.

*Thierry La Fronde* (French, mid-1960s). Robin translated to the other side of the Channel, with a sling instead of a bow.

*When Things Were Rotten* (1976). Mel Brooks takes his usual sober and insightful look at the Robin Hood legend.

*The Zany Adventures of Robin Hood* (1984).

## Comics/Graphic Novels

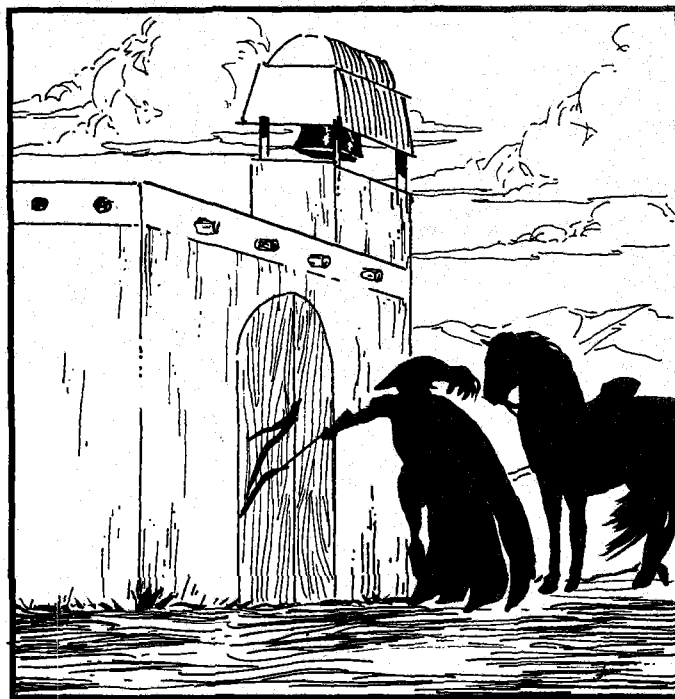
*From Eroica With Love* (Japanese manga).

*Lupin III* (Japanese manga; also cinema).

*Outlaws — The Legend of the Man Called Hood* (DC, 8-issue miniseries, 1991-1992. Robin Hood meets Mad Max).

*Robin Hood* (Eclipse, 3-issue miniseries, 1991-1992).

*Zorro*, Volumes 1 and 2. Alex Toth. (Eclipse Books, 1988. A reprint of the 1950s Zorro comics).



## Robin Hoods of Other Cultures and Settings

Burns, Walter Noble. *The Robin Hood of El Dorado*. The story of Joaquin Murrieta, outlaw of California's age of gold.

Le Blanc, Maurice. *The Exploits of Arsene Lupin*.

McCulley, Johnston. *The Curse of Capistrano*.

McCulley, Johnston. *The Mark of Zorro*.

McCulley, Johnston. *The Sword of Zorro*.

Shi Nai'an and Luo Guanzhong. *Outlaws of the Marsh*. Translation of an ancient Chinese tale of 100 outlaws who lead an army of thousands against corrupt and tyrannical rulers.

Wallace, Edgar. *The Green Archer*.

## Games

*Legends of Robin Hood*. Avalon Hill, 1991.

*Robin Hood*. Avalon Hill, 1979.

*The Sherwood Syndrome*. Solitaire *Star Trek* game designed by Greg Costikyan from an idea by John M. Ford.

## Useful References for the GM

Brooke, Christopher. *From Alfred to Henry III, 871-1272*.

Churchill, Winston S. *The Birth of Britain*.

Hollister, C. Warren. *The Making of England, 55 B.C. to 1399*.

Hulme, Edward Maslin. *The Middle Ages*.

Nicolle, David, Ph.D. *The Normans*.

*Rand McNally Atlas of World History*.

Simon, Edith. *The Piebald Standard*.

Staplehurst, Graham. *Robin Hood: The Role Playing Campaign*. This volume, published by Iron Crown Enterprises in 1987, presents a much more detailed view of the classic Robin Hood than is possible in this volume. Many GMs will find the historical, social, and geographical material herein useful in developing a *GURPS Robin Hood* campaign.

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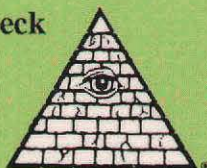
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