GURPS Fourth Edition

CITY STATS™

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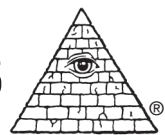Illustrated by PAUL DALY, LOKARIAN, and RAY SNYDER

An e23 Sourcebook for GURPS®

STEVE JACKSON GAMES

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INTRODUCTION

"Behold, my father," said 'Anad, pointing to the eastern horizon.

Zumran raised his eyes from their flock of sheep. They weren't as young as 'Anad's, but he could still see things far off well enough. He saw what looked like the peak of a distant hill, looming on the horizon.

"My son," Zumran said, "this may be the Mighty Place of which we were told. Qurad the goatherd said that it was to be seen from far off, like a mountain." He raised his voice, for his wives to hear, where they walked behind with his goods on their backs. "Let us go! The spirits have led us to our journey's end!"

They walked on, with the great river on their left, and the sun hot above them – shaded from time to time by date palms – as it sank toward the horizon behind them. To their right, they began to see fields of wheat. A strange, sharp smell rode the air.

A little later, they both saw what lay below the peak, though it puzzled their eyes to know what to call it. Cliff faces rose on the south bank of the great river, several times a man's height, entirely surrounding the high peak; they looked to be gypsum, though strangely lined. A branch from the river flowed past the cliff that faced them, ending in a pool. On that pool floated bundles of reeds; a man stood on one of them leaning on a pole as the bundle slid over the water. Beyond the cliffs was a wide expanse of open water, with white streaks running across it, from right hand to left hand. At the right side of the cliffs, many men clustered, more than Zumran had seen in one place. 'Anad said, "Look, my father, they are entering that gap in the cliffs."

Zumran gathered his courage, and said, "We too must go there. Truly this must be the Mighty Place; no other could be like it."

Cities are common stages for adventurers to act on. Many campaigns start out in cities, or pass through them. Some never leave the city where they take place. For any such campaign, it's helpful to have a clear idea of what each city is like – just as, in a science-fiction campaign, it's helpful to have a clear idea of what each planet is like.

GURPS City Stats provides a way to characterize this: a system of statistics and descriptions that define what a city is like and how it affects the activities of residents and visitors, much as planetary statistics in *GURPS Space* define what a planet is like. To illustrate how these work, *City Stats* presents four locations suited for use as campaign settings: historical Athens at the height of its empire, the fantasy city of Tredroy, present-day San Francisco, and Pavonis Portal on a future Mars.

This isn't a design system for cities, like that for planets in *GURPS Space.* That would take a much longer supplement! Rather, *City Stats* provides a checklist for making up metropolitan locales, a list of questions that need to be answered in creating an urban setting. Furthermore, this publication suggests reasonable answers for various historical eras, and how different answers affect each other. By putting those answers in a standard form, this supplement helps the GM keep track of the cities that he's imagined as settings for adventures or campaigns.

PUBLICATION HISTORY

This is the first edition of *GURPS City Stats.* The world of Yrth, where Tredroy is located, goes back to the original *GURPS Fantasy,* and has appeared in several other *GURPS* publications since then. The stats presented here for Tredroy are based on its description in *GURPS Banestorm,* by Phil Masters and Jonathan Woodward; Jon kindly worked them out for this book.

ABOUT THE AUTHOR

William H. Stoddard lives in the city of San Diego in the early 21st century. He has been playing and running roleplaying games for 35 years; his first book, *GURPS Steampunk,* appeared in 2000. In his day job, he copyedits scientific and scholarly publications.
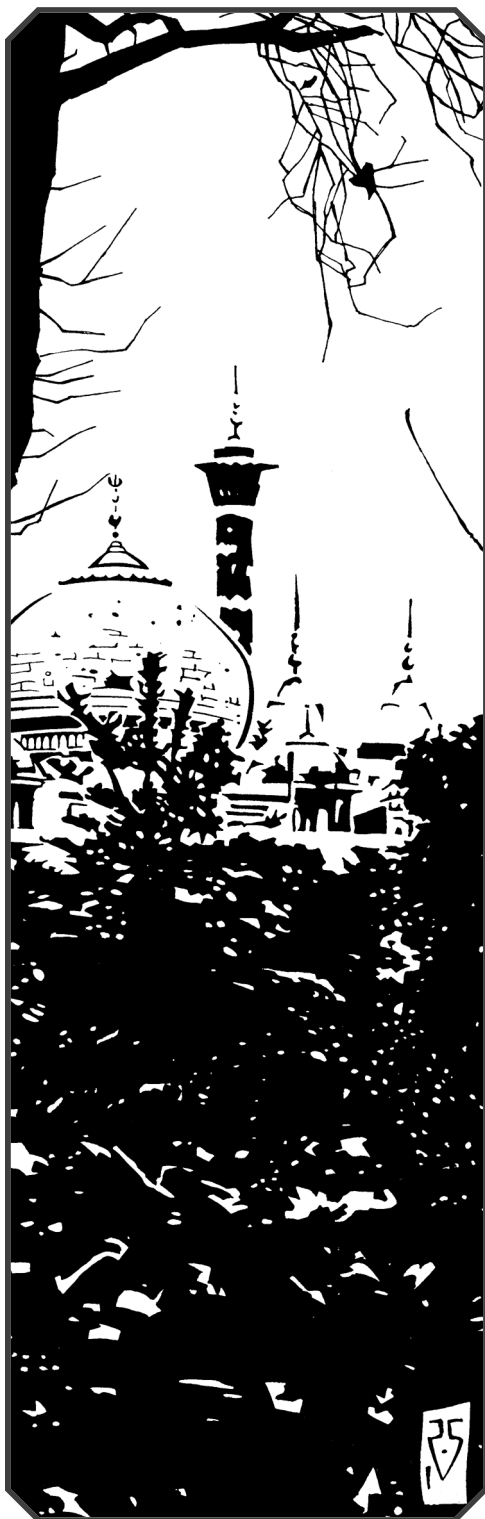
STATISTICS FOR CITIES

The statistics of a city summarize information about its environment; its population and their way of life; and its capabilities as an organization. The GM can expand these highlights with a detailed description or map. While reading about each stat, refer to *Lhasa* (below) for a sample stats block that shows how and where that information is listed.

Lhasa (1850 A.D.)

Population: 55,000 (Search +2)

Physical and Magical Environment

Terrain: Mountains
Appearance: Attractive (+1)   **Hygiene:** -1
Low Mana (Rare Enchantment)

Culture and Economy

Language: Tibetan   **Literacy:** Broken
TL: 4
Wealth: Average (×1)   **Status:** -2 to 8

Political Environment

Government: Theocracy, Subjugated
CR: 3 (Corruption -1)
Military Resources: $0.2M   **Defense Bonus:** +4

Notes

Tibet, including Lhasa, is nominally part of the Chinese Empire. In practice, there is very little Chinese presence; the Dalai Lama can call upon a small force of Medium Infantry (effective CR1 for military mobilization). Lhasa has many legends of supernatural forces; it's treated here as one of the few low-mana sites on a mainly no-mana Earth. It also has very high sanctity for Buddhists as the home of the Dalai Lama (a Status 8 ruler), and +3 to search rolls for Buddhist religious institutions and holy sites.
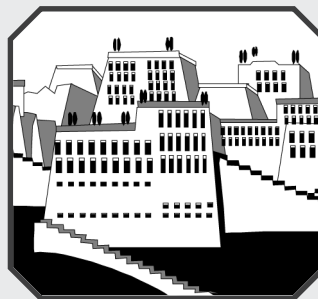
POPULATION

A city's population is its single most important statistic, not only in **GURPS** but also in the real world. It's having a large number of people living in the same place that makes it a city in the first place.

> *The People, though we think of a great entity when we use the word, means nothing more than so many millions of individual men.*
>
> *– James Bryce*

A city's population is the number of people or other sapient beings permanently resident within its boundaries. If this includes multiple sapient races, their proportions may be mentioned in the *Notes* (see p. 10). The same applies if different people have different legal statuses, such as free and slave.

Some kinds of entities may not have well-defined physical locations, including gods and sprits in supernaturally based settings, or artificial intelligences in cyberpunk and other science-fiction settings. Don't include them in the population. If they live on their own alternate plane of existence, that location might have its own cities with their own population statistics.

For a city in the real world, use the population in reference books, or estimates in historical sources. If estimates conflict, pick one that suits the needs of the campaign.

SEARCH MODIFIER

The most important effect of population on game mechanics is as a modifier to search rolls. To determine this, use the following table.

Population	Modifier
Less than 100	-3
100-999	-2
1,000-4,999	-1
5,000-9,999	0
10,000-49,999	+1
50,000-99,999	+2
100,000 or more	+3

The **Basic Set** uses this modifier for two types of search: finding a hireling (pp. B517-518) and finding a job (p. B518). However, the same modifiers can be used for searching for any type of establishment. This includes both rolls to determine whether such an establishment is there at all (the usual application), and rolls to locate a specific establishment the GM has already decided is present. Ordinarily, the modifier applies to a basic IQ roll. For specialized establishments, it may be necessary to use a skill (or its default):

- *Administration* for government offices.
- *Finance* for banks, investors, and moneylenders.
- *Intelligence Analysis* to locate concealed establishments in general.

- *Merchant* for buyers, and for manufacturers or wholesalers who sell mainly to retail dealers.
- *Research* to locate archives or specialized libraries.
- *Savoir-Faire* for high society and organizations that cater to it.

- *Scrounging* or *Urban Survival* to locate sources of free goods.
- *Streetwise* for criminals.

Additional modifiers: If a city specializes in a particular industry or other function (such as religious for a holy city or government for the capital of a larger region), bonuses of +1 to +3 for search rolls associated with this may be listed in the *Notes* (see p. 10).

Furthermore, for a particular establishment that the GM had decided was present, its characteristics affect search rolls to find it. The GM may also choose to say that some establishments can be found automatically without a search roll.

Modifiers: -1 for a one-man shop; no modifier for two to five workers, +1 for six to 20; +2 for 21-100; and +3 for larger businesses (establishment size cannot exceed 5% of population). A single man without a fixed location is searched for as a hireling (pp. B517-518). +1 to +5 for an establishment that actively seeks clients through advertising or public visibility. -1 to -5 for an establishment that makes systematic efforts to conceal itself.

PHYSICAL ENVIRONMENT

The environment of a city has a big influence on what it's like to live there. The city itself also modifies or even supersedes the natural conditions.

TERRAIN

A city's terrain is the natural environment of its site. On an Earthlike planet, this is normally one of the eight land terrain types defined for Survival skill (pp. B223-224): Arctic, Mountain, Desert, Plains, Island/Beach, Swampland, Jungle, or Woodlands.

For a city built on another planet, specify the planetary type as one of the options from p. B180: Gas Giant, Hostile Terrestrial, Ice Dwarf, Ice World, or Rock World.

It's not necessary to specify the planetary type for an Earthlike planet; just give the land terrain type. If the planetary type has more than one possible terrain, specify the terrain type as well as the planetary type: "Rock World, Mountain," for example. In a campaign with a hard science-fiction orientation, the GM may substitute the subcategories from **GURPS Space,** pp. 75-77 (for Garden, just give the land terrain type): Ammonia, Ocean, Chthonian, Rock, Greenhouse, Sulfur, or Ice.

The terrain type determines the Survival skill needed to live in the open land around the city. For an artificial location, use Urban Survival instead.

Artificial Environments

Some cities provide artificial environments of various kinds, as described below. For any of these, specify the surrounding terrain first and then the artificial environment: "Rock World, Mountain, Sealed," for example.

Enclosed: A city under a roof or dome that shields it from most weather.

Sealed: Includes the benefits of Enclosed but is also gastight against vacuum, hostile atmosphere, or water. Air-breathing races can live under water in a Sealed city, in any of the aquatic terrain types listed for Survival skill (p. B224): Bank, Deep Ocean Vent, Fresh-Water Lake, Open Ocean, Reef, River/Stream, Salt-Water Sea, or Tropical Lagoon. Water-breathing races can build cities under water without needing them to be Sealed.

Underground: Provides benefits equivalent to Enclosed or Sealed, but in a natural or excavated subterranean space.

Nonland Environments

It's also possible for a city not to be attached to a solid surface. Here are three different methods for doing this.

Aerostat: Floats above the ground like a balloon or dirigible; no terrain need be specified.

Floating: Floats on the surface of the water. Optionally, if it's anchored to a specific location, assign one of the aquatic terrain types on p. B224, other than Deep Ocean Vent.

Orbital: Located in outer space, not attached to a planet or other large body; no terrain need be specified, but define as Sealed (for a wholly artificial structure) or Underground (for a hollowed-out asteroid).

APPEARANCE

Cities, like people, have Appearance ratings, which affect how visitors react to them. This characteristic partly reflects the appeal of a city's natural setting and partly its architecture.

Use the same ratings as for characters (p. B21); indicate both the level and the reaction roll modifier. Most cities are considered Androgynous and thus have a flat reaction modifier. Likewise, treat a Beautiful, Very Beautiful, or Transcendent city as Impressive. Reserve Horrific, Monstrous, or Transcendent appearance for cities of gods, demons, alien superraces, or similar beings; a city at any of these levels could unhinge the minds of visitors, requiring Fright Checks as for Terror (p. B93).

HYGIENE

Cities affect the health of their inhabitants. Treat the value of the Hygiene characteristic as a modifier to contagion rolls (p. B443) and to the risk of infection (p. B444).

Hygiene depends primarily on technology. Low-tech cities are unhealthy places to live; it takes a constant influx of people from the country to maintain their populations. At TL1-5, give them a modifier of -1. Ultra-tech cities have advanced methods for detecting and controlling contagious diseases and environmental hazards; at TL9-12, give them a modifier of +1.

Other factors can influence a city's Hygiene stat. The combined effect of the following modifiers can range from -2 to +2 to the basic stat above.

Healthy or Unhealthy Environment: +1 for a healthy environment; Arctic, Desert, or Mountain terrain is often healthy. -1 for an unhealthy environment; Jungle or Swampland terrain is often unhealthy. If the founders made a point of choosing the healthiest possible site available, as the ancient Greeks and Romans often did, treat this as a healthy environment.

Strict Public Health Enforcement: +1 (see *Control Rating,* p. 9).

Poverty: -1 for Wealth stat Poor or Dead Broke (see *Wealth,* p. 7).

Catastrophe: -2 for the effects of a recent famine, natural disaster, military conquest, or collapse of government.

MAGICAL ENVIRONMENT

In a fantasy or supernatural horror campaign, a city's magical environment is as important as its physical environment. In a realistic present-day or historical campaign, and in most science-fiction campaigns, magic is nonexistent.

> *We believe then, that the consciousness experienced during social activity is the only one that could give rise to the concept of a great power such as mana.*
> – Ivy G. Campbell, "Mana," **The American Journal of Psychology,** Vol. 29.1

MANA LEVEL

A city may have *no, low, normal, high,* or *very high mana,* as defined on p. B235. Normally the entire city has the same mana level for all forms of magic. More complicated situations (such as those suggested in **GURPS Thaumatology,** pp. 58-60) should be described in the *Notes* (see p. 10).

GURPS Thaumatology: Urban Magics (pp. 27-29) discusses some situations that can raise or lower a city's mana level. Cities are rarely built in areas with very high mana; it causes too many dangerous accidents.

Sanctity level (p. B242 and **Thaumatology,** pp. 68-69) works somewhat like mana level. If the sanctity level is important, provide details under *Notes* (p. 10).

ENCHANTMENT LEVEL

The availability of enchanted objects isn't determined solely by mana level – except that a no-mana area won't have any. **GURPS Fantasy** (p. 29) provides a system for defining the availability of enchantments:

No Enchantment: Objects with magical powers are nonexistent, because magic doesn't work or because enchanted items require living spellcasters to function.

Rare Enchantment: Magical objects exist, but they can't normally be bought or sold. Even minor magical objects have histories or legends. Those who carry them may have Destinies, be favored by the gods, or owe their souls to demons.

Common Enchantment: Magical objects are common and have customary market prices. Magical objects with unusual powers are still rare; this often applies to holy relics, for example. At the GM's discretion, low-powered magical objects (see *Buying Magic Items,* p. B482) may sell very cheaply.

Very Common Enchantment: Magical objects are in everyday use, because enchanter-level Magery is widespread, mass-production techniques work for magic (see **Urban Magics,** pp. 5-6), or because naturally magical objects and materials are prevalent. Nearly any generally known spell is available in a physical object; only cutting-edge magical research is rare.

CULTURE

The culture of a city is the way its people carry on their lives. In **GURPS,** it has two main aspects: language and technology.

LANGUAGE

The language of a city is normally the language spoken by the majority of its inhabitants. If there isn't a majority language, list every language that is spoken by more than 20% of the inhabitants, and at least the top two in any case.

If a city's official language is one that's not commonly spoken, list it as well. Explain its special status in the *Notes* (see p. 10).

LITERACY

A city's Literacy is defined as None, Broken, Accented, or Native (see pp. B24-25). This represents the ability of a typical inhabitant to read and write. Cities of illiterates don't have written street signs, legal notices, or inscriptions; cities with Broken literacy may have these, but supplement them with regular oral proclamations and visual iconography.

TECH LEVEL

A city's tech level can be anything from 0 to 12. Normally, TL0 societies don't build cities; the simplest way to deal with the exceptions is to say that they are advanced in a science (*Split Tech Level*, p. B511), with TL1 architecture. Any departures from the standard TL system can be discussed in the *Notes* (p. 10). In particular, if a city's mana level (p. 6) is low or better, and especially if its enchantment level (p. 6) is rare or better, magical spells and devices may boost its TL above what it would be otherwise. Treat this as a divergent TL as discussed on p. B513.

ECONOMY

A city's economy affects the social position of its inhabitants as individuals: their Wealth, the lifestyles they can afford, and the Status they gain from them.

WEALTH

A city's Wealth statistic is the typical Wealth of its inhabitants. Use the same categories for this as for personal Wealth, from Poor up to one or more levels of Multimillionaire (pp. B25-26). The overwhelming majority of cities are Struggling, Average, or Comfortable. A city above that range is either an enclave for the privileged, or a magnet for immigrants seeking to find places in its rapidly growing economy. A city below it is probably dying off as its people move elsewhere in search of work.

A city can be Dead Broke, but only temporarily, usually in the aftermath of war or natural disaster. (See *Long-Term Fighting*, p. 12, for some possible effects.) If it stays Dead Broke for more than a week or two, its population will crash, leaving it a deserted ruin.

STATUS

A city's Status characteristic expresses the range of Status levels among its inhabitants (pp. B28-29), from the lowest to the highest, rather than an average. The typical Status of people in a city can usually be predicted from its Wealth: 1 for Comfortable, 0 for Average, or -1 for Struggling.

Ordinarily, the lower limit for Status is -2. The upper limit is more variable: 8 for an emperor or a holy ruler; 7 for a typical king or the head of a powerful democracy or republic; 6 for a minor king or important noble or the head of a typical democracy or republic.

In a city that's not a political capital or an independent city-state, Status doesn't usually go so high. If the country has nobles, the highest Status nobles in a city might be Status 3-6. Other citizens get Status mainly from Rank and Wealth, plus or minus 2 for being well or poorly regarded. In a classless meritocracy (see p. B28), all Status fits this pattern. For example, the mayor of a city might have Administrative Rank 6, granting +2 Status; be Filthy Rich, granting +1 Status; and be personally loved by the citizens, granting base Status 2, for a total Status of 5.

A more egalitarian city might have only plus or minus 1 to Status. A stringently egalitarian city might eliminate all other sources of Status, dividing wealth equally among everyone, and rotating offices regularly among citizens by a lottery, in the style of ancient Athens (see pp. 13-15). Offices acquired in this way grant only temporary Rank, which has no point cost and doesn't raise Status. Respected people would have Status 1; people who don't fit in would have Status -1.

POLITICAL ENVIRONMENT

A city's political system represents its citizens collectively rather than individually, providing them with a means of acting together for a shared goal. The political environment illustrates the part of collective action that's turned inward toward the city itself.

Every nation has the government that it deserves.
– Joseph Marie de Maistre

GOVERNMENT

The government of a city has a basic type, and it may have a special situation. First, select the society type (below). Then decide if it is special version (see table below). Finally, determine how it relates to other political entities (see below).

Society Type Table

Type	Page Reference
Anarchy	p. B509
Athenian Democracy	p. B509
Caste	p. B509
Clan/Tribal	p. B509
Corporate State	p. B509
Dictatorship	p. B509
Feudal	p. B510
Hive Mind	*GURPS Space,* pp. 199-200
Representative Democracy	p. B509
Technocracy	p. B509
Theocracy	p. B509; *GURPS Fantasy,* p. 69

Special Situation Table

Name	Page Reference
Bureaucracy	p. B510
Charismatic Rule	*GURPS Fantasy,* p. 69
Cybercracy/Machine Civilization	p. B510; *GURPS Space,* pp. 200-201
Matriarchy	p. B510
Meritocracy	p. B510
Military Government	p. B510
Oligarchy	p. B510
Patriarchy	p. B510
Sanctuary	p. B510
Socialist	p. B510
Teratocracy	*GURPS Fantasy,* p. 69
Thanatocracy	*GURPS Fantasy,* p. 69
Thaumatocracy	*GURPS Fantasy,* p. 69
Utopia	p. B510

Relationship to Other Political Entities

Cities often do not rule themselves (those that do are called *city-states*). Rather, they are part of larger political entities; most cities in the modern world are municipalities (p. 9), for example. This detail can be added to the Government characteristic. Four options are available:

Colony: See p. B510.

Free City: A city that has been granted special legal status by a larger state, often through a charter. It has a direct say in its own government, and is at least partly exempt from the laws of the surrounding territory. In effect, its citizens have geographically limited Legal Immunity (p. B65). Unlike a city-state, which usually controls some of the surrounding rural areas, a free city's legal authority ends sharply at the city limits.

Municipality: A city within a larger state that has been granted a measure of self-government. Like a free city, it has clearly defined city limits. It differs in that its citizens are not exempt from the laws of the larger state.

Subjugated: See p. B510.

A city-state can be the capital of a larger state by subjugating other states, often through military force. A larger state can also choose one of its cities as its capital, or even build a new city for that purpose (such as Brasilia, Canberra, St. Petersburg, or Washington). Such a capital is usually a municipality.

CONTROL RATING

Control ratings represent how strictly a city's government regulates the behavior of its people, as defined on pp. B506-507. Aspects of this include civil rights; economic freedom and taxation; information access and censorship; legal restrictions on personal conduct; public health and the environment; punishment severity; and reproductive choice. A city may have a CR higher or lower than its overall CR for one of these areas or for some other special sphere; if so, mention this in the *Notes* (see p. 10). For example, a city may gain +1 to its Hygiene statistic (p. 6) by public health measures at CR4 or higher.

Each government type has a typical range of CR scores (see pp. B509-510). However, the exceptions can be interesting! For example, an anarchy might have CR4 if informal social control based on public disapproval of certain activities were strong enough. Or a theocracy that taught nonviolence and trusting the inner light might have CR1.

CORRUPTION

People whose actions are restricted by the law will often try to find a way around the restrictions. The Corruption statistic measures how easy this is to do in a city. Corruption is a number from 0 to -6; apply this as a penalty to the official CR to determine the effective CR for people who have the right connections.

Taking advantage of a city's Corruption usually requires a search roll based on a suitable skill: Savoir-Faire (High Society) for the elite, Politics for elected officials, Administration for the bureaucracy, or Savoir-Faire (Mafia) or Streetwise for organized or unorganized crime, for example. A Contact can be a continuing source of such favors. A suitable Patron may provide them routinely.

MILITARY CAPABILITIES

A city's military capabilities also reflect its ability to act collectively – but the action is turned outward, toward neighboring cities, rural communities, or more distant regions.

MILITARY RESOURCES

A city's Military Resources stat represents its total monthly budget for combat forces and the logistic elements that support them. *GURPS Mass Combat* provides definitions for combat elements, each of which has a *cost to maintain*. Maintenance is delivered to combat elements by logistics troops, which also have a cost to maintain. This can be treated as an overhead cost of 50% of the base cost for land logistics;

> *Haul down the bridge, Sir Consul,*
> *With all the speed ye may;*
> *I, with two more to help me,*
> *Will hold the foe in play.*
> *In yon strait path a thousand*
> *May well be stopped by three.*
> *Now who will stand on either hand,*
> *And keep the bridge with me?*
>
> *– Thomas Babington Macaulay,*
> *"Horatius"*

100% for naval logistics; 200% for air, orbital, or submersible logistics; or 500% for interplanetary logistics.

To determine Military Resources, look up the monthly income for the city's Wealth and TL (see p. B517); multiply this by its Population; and multiply the resulting amount by its Military Budget Factor (MBF):

MR = Monthly Income × Population × MBF.

The MBF is normally based on its CR, as in the following table, but the GM is free to assign a city a higher or lower CR for use in determining military mobilization.

CR	MBF	CR	MBF
0	–	4	5%
1	0.5%	5	10%
2	1%	6	20%
3	2%	6 (Wartime)	50%

In wartime, a city's effective MBF normally increases by one step on this table. A high MBF can damage a city's economy (see *Long-Term Fighting*, p. 12).

Once the GM determines the Military Resource statistic, he can use that value to decide which combat elements the city can readily call to its aid. See *Mass Combat* for costs and options for various combat elements.

Cities that aren't self-governing don't maintain their own military forces. A colony, municipality, or free city usually has CR1 and MBF 0.5%; this represents the combat capabilities of its local police force. A subjugated city has CR0 and no military forces. Cities in any of these special situations may have combat elements assigned to them by the imperial, national, or planetary government they answer to; these should be mentioned in the *Notes* (see p. 10).

A Rabble in Arms

A city's military capabilities aren't limited to its organized armed forces. During a siege, the entire population may come to its defense; during a rebellion or revolution, they may bring down a foreign occupation or their own government. In some societies, they routinely serve as a militia to keep order.

To estimate the military capabilities of this kind of force (in *Mass Combat* terms), divide the total population by 50. The result is the number of combat elements the population can form when fully mobilized. Treat units as Medium Infantry at TL1-4, Skirmishers at TL5, or Riflemen at TL6-12. Troop quality will be Average (for citizens who do hard physical labor or train regularly) or Inferior otherwise. Equipment quality will be Basic (if the citizens are armed) or Poor (if they have only improvised weapons).

Such forces are comparable to a Levy: They cost nothing to maintain for the first two months. Nor does it cost anything to raise them; like Mercenaries, they organize themselves. After two months' service, they need to be paid – after all, most of them have families to support. If they're not paid, and stop serving, they can't return home, because they already are home; but they may stop showing up, turn against their rulers or leaders, or surrender to a besieging force.

Defense Bonus

An attack on a city (rather than on its forces in the field) is a siege. The city's forces receive a Defense Bonus (DB), as discussed in *Mass Combat* (p. 39). Cities may have improvised fortifications (such as hastily dug trenches, sandbags, or piles of furniture and abandoned vehicles) or be permanently fortified. Geographic features may increase the defense bonus for either improvised or permanent fortifications.

Select the highest relevant Defense Bonus from the first table below. Then include one or more modifiers from the second table below to get the total DB.

DB	City Features
+4	Improvised fortifications
+5	Many stone or concrete structures
+5	Underground tunnels
+6	Entirely underground
+(TL+4)	Permanent fortifications, as of date when last upgraded

Modifier	Geographic Features
-1 to -2	Ruined permanent fortifications
+1	On a hill or small island
+2	On a high mountain

Notes

Use the *Notes* to give further information on any of the standard city stats, especially if it would affect the game-mechanical treatment of the city. This includes, for example:

• The division of the population into different races, or different legal statuses, such as free and slave.
• The city's official language, if it's not the one most commonly spoken.
• Any unusual aspects of the TL.
• Search roll bonuses for specialized functions.
• Situations in which the CR is higher or lower than the overall rating.
• The Military Resources of any forces assigned to the city by an external government.
• Specific features of the city's magic (see *Urban Magics* for ideas), including aspecting of the city's mana, such as variable, wild, or twisted mana (see *GURPS Thaumatology,* pp. 58-60); and how visible it is (see *Urban Magics,* p. 50).
• The city's sanctity levels (functionally similar to mana, but defined in relation to a specific god or faith; see *GURPS Fantasy,* p. 101, or *Thaumatology,* pp. 68-69).
• Terror due to extraordinary beauty or ugliness.
• Unusual features of the city itself or the surrounding region.

The GM may add other information at his discretion.
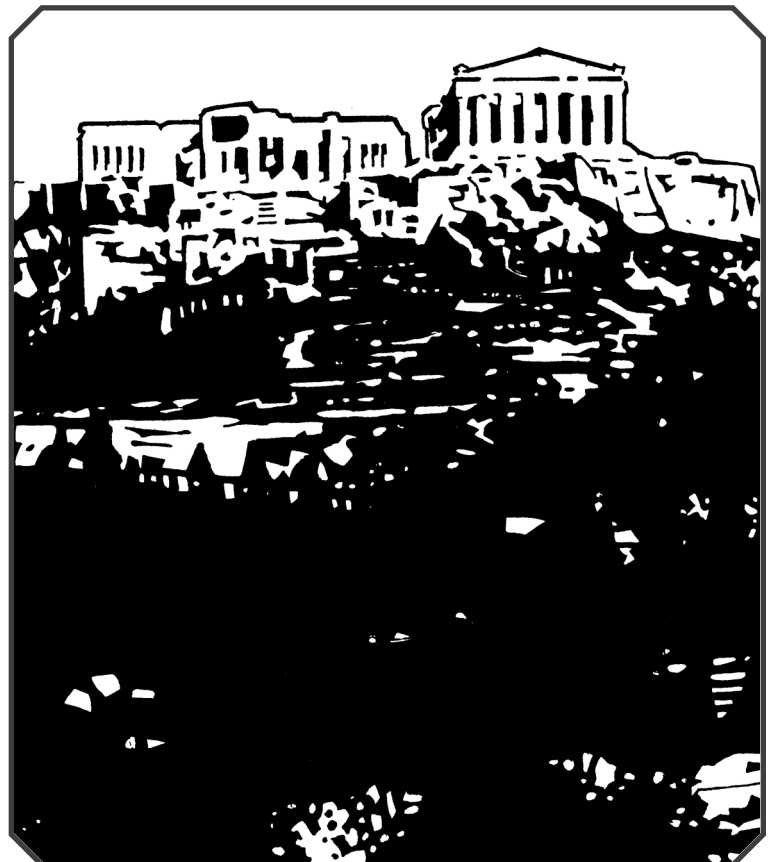
CHAPTER TWO
CITIES AS SETTINGS

In many campaigns, cities are only a small part of the setting. Adventurers use some of them as bases, from which they depart to go somewhere more interesting. In other cases, they encounter cities as destinations for their quests or as stops along the way. In other campaigns, the city itself is the setting, to be explored at length.

CITIES AS ENCOUNTERS

An encounter takes a limited span of time, too short for detailed exploration. The city can be treated as if it were a point on a map – as in Jerry Pournelle's joke about writing science fiction, "It was raining on [Planet] Mongo that morning." The city stats are all that's needed for most encounters.

FIRST IMPRESSION

To start with, there's the "first impression" that the city makes on visitors. What are the terrain and climate like? How many people does it have? Do they live inside fortifications, or spread out freely over the landscape? What's the general appearance of the buildings? All these can be discerned on the initial approach to a city. Most players will want to decide for themselves how their adventurers react, but the GM should also let them know if the city is attractive or unattractive, transcendently beautiful or mind-shakingly horrific (in the latter two cases, a Fright Check is in order). If the city's mana level is different from that surrounding it, mages will sense this on a roll of Perception+Magery-3; if they are consciously searching for the boundary, the roll is Perception+Magery.

EXPLORING THE CITY

Next comes dealing with the city's people and organizations. This starts with finding establishments that can meet the adventurers' needs. To do this, make a search roll (see p. 5). The existence of helpful signs is dictated by the city's Literacy (p. 7).

Whether the inhabitants can answer questions depends on language – finding someone who speaks a foreign language also requires a search roll, possibly at a penalty. Additionally, travelers' Wealth and Status can influence how citizens react to them.

Looking for something outside the local law also takes a search roll based on a suitable skill, affected in the same was as seeking a legitimate establishment. The result of the quest (and the roll) depends on the city's Corruption statistic (see p. 9).

Finally, the visitors' actions can have consequences! If they try to cast spells, the amount of harm caused by a critical failure is contingent on the local mana level. Should they be wounded in a fight, the Hygiene statistic (p. 6) reveals the chance of infection, as well as the quality of medical care (which improves with higher TL). These factors likewise affect their chance of contracting an illness from contact with the citizens. If they break the law, the local CR (p. 9) determines how many actions are illegal and how severely they'll be punished; the Corruption statistic (p. 9) reveals whether they have a chance of buying off the charges.

FIGHTING THE CITY

A siege or other military action against a city isn't quite so simple. The city's Military Resources (p. 9) and Defense Bonus (p. 10) don't determine the outcome by themselves. Rather, they help the GM decide on the nature of the city's forces, which can then be used to play out battles in the style defined in **GURPS Mass Combat.**

CITIES AS ENVIRONMENTS

At the other end of the spectrum, a campaign can treat a city as an environment to be explored at length. This takes more information than a set of city stats can provide. The stats become a basis for building a fully realized campaign setting. In addition to the ideas presented in *Cities as Encounters,* here are some other considerations for designing a location in which PCs will spend a lot of time.

The size of the city should be proportional to its population. A spread out city (such as most American cities) typically has 3,200-6,400 people per square mile; a dense city (such as New York, most modern European cities, and many ancient walled cities) has 6,400-32,000; a hyperdense city (such as Hong Kong, Singapore, or possible future cities) has even more. Divide total population by an appropriate "people per square mile" value to get approximate area. Identify the city's neighborhoods and how they're divided up: by wealth, occupation, religion, species, or other factors.
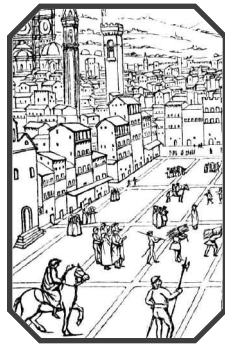
Work out what the city's main industries are, especially those that bring in money from long-distance trade. These should have search roll bonuses. Government, religion, or tourism can also be "exports," ways for a city to make money from people who live elsewhere. Whatever a city's industries are, decide what sort of transportation they rely on. One of the common types of urban location is the meeting of two different transportation systems: a harbor where ships load and unload cargoes, an upriver navigational terminus, a ford or bridge over a river, etc.

The details of the city's government can also be a source of plots and intrigues. Many governments are of mixed types or have different branches that can clash with each other. The details of a city's CR are worth describing, especially if one part of its legal system is more or less restrictive than others. See p. 9 for some ideas.

The city's key organizations need to be identified, especially those that grant Rank of some kind. Mostly these have some kind of official political status. However, a private organization such as a religion, a mercantile association, a guild, or even an organized crime group may have Rank if it has major influence on the government.

For an independent city-state, use **GURPS Mass Combat** to define the details of the military forces it maintains. See *Military Resources* (p. 9) for suggestions on how to do this and *Long-Term Fighting* (below) for the effects of long-term spending. The military can provide a career for adventurers or aristocrats, or determine the city's fate in a war.

A city map is a valuable resource for describing a city. If the campaign is set in a real city, maps of it are probably available. For a fictitious city, drawing a map can help. It doesn't need to include every building or street, especially for a large city, but it should include important landmarks, neighborhoods and business districts, main streets, city walls or fortifications, and the main forms of transportation linking the city with the surrounding world, from bridges and docks to spaceports.

Much of this information also can be presented in a text description, either in addition to a map or when drawing one isn't convenient. Details of its climate, surrounding terrain, landmarks, and architectural style can help convey *why* it's beautiful or ugly.

Working all this out provides a basis for describing people who live in the city. Some of these can be given full-length character sheets, especially if they'll be recurring supporting people in a campaign. Others can be given shorter descriptions: a Patron or a Contact doesn't need a character sheet, and an Enemy may not. Minor characters can get by with a name, a location, and an occupation. Nonetheless, all these people will be more vivid if they have clearly defined motives as a basis for deciding what they say and do. It also helps to define their social position: their Wealth, their Rank in various organizations, their Status, and whether they have more specialized social traits such as Legal Enforcement Powers, Legal Immunity, a Secret, Social Regard, or a Social Stigma.

Long-Term Fighting

High levels of military expenditure can damage a city's economy and its ability to support military forces. Once a month, roll vs. the Finance skill of the city's head of government or his treasurer, at -8 for a Military Budget Factor (p. 9) of 50%; -4 for MBF 20%; unmodified for MBF 10%; or +4 for MBF 5%. No roll is needed for lower values of MBF. Failure decreases monthly income by 10% of the original. When monthly income drops to that for a lower Wealth level, decrease the city's Wealth statistic and apply further decreases to the monthly income based its lower wealth. Military Resources falls in proportion to monthly income. If a city goes from Poor to Dead Broke, each further failure will decrease its population by 10%, causing further drops in Military Resources. See below for additional possible consequences.

Example: Ferrier, the capital of a barony in Caithness, has Average Wealth; at TL3, its citizens' monthly income is $700. Under siege in a civil war, it loses $70 of monthly income with each failed Finance roll. After five failures, it's down to $350 a month; its wealth drops to Struggling, and further rolls reduce income by $35 a month. After six more failures, it reaches $140 a month, and becomes Poor. After 10 more failures, it's Dead Broke. If it continues to hold out, it will lose 10% of its population for each further failure.

A city whose Wealth level decreases because of excessive military expenditures (see above) may suffer other consequences. Roll against the skill of the senior responsible citizen to avoid each of the following effects:

Skill	Consequence of Failure
Administration	-1 to CR
Architecture	Appearance decreased one level, but not below Ugly
Engineer (Civil)	-1 to Hygiene, but not below -2 total
Engineer (Combat)	-1 to DB, but not below -2 total penalty
Politics	-3 to Loyalty rolls, cumulative
Religious Ritual	Sanctity decreased one level by neglected rites, but not below low sanctity
Thaumatology	Mana Level decreased one level by mana depletion

CHAPTER THREE
EXAMPLES OF CITIES

It takes more than statistics to define a **GURPS** character; fully developed individuals (such as the iconic characters on pp. B307-323) also get descriptive text. A city needs both of these, too. Each of the four cities presented here has stats and a description, including a brief history. Accompanying each are sketches of some notable citizens and campaigns suggestions.

Athens is a setting for real-world historical adventures, and San Francisco for modern adventures. The other two belong to fantastic settings: Tredroy is a major city of the fantasy world of Yrth, and Pavonis Portal is a growing center of interplanetary trade on an inhabited Mars of the future.

Just Add Magic

Athens and San Francisco are described here as they are (or were) in the real world, for use in realistic historical or present-day adventures without fantasy elements. Because of this, they have no mana, no sanctity, and no enchantments; realistic genres don't use these elements. For a campaign with a fantasy aspect, the GM is free to raise these stats – for example, to low mana for a campaign based on hidden magic, or to high mana for mythic fantasy in ancient Athens or techno-magical alternate history in San Francisco.

Pavonis Portal is also described in realistic terms, but adding mystical powers would create a futuristic urban fantasy setting. The most obvious choice including magic in this particular setting is by combining Path/Book magic (**Thaumatology,** pp. 121-165) based on spiritistic faiths (such as Candomblé) with the martial arts traditions of Capoeira.

ATHENS

The city of Athens is named for the goddess Athene. As goddess of wisdom, military strategy, and crafts, she's a fitting patron for its citizens. Athens in 450 B.C. has yet to attain its greatest cultural achievements, but it is at the height of its power, as the capital of a maritime empire.

The center of Athens is the Acropolis, an ancient defensible site on a 7.5-acre plateau 500' about sea level. Its elevation gives it DB +8. Roughly circular walls about a mile in diameter surround it, enclosing four lower hills to the west of the Acropolis. The Agora, the city's market, lies northwest of the Acropolis. Two parallel walls enclose a narrow passage 4.5 miles long leading west-southwest to the Piraeus, Athens' seaport; a third wall runs 4 miles southwest to Phaleron, an older and smaller seaport.

Athens has a Mediterranean climate, with hot, dry summers and warm to cool winters. The majority of the rain falls from October through January; snow is rare but occasionally seen. Peak summer temperatures sometimes exceed 110°F (see *Heat,* p. B434), contributing to the occasional large wildfires.

Athens has an unusual form of government called "democracy"; in **GURPS** terms, it's the prototype of Athenian democracy (see p. B509), ruled by the assembled citizens, with most offices assigned by lots for short terms. Government subsidies encourage participation, and citizens who lead private lives are looked down on. The city's generals, such as Pericles (below), are not chosen by lot but voted into office. The city led the formation of the Delian League, a naval alliance to defend the city-states of Asia Minor from the Persian Empire; the most important part of its armed forces is a fleet of 200 triremes, which employs a large part of the free male population as rowers.

> *Man is the measure of all things; of beings that they exist, of nonbeings that they do not.*
> *– Protagoras*

Athens, 450 B.C.

Population: 360,000 (Search +3)

Physical and Magical Environment

Terrain: Plains
Appearance: Average (0)   **Hygiene:** 0
No Mana (No Enchantment)

Culture and Economy

Language: Classical Greek   **Literacy:** Broken
TL: 2
Wealth: Comfortable (×2)   **Status:** -2 to 7

Political Environment

Government: Athenian Democracy, Patriarchy
CR: 3 (Corruption -1)
Military Resources: $24.3M   **Defense Bonus:** +6

Notes

At this point in Athens' history, the famous temples, such as the Parthenon, have not been built (see *Pericles,* p. 14). About 40% of the population are citizens, 20% are *metics* (free resident aliens), and 40% are slaves. The economy is driven by maritime trade (+2 to search rolls) and produces a large amount of pottery for export, mainly to Etruscan Italy (+1 to search rolls). It is also famous for political and philosophical debates (+2 to search rolls). Athens has CR4 for military mobilization.

In addition to deterring Persian ambitions, the fleet protects seagoing trade from piracy. Trade is a major source of Athenian wealth. Simply keeping the city fed requires large grain shipments from the northern shores of the Black Sea. The pottery industry of the Kerameikos district exports large amounts of pottery, mainly to Italy. The city is well off, with government jobs guaranteeing employment even for most poor men. Slaves often do routine manual labor.

A recently passed law limits citizenship to those whose parents were both native-born Athenians. Metics are strictly excluded from public office and benefits; being a metic is Social Stigma (Second-Class Citizen). However, because of the volume of trade, roughly a third of the free population are metics.

Athenian citizens have equality under the law, including the right to vote, to bring cases before the courts, and to speak in public assemblies. They don't have complete freedom of speech; a man with unpopular ideas can be punished with loss of rights, exile, or death. Even so, Athenians love a good debate, whether in court, in the Assembly, or in the Agora. Intelligent and learned men, called *Sophists,* come from all over Greece to set up as teachers of rhetoric (see *Protagoras,* p. 15).

Speaking well is also important to the main Athenian recreation, the *symposium,* in which men meet to eat, drink wine, and watch slave women play the flute or do acrobatics – but above all, to have conversations. Women are excluded from symposia, except for a few *hetairai* who are admired as much for their quick wit as for their beauty and sexual availability. Attending symposia is considered an essential part of education for young men.

An equally important part is athletics. It promotes good health, and it's thought to prepare young men for military service, which is the duty of every citizen. Moreover, physically fit, well-coordinated men are considered more attractive. Athletics also is an outlet for the spirit of competition that pervades Greek life. Although relatively few Athenians go to the quadrennial games at Olympia, which are the basis of the Greek calendar, the city has its own competitions. The Panathenaic Games, held every fourth year, include athletics, music and poetry competitions, and a beauty contest for young men. The City Dionysia, held annually, is a contest for tragic plays. Sophistic debates, a less formal kind of contest, provide a way for Sophists to show off their argumentative skills and attract students.

NOTABLES

Although Athens is known for its playwrights, visual artists, merchants, and shipbuilders, its philosophers and generals are its true claim to fame. Some of these will go on to be household names in the millennia to come.

Cephalus

A native of Syracuse in his mid-30s, Cephalus came to Athens a few years ago at the invitation of Pericles (below). He owns an armory that employs nearly 100 slaves, mainly in making shields.

As a wealthy man, he has Status 3, and Social Stigma (Second-Class Citizen) as a metic. He is regarded as just and honorable by those he knows – Reputation +2 (Athenians; 7 or less). As a Contact, he can provide Administration-18, Current Affairs (Business)-18, or Finance-18; he is completely reliable.

Pericles

At 45, Pericles is the leading politician in Athens, holding the post of *strategos* (general). The law on citizenship passed in 451 B.C. (see above) was his creation. He's now developing plans to use the Delian League's treasury to build temples on the Acropolis, starting with a temple to Athene. This project will enhance the city's appearance to Beautiful (+3) and give work to many Athenians.

He's personally wealthy but spends much of his wealth on public works and other benefits for the city. He has Status 5, based partly on his Military Rank 8. He's well known as the leader of the democratic faction – Reputation +2 (Athenian common people; All the time) and Reputation -1 (Athenian aristocrats; All the time). He also is respected as a competent strategist – Reputation +1 (Everyone; 10 or less). He can make Athens a 20-point organizational Patron. As a Contact, he can provide Politics-21, Public Speaking-18, or Strategy-21, and he is usually reliable.

Protagoras

Protagoras, a native of Abdera, established himself as a teacher of rhetoric and ethics 10 years ago at age 30, becoming the first Sophist. He is a close friend of *Pericles* (p. 14), who likes to argue hypothetical legal cases with him.

Teaching earns him a good income, giving him Status 2, but he has Social Stigma (Second-Class Citizen) as a metic. He's widely respected for his learning and rhetorical skills – Reputation +2 (Educated Greeks; All the time). However, he's notorious for winning arguments by verbal trickery – Reputation -1 (Athenians; 10 or less). Likewise, some people consider his skeptical and agnostic views impious – Reputation -2 (Conservative Greeks; 7 or less). As a Contact, he can provide Philosophy (Sophist)-18 or Public Speaking-18; he is usually reliable.

CAMPAIGNS

Athens is a suitable base for a mercantile campaign set on a sailing ship or small merchant galley. Shrewd traders could visit ports as far away as the Black Sea, Egypt, or Etruria, looking for customers and evading pirates – or fighting them. Harry Turtledove's *Over the Wine-Dark Sea* and its sequels can provide inspiration, though they're set more than a century later.

Athenian wars can offer another reason to visit faraway places. In this era, Athens is involved in several military struggles: the end of the Delian League's war against Persia, when Pericles' rival Cimon returns from exile to lead 200 ships to aid uprisings in Cyprus and Egypt; the Second Sacred War in 449-448 B.C., when Athens and Sparta struggle for control of the Oracle of Delphi; and the attempt to suppress the Boeotian uprising of 446 B.C. Wealthy adventurers could become cavalrymen or ship commanders; poorer ones could serve as rowers, marines, or infantry.

A campaign set in Athens itself could be a soap opera, focused partly on political intrigues and partly on "lifestyles of the rich and famous." Athens is a small enough city that all its citizens know their political leaders personally. Most of those leaders, whether of the aristocratic or the democratic faction, are wealthy gentlemen. They are equally at home speaking to the Assembly, producing a new tragedy for the annual competition, competing in a sport (and perhaps even planning to enter the Olympic Games), or courting a fashionable *hetaira* or a beautiful youth. Two passions are central to Athenian: the bond of friendship and the desire for competitive success as a proof of personal merit – and those are the fuel for a well-functioning group of player characters.

TREDROY

Tredroy is a major city of the Yrth timeline (see p. B529 or **GURPS Banestorm**). Yrth was originally inhabited by elves, dwarves, and orcs, but a long series of banestorms (see pp. B533-534) brought in other races from many different timelines, including humans from Earth. Tredroy's name means "three laws" and comes from its distinctive political system, which unites adjacent cities of the kingdoms of al-Haz, al-Wazif, and Cardiel under a single city council.

Tredroy surrounds the meeting place of the River Blueshoal (which flows west to east) and the lesser River Lorian (which joins it from the south). Each two sectors of the city, North (in al-Wazif), East (in Cardiel), and West (in al-Haz), are joined by a pair of bridges. At the meeting place of the rivers is Council Island, raised from the water by magic in 1524; no bridges lead to it.

North and West Tredroy both have Islamic architectural styles. East Tredroy has many buildings in Greco-Roman style, including the city's Christian cathedral, the second largest on Yrth.

Tredroy has moderately high rainfall year-round. Temperatures are warm in summer and cool in winter, but rarely fall below freezing. The fall months often bring thunderstorms.

North Tredroy has the largest population (88,000), of whom 44% are Christian, 24% Jewish, and 17% Muslim. West Tredroy has the smallest (55,000), of whom 55% are Muslim and 31% Christian. East Tredroy (at 57,000) is slightly larger than West, and primarily (60%) Christian. Each district also has several smaller religious groups and resident populations from several nonhuman races: one to several thousand each of goblins, orcs, and reptile men, plus smaller groups of other races. Elves avoid the city; of the few who pass through, one or two are murdered annually.

Religion is a strong influence on daily life; the whole city pauses during the five daily Muslim prayers, and most Christians attend mass in the morning. Work tapers off after the midafternoon prayer, and people gather in taverns or coffeehouses until sundown. The streets become less safe at night, and many people prefer to venture out in small groups.

The city's economy is dominated by guilds, of which the most powerful are the Company of Merchants, the Mercenaries' Guild, and the Mages' Guild. There are 33 officially recognized guilds called *livery companies,* so termed for having the legal right to wear distinctive colors, either on formal occasions or all the time. Even crime is dominated by guilds of thieves and assassins, though they aren't officially recognized! The most important source of income is trade, and much of the trade among the three participating kingdoms flows through it. The Company of Goldsmiths mints coins, but moneychangers will convert nearly any foreign money into local coin – a monopoly of the Company of Merchants.

Guilds provide social services to members, and religious congregations help the poor. Notably, the Jewish-run Mount Sinai Hospital in North Tredroy offers medical care at a high standard, including – rumor says – the service of mages whose faith allows magical resurrections.

The city's government is a dual system. Each sector has a governor who is appointed by and owes loyalty to his kingdom: Viscount Guillaume de Laney de Lurnan (from Cardiel) in East Tredroy; the Pasha of Three Horsetails, Khalid Abdallah ibn Ali al-Paradin (from al-Haz) in West Tredroy; and Emir Safia Amir (from al-Wazif) in North Tredroy. The Emir replaces her great-grandfather, now 140 years old (thanks to life-extending magic) and not expected to live out the year. As a woman, the Emir is barely tolerated by other political leaders, but she is a talented mage and a brilliant politician. Moreover, she has the support of the Caliph of al-Wazif.

The city's daily business is mostly controlled by a council of 30 members: 10 popularly elected every three years, the rest appointed by the governors, religious leaders, and the guilds.

Tredroy, 2010

Population: 200,000 (Search +3)

Physical and Magical Environment

Terrain: Plains
Appearance: Attractive (+1)   **Hygiene:** 0
Normal Mana (Common Enchantment)

Culture and Economy

Language: Arabic, Anglish, Latin   **Literacy:** Broken
TL: 3
Wealth: Comfortable (×2)   **Status:** -2 to 5

Political Environment

Government: Representative Democracy, Free City
CR: 3 (Corruption -1)
Military Resources: $1.4M   **Defense Bonus:** +4

Notes

Arabic is both the majority language and the official language in West and North Tredroy. Anglish is the majority language in East Tredroy, but Church Latin is the official language. Most people also speak Patois Tredroyen, an Anglish/Arabic creole.

About 45% of the inhabitants live in North Tredroy; the rest are nearly evenly split between East and West Tredroy. Some 5% of the inhabitants belong to nonhuman races, from halflings to reptile men – but almost no elves.

The city's religious tolerance gives it normal sanctity for Christianity, Islam, and Judaism. Its economy is based on river trade (+2 to search rolls) and hiring out mercenaries (+2 to search rolls).

Its Military Resources are comparatively low (CR1 for mobilization). Its rulers can turn to any two of the surrounding kingdoms for defense against the third (should the need arise). Thus, local armed forces are just enough to maintain local law and order, keep the trade routes safe, and stand off a siege while the diplomats win the war. However, in an emergency, the city's mercenary forces would volunteer to defend it, increasing its Military Resources tenfold.

The mayor (*Alaric Peterson;* see below) is one of the elected members and is expected to regain his seat at the next election in 2010.

Council Island houses the civil government, many solicitors, guild branch offices, and the best and most expensive inn, the Island Inn. The Council is responsible for taxation, guild charters, trade regulation, citywide laws generally, and citywide political issues. The three governors provide military defense and enforce national or district laws. Law enforcement relies partly on magic – for example, tax collection relies on truth spells – and the Council recently established a special unit to deal with magical crimes.

Tredroy is religiously tolerant; all religions are legal, though not necessarily equal. It also is the home of other radical political ideas: abolitionists seeking to do away with slavery, a free speech movement, and a Tredroyan independence movement. The free speech movement also gives aid and refuge to banestorm victims swept in from modern Earth. An al-Haz terrorist organization, the Sons of the Desert, seeking restoration of the kingdom of Cardiel to Muslim rule, operates secretly in Tredroy.

NOTABLES

Many Tredroyans travel far from their city, as merchants or mercenaries, and may make a name for themselves. Guild leaders and its own political and religious authorities dominate the city itself.

Alaric Peterson

At 58, Peterson has been a city councilor for over a quarter-century, and mayor for 11 years. He lives at the Mayor's Residence in West Tredroy but spends many nights on Council Island.

He became mayor as a compromise candidate, thanks to a reputation for personal integrity – Reputation +3 (Residents of Tredroy; All the time). This is well-earned, but it has not prevented him from building a small power bloc through favor trading. His position as mayor gives him Administrative Rank 6 and Status 3. As a Contact, he can provide Politics-18 and is completely reliable; with his support, the city government can act as a 10-point Patron. He has Reputation -1 for advocacy of democratic reforms and popular government (Tredroyan elite groups; 7 or less).

Archbishop Vespasio Santorini

Santorini, now in his late 50s, is the leader of the Archdiocese of Tredroy and thus of the city's largest religious congregation. After more than a decade in office, he is rising in power within the larger hierarchy of the Church, and must divide his time between local and ecumenical concerns.

The archbishop holds Religious Rank 6 and Status 6. The archdiocese is a Patron worth 10 points. Santorini personally can provide effective skill Law (Christian Canon Law)-18 as a Contact and is usually reliable; he will not lie outright but may imply things that aren't true.

Shlomo Georges le Perdu

The patriarch of the Jewish branch of the le Perdu family has prospered under the city's system of religious tolerance. His trading specialty is rare books and art. At 66, he has been guildmaster of the Company of Merchants for seven years. He also has brought the merchants' guilds of the neighboring cities Calder and as-Siyassi under the Company's influence. His position in the merchants' guild gives him Merchant Rank 3 and Status 4. As a Contact, he can provide either Merchant-21 or Connoisseur (Art)-18 and is usually reliable. He can influence either the House of Le Perdu or the Company of Merchants to act as a Patron, worth respectively 10 and 15 points. He is known to be fabulously wealthy – Reputation +2 (Citizens of Tredroy and nearby cities; All the time). He likewise has an annoying love of showing off his superior knowledge – Reputation -1 (Wealthy Tredroyans; 10 or less).

Campaigns

A classic fantasy adventure campaign could be based on one or both of the religious orders of chivalry with chapter houses in North Tredroy: the Muslim Warriors of the Quill, and the Christian Knights of St. Christopher. The Tredroyan branches of both embrace religious tolerance and the two have friendly relations. The Christopherites admit women, and about 10% of their membership is female. Both orders combine martial discipline with scholarship and religious devotion. Each is primarily concerned with protecting people of its own faith, but they could work together against a general threat – and for that matter, either order might side with the other to restrain violent fanatics from its own religion.

A street-level urban campaign in Tredroy could focus on the Thieves' Guild – specifically, on a group of honorable thieves who steal mainly from the rich, sometimes help the poor, and try not to hurt innocents. Such a group could aspire to revive the guild's old traditions as a band of adventurers. They need to advance their own influence within the Guild by successful thefts and alliances with its masters, while not compromising their own ideals too deeply. This will require years and great care. The current masters of the guild didn't get there by being stupid or weak, but those who learn their weaknesses can still manipulate them.

A less adventure-oriented campaign could revolve around the Tredroyan elites: hereditary nobles, elected officials, guild-masters, and high-ranking clerics. People who are popular among the city's elite will find their schedules full of dances, feasts, receptions, showings, operas, and quiet dinner parties. Against this background, they can pursue varied personal goals: more riches, fame, or power; private aspirations to true love, religious enlightenment, or magical knowledge; or (for the truly noble) doing good in the city, by funding charities, being a patron of the arts, or encouraging political reforms. Any of these will require the ability to build relationships through diplomacy, politics, and savoir-faire – not to mention dressing well and knowing how to dance.

SAN FRANCISCO

San Francisco was founded in 1776 by Spanish Franciscan friars who named it for the founder of their order, St. Francis of Assisi. Under American rule from 1849 on, it quickly grew into a major American city.

San Francisco occupies the northern end of the San Francisco Peninsula. Traditionally described as "seven by seven miles," its land area is actually 46.7 square miles, unusually compact for an American city. Hilly terrain makes for steep streets. The eastern side of the peninsula, facing the San Francisco Bay, was a major harbor until container shipping made it technologically obsolescent.

The climate is Mediterranean, with warm, dry summers and rainy winters, but cooler than most such climates, because of cold ocean currents. These create the dense fogs for which the city is famous; the GM should treat the fog as having some level of Obscure (Vision) (p. B72), up to nine levels at times in some places. Snow is all but unheard of.

The city limits are also the county line; San Francisco has a consolidated city and county government, headed by an elected mayor and an elected board of supervisors with legislative powers. The city's politics are solidly liberal; it votes Democratic in national and state elections, and the Greens rather than the Republicans are the important rivals in local elections. The city government provides some European-style social services, including subsidized medical care for uninsured residents. San Francisco houses the State Supreme Court and important federal government functions including a Court of Appeals, a Federal Reserve Bank, and a U.S. Mint.

Thanks primarily to its financial sector, San Francisco has a high economic output, responsible for its Comfortable Wealth rating. This also makes it an expensive place to live; working-class and many middle-class households have moved out. An unusually large part of the economy is made up of small businesses. These include many of the diverse restaurants that serve both tourists and prosperous city residents. City government policy actively discourages the opening of large chain stores within the city.

The population is diverse; fewer than 50% are white, and nearly one-third are Asian. There's a large gay and lesbian population, making up 15% of San Francisco households. (Major annual events in the city include the largest Chinese New Year parade outside of mainland China and one of the world's largest Gay Pride festivals.) San Francisco is a frequent destination for foreign immigrants, especially from China and Latin America; 40% of the population is foreign-born. Unfortunately, the homeless population is also large, and rates of violent and property crime are high.

San Francisco businesses face many challenges, including high rents, regulatory burdens, and the rising cost of workers compensation insurance and employee health plans.
– Gavin Newsom

The city is accessible from the north via the iconic Golden Gate Bridge, and from the east by the San Francisco Bay Bridge or on BART (Bay Area Rapid Transit), one of North America's most advanced commuter rail systems. International travelers arrive at the San Francisco International Airport, 13 miles south of the city limits, which also has a BART terminal.

San Francisco, 2010

Population: 809,000 (Search +3)

Physical and Magical Environment

Terrain: Plains
Appearance: Average (0)   **Hygiene:** 0
No Mana (No Enchantment)

Culture and Economy

Language: English   **Literacy:** Native
TL: 8
Wealth: Comfortable (×2)   **Status:** -2 to 6

Political Environment

Government: Representative Democracy, Municipality
CR: 4 (Corruption -1)
Military Resources: $21.0M   **Defense Bonus:** +4

Notes

San Francisco's major economic role is as a center of national and international finance (+2 to search rolls for financial institutions). It also has a growing biotechnology sector anchored by the second campus of the University of California, San Francisco (+1 to search rolls), and its cultural and recreational assets make it a major tourist destination (+2 to search rolls for such attractions). It's a major center of American gay and lesbian culture (+1 to search rolls).

The high CR reflects taxation, redistribution, and economic and environmental regulation; on personal lifestyles, San Francisco is CR2. It has no armed forces of its own; the effective Military Resources of the city police assume CR1 for mobilization.

Within San Francisco, transportation is by surface streets rather than freeways. Tens of thousands of people commute by bicycle, and over 100,000 use public transit, which includes subways, buses, and the classic cable cars – one of the city's tourist attractions.

NOTABLES

San Francisco is a major center of cultural life, the popular arts, and scientific research. Its most influential people, however, are those in business and government.

Chris Anderson

Anderson isn't a resident of San Francisco – he lives across the bay, in Berkeley. However, at 49, he's editor-in-chief of one of its most influential publications, *Wired* magazine, which reports on the cultural, economic, and political impact of technology.

His position gives him Status 3. He's known as an innovative thinker on technology and business models – Reputation +1 (English-speaking technophiles; 7 or less) and Reputation +2 (American corporate managers; 10 or less). He pioneered such ideas as "long tail" distribution. As a Contact, he can provide Current Affairs (Science and Technology)-21 or Administration-18; he's completely reliable. As a Patron, the magazine is worth 10 points.

Gavin Newsom

In his second term as mayor, Newsom has an uncertain political future at 42. He's best known for ordering the city clerk to issue marriage licenses to same-sex couples, which created a national controversy – Reputation +2 (American gays and lesbians; All the time) and Reputation -1 (American conservatives; 10 or less). He announced his candidacy for governor in April 2009 but withdrew six months later.

His personal wealth and his Administrative Rank 6 as mayor of a major city contribute to his Status 5. As a Contact, he can provide Politics-21 and is usually reliable. The city is a Patron worth 20 points.

Nancy Pelosi

As Speaker of the House, Pelosi, at 70, is one of the most powerful advocates of liberalism in American politics. Her Congressional district, which includes most of San Francisco, is one of the safest Democratic constituencies in the United States. She first took office in a special election in 1987, but she has won 11 general elections since then.

She's well known as a political liberal – Reputation +2 (American liberals; All the time) and Reputation -2 (American conservatives; All the time). She's also recognized for her skill in managing federal congressional politics – Reputation +1 (American government officials and politically informed citizens; All the time). As Speaker of the House, she has Administrative Rank 7, which contributes to her Status 6, as does her personal wealth. As a Contact, she can provide Politics-21 and is usually reliable.

CAMPAIGNS

San Francisco is a classic setting for mysteries. Hard-boiled or *noir* mysteries fit its foggy streets and its high crime rate; a more upscale version could focus on political corruption and white-collar crime in the financial sector, or on corporate takeovers in the Internet and biotech industries. Another possibility would be police procedurals, along the lines of *The Streets of San Francisco,* but with updated investigative methods. A more action-oriented treatment of the police could look to *Dirty Harry* and its sequels for inspiration.

San Francisco is a likely setting for a campaign about martial arts, from traditional kung fu to the native California art of Jeet Kune Do. A realistic treatment could focus on aspiring students of varied backgrounds at a martial-arts academy, whether their aims were spiritual enlightenment or winning their next contest. A more cinematic series of adventures could portray Chinatown street gangs who find bare hands as effective as guns. A cinematic fantasy version could use *Big Trouble in Little China* as inspiration. Martial arts from regions outside East Asia could also turn up; see **GURPS Martial Arts** for some suggestions on forms.

*If you're alive,
you can't be bored
in San Francisco.*
*   – William Saroyan*

San Francisco has a good atmosphere for a horror campaign, especially one with a Lovecraftian emphasis on research and secret knowledge. The city has long been a haven for mystics and occultists, who could be drawn into supernatural horror in the style of Fritz Leiber's *Our Lady of Darkness*. With the cosmopolitan atmosphere, the supernatural elements don't have to come from European occultism; they could be linked to the Asian Art Museum or to the African, Native American, or Pacific Islands collections at the de Young Museum. A science-based horror campaign could explore the less pleasant applications of cutting-edge biotech.

PAVONIS PORTAL

In 2195 A.D., the Brazilian consortium Construção Orbital began building an orbital elevator on Mars. The project had two payoffs for them: Mars had enough inhabitants, 125 years after the first colonists arrived, to create a prospect of ongoing trade; and the project was a proof of concept for a planned orbital elevator for Earth, with Ecuador as its ground terminal. (Construction on that began in 2209, and is now nearly complete.)

Pavonis Portal is the Martian groundside terminal for the orbital elevator, on top of Pavonis Mons, an extinct volcano 8.7 miles high located on the Martian equator in the Tharsis region. The elevator and the city are on the peak, half a degree north. The inhabited portion of Pavonis Portal occupies six wedge-shaped habitats with arched roofs extending outward from the elevator, forming an arc around it; when four more are built there will be a complete circle 2.4 miles in diameter. Each habitat can be sealed off from the others in an emergency. They surround a central open area devoted to power plants and other utilities, at whose center the elevator is anchored; a tapered cylindrical wall a quarter-mile high shields its lowest section from dust storms. Pipelines lead out to glaciated areas that supply water. An underground rail system descends to ground level within the mass of Pavonis Mons.

The entire site is owned and operated by Construção Orbital, under license from the Second Empire of Brazil. Its departments handle most governmental functions. Brazil leases housing for a small military force, and supports three investigating magistrates (see *Isabel da Rocha*, p. 20) with the power to hear complaints against the consortium's government or investigate crimes against basic rights. Consortium security forces maintain civic order, bringing minor offenders in for administrative hearings that typically result in one-time fines or continuing deductions from an offender's earnings. Each habitat has a volunteer public safety force, operating with the encouragement of the consortium.

Mostly, the consortium governs with a light hand; its managers regard economic competition and innovation as good for both the people and their own bottom line. Habitat associations have rights and powers similar to those of a condominium association, within limits set by consortium regulations and Brazilian imperial law.

A bare majority of the population is of Brazilian origin. Substantial minorities include citizens of Brazil's Spanish-American client states, from Uruguay to Cuba; employees of firms chartered by the Asian great powers; and Americans and Old Europeans who came down the elevator looking for new opportunities and found them in Pavonis Portal. Smaller groups represent all the Earth populations that can afford interplanetary travel. It's anticipated that the flow will increase when Earth's elevator becomes operational.

Pavonis Portal, 2240

Population: 50,000 (Search +3)

Physical and Magical Environment
Terrain: Rock Planet, Mountains, Sealed
Appearance: Unattractive (-1)   **Hygiene:** +1
No Mana (No Enchantment)

Culture and Economy
Language: Portuguese   **Literacy:** Native
TL: 10
Wealth: Average (×1)   **Status:** -2 to 6

Political Environment
Government: Technocracy, Cybercracy, Colony
CR: 2 (Corruption 0)
Military Resources: $1.4M   **Defense Bonus:** +6

Notes
Search rolls to find firms involved with Martian ground-to-orbit trade are at +2. Pavonis Portal has CR4 for matters affecting the city's survival in the lethal Martian environment. The Second Empire of Brazil maintains a battalion of battle-suit troopers with light vehicular and artillery support in the city, at a Military Resources of $1.0M. The city has no armed forces of its own; the effective Military Resources of the city police assume CR1 for mobilization.

Because the corporate organization of Construção Orbital manages the city's government, its Corporate Rank is equivalent to Administrative Rank in Pavonis Portal, and translates to Status one for one. Other forms of Status are also available.

The elevator itself is the primary industry. Its traffic supports shipping, warehousing, other cargo-handling services, mercantile enterprises, and banking and insurance firms. Hotels and restaurants accommodate short-term visitors. As one of Mars' major trade centers, Pavonis Portal attracts visitors from elsewhere in the Tharsis region, and many small businesses are ready to show them a good time, whether they prefer virtualities, live entertainment, sports, drinking and dining, or the company of a *licençada*. Many residents practice an innovative Martian variant of the Afro-Brazilian martial art Capoeira (see *Wili,* below, and **GURPS Martial Arts,** pp. 153-154).

The life of the city takes place nearly as much in virtual spaces as in its physical corridors. Consortium policy encourages free discussion on community issues such as habitat management and public safety. Transparency has kept corruption to a bare minimum by making most administrative decisions a matter of public record. Satellites (launched from the top of the elevator) link Pavonis Portal with other Martian settlements. Communication with Earth, the Moon, and Mercury is much slower, functioning as "mail" rather than "conversation." Mars has a growing sense of being a unified society, and Portalenses are lively participants in that society.

NOTABLES

Pavonis Portal handles the majority of Mars' trade and is beginning to emerge as a center of its financial industry as well. Within the city, Brazilian imperial representatives, Construção Orbital management, and a lively multiethnic popular culture all shape important events.

Isabel da Rocha

Known on Earth as a fiery critic of big-business influence on government, da Rocha initially viewed her investigating magistracy as a form of political exile, but she has come to see Pavonis Portal as her home.

At 71, as the city's senior magistrate, she has Administrative Rank 5, but also has Status 6 as the senior imperial official. Her personal wealth is modest. She's known for personal integrity and for loving a good fight – Reputation +3 (Citizenry of Pavonis Portal; All the time) and Reputation -1 (Pavonis Portal corporate managers; All the time). As a Contact, she can provide Law-18 and is completely reliable. Her ability to call on the powers of the Second Empire makes her a 10-point Patron.

Joåo Goto

Appointed to the post of city manager two years ago, at 36, Goto is continuing the habits of hard work that got him the job. His subordinates regard him as a demanding boss, and they are reluctant to volunteer for new assignments under him – Reputation -1 (Pavonis Portal city government; All the time).

His Corporate Rank 5 is functionally equivalent to Administrative Rank 5, and grants him Status 5 (see *Notes,* p. 19). The city government can act as a 15-point Patron for someone he favors. Personally, Goto is a Contact who can provide Administration-18 and is usually reliable. However, he'll put his corporate responsibilities first if there's a real conflict.

Wili

Born William Higgins, as the Mars-born son of British immigrants, Wili drifted away from their Rastafarian Christianity and later gained a serious commitment to Candomblé, a spiritistic faith – Reputation +1 (Fellow worshipers in Pavonis Portal; 10 or less). He's also, at 24, one of the leading practitioners of the evolving Martian school of Capoeira, and is famous for his high-jumping combat moves – Reputation +2 (Martian martial-arts community; All the time).

His martial-arts career has gained him Status 1, offsetting his Social Stigma (Second-Class Citizen) as a son of immigrants. As a Contact, he can provide Games (Capoeira)-18, Religious Ritual-15, or Streetwise-12, and is usually reliable; if he lets someone down, it will be from impulsiveness rather than malice.

CAMPAIGNS

A series of adventures could revolve around a unit in the public safety force. Many of their activities will involve environmental hazards, technological breakdowns, or outdoor rescue missions; despite a century of terraforming, Mars is still a lethally hostile environment. A limited-term campaign could focus on the response to a major disaster.

Each investigating magistrate has a personal staff of investigators with a variety of specialized skills. A campaign could delve into the lives of members involved with one of these forces – either on the staff of Isabel da Rocha (above) or on that of a younger magistrate, possibly including the magistrate himself. Investigators will often have to deal with wealthy and powerful people and organizations, necessitating tact and persistence.

Young people in Pavonis Portal have a lively street culture. Brazilian and other martial arts, music and dance, virtual entertainments, and the pursuit of jobs and romantic relationships all play a part in it. A campaign could follow a group of young adults as they discover their world and compete for places in it.

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