

Steamtech Templates

by Pythagoras (gurps.hardpoints.de)

Introduction

These templates are quite modular in nature and are also highly cinematic, having access to "superpowers" of all kinds. They are based on the concept I came up with for D&D character class conversion and are compatible with that document also found on the GURPS Hardpoint¹.

Special Abilities

First, let's look at the various special abilities available to the character classes. Note that some of the advancement trees presented here are based on feats.

Acrobatic Abilities

These abilities rely on dexterity and allow the evasion of many physical dangers.

Uncanny Dodge [15]

Prerequisites: Acrobatics 13+

This version of uncanny dodge helps in combat. It is in effect *enhanced dodge* and does not stack with that ability. The only reason to take this ability is that it is a prerequisite for *Trap Sense*.

Evasion [12]

Prerequisites: Acrobatics 14+, Per 11+
The character can evade damage from magical attacks (-20%) that hit him, by taking at least a partial evasive action. Doing so requires an *Acrobatics-5* roll (-20%) and grants DR 4 against the damage taken.

Controlled Fall [10]

Prerequisites: Acrobatics 16+, Jumping 12+, Evasion

You have the ability to control your fall to take less damage. This corresponds to the *Catfall* advantage, which may not be normally taken by most humanoids.

Trap Sense [15]

Prerequisites: Acrobatics 16+, Observation 14+, Uncanny Dodge

The character has a sixth sense for traps, allowing him to avoid being hurt once a trap springs. *Trap Sense* grants +2 on dodge rolls vs. traps.

Improved Uncanny Dodge [30]

Prerequisites: Acrobatics 18+, Trap Sense

You have 360° Vision with the Panoptic I enhancement.

Improved Evasion [24]

Prerequisites: Acrobatics 18+, Per 13+
The character can evade damage from magical attacks (-20%) that hit him, by taking at least a partial evade action. Doing so requires an *Acrobatics-5* roll (-20%) and grants DR 8 against the damage taken.

Spiritual Fighter

Some fighters have abilities beyond the natural, being capable of special combat trances (called rage in this context). Variants are easily produced, for example, some martial artists might have a similar combat trance but with increased DX and Will. Also, the trance might have additional drawbacks such as bloodlust or berserker.

Spiritual Fighter [5]

¹ www.gurps.hardpoints.de

You are blessed by spirits of nature, learned in great self-discipline, or have another unusual background that allows you access to the special abilities of a spiritual fighter.

Rage [12]

Prerequisites: Spiritual Fighter, HT 11+
The rage increases strength and health but reduces dexterity. A good way to offset this effect is to make all-out attacks. In game terms, *Rage* is a shapechange into a racial template exactly like the character's original one, with the following changes:

- +2 ST [20]
- +2 HT [20]
- +2 HP [4]
- Fearlessness 3 [6]
- -2 DX [-40]

The ability to rage may be used once per day (-40%), however the limited use limitation may be bought off. Rage costs 2 FP to activate and 1 FP per minute of use after the first (-10%). The fatigue cost may only be bought off with tireless rage.

Rage, Greater [34]

Prerequisites: HT 13+, *Rage* without the limited use limitation.
The ST and HT bonus during rage is increased to +4 each.

Damage Reduction [6]

Prerequisites: HT 13+, Spiritual Fighter
The Barbarian gets a natural DR of 2, representing tough skin (i.e., attacks that only need to scratch skin will not suffer this DR).

Rage, Mighty [64]

Prerequisites: HT 15+, *Greater Rage*
The ST and HT bonus during rage is increased to +6 each.

Tireless Rage [4]

Prerequisites: HT 15+, *Mighty Rage*
The fatigue cost of rage is bought off.

Positive Energy Channeling

The character has the ability to channel positive divine energy. This energy can be used to turn or destroy undead but is also useful for some other purposes. Those who are able to channel positive energy cannot channel negative energy.

Positive Energy Channeling [5]

Prerequisites: Will 12+, must not be able to channel negative energy.
This unusual background is the basis for the ability to turn and destroy undead.

Turn Undead [24]

Prerequisites: *Positive Energy Channeling*

You can scare off undead creatures with an aura of power. Only undead that can see you are affected and each use costs 2 FP. In game terms it is Terror 2 [30] (with cosmic +50%, sense based (vision) -20%, magic -10%, costs fatigue 2 FP -10%, accessibility (undead only) -30%).

Destroy Undead [6]

You can shoot a ray of light from your finger that damages undead creatures. Acc +0, 1/2D 2, Max 20, RoF 1, Recoil 1, Damage 3d corrosion (also damages DR). Each attack costs you 1 FP. (Innate attack cor [30], Inaccurate 3 -15%, Costs Fatigue 1 -5%, reduced range -20%, magic -10%, accessibility (undead only) -30%)

Negative Energy Channeling

The character has the ability to channel negative divine energy. This energy can be used to rebuke or control undead but is also useful for some other purposes. Those who are able to channel positive

energy cannot channel negative energy and vice versa.

Negative Energy Channeling [5]

Prerequisites: Will 12+, must not be able to channel positive energy.

This unusual background is the basis for the ability to rebuke and destroy undead.

Rebuke Undead [24]

Prerequisites: Negative Energy Channeling

You can scare off undead creatures with an aura of power. Only undead that can see you are affected and each use costs 2 FP. In game terms it is Terror 2 [30] (with cosmic +50%, sense based (vision) -20%, magic -10%, costs fatigue 2 FP -10%, accessibility (undead only) -30%).

Control Undead [25]

You can control undead with your sheer willpower. An opposed IQ vs. willpower quick contest is required. Range penalties apply, as well as a -1 per undead already under your control. Failed rolls render that specific undead immune to your control for 24h. All undead under your control lack any kind of initiative, even if they are normally free willed. (Mind Control [50], undead only -10%, puppet -40%)

Nature's Friend

This advancement tree contains all kinds of powers related to the natural world.

Nature Sense [10/level]

Prerequisites: Naturalist 14

This ability is equivalent to the outdoorsman talent and can be taken up to level 2.

Wild Empathy [17]

Prerequisites: Nature Sense 2

The character has abilities equivalent to *Animal Empathy* and *Charisma 3 (Animals only -20%)*.

Woodland Stride [5]

Prerequisites: Wild Empathy, Naturalist 16

The character can pass undergrowth seemingly unimpeded. This is very similar to *Terrain Adaptation*.

Trackless Step [5/level]

Prerequisites: Woodland Stride, Naturalist 18

The character leaves less and less tracks while walking, giving an opponent -1/level on her *Tracking* roll. Maximum level for this ability is 10.

Natural Resistance

This advancement tree includes several abilities that help against natural threats. Obtaining these resistances requires special training that is not available to the general populace.

Natural Resistance [10]

Prerequisites: -

This is an unusual background needed to gain access to the various resistance abilities.

Hazard Resistance [5]

Prerequisites: Natural Resistance

The character is more resistant to a specific natural hazard. This advantage can be twice, as it exists for two different threats: Poison and Sickness. The character get +3 on all checks against this particular threat.

Hazard Immunity [10]

Prerequisites: Hazard Resistance

Instead of a +3 bonus, the character is immune to that kind of threat.

Timeless Body [15]

Prerequisites: Both kinds of Hazard Immunity, Meditation 16+
You are *Unaging*.

Empty Body [72]

Prerequisites: Timeless Body, Meditation 18+
You have the *Insubstantiality* advantage. The ability costs 2 FP to activate and 1 FP per minute keep up (-10%).

Perfect Self [20]

Prerequisites: Timeless Body, Meditation 19+
You are considered to have *Injury Tolerance (Unliving)* for the purposes of taking damage.

Unarmed Fighting

These abilities are most commonly practiced by martial artists who have learned the secret arts of the Eastern masters. The basic prerequisite is the *Trained By a Master [30]* ability from the *Basic Set*.



Stunning Strike [9/level]

Prerequisites: Trained by a Master, any unarmed combat skill at 14+
A Stunning strike is an affliction. It is an unarmed melee attack that cannot be parried (-35%). The target must make a HT+1-level+DR save and is stunned for one second per point of failure. If the roll is failed by 5 or more, the target is paralyzed (+30%). Each use cost 1 FP (-5%). This ability may be bought up to level 4.

Quivering Palm [42/level]

Prerequisites: Stunning Strike, any unarmed combat skill at 20+

The character can hit an enemy with a special strike that does not have an immediate effect but rather starts working after some onset time. The Quivering Palm is an affliction. It is an unarmed melee attack that cannot be parried (-35%). The target possibly suffers a heart attack (+300%) at some later point of time, by a simple thought of the martial artist (+50%). The target must make a HT+1-level+(DR of the original hit location) save or die immediately. Each use cost 1 FP (-5%). This ability may be bought up to level 4.

Mental Discipline

These abilities are typically taken by those capable of extreme mental discipline, typically martial artists or religious figures.

Still Mind [4/level]

Prerequisites: Meditation 17+level
Due to his extreme mental discipline, the character is able to resist mental attacks better. This ability is represented by the *Mind Shield* ability. Maximum level is 5.

Self-Healing [6]

Prerequisites: Meditation 19+, Still Mind 1
This ability works like *Healing* with the injuries limitation (-20%) and can be used only once per day (-40%) and only on the character himself (-20%). A successful *Meditation-6* roll is required instead of IQ.

Diamond Soul [5/level]

Prerequisites: Meditation 19+, Still Mind 2
The character is especially resistant to magical attacks due to his extreme mental discipline. Diamond Soul grants

Magic Resistance (Improved) and can be taken up to level 4.

Improved Movement

Many classes at least invest in the basics of this supernatural advancement tree.

Improved Movement [5]

Prerequisites: -

The character trains his ability to move fast. This unusual background is the entry point to this advancement tree.

Fast Movement [9]

Prerequisites: Improved Movement, Running 15+

Your movement is increased by 50%. This ability can only be used for short bursts of speed, costing 2 FP to activate and 1 FP per minute to keep up (-10%). (Purists might want to remove the FP cost for monks and barbarians).

Very Fast Movement [9]

Prerequisites: Fast Movement, Running 18+

Your movement is increased by 100%. This ability can only be used for short bursts of speed, costing 2 FP to activate and 1 FP per minute to keep up (-10%). (Purists might want to remove the FP cost for monks and barbarians).

Bloodhound

The character is a supernaturally well-trained hunter. While he excels at hunting a specific race, his supernatural abilities serve him also well in general hunting situations. This track represents the supernatural abilities of a ranger.

Supernatural Bloodhound [5]

Prerequisites: Expert Skill (*Race*) at any level for any race.

You have a supernatural bond/aversion towards specific races acquired during your relentless hunt.

Favoured Enemy

[varies, default 16/level]

Prerequisites: Expert Skill (*Race*) 9+level*3, Supernatural Bloodhound

Special: A group of enemies must be specified, typically a racial group

The ranger gains +2 to Fast-Talk, Observation, Tracking, and Body Language when applied to members of the race designated as favoured enemy. Additionally, the ranger's striking ST against the favoured enemies is increased by 2.

The base cost of this package is 20, modified by an accessibility percentage, which largely depends on how often a certain type of creature will occur in your campaign (default is 20%)². This skill can be taken in three levels, consecutively increasing the modifiers granted.

Master Tracker [12]

Prerequisites: Tracking 18+, at least one level of *Favoured Enemy*

You have the *Luck* advantage with regard to shadowing, tracking, and stealth.

Quick Camouflage [16]

Prerequisites: Master Tracker

You are very good at blending into natural surroundings (-20%), gaining a +4 bonus to stealth while standing still.

Hide in Plain Sight [16]

Prerequisites: Quick Camouflage

You are impossibly good at blending into natural surroundings (-20%), gaining an additional +4 bonus to stealth while standing still.

² Sorry about this offbeat comment. Is it just me, or does this ability have a bit of a nazi flavour? The term used in the German rulebook literally translates as "racial enemy"!

Holy Aura

Holy men are often surrounded by a holy aura that has several impressive effects³.

Holy Aura [5]

Prerequisites: Religious Ritual at any level, 20 points in self-imposed mental disadvantages.

You have a holy aura as an unusual background. Should you ever violate your self-imposed mental disadvantages, you will lose all your holy aura powers until you atone with a quest determined by the GM. This is similar to the Pact limitation.

Smite Anathema [9]

Prerequisites: Religious Ritual 12+, Holy Aura

When attacking supernatural opponents that serve a force of evil (or a force of good, if you are "evil" yourself) (GM's call, -40%), you gain +2 Striking ST and +1 to your combat skill.

Divine Grace [22]

Prerequisites: Religious Ritual 15+, Holy Aura

You are good at resisting metabolic hazards of all kinds, gaining a +3 bonus to HT checks to resist these. You also gain DR 3 against all magical damage.

Courage [15]

Prerequisites: Religious Ritual 16+, Divine Grace

You are *unfazeable* and thus immune against any kind of fear.

Aura of Courage [24]

Prerequisites: Courage

You radiate an aura of courage that gives all allies within 4 meters who pass a HT check to gain +3 to all fear checks for one minute per point of success.

Divine Health [20]

Prerequisites: Religious Ritual 15+, Divine Grace

You are now immune against metabolic hazards of all kinds. Others will find rational explanations for this power - somehow you are just very healthy and/or lucky!

Tough Guy

You are the Bruce Willis of your age - practically impossible to kill!

Tough Guy [5]

Prerequisites: HT 12+

You are an incredibly tough guy. This background gives you access to the special abilities of this tree.

It's Just a Scratch [3]

Prerequisites: Tough Guy, High Pain Threshold (B. 59)

You gain DR 1 on all your body with the tough skin modifier.

Last Man Standing [10]

Prerequisites: It's Just a Scratch, Rapid Healing (B. 79)

You gain Hard to Kill 2 and Hard to Subdue 3. Normally, people are limited to level 1 in each category.

Elusive Vital Organs [5]

Prerequisites: Last Man Standing

While you do have vital organs, they are never hit, even if enemies specifically target them.

Health of a Horse [15]

Prerequisites: Elusive Vital Organs, HT 14+

You gain +8 to all HT checks against metabolic hazards. This is a high level of Resistant normally unavailable to humans.

³ The lack of alignment in GURPS imposes great changes upon the paladin class.

Skill Packages

These skill and advantage packages form the backbones of the various classes described next. For assembly convenience, they come at a point cost of 50 for primary packages and 25 for secondary ones.

Primary Combat Packages

These packages are aimed at soldiers and other fighters.

Martial Artist [50]

You excel at unarmed combat, using secret techniques that go far beyond brawling.

Combat Reflexes [15], Enhanced Parry (Unarmed) [5], Ambidexterity [5], *pick one primary style for [12]:* Boxing DX+3, Brawling DX+4, Judo DX+2, Karate DX+2, Sumo Wrestling DX+3, or Wrestling DX+3; *pick one secondary style at (primary-1) for [8];* Knife DX [1], Staff DX+1 [4].

Officer [50]

You are not as well-trained as the average soldier but more focused on weapons that can be carried around in civilized areas.

Combat Reflexes [15], Broadsword DX+2 [8], Guns (Rifle) DX+2 [4], Guns (Pistol) DX+3 [8], Knife DX+2 [4], Boxing DX+1 [4], Throwing DX+1 [4], Soldier IQ-1 [1], Tactics IQ-1 [2].

Soldier [50]

You have military weapons training.

Combat Reflexes [15], Guns (Rifle) DX+3 [8], Guns (Pistol) DX+3 [8], Spear DX+1 [4], Knife DX+2 [4], Brawling DX+2 [4], Throwing DX+1 [4], Soldier IQ [2], Tactics IQ-2 [1].

Thug [50]

You have learned your fighting skills in the streets but you are still a quite capable enemy.

FP+1, HP+1, High Pain Threshold [10], Brawling DX+3 [8], Guns (Pistol) DX+2 [4], Knife DX+3 [8], Thrown Weapon (Knife) DX+2 [4], Axe/Mace DX+2 [8], Sneak Attack (Knife) Default+2 [3]

Sneak Attack

Hard Technique

Default: prerequisite-3

Prerequisite: Any melee skill that uses a piercing or impaling weapon.

A rogue is trained in targeting the vital parts of an enemy and can use this technique (which cannot exceed the prerequisite) to do so without penalty

Secondary Combat Packages

These packages are aimed at those who are only secondary fighters.

Gentleman [25]

You are well-trained in boxing and fencing, which you learned at your gentleman's club. You also have a bit of shotgun skill from hunting.

Boxing DX+2 [8], Broadsword DX+1 [4], Guns (Shotgun) DX+2 [8], Disarm (Broadsword) DX+5 [5].

Hunter [25]

While you are not a real fighter, you know how to handle a rifle and a shotgun.

Fit [5], Guns (Rifle) DX+2 [8], Brawling DX+2 [4], Guns (Shotgun) DX+2 [8].

Low-Life [25]

You have not enjoyed any formal combat training but you know how to handle yourself in a bar fight.

Brawling DX+3 [8], Gun (Pistol) DX+2 [4], Knife DX+3 [8], Thrown Weapon

(Knife) DX+2 [4], Thrown Weapon (Tankart) DX [1].

Specialist Packages

These packages contain the special skills typically available to character classes. These come at different costs (25 and 50) to be available to a wide range of classes.

Con Man, Lesser [25]

A good package for rogues as well as preachers of less reputable religions.

Acting IQ+1 [4], Carousing HT [1], Detect Lies Per [4], Diplomacy IQ-2 [1], Fast-Talk IQ+1 [4], Intimidation Will+1 [4], Public Speaking IQ-1 [1], Savoir-Faire IQ [1], Sex Appeal HT-1 [1], Streetwise IQ+1 [4]

Con Man, Greater [50]

You are a master con man.

Smooth Operator 2 [30], Acting IQ [2], Carousing HT [1], Detect Lies Per [4], Diplomacy IQ-2 [1], Fast-Talk IQ+1 [4], Intimidation Will+1 [4], Public Speaking IQ-1 [1], Savoir-Faire IQ [1], Sex Appeal HT-1 [1], Streetwise IQ-1 [1]

Doctor, Lesser

(Field Surgeon) [25]

You are good at treating battlefield wounds but lack the more general knowledge of a well-trained doctor.

Acting IQ-1 [1], Diagnosis IQ [4], First Aid IQ+2 [4*], Physician IQ+1 [4], Surgery IQ+1 [12]

*Default: Physician

Doctor, Lesser

(Country Practitioner) [25]

You are a country practitioner, good at healing broken bones and common diseases.

Diagnosis, First Aid, Physician, Veterinary

Doctor [50]

You are a master in the arts of healing.

Healer 3 [30],

Entertainer, Lesser [25]

You know how to entertain people with songs and poems. You might be in an orchestra, an opera singer, or a street musician.

Charisma 1 [5], Acting IQ+1 [4], Carousing HT+2 [4], Public Speaking IQ+1 [4], Musical Instrument IQ-1 [2], Singing HT+2 [4], Poetry IQ [2]

Entertainer, Greater [50]

You are such a great entertainer that your music and stories have almost magical powers over others.

Charisma 2 [10], Musical Ability 2 [10], Acting IQ+1 [4], Carousing HT+2 [4], Public Speaking IQ+1 [4], Musical Instrument IQ-2 [1], Singing HT+2 [4], Poetry IQ-1 [1], Musical Influence IQ-1 [4], Enthralment (Persuade) Will [4], Musical Composition IQ [4]

Merchant, Lesser [25]

You are well trained at handling people, goods, and money.

Charisma 1 [5], Acting IQ+1 [4], Finance IQ-2 [1], Merchant IQ+1 [4], Public Speaking IQ-1 [1], Diplomacy IQ [4], Savoir-Faire IQ+1 [2], Streetwise IQ+1 [4]

Merchant, Greater [50]

You are a master at handling people, goods, and money.

Charisma 2 [10], Acting IQ+1 [4], Finance IQ+1 [8], Merchant IQ+2 [8], Public Speaking IQ [2], Diplomacy IQ+1 [8], Savoir-Faire IQ+1 [2], Streetwise IQ+1 [4], Detect Lies Per [4]

Noble, Lesser [25]

You belong to the ruling class and enjoy the privileges that gets you.

Status 2 [10], Social Regard (Respected) 1 [5], Heraldry IQ [2], Carousing HT+1 [2], Savoir Faire IQ+1 [2], Public Speaking IQ-1 [1], Intimidation Will-1 [1], Connoisseur IQ [2]

Noble, Greater [50]

You belong to the ruling class and enjoy the privileges this gets you. You are not that much higher in rank than the lesser noble - rather you spend more time on doing noble things.

Status 3 [15], Social Regard (Respected) 3 [15], Heraldry IQ [2], Carousing HT+1 [2], Savoir Faire IQ+2 [4], Public Speaking IQ+1 [4], Intimidation Will+1 [4], Connoisseur IQ+1 [4]

Outdoorsman, Lesser [25]

You are very capable of surviving in the wilderness. You might be a hunter or an occasional explorer.

Naturalist IQ+1 [8], Survival Per+2 [8], Fishing (E) Per [1], Tracking Per+2 [8].

Outdoorsman, Greater [50]

This is a must for dedicated explorers.

Talent (Outdoorsman) 2 [20], Camouflage IQ [2], Naturalist IQ+1 [8], Navigation (Land) IQ-1 [1], Survival Per+2 [8], Fishing (E) Per [1], Hiking HT-1 [1], Swimming HT [1], Tracking Per+2 [8].

Priest, Lesser [25]

You hold rank in an organized religion. Religious Rank 1 [5], Disciplines of Faith (Ritualism) [-5], Patron (Church) [20], Duty (9 or less) [-5], Diplomacy IQ [4], Public Speaking IQ-1 [1], Religious Ritual IQ-1 [2], Theology IQ [2], Singing HT [1]

Priest, Greater [50]

You are highly involved in the typical duties of your church, as well as in church politics.

Religious Rank 2 [10], Disciplines of Faith (Ritualism) [-5], Patron (Church) [20], Duty (9 or less) [-5], Diplomacy IQ [4], Public Speaking IQ+1 [4], Politics IQ+1 [4], Religious Ritual IQ+1 [8], Theology IQ+2 [8], Singing HT+1 [2]

Scholar, Lesser [25]

You have great knowledge of all kinds of things.

Alchemy IQ-2 [2], Cartography IQ-1 [1], Expert Skill (one monster category) IQ-1 [2], Geography IQ-1 [2], Hidden Lore IQ [2], History IQ [4], Law IQ-1 [2], Mathematics IQ-1 [2], Philosophy IQ-1 [2], Tactics IQ-1 [2], Thaumatology IQ-1 [4]

Scholar, Greater [50]

You have great knowledge of all kinds of things.

Alchemy IQ-2 [2], Cartography IQ [2], Cryptography IQ-1 [2], Expert Skill (one monster category) IQ [4], Expert Skill (another monster category) IQ [4], Geography IQ-1 [2], Hidden Lore IQ [2], History IQ+1 [8], Law IQ+1 [8], Mathematics IQ-1 [2], Philosophy IQ [4], Tactics IQ-1 [2], Thaumatology IQ-1 [8]

Thief, Lesser (Sneak) [25]

You are good at sneaking, picking pockets, and stabbing people. Fighters or barbarians that are actually thugs might want to take this package.

High Manual Dexterity 1 [5], Filch DX+2 [8], Pickpocket DX+1 [8], Sleight of Hand DX [4]

Thief, Lesser (Mechanic) [25]

You are good at picking locks, as well as finding and disarming traps.

High Manual Dexterity 1 [5], Search Per+2 [8], Lockpicking IQ+2 [8], Traps IQ+1 [4].

Thief, Greater [50]

You have all the thief skills mentioned in the lesser versions.

High Manual Dexterity 2 [5], Search Per+2 [8], Lockpicking IQ+2 [8], Traps IQ+1 [4], Filch DX+2 [8], Pickpocket DX+1 [8], Sleight of Hand DX [4]