

# Odd Collection of Templates & Items

*Some quick & dirty templates and items for GURPS 4th Edition by Pythagoras*

## Introduction

All templates here cost 0 points. They are intended to be applied quickly during one shots and allow players to take control of some rather weird creatures.

## Templates

### Devourer

These cursed beings were formerly human but have turned into undead creatures lusting after human brains. These poor fellows are driven by their hunger and are shunned by society. Some devourers use special amulets or special technical devices to keep their unholy hunger in check.

**Advantages:** Injury Tolerance (Unliving) [20], Immune to Metabolical Hazards [30]

**Disadvantages:** Fragile (Brittle) [-15], Uncontrollable Appetite (Brains) (self-control 6 or less, mitigator: amulet -60%) [-12], Unnatural Features 3 [-3], Dread (Bright Light, 1m) [-20]

### Birdman

These winged humans come in different varieties - some have angelic and some batlike wings. There are also some odd specimens that have insectoid wings ranging from those of a butterfly to that of a ginat dung beetle. Whatever their shape, the birdmen are known for their low pain threshold, short attention span and their vast overconfidence.

**Advantages:** Flight (Winged) [30]

**Disadvantages:** Low Pain Threshold [-10], Overconfidence (self-control 6 or less) [-10], Unnatural Features 5 [-5],

Short Attention Span (self control 15 or less) [-5]

### Sharkman

The sharkmen are creatures that look like humanoid sharks. Once they are exposed to the smell of blood, they will fight until all people perceived as foes are down.

**Advantages:** Amphibious [10], Doesn't Breathe (Gills) [10]

**Disadvantages:** Bloodlust (self control 9 or less, trigger smell of blood -20%) [-12], Unnatural Features 3 [-3], Gluttony (self control 12 or less) [-5]

### Cauldron-Born

These humanoids were artificially created, be it by alchemy, magic, or technological means. These creatures look like bald humans. They are generally good-looking but somehow seem synthetic. While they are physically almost identical to normal people, there are some really bad rumours about them and they are considered inferior and sometimes even dangerous. However, Cauldron-Borns are as likely to be good or evil as other humans. Their only characteristic feature is a high degree of naivité, that manifests as gullibility on the negative but absolute fearlessness on the positive side.

**Advantages:** Unfazed [15], Beautiful (Off-the-Shelf-Looks) [6]

**Disadvantages:** Gullibility (self control 12 or less) [-10], Social Stigma (Minority Group) [-10], Unnatural Features 1 [-1]

## Half-Giant

Half-Giants were bred as warriors. While they are only about 3 meters tall, they have overly long arms. Half-Giants are easily confused under stress and require massive amounts of food (6 meals a day). On the up side, they are almost impossible to kill and are very resistant to pain.

**Features:** SM+1

**Advantages:** High Pain Threshold [10], Hard to Kill 3 [6], Hard to Subdue 2 [4]

**Disadvantages:** Confused (self control 12 or less) [-10], Increased Consumption 1 [-10]

## Elder Spawn

You are one of the earthly servants of the elder gods. While you are basically humanoid in shape, you have tentacles in inappropriate spots and a slimy green skin. Needless to say, you suffer a huge social stigma.

**Advantages:** Extra Arms (2, long SM+1) [40]

**Disadvantages:** Appearance Horrific [-24], Social Stigma (Monster) [-15], Quirk: has trouble getting out of bed in the morning [-1]

## Floating Skull

You are nothing more than a talking head, possibly a skull but you may also look like that creepy soccerball mascot of the World Championship. While you cannot manipulate items by yourself, you can participate in combat by spitting small orbs of fire.

**Advantages:** Flight (low ceiling 10 ft. -25%) [30], Innate Attack (burn 2d) [10]

**Disadvantages:** No Manipulators [-40], No Legs (Aerial) [0]

## Arachnotaur

You have the lower body of a spider and the upper body of a human. Needless to say, you look quite disgusting but you are an excellent climber. Arachnotaurs can only digest fresh meat, all other food will cause them to throw up.

**Advantages:** Super Climbing 2 [6], Clinging [20], Extra Legs (8) [15]

**Disadvantages:** Appearance Monstrous [-20], Frightens Animal [-10], Restricted Diet (Fresh Meat) [-10], Quirk: Careful [-1]

## Bugwalker

Your body consists of a swarm of insects. This gives you both a rather strange appearance but you are generally humanoid and cannot change your shape. Strong wind will deal you 1d damage per minute and energy attacks deal double damage. If damaged, you can only heal naturally by absorbing large quantities of crawling insects.

**Advantages:** Injury Tolerance (Diffuse) [100]

**Disadvantages:** Unhealing (partial) [-20], Weakness (Strong Wind, 1d per minute) [-20], Appearance (Monstrous) [-20], Vulnerability (Energy Attacks x2) [-40]

## Items

Here are some items that you may grant to PCs for the one shot adventure.

### Steampunk

**Power Stilts:** These steampowered legs increase your basic move by 5 but reduce all DX-based skills by 1. Also, you have to wear a backpack-sized steam engine on your back.

**Clockwork Scout:** This tiny wind-up beetle moves at a speed of 2m/s either on ground or flying. It is connected to a small monochrome green screen by a thin cable that is 20m long. The gadget

can be used to scout ahead. It has 3 HP (unliving) and DR 4.

**Climbing Claws:** These wind-up gloves with claws grant a +5 damage to climbing but leaves visible marks on the surface.

**Floating Boots:** When a button is pressed, these boots inflate floating tanks on their sides, allowing you to walk over water.

### Pulp High Tech

**Death Ray Gun:** This gun deals 3d corrosion damage. If the target loses more than its full HP, it suffers from pain (-2 to DX, IQ and all skills based thereon) until receiving first aid. The gun has ACC +1, Range: 100 (1/2D 10), RoF 1. (A steampunk version might require a large backpack with strange liquids).

**Jetpack:** This backpack does not allow flight but allows jumps up to 20m (with a ceiling of 5m) and grants +6 on jumping rolls. The pack weighs 20 lbs.

**Stealth Suit:** grants +5 to stealth, +7 if standing still.

### High Magic

**Flame Blade:** The blade of this sword is made of pure flame dealing 2d burning damage.

**Shocking Mace:** This mace deals 1d electrical burn damage in addition to other damage after a hit. It ignores metal armour. Using the mace while standing in water is not the best idea.

**Forst Wand:** You fire a 4m wide, 10m long cone of frost, dealing 2d hypothermia damage. The wand requires the Wand (DX/E) skill to use.

**Robe of Many Eyes:** This robe grants DR 2 to the back to torso and legs. Also, it grants 360° vision and +2 to all Per rolls based on vision.

**Ring of Swimming:** This ring grants a +10 bonus to swimming checks.

**Amulett of Elemental Resistance:** There are different amulets for different

damage types (fire, hypothermia, electricity, acid). The amulet provides a DR of 5 against that particular type of damage.

**Shield Ring:** Grants DR 2 against missile attacks.

### Creepy Magic

**Maggot Sword:** This slimy rusted blade is dedicated to a dark primal god. Any hit that manages to penetrate armour causes tiny maggots to grow in the wound, dealing 1d3 points of toxic damage per second until the wound is cleaned with an antiseptic or until a HT check is passed (one try per second).

**Death Head of Nagganoth:** This is a magically prepared skull that can be thrown as a grenade and explodes in a bright green flash upon impact, dealing 2d toxic damage as a contact agent within a radius of 3m.

**Dancing Chain Belt:** This belt has 4 barbed chains attached to it that are about 2m long. When activated, the chains will attack one enemy within their reach each, with a skill of 13. They deal 1d6 crushing damage. If there are less than 4 enemies present, there is a 1 in 6 chance that the chains will attack you or one of your allies. It takes a concentrate action to activate or deactivate the chains.

**Agony Rod:** Those creatures hit by this rod must make a HT save (adding their DR as a bonus) or be incapacitated by agony for 2 seconds per margin of failure.

**Mask of Deception:** This white mask is invisible when worn and gives you an honest face, granting you +6 to fast-talk rolls. However, the mask is a deceptive ally - on a fumble you accidentally reveal a secret about yourself.