

G U R P S

DISCWORLD

Return to the Turtle

ALSO

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STEVE JACKSON GAMES

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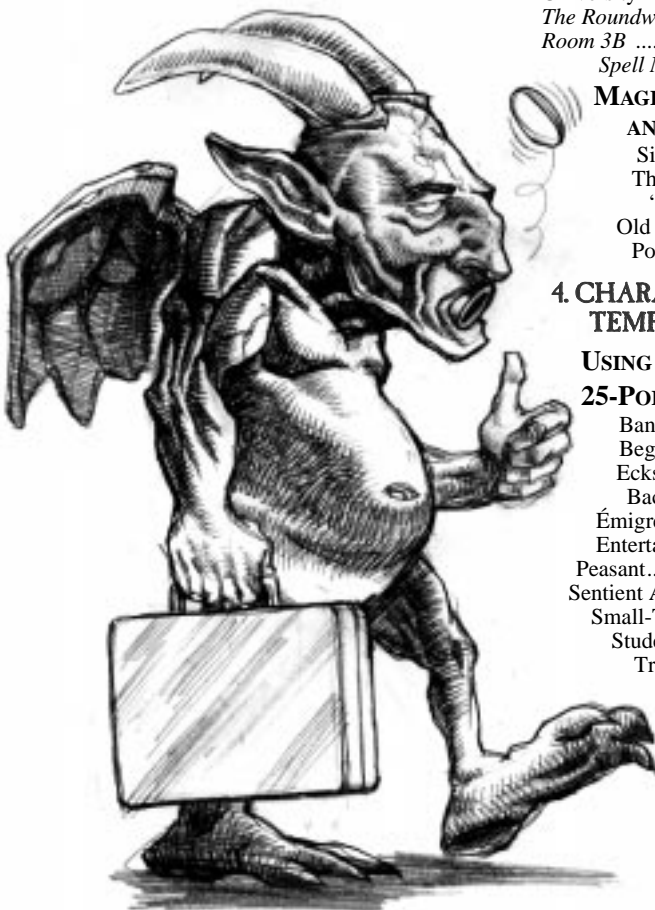
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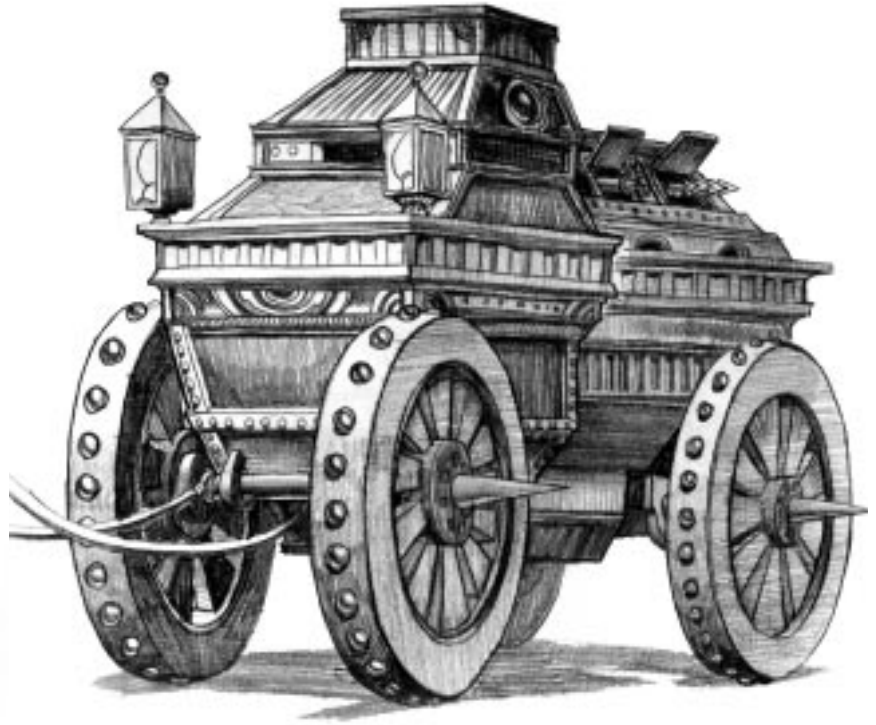
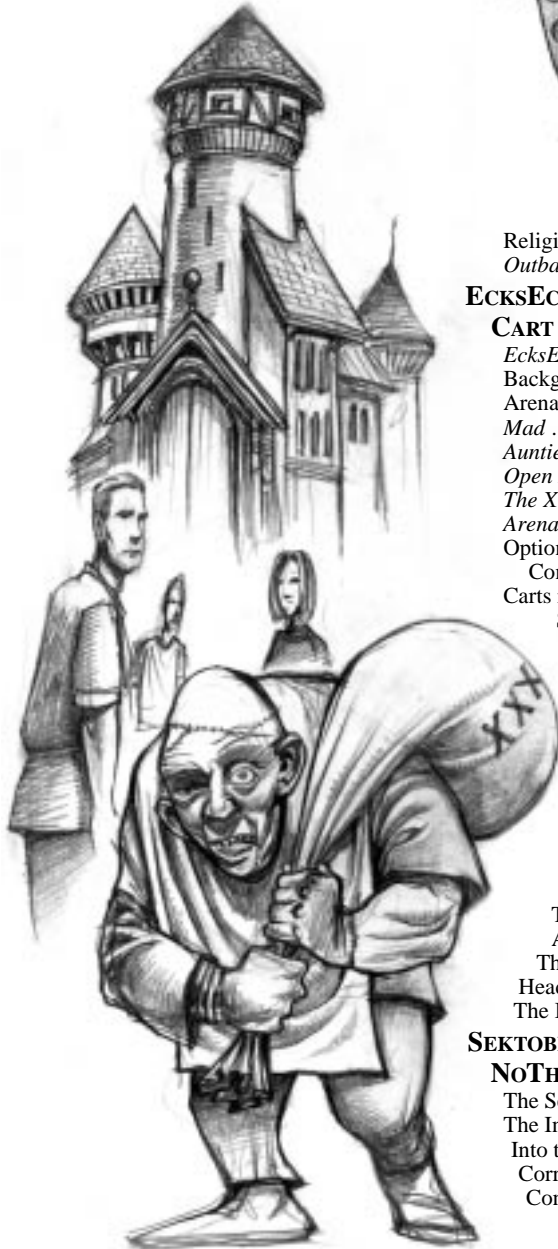
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About GURPS

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GURPSnet. Much online discussion of *GURPS* happens on this e-mail list. To join, send mail to majordomo@io.com with "subscribe GURPSnet-L" in the body, or point your web browser to gurpsnet.sjgames.com/.

The *GURPS Discworld Also* web page is at www.sjgames.com/gurps/books/discworldalso/.

INTRODUCTION

GURPS Discworld Also is the second *GURPS* book based on Terry Pratchett's Discworld novels and stories. The first volume was published under the admirably clear – if somewhat unimaginative – title of *GURPS Discworld*. This is not a second edition of *GURPS Discworld*, but an entirely new book. It does not replace *GURPS Discworld*, but supplements it.

GURPS Discworld showed how to run roleplaying game adventures on the Discworld; this book is intended to make it easier, by providing more information and more ideas.

That volume took the Disc, with its major races and noted personalities, and adapted it to *GURPS* use. However, a roleplaying game can only start there. It has to go on, and fit the setting together with the characters created by its players to make stories. That means work for everyone involved. Enjoyable work, of course, but still work.

This book is designed to help that work. People have been asking for "support" for *GURPS Discworld* ever since it appeared. Well, in fact, every *GURPS* book on the market can be used for that purpose – that's the point of using a common system for many different games and settings – but we appreciate that people also want Discworld-specific material. So here it is. There are notes on recent events on the Disc, taken from books that have been published since *GURPS Discworld*. The treatment of non-human races has been expanded, with more races, sample characters, and a simplified treatment of Troll characters. There is a selection of templates to make character creation faster and simpler. Several new areas are described, with notes and ideas for campaigns in these settings. And, of course, there is a selection of scenarios and adventure seeds to make setting up a game as easy as possible.

One thing about the latter, by the way. They have been checked and approved by the creator of the Disc, but they're not "canon." That is to say, there is no guarantee that some future Discworld novel might not end up changing or even contradicting them. They are *game* material, and anyone who sets a game on the Disc may – indeed, perhaps *should* – take things off in directions that may not coincide exactly with future novels in the series. It's not impossible that as-yet-unpublished Discworld stories will contradict ideas in this book.

It's also not impossible that, with a little fast-talking, improvisation and low cunning, a GM might find some way to take an apparent contradiction, say between this book and a future Discworld novel, and base whole adventures and campaigns around the contradiction itself. Has one source or the other always been false, and if so, how did the misconception arise? Who would profit from this kind of false information? Has some change occurred, so that what is printed in this book *used* to be true, but the present state of affairs is exactly as the novel says? Or – most challenging, but brilliant, of all – is it possible that somehow, both of the contradictory statements are true?

Impossible situations require unlikely solutions – and often, the more unlikely a solution is, the better it will work. That's part of what setting a game on the Discworld is all about.

So the point of this book is to provide a body of information, ranging from the well-known to the obscure to the downright unreliable. GMs can then people pick and choose what they like, adopting or adapting until they have something that suits their gaming style and their campaign. Dive into *GURPS Discworld Also* – or skim it if you prefer – and find what you like. Then take it away and *play* with it.



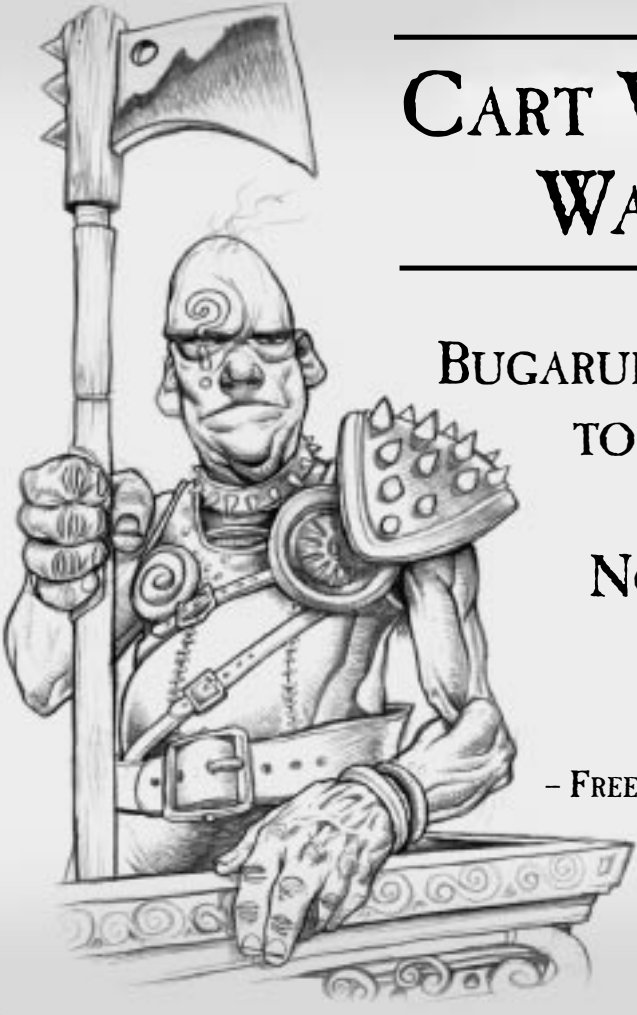
About the Authors

Phil Masters, who adapted Terry Pratchett's creation to the *GURPS* system in *GURPS Discworld*, still lives in England and still spends most of his time labouring over a lukewarm computer. However, the growth of his library has forced him to move to a bigger house. His recent work for Steve Jackson Games includes co-writing *GURPS Castle Falkenstein*, contributing a chapter to *GURPS Y2K*, and editing *The Munchkin's Guide to Power Gaming* and two volumes of *GURPS Who's Who*. He has also worked for White Wolf and Gold Rush Games. In short, he does have a life, but perhaps not the one that his career advisors had in mind for him.

Terry Pratchett has also written some more books since *GURPS Discworld* was published, but sadly, none of them – until now – has been for Steve Jackson Games. A list of his most recent *Discworld* writings follows on p. 7.

Page References

See *GURPS Compendium I*, p. 181, or SJ Games' Web site for a full list of abbreviations for *GURPS* titles. Any page reference that begins with a B refers to *GURPS Basic Set Third Edition Revised*; e.g., p.B102 refers to page 102 of Basic Set. CI refers to *Compendium I*, DI refers to *GURPS Discworld*, and M to *GURPS Magic*.



CART WARRIORS WANTED

BUGARUP ARENA – TALK
TO AUNTIE ANTE –
BONUS FOR
NO-LIMITS CARTS

– FREE BEER FOR ALL DRIVERS –



University-Based Campaigns

Unseen University could be an interesting base for a Discworld campaign. In general, such games can be set at one of three levels:

An *Undergraduate* game would feature PC wizards-in-training. These would be quite low-point-value characters (see the Student Wizard template, p. 46), and not terribly competent in magic. Indeed, some might have no useful spells at all, and others might be justifiably nervous of using what they do know. Plots would probably start with the complications of student life (which are pretty consistent in *some* ways throughout the multiverse), although they could spin off in countless directions. Trying to recover something lost in the course of an unwise prank before its rightful, high-point-value owner notices that it has been borrowed could lead to adventures across Ankh-Morpork. Doing a favour to ensure a glowing report from a tutor could entail delving through the dark history of Disc magic in a very physical way. Patching Hex's operating system to play games faster could make hacking the Pentagon's missile control computers look like a really bright idea.¹ Unwise attempts to find a book (desperately needed for an overdue essay) without the Librarian's aid could lead to expeditions into L-Space and thence almost *anywhere*. Undergraduates are also fairly likely still to be in regular contact with their families and old school-friends, who could involve them in relatively mundane plots.

Do note one thing, however; Unseen University is based on the older parts of the British university system, *not* on modern American education. Reference to fraternities with Greek-letter names, toga parties, and other features from certain all-too-popular movies, are completely inappropriate. Likewise, UU remains, for practical purposes, an all-male institution.²

Alongside the undergraduates, players might choose to create characters such as University servants and citizens of Ankh-Morpork with whom they strike up acquaintance, relatives of undergraduates who live near enough to visit, street mimes and other demented radicals whose rhetoric might prove dangerously appealing to impressionable and naïve minds, or people whom undergraduates might choose to consult on specific subjects. How suitable such individuals would be as PCs depends on the exact nature of the game that the GM is planning. All such ideas should be discussed beforehand.



¹ The latter, after all, involves only three-dimensional threats.

² Although the happy thought occurs; it **appears** to be all-male. But who knows if all those beards are real?



The Roundworld Project

The Roundworld Project was originally a thought experiment – a hypothetical idea discussed by various senior academics at Unseen University. They theorised that it should be possible to create a zone where *no magic* existed, despite the fact that magic is a basic element of the Discworld universe. However, calculations quickly established that this would require excessive amounts of power. Then, Ponder Stibbons (p. D1190) and his colleagues in the High Energy Magic Building (p. D1116) succeeded in splitting the thaum, the elementary particle of magic,³ while neglecting to incorporate enough safety factors in the devices they had built.⁴ Faced with excessive amounts of raw magic, Hex, UU's magical computer, manifested the Roundworld Project on the spot. It turned out that the result was an entire universe, packed into a convenient globe about a foot across.

This universe proved to lack narrativium (the element that causes events on the Discworld to form sensible stories), deitygen (the elementary substance of gods), or even chelonium or elephantigen (which go to make up world-sized turtles and elephants). However, other elements came into existence, clumped together to form ludicrously large stars and viable round planets, and eventually formed life.

In fact, the Roundworld turned out to be something remarkably like our own universe. However, the wizards eventually got bored with its lack of narrative structure, and forgot about it. However, it had become self-sustaining, so it was handed over to Rincewind, who had been given the strictly honorary post of Egregious Professor of Cruel and Unusual Geography, for safe keeping. It now sits on a shelf in his office, with a note telling the University housekeeper not to dust it. (There is some theoretical possibility of leakage of concepts and even matter “down from” the Discworld to the Roundworld, possibly via L-Space, which generates vast game possibilities which should be handled with extreme caution.)

Room 3B

Unseen University's “Room 3B” does not exist, but for once, there is nothing darkly metaphysical about this unreality. The fact is that some lectures and suchlike are on the timetable, but no teacher or student wants anything to do with them. These lectures are always scheduled for Room 3B. Sometimes the entire teaching staff is in there at once. However, an established Discworld fact is that if enough people believe in a thing . . .

³ Their justification was that the university heating system wasn't working well enough, and they could improve it.

⁴ In the UU squash court, naturally.

CHARACTER TEMPLATES

4

4



75-Point Templates



Characters at this level have serious advantages over ordinary folk, though they may also be highly specialised. In fact, some may be rather self-absorbed or just plain full of themselves. Still, within their chosen field, they can handle most problems, and pursue profit or adventure with some conviction.

Career Soldier

Attributes: ST 12 [20]; DX 13 [30]; IQ 10 [0]; HT 11 [10].

Advantages: A total of 20 points from +1 to one Attribute [10]; Alertness [5/level]; Ally Group (Comrades) [Varies]; Combat Reflexes [15]; Common Sense [10]; Composed [5]; Contacts (military) [varies]; Cool [1]; Danger Sense [15]; Deep Sleeper [5]; Disease-Resistant [5]; Extra Hit Points [5/level]; Fit [5]; Hard to Kill [5/level]; High Pain Threshold [10]; Language Talent [2/level]; Legal Enforcement Powers [10]; Literacy [5]; Military Rank [5/level]; Night Vision [10]; Patron (Long-term employer or loyal officer) [Varies]; Rapid Healing [5]; Reputation (Usually for reliability) [Varies]; or Toughness (DR 1) [10].

Disadvantages: A total of -30 points from Alcohol-Related Quirks [-1 each]; Bloodlust [-10]; Bully [-10]; Callous [-6]; Code of Honour (Pirate's) [-5]; Compulsive Behaviour (Various) [Varies]; Congenial [-1]; Duty (Military) [Varies]; Flashbacks [Varies]; Gigantism [-10]; Greed [-15]; Intolerance [-5 or -10]; Lecherousness [-15]; No Sense of Humour [-10]; Odious Personal Habits (Various) [Varies]; One Eye [-15]; Post-Combat Shakes [-5]; Reputation (Usually among former enemies; for personal reasons) [Varies]; Sense of Duty (Usually to nation; employer; or colleagues) [Varies]; Status -1 [-5]; Struggling [-10]; Stubbornness [-5]; Truthfulness [-5]; or Unattractive [-5].

Primary Skills: A total of 12 points spent on any of the following: Axe/Mace (P/A) DX+1 [4]-14; Bow (P/H) DX+1 [8]-14; Broadsword (P/A) DX+1 [4]-14; Buckler (P/E) DX+1 [2]-14; Crossbow (P/E) DX+1 [2]-14; Polearm (P/A) DX+1 [4]-14; Shield (P/E) DX+1 [2]-14; Shortsword (P/A) DX+1 [4]-14; Spear (P/A) DX+1 [4]-14; or Spear Throwing (P/E) DX+2 [4]-15. (Note: some combinations will reduce point costs through the default rules; in that case, spend the points saved on extra Background Skills.)

Secondary Skills: Hiking (P/A; HT) HT [2]-11 or Riding (P/A) DX [2]-13; and Brawling (P/E) DX [1]-13 and Savoir-Faire (Military) (M/E) IQ+1 [2]-11.

Background Skills: A total of 8 points in any of Any TL3 or lower Weapon skills; Area Knowledge (Past areas of service) (M/E); Armoury (M/A); Boating (P/A); Camouflage (M/E); Carousing (P/A; HT); Fast-Draw (P/E); Filch (P/A); First Aid (M/E); Gambling (M/A); Heraldry (M/A); Holdout (M/A); Intelligence Analysis (M/H); Interrogation (M/A);

Intimidation (M/A); Languages (Various); Leadership (M/A); Merchant (M/A); Orienteering (M/A); Running (P/H; HT); Scrounging (M/E); Shouting at Foreigners (M/H); Stealth (P/A); Strategy (M/H); Streetwise (M/A); Survival (Any) (M/A); Tactics (M/H); or any Primary or Secondary Skill.

Notes: This capable fighter could be a wandering mercenary, a long-serving castle guard, or a tough watchman in a city that hasn't got the hang of police procedure yet; the distinctions are blurred at best (see p. DI45). Military sailors and marines could be based on the same template, with Boating and the addition of some combination of Navigation, Sailor, and Seamanship, and sometimes Carpentry, Meteorology, Shipbuilding, or Shiphandling. Note that some GMs may give some free Status to soldiers with high Rank.

Engineer-Inventor

Attributes: ST 10 [0]; DX 11 [10]; IQ 13 [30]; HT 10 [0].

Advantages: Literacy [5]; and a total of 25 points from +1 to ST or DX [10]; Collected [5]; Comfortable [10]; Gadgeteer [25]; High Technology +1 [20]; Inspiration Magnet [5]; Intuition [15]; Lightning Calculator [5]; Longevity [5]; Manual Dexterity [3/level]; Mathematical Ability [10]; Patron (Employer) [Varies]; Single-Minded [5]; Status +1 or +2 [5 or 10]; or Versatile [5].



ENQUIRIES

There are plenty of people around to ask about the local situation – other crews, dock workers, random locals, eventually the harbour-master – but someone *will* have to ask. It's time for a little bit of roleplaying and some reaction rolls. The known facts are as follows:

1. The monster problem started a few weeks ago. Essentially, at intervals just frequent enough to be a nuisance, assorted reptilian monsters come swimming down the river into the harbour, and either head out to sea or lurch ashore with malicious intent. This was a problem at first, but the locals have rigged up ditches, palisades, heavy bows, and warning gongs, and the place is no longer seriously threatened.

2. However, the situation is seriously disrupting trade. No-one wants to be carting a bale of bananas through the jungle when something big and toothy jumps out, and the creatures that went out to sea have been playing havoc with shipping. The craft visible in port are those that survived monster attacks, but even they were sufficiently damaged to make them limp back for repairs. The *In Nomine*, being armed and ready for trouble, was better able to deal with the situation than most. Others will doubtless get through once they've fixed up some deck artillery, but the crews are already talking big danger money.

3. No-one has tried going up-river to see where the monsters are coming from. "Do we look like daft 'eroes? No 'fence, o' course . . ." And no-one knows much about what's up that way – mostly, it's just crocodiles, mud, and jungle. Besides, this whole business is an excuse for taking a holiday and being more laid-back than ever.

THE HARBOUR-MASTER AND BANANA STOCKS

Whether or not anyone else is efficient, Chadwick will turn businesslike. The harbour-master's office is the obvious place to go. It's one of the moderately substantial buildings close to the docks.

The harbour-master is taking his siesta with his feet up on his desk. He is extremely casual but open with visitors. The situation is a nuisance, and he will be happy to ensure that anyone who does anything about it gets a very good price for a worthwhile banana cargo.

Talking of which, there is a *large* stock of bananas available in the warehouses. The quantity worth taking back to Ankh-Morpork is rather smaller. Bananas have to be picked while they're green, as they ripen *en route*. They ripen quicker in the heat. Anyone who asks is welcome to inspect the warehouses. A HT check may be required to resist the impulse to leap back several yards from the aroma of ripe fruit (*very* ripe fruit) when the doors are opened.

Chadwick concludes that, with a little haggling, he can put together a just-worthwhile cargo from the banana stocks, but he knows that this isn't a permanent solution to the problem. He and his crew will need a few days to buy and load that cargo. Perhaps the professional heroes could use the time to identify and deal with the root cause?

ORGANISING AN EXPEDITION

"Why is it always us?"

"You're adventurers."

Assembling an expedition *should* be fairly straightforward, although some players will doubtless complicate it, seeking to borrow (or otherwise acquire) everything from arbalests to elephants. GMs should be accommodating so long as players are reasonable, but should feel free to amuse themselves if the adventurers do something daft.² NPCs can be used to keep them in line as necessary, and Chadwick may rescue them from *some* local difficulties – with barely-disguised amusement – in order to get the scenario back on track.

Advice and directions are easily obtained, as are any supplies or camping equipment (within reason). A fairly good path (used by banana-porters and the occasional hunting-party) runs alongside the river, close enough for usefulness but far enough away to avoid crocodile problems.

The local wildlife will leave people alone if it is left alone. Mostly. It's not clear how far the path goes; the locals regard "inland" as profitless country full of nothing much but trees. Chadwick will wait a week or so; he suggests the adventurers head upstream for about three days, then turn round. If they worry that they may not be able to find what's going on in that time, Chadwick will suggest that in that case they would probably want to go back to Ankh-Morpork and raise a much larger expedition, but point out that a preliminary survey should be a good start.

If they worry about tropical diseases (which *is* realistic), the locals will cheerfully give them a favourite preventative, made from the bark of a local tree. It tastes utterly disgusting. Strangely, it works. Anyone who takes it is effectively immune to tropical fevers for the duration of this trip.

Hiring a Guide: Someone may try to find a local guide, and perhaps even bearers. This would clog things up a bit with NPCs, and it's more fun to make it clear that the adventurers are doing something that the locals think is crazy. ("Do we look like 'eroes?")

Going By Boat: It is also possible to travel by water rather than land, if anyone has Boating skill. Of course, the river is where the monsters have been coming from. The adventurers can borrow a ship's boat from the *In Nomine*, or hire something local. Rowing upstream all day is hard work, but a healthy group should be able to manage. In this case, a constant stream of monsters is likely to become tedious, but

. . . Make it clear that the adventurers are doing something that the locals think is crazy. ("Do we look like 'eroes?")



¹ Such as trying to steal the solitary local domesticated elephant. Yes, this scenario has been playtested.



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