



Art of the Wild

XXXII

Dungeons & Thriller
Mystery **Gurps** Magic
Action Horror Fantasy
101 SciFi
Martial Arts

Ravens 'N Pennies

Christopher R. Rice



INTRODUCTION

ABOUT THE SERIES

GURPS101 deals with the crunchier aspects of *GURPS* from powers to spells to characters. Some installments are higher up on the difficulty scale and are noted as such.

ABOUT THE AUTHOR

Christopher R. Rice has run numerous games in *GURPS*. He's also authored, co-authored, or contributed to ten *GURPS* supplements (and counting!) on a range of subjects and many articles from old Pyramid and new. Of course, if he's not writing about *GURPS*, he's blogging about it. Visit his site, "Ravens N' Pennies" (www.ravensnpennies.com), for more *GURPS* goodies.

He wishes to thank L.A., for being the wonderful, amazing, inspiring woman that she is—not every man gets his muse personified in the flesh! He also wishes to thank his gaming group—the Headhunters—for alpha testing these rules, his family (especially his mother), and Elizabeth "Archangel Beth" McCoy, his Sith Editrix mentor.

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ART OF THE WILD XXXII

Like the previous installments of this, this Patreon Special covers two new wildcard skills along with suggested benefits.

NEW SKILLS

Globetrotter!

DX

You have gone on “holiday” so often and for such extended periods that when it comes to world travel, you’re an expert. You know all the hot spots, and most of the ones off the beaten trail as well. You can generally make yourself understood and get around anywhere in the world and keep up on the general news. Furthermore, you are good at blending in and quickly being accepted as one of the locals, from reduced Cultural Familiarity penalties, picking up the local languages and accents, and paying attention to local news.

This skill covers Cartography, Current Affairs (Travel), Geography (Regional), Gesture, Linguistics, Merchant, and Navigation. Make a HT based roll for Carousing, Hiking, or Swimming.

Wildcard Benefits: If this skill is at IQ or better adds one level to languages, though it does not help defaults, this does stack with Language Talent. If you have Boating, Driving or Piloting at 12+ you have an

international license and are familiar with local laws and rules for those vehicles. You automatically have a valid passport. Make an IQ based roll to convert currency values or adjust for Time Zones.

Full Bonus: Subtract (generally 6 months – Full Bonus) from the time to learn a new Area Knowledge. Add Full Bonus to HT rolls to recover from jet lag, lost sleep, or to go to sleep.

Half Bonus: Add your half bonus to offset penalties for Cultural Familiarity and the -2 to Merchant for unfamiliar area (total the penalties then apply the bonus). Add the half bonus to appropriate skill rolls for finding local businesses and shops. A short adjusting period may be required for an unfamiliar culture.

Gossip!

IQ

You have refined gossip to an art. You can get people to reveal secrets, even embarrassing ones. You’re also adept at sharing information to get the desired effect, often without others realizing you did – much less why or that you did so deliberately.

Included skills are Acting, Diplomacy, Fast-Talk, Propaganda, and Psychology. Make a HT-based roll for Carousing. Make a Will-based roll for Intimidation, useful for threatening to reveal embarrassing material.



Make a Per-based for Body Language, Detect Lies, Lip Reading, and Observation to surreptitiously gather and verify information.

Wildcard Benefits: Use this skill for Approachability and Motives (*Social Engineering*, p. 25). Subtlety (*Social Engineering*, p. 36) can give a penalty to observers to notice an Influence Roll, but also to Acting or other skill to keep the subject unaware of the attempt. For example, apply -2 skill per -1 for the subject to see through an attempt to make dropping a juicy bit of gossip look like a slip of the tongue. Make a roll at -5 to use an Influence Schtick as if you had the perk.

Full Bonus: May purchase the following social techniques (*Social Engineering*, p. 81) and add the Full Bonus to the effective level, even if this exceeds the standard cap for the technique. Cutting Out, Going Viral, Hinting, Irony, and Sociometry.

Half Bonus: Apply the Half Bonus to resist Influence rolls.

