



Art of the Wild XV

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 XV

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

NEW SKILLS

Knives!

DX

From straight razors to kukris, melee or ranged, you're the master of small bladed weapons. Use this skill for Knife, Main-Gauche, Shortsword, or Thrown Weapon (Knife or Shuriken). You can also use this skill for improvised fist loads or weapons that use any of the above skill and *ignore* the penalty for doing so.

You can roll against this skill for any *physical* action in which your weapon is being used as a tool. For example, you may use it as Forced Entry to cut through a lock (or door!), as Climbing when using knives as improvised pitons, and as Acrobatics when dodging (p. B375) during a fight. It also replaces any roll required to grab, ready, or retain a knife, including all specialties of Fast-Draw, Dropping, or Throwing rolls to toss a knife to a friend, and DX rolls to catch one.

Additionally, roll at *full skill* (or skill+3+half bonus if the technique has no maximum) when using any of the following techniques with this skill: Arm Lock, Armed Grapple, Back Strike, Choke Hold, Disarming,

Dual-Weapon Attack, Dual-Weapon Defense, Retain Weapon, Reverse Grip, and Spinning Strike.

Make an IQ-based roll for Holdout to conceal a blade or a Per-based roll for Observation or Search to find one (even an improvised one). A Will-based roll replaces Intimidation when you have such a weapon in hand. An IQ-based roll also replaces all rolls against skills like Armoury, Connoisseur, Current Affairs, Merchant, or Streetwise when it comes to buying, making, pricing, recognizing, repairing, or selling knives.

Wildcard Benefits: You also have *half* the usual penalty to make a Rapid Strike (see *Melee Attack Options*, p. B369), or to parry more than once per turn (see *Parrying*, p. B376). *Any* knife in your hand automatically parries at full skill (ignore the -1 penalty to Parry common amongst such weapons) and counts as a fencing weapon. Finally, ignore the Max ST on any knife or knife-like weapon—you always get to use your full ST! You never suffer the -4 penalty for striking or parrying with your offhand (p. B17). Additionally, you are considered to have the following perks when using this wildcard skill: Akimbo, Improvised Weapons, Quick-Sheathe, and Quick-Swap.

Full Bonus: Add your full bonus to your damage (every +2 to damage translates to +1/die, if better); add your full bonus ¥ 2 for the purposes of *Parrying Heavy Weapons* (p. B376); add your full bonus to ST to determine how far you can throw a weapon.



Half Bonus: When using an applicable technique (e.g., Armed Grapple or Targeted Attack) add your half bonus to the penalty to determine skill level, though this never gives a bonus.

Occult!

IQ

You are a true expert on the arcane. This skill replaces Alchemy, Hidden Lore (all occult specialties), Fortune-Telling, Herb Lore, Occultism, Ritual Magic, Symbol Drawing, Thaumatology, and Weird Science. It also covers Expert Skills such as Cryptozoology, Demonology, Pneumatology, Ufology, and Vampirology. Additionally it can stand in for *any* of the following skills as long as it covers occult, supernatural, or a weird aspect: Anthropology, Archaeology, Area Knowledge, Criminology, Current Affairs, History, Literature, Psychology, and Research.

Make a Will-based roll for Dreaming or Exorcism.

Wildcard Benefits: You can make a roll against Occult! -1 to notice anything odd—curses, blights, faeries in the basement, etc.—that happens to animals, crops, or people in an area where you've lived for at least (5 - full bonus) months.

Full Bonus: Add the full bonus to your Will when making Fright Checks caused by *supernatural* beings and effects. Add the full bonus to rolls to resist supernatural abilities of any specific creature, phenomena, etc. you've previously examined or encountered.

Half Bonus: Add the half bonus to your reaction or Influence skill rolls against nonhumans. Add your half bonus to active defense rolls if you succeed on a Lore! roll (use the modifiers from *Occultism*, *GURPS Monster Hunters 2: The Mission*, p. 8).

