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INTRODUCTION

Welcome to the second volume of **GURPS Who's Who** – books presenting noteworthy historical figures in **GURPS** terms, for use in historical and time-travel roleplaying games. Like Volume 1, this book gives two pages to each figure, providing a full character sheet, a basic biography, some ideas for game uses for the character, and pointers for anyone seeking to find out more.

And, like the first volume, this book is a joint effort. The work entailed in researching this many major figures and converting them into "game form" was huge – so we delegated it. Each entry in this volume was submitted by the authors (credited in each case) via e-mail. Actually, the work involved in each entry far exceeds the rewards that we were able to offer; all we can do is express our gratitude to all these **GURPS** fans and history buffs.

It should also be said that these contributors came up with some fascinating and unexpected material – but you can discover that for yourselves. Hopefully, you'll find as much interest in reading and using this supplement as we did in creating it.

ABOUT THE COMPILER

Documentary evidence of Phil Masters' life and career is frustratingly patchy. His birth certificate (dated 1959), educational qualifications, marriage paperwork, tax records, driving license – all exist in the files of British government bureaucracy, certainly. But none of this gives a portrait distinct from thousands of his contemporaries. For this, we might turn to his work in the roleplaying games industry of the era.

His name first appears over an article in an issue of *White Dwarf* magazine, dated 1980. He subsequently seems to have worked for several RPG journals, before authoring his first full-scale book, ***Kingdom of Champions*** (copyrighted 1990). Biographical information appears in the introduction to his ***GURPS Arabian Nights*** (1993), and confirms the birth date, educational history and marital status found in other records.

His interests were apparently broad, as he took responsibility for volumes dealing with several themes; he was, for example, credited with the adaptation of Terry Pratchett's *Discworld* for RPG purposes in 1998. He continued to appear in RPG magazines, and also to create material which appeared on the World-Wide Web. His involvement in Steve Jackson Games' ***GURPS Y2K*** may or may not explain something about the way that the 20th century concluded . . .

ABOUT *GURPS*

Steve Jackson Games is committed to full support of the **GURPS** system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources now available include:

Pyramid (**www.sjgames.com/pyramid**). Our online magazine includes new rules and articles for **GURPS**. It also covers the hobby's top games – ***Advanced Dungeons & Dragons, Traveller, World of Darkness, Call of Cthulhu, Shadowrun,*** and many more – and other SJ Games releases like ***In Nomine, INWO, Car Wars, Toon, Ogre Miniatures,*** and more. And *Pyramid* subscribers also have access to playtest files online, to see (and comment on) new books before they're released.

New supplements and adventures. **GURPS** continues to grow, and we'll be happy to let you know what's new. A current catalog is available for an SASE. Or check out our Web site (below).

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata sheets for all **GURPS** releases, including this book, are always available from SJ Games; be sure to include an SASE with your request. Or download them from the Web – see below.

Q&A. We do our best to answer any game question accompanied by an SASE.

Gamer input. We value your comments. We will consider them, not only for new products, but also when we update this book on later printings!

Internet. Visit us on the World Wide Web at **www.sjgames.com** for an online catalog, errata, updates, and hundreds of pages of information. We also have conferences on Compuserve and AOL. **GURPS** has its own Usenet group, too: rec.games.frp.gurps.

GURPSnet. Much of the 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 World Wide Web browser to: **http://gurpsnet.sjgames.com/**.

The ***GURPS Who's Who 2*** web page is at: **www.sjgames.com/gurps/books/whoswho2**.

PAGE REFERENCES

See ***GURPS Compendium I,*** p. 181, 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. B144 refers to page 144 of ***Basic Set.*** CI refers to ***Compendium I,*** EG refers to ***Egypt,*** and WWi refers to ***Who's Who 1.***

The Character Conversion Process

GURPS Who's Who 1 contains full notes on the art of transforming historical figures into game mechanics; see that volume for more information. The following represents a brief summary of the basic rules followed in these books.

SELECTION CRITERIA

To begin with; characters appearing here are not "the most important people in history." In truth, they are characters who our contributors happened to want to submit, and who then proved interesting enough to run. Thus, they are figures for whom enough information existed to produce an entry that was substantially more verified fact than myth or guesswork, and who caught a *GURPS* fan's attention. What we were looking for was figures who would be interesting for PCs to meet, who could serve as role-models, or who shaped history in such an *interesting* way that they would be naturals for inclusion in games. The only category we specifically excluded was the founders of major living religions; call it cowardice if you like, but we didn't want to offend anyone *too* deeply – and anyway, such figures tend to be so controversial and subject to interpretation that the idea of producing a *single* character sheet would be ludicrous.

REALISM

Next, we declared that these should be *realistic* treatments. This may mean that some of the characters seem to have surprisingly low abilities, or that point totals vary in odd ways, but life is not a point-balanced game. It's much easier for GMs to convert a realistic treatment into a cinematic, mythical version than it is to shave away the myth to leave the reality, after all. (Note that some advantages such as Eidetic Memory are rather cinematic, and should be avoided in *most* realistic treatments, although they may occasionally be justified.)

We also declared that attributes, appearance ratings, and so on should be set relative to the character's context. There is a good case for thinking that characters in many historical societies, having poor diet and medicine, would tend to be less healthy and weaker than a modern westerner in reasonable condition, but we chose not to open that can of worms. We *certainly* didn't try to measure attractiveness against any kind of universal absolute.

And, for the record, the suggested rule in the *GURPS Basic Set* about pre-modern characters being shorter than their descendants is a simplification. Heights and weights in this book are often just best guesses based on hints in the records.

GAME MECHANICS

Attributes and Advantages

As part of the emphasis on realism, we preferred to avoid giving historical characters very high attributes, unless the record really justified it. Note that, where the character displayed exceptional aptitude in a narrow area, an advantage such as Mathematical Ability, Fit, Language Talent, or Manual Dexterity could serve instead.

And where such an advantage comes in multiple levels, our rule of thumb was that one level is a minor, best-in-the-neighborhood sort of edge, two is often enough to dictate career choices, three is probably the highest that most of us will ever encounter, and five is the realistic limit of mortal potential; thus, Manual Dexterity +2 might steer one into working as a jeweler, while Charisma +5 could enable one to start a religion from scratch.

Literacy: Whether "standard" characters in a given society were literate was determined from the relevant **GURPS** sourcebook wherever possible. In other cases, we adopted the rule of thumb that characters up to about 1450 A.D. (mostly at Tech Levels 0-3) were illiterate by default, characters between 1450 and 1700 (TL4) were generally semi-literate, and later societies tended to produce full literacy.

Rank and Status: The relationship between Rank (Military, Religious, or Administrative) and Status can vary from game to game; for simplicity, we used the rule that three levels of Rank (apart from Courtesy Rank, which is too trivial) grants one level of Status (rounding off to the nearest level), except in one or two specifically noted cases where a particular Rank system was not much acknowledged in the local society.

Note also that high Rank or Status often has other "advantages" built in, perhaps with constraints. We did not given medieval kings Legal Enforcement Powers, Military Rank, and Diplomatic Immunity, although their position arguably implied all three in a way. Also, bodyguards, etc., were only included as Allies or Ally Groups where they displayed a strong *personal* loyalty to the character.
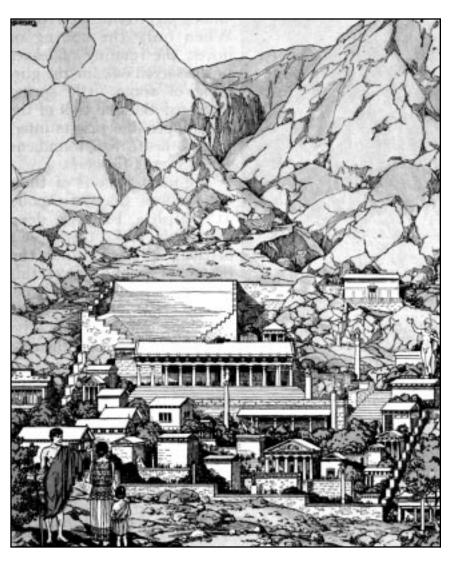
Disadvantages and Quirks

GURPS Disadvantages represent extremes; although many historical figures had noteworthy foibles, these would often be at the quirk level only, else the characters would have been too restricted to achieve the historical standing they did. On the other hand, some are noted for *surpassing* their own failings. Characters in this book are presented as at the peaks of their careers, which occasionally implied the Age disadvantage.

(Where aging had led to reduced attributes, this could mean that point values are technically incorrect, as the character received points for both the age and the reduced values. Still, these characters are intended to serve primarily as NPCs, not PCs.)

We attempted to limit the Enemies disadvantage to cases where the character had a *personal* foe, not simply someone who opposed them in their office as a leader or whatever, and Dependents to relatives and friends whose security represented a significant problem for the character, at least in clear potential. In other cases, characters might be given a Sense of Duty to "absent" family or friends, representing minor but serious concerns for "off stage" nearest and dearest.

It is often easy to generate a long list of possible quirks for historical characters; really interesting figures tend to have particularly numerous mental oddities. To keep things under control, characters in this book have no more than five quirks each, which were required to be noteworthy psychological foibles that directly and noticeably affect the way that the character should be roleplayed.

Skills

As a working rule, we assumed that a character who was "the best in history" at a particular skill should have it at level 20-24; more is simply unrealistic. The best in his time might have a 19-20 rating; 16-18 is highly respectable, 15 is very good but possibly within the range of a very determined character of no special flair, and 12 is usually just about enough to hold down a job. Real-life experts tend to be noted for breadth as much as depth (see pp. CI114-115), and may rate a high IQ (or maybe DX) to reflect aptitude in a range of linked abilities. Note also that historical figures aren't starting PCs, and hence may always spend more than twice their age in points on skills; this may reflect intensive training, natural talent, etc.

Cyphering: In accordance with the rule on p. CI156, characters from societies where illiteracy is the default must purchase Cyphering before they take any other mathematically-based skills. (Note that this was handled incorrectly with some characters in **GURPS Who's Who 1**; check for errata at **http://www.sjgames.com/errata/gurps/whos-who-1.html**.) However, illiterate characters in literate societies do not have to purchase Cyphering; if they also lack any kind of arithmetical ability, they take the Innumerate disadvantage (p. CI91) instead.