

GURPS: Generic DUNE NPCs

This document is a small collection of generic NPCs for use in a Dune campaign. Character sheets are for GURPS 3rd edition.

Find more RPG resources, for this and other games, at my RPG Resources website:

<http://rpg.phillipsuk.org>

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Desert Fremen: Naib

Most desert Fremen speak Chakobsa but not Galach.

Attributes

- Strength (ST) 11
- Dexterity (DX) 12
- Intelligence (IQ) 10
- Health (HT) 11

Advantages

- Acute Vision 1
- Immunity to Disease
- Longevity
- Charisma 1

Disadvantages

- Odious personal habit
- Social stigma
- Addiction (Melange)
- Sense of Duty (tribe) 2

Skills

- Brawling 14
- Guns 13
- Knife 15
- Survival (Desert) 14
- Camouflage 12
- Area Knowledge (Sietch territory) 12
- Stealth 12
- Knife Throwing 12
- Riding (Sandworm) 14
- Leadership 11
- Language: Imperial Galach 10

Desert Fremen

Most desert Fremen speak Chakobsa but not Galach.

Attributes

- Strength (ST) 10
- Dexterity (DX) 12
- Intelligence (IQ) 10
- Health (HT) 11

Advantages

- Acute Vision 1
- Immunity to Disease
- Longevity

Disadvantages

- Odius personal habit 1
- Social stigma 1
- Addiction (Melange)
- Sense of Duty (tribe) 2

Skills

- Brawling 10
- Guns 10
- Knife 14
- Survival (Desert) 10
- Camouflage 10
- Area Knowledge (area around sietch) 10
- Stealth 11
- Knife Throwing 10
- Riding (Sandworm) 13

City Fremen: Merchant

Most city Fremen speak Galach but not Chakobsa.

Attributes

- Strength (ST) 10
- Dexterity (DX) 10
- Intelligence (IQ) 11
- Health (HT) 10

Advantages

- Acute Vision 1
- Immunity to Disease
- Longevity

Disadvantages

- Social stigma 1
- Addiction (Melange)

Skills

- Area knowledge (local city) 13
- Merchant 12

City Fremen: Beggar

Arrakeen is a very poor city, so there are beggars. Anyone who looks relatively wealthy and/or generous/gullible is likely to encounter beggars asking for money or water. Some beggars may be quite aggressive, but will have little or no combat ability and no weapons.

Most city Fremen speak Galach but not Chakobsa.

Attributes

- Strength (ST): 8
- Dexterity (DX): 11
- Intelligence (IQ): 10
- Health (HT): 8

Advantages

- Acute Vision: 1
- Immunity to Disease
- Longevity

Disadvantages

- Social Stigma: 3
- Addiction (Melange)

Skills

- Streetwise: 10
- Area Knowledge (city): 10

City Fremen: Pick-Pocket

Most city Fremen speak Galach but not Chakobsa.

Attributes

- Strength (ST) 10
- Dexterity (DX) 11
- Intelligence (IQ) 10
- Health (HT) 10

Advantages

- Acute Vision 1
- Immunity to Disease
- Longevity

Disadvantages

- Social stigma 1
- Addiction (Melange)

Skills

- Streetwise 10
- Area knowledge (local city) 11
- Pick pocket 11

Generic City Fremmen

Most city Fremmen speak Galach but not Chakobsa.

Attributes

- Strength (ST) 10
- Dexterity (DX) 11
- Intelligence (IQ) 10
- Health (HT) 10

Advantages

- Acute Vision 1
- Immunity to Disease
- Longevity

Disadvantages

- Social stigma 1
- Addiction (Melange)

Skills

- Area knowledge (city) 12
- Brawling 13

Harkonnen soldier (Veteran/NCO)

A Harkonnen soldier, either a senior non-officer rank, or a veteran with much experience.

Attributes

- Strength (ST) 11
- Dexterity (DX) 11
- Intelligence (IQ) 10
- Health (HT) 11

Advantages

- Legal Enforcement Powers 2
- Military Rank 1

Disadvantages

- Sense of Duty 2
- Bully

Skills

- Beam Weapon 11
- Brawling 13
- Knife 13
- Force Shield 11
- First Aid 11

Harkonnen soldier

Attributes

- Strength (ST) 10
- Dexterity (DX) 11
- Intelligence (IQ) 10
- Health (HT) 10

Advantages

- Legal Enforcement Powers 2

Disadvantages

- Bully

Skills

- Beam Weapon 11
- Guns 10
- Knife 13
- Force Shield 7

Sardaukar Soldier (Veteran/NCO)

A soldier with the Emperor's Sardaukar. Either a senior non-officer rank, or a veteran with much experience.

Attributes

- Strength (ST) 12
- Dexterity (DX) 12
- Intelligence (IQ) 12
- Health (HT) 11

Advantages

- Alertness 2
- Combat Reflexes
- Legal Enforcement Powers 2
- Military Rank 1

Disadvantages

- Sense of Duty 2
- Major Vow (to fight and die for the Emperor)

Skills

- Beam Weapon 12
- Guns 12
- Brawling 14
- Knife 14
- Force Shield 12
- First Aid 11

Sardaukar Soldier

Attributes

- Strength (ST) 11
- Dexterity (DX) 11
- Intelligence (IQ) 10
- Health (HT) 11

Advantages

- Legal Enforcement Powers 1

Disadvantages

- Sense of Duty 2

Skills

- Beam Weapon 11
- Guns 10
- Brawling 13
- Knife 12
- Force Shield 11
- First Aid 11

Bene Gesserit Acolyte

A woman trained by the Bene Gesserit, but who has not yet undergone the spice agony to become a Reverend Mother.

Native language: Imperial Galach

Attributes

- Strength 10
- Dexterity 12
- Intelligence 13
- Health 10

Advantages

- Absolute Direction
- Alertness 1
- Charisma 1
- Status 1

Disadvantages

- Overconfidence

Skills

- Bene Gesserit Insight 10
- Karate 10
- Language - Chakobsa 10
- Knife 10
- Force Shield 10

Bene Gesserit Reverend Mother

A woman trained by the Bene Gesserit, and has survived the spice agony to become a Reverend Mother.

Native language: Imperial Galach

Attributes

- Strength 10
- Dexterity 15
- Intelligence 17
- Health 12

Advantages

- Absolute Direction
- Alertness 2
- Charisma 2
- Combat Reflexes
- High Pain Threshold
- Immunity to Disease
- Immunity to Poison
- Longevity
- Rapid Healing
- Status 2

Disadvantages

- Addiction (Melange)
- Overconfidence

Skills

- Bene Gesserit Insight 14
- Bene Gesserit Voice 12
- Karate 12
- Language - Chakobsa 12
- Diplomacy 13
- Stealth 10
- Knife 12
- Force Shield 12

A breeding mother would generally have:

- Sex Appeal 14
- Charisma 4

Smuggler

Smugglers operate on Dune and other planets, dealing in controlled substances such as spice.

Attributes

- Strength (ST) 10
- Dexterity (DX) 10
- Intelligence (IQ) 11
- Health (HT) 11

Skills

- Brawling 8
- Guns 8
- Knife 10
- Survival (Desert) 8
- Stealth 7
- Piloting (ornithopter) 11