

G U R P S[®]

SUPERHERO[™]

SUPER-POWERED ROLEPLAYING MEETS THE REAL WORLD



SECOND EDITION • BY LOYD BLANKENSHIP







STEVE JACKSON GAMES

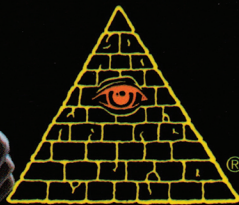
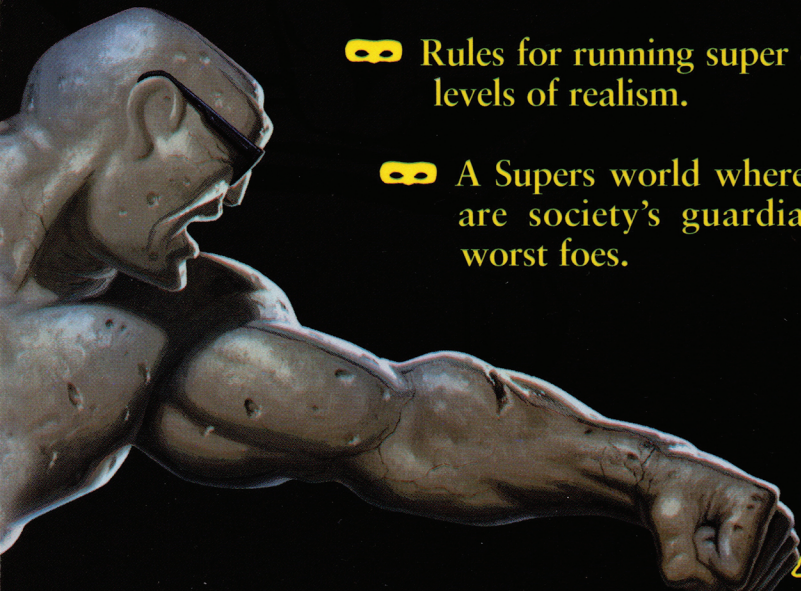
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GURPS Basic Set, Third Edition Revised and Compendium I: Character Creation are required to use this book in a *GURPS* campaign. *GURPS Supers* can also be used as a sourcebook for any roleplaying system.

THE SUPER HEROES:

WRITTEN BY

LOYD BLANKENSHIP

EDITED BY

STEVE JACKSON

COVER ART BY

JOHN ZELEZNIK

BACK COVER ART BY

ROMAS

ILLUSTRATED BY

JOHN HARTWELL

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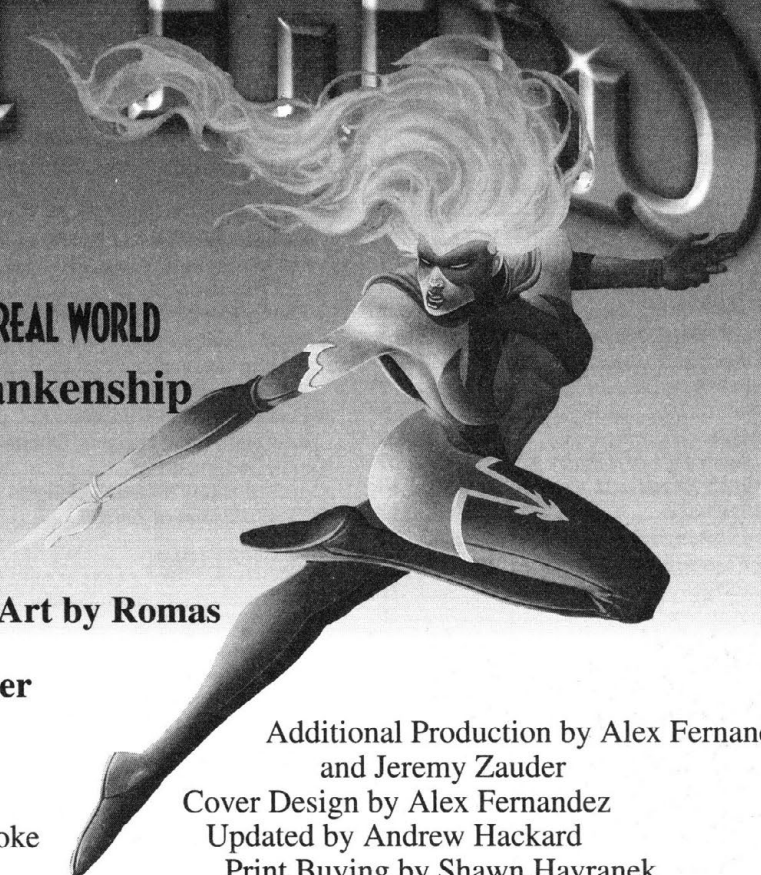
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GURPS[®]

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SUPER-POWERED ROLEPLAYING MEETS THE REAL WORLD

Second Edition • By Loyd Blankenship

**Additional Material by C.J. Carella,
Steve Jackson, Chris McCubbin,
Walter Milliken, and Bob Schroeck**

Edited by Steve Jackson

Cover by John Zeleznik; Back Cover Art by Romas

Illustrated by John Hartwell

Additional Illustrations by Doug Shuler

GURPS System Design by Steve Jackson

Scott Haring, Managing Editor

Sean Punch, GURPS Line Editor

Design, Typography, and Production by Jeff Koke

**Additional Production by Alex Fernandez
and Jeremy Zauder**

Cover Design by Alex Fernandez

Updated by Andrew Hackard

Print Buying by Shawn Havranek

**Art Direction by Lillian Butler
and Philip Reed**

Ross Jepson, Sales Manager

Obscure Facts: Mike Hurst and Walter Milliken; *Collision Expert:* Charles Oines

Character Design: Loyd Blankenship, Charles Denny, Shawn Howell, Steve Jackson, Mark Johnson, Creede Lambard, Sharleen Lambard, wayne a. lee, and Bob Schroeck

Useful Suggestions: David Gross, Shawn Howell, Mark Johnson, Scott Maykrantz, Walter Milliken, Steffan O'Sullivan, Steve Perrin, David Pulver, Craig Russell, Mike Ryan, and Brian Underhill

First Edition Playtesters: Norman Banduch, Earl Cooley, Charles Denny, Elvis' Head Gamers (Robert Kilvert, wayne a. lee, Colin Macneill, Sean Punch, Mike Ryan), Brit Eubanks, David Gross, Shawn Howell, Mark Johnson, Paul Lillencamp, Mike Manbeck, Scott Maykrantz, David Pulver, Rob Rapplean, Bob Schroeck, Ken Scott, Brett Slocum, Hardi Stutes, Greg Thompson, The Wrecking Crew (Ray Carter, Dean Kenady, David Ladyman, Dan Ormiston, Kelli Ormiston, Larry Stohr, Bill Williams, Michael Vragel,) and the SJG-BBS Illuminati

Second Edition Playtesters & Useful Comments: S.D. Anderson, Norman Banduch, Corrine Blakely, Richard Blakely, Jerry Brown, Ken Burnside, Marcellus Cadd, Timothy Carroll, Ryan Davis, David Dotson, Karsten Droste, James Duncan, Mary Ann Frawley, Larry Frey, D. Gene Frye, Jeff Gaines, David Gallivan, Lee Graham, David Gross, Tim Heater, Dennis Heffernan, Mark Johnson, Mark Jones, Steven Kaye, Tim Keating, Cisco Lopez, Scott Maykrantz, Kathy McClure, Scott McClure, Tim McGaughy, Walter Milliken, John Post, Jason Orman, Laird Popkin, David Pulver, Peter Riley, Arthur Samuels, Karin Schmidt, John Siminoff, Brett Slocum, Chris Stoddard, Lowell Stouder, Brian Stricklin, Steffan O'Sullivan, Christopher Tavares, Jeff Threatt, Brian Webb, Charles Wheatley, Tony Winkler, Todd A. Woods, Richard Wu, Steven T. Zeiger, and the SJG-BBS Illuminati

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STEVE JACKSON GAMES

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INTRODUCTION

Everyone wants to be a hero. Whether it's watching Christopher Reeve zoom through the air in red and blue tights, listening to Orson Welles' mysterious voice intoning "Only the Shadow knows . . .", or marveling at the pen of Frank Miller while clutching a flashlight beneath the covers, we all have dreamed of becoming larger-than-life, just a little bit different from ordinary men.

A super stands out from the ranks of mere mortals. He is capable of feats beyond imagining – even his problems transcend those of the mundane world. If he chooses to use his powers for good, he is revered as a hero by some, reviled as a vigilante by others. His every move will be chronicled by an overeager press, ready to make sensational headlines out of his adventures. If he uses his powers for evil, he will be universally despised and hated, and will become a target for every bounty hunter, government agency, police force, and hero group in the world.

Either way, he's a marked man.

When I started working on *GURPS Supers*, I was concerned that the inherent realism of the *GURPS* system would not lend itself to the "comic book" genre well. My worries proved to be unfounded – the realism that is the heart of the *GURPS* system provided a perfect framework to build on. The result is the first "super" roleplaying game in which the characters are more than combat machines and lists of powers.

When you design a *GURPS* super, you can determine his personality, his background and the world he exists in, not just how many dice damage he can do. *GURPS Supers* puts the third dimension – realism – into the two-dimensional world of comics.

So don your powered armor, sharpen your claws, unfurl your cape, and get ready to take off into the world of the comics – the world of *GURPS Supers*!

– Loyd Blankenship

SUPER SUPPORT

Although this book is all anyone needs for super-powered roleplaying, we do have a number of supplements that will add an extra dimension to *Supers* campaigns.

GURPS International Super Teams presents in detail the exciting alternate world of international heroes and villains that is introduced on pp. 94-107 of this book. *GURPS I.S.T.* can be used as a complete world history and background, or elements of it can be dropped into any campaign world.

GURPS Wild Cards and *Aces Abroad* bring George R.R. Martin's gritty world of the Wild Card virus to *Supers*. *Wild Cards* details the history and background of the world, including complete stats and descriptions for all the major characters. *Aces Abroad* sends a group of heroes on a globetrotting adventure spanning five continents. The super-agents visit Peru, Ireland, South Africa, Bali, and Australia, where the final scene takes place in the mysterious, aboriginal Dreamtime.

GURPS Supers Adventures presents four high-powered scenarios that can each be run in one or two game sessions. The intense action occurs in exotic locales from the edge of the solar system to the bottom of the ocean.

GURPS Mixed Doubles offers statistics and backgrounds for 23 pairs of superheroes and villains (and some in-betweens). Some of the pairs have obvious connections, while the members of others aren't even aware of their partner's existence.

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 Steve Jackson Games releases like *In Nomine*, *INWO*, *Car Wars*, *Toon*, *Ogre*, 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 gurpsnet.sjgames.com/.

The *GURPS Supers* Web page is at www.sjgames.com/gurps/books/supers.

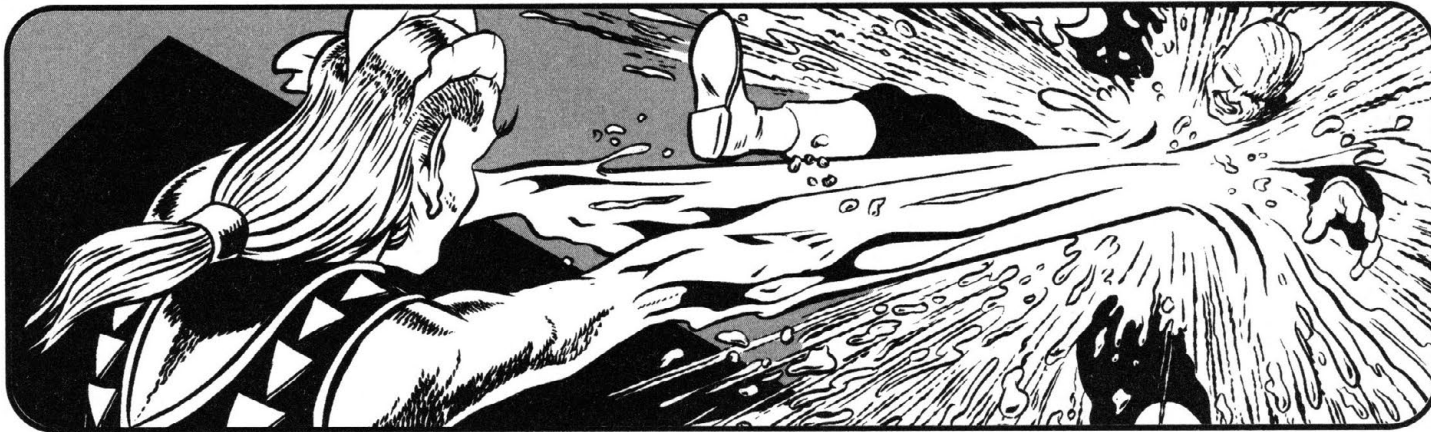
PAGE REFERENCES

See *GURPS Compendium I*, p. 181, for a list of abbreviations for *GURPS* titles, or for the most recent list, visit our Web site at www.sjgames.com/gurps/abbrevs.html.

Rules and statistics in this book are specifically for the *GURPS Basic Set, Third Edition, Revised*. Any page reference that begins with a B refers to the *GURPS Basic Set* – e.g., p. B102 means p. 102 of the *GURPS Basic Set, Third Edition, Revised*.

ABOUT THE AUTHOR

Loyd Blankenship lives in Austin, TX with his wife Whitney and his three cats Daryl, Bert, and Pippin. In addition to the occasional writing stint, Blankenship works as a freelance programmer, tackling everything from Unix device drivers to multimedia sound and graphics production.



the object to short out. You roll a die, trying for a 2 or less. You get a 2, and the device fizzes, pops, and smokes!

VACUUM (AREA/PHYSICAL) LC: 4

You can destroy the air in an area. This normally results in a loud thunderclap as air rushes in to fill the newly created space. In a closed environment such as a sealed airplane cabin or a space shuttle, this will leave nothing to breathe!

The thunderclap does 1d-2 damage to anyone inside the area who doesn't make a HT roll – a critical failure on this HT roll results in deafness for 1d hours.

VIBRATORY BLAST (RANGED/PHYSICAL) LC: 9

You can project a bolt of vibratory energy that does 1d *impaling* damage per level of power to living targets. Crystalline objects (and most metals are crystalline unless specifically alloyed to be amorphous) can be shattered by vibration; treat it as an armor-piercing attack (p. 49) which bypasses $\frac{1}{4}$ of the DR. One further level of armor piercing can be bought as an enhancement.

Special Limitation: No armor-piercing effects against metal and crystal. -20%.

WALL OF FIRE (RANGED/PHYSICAL) LC: 5

You can create a wall of fire that stretches for Power hexes in length, and Power/3 hexes in height. All targeting through this wall is treated as if firing through a hex of Darkness (see p. B163). Anyone passing through the wall will take damage equal to half the normal Power of the creator of the wall.

Other appropriate special effects can be substituted; this would work just as well as a Wall of Blades or Wall of Stinging Flies.

WARM (AREA/MENTAL) LC: 2

You can raise the temperature in an area, up to a maximum of 10° per level of Power. Otherwise, this is treated as Control Temperature (p. 57).

WATER CANNON (RANGED/PHYSICAL) LC: 6

You can hit your foes with a blast of water that does crushing damage. This can be dodged or blocked, but not parried except with a super-power. It will also short-circuit most electrical equipment, ruin papers, fill swimming pools (Power gallons per second), and so on.

WATER JET (RANGED/PHYSICAL) LC: 5

This ability allows you to shoot a high-pressure jet of water at someone. Range is doubled; damage is doubled for knockback purposes, and halved for figuring crushing damage. The amount of water is the same as per Water Cannon.

Example: Power 5 gives you a 5d Water Jet. If you roll 18 on the damage, your target would take 9 points crushing damage and 36 points of knockback. He would be knocked back 4 hexes.

WAVE OF EARTH (RANGED/PHYSICAL) LC: 6

You can cause a wall of earth to rise from the ground and smash down on a foe, doing 1d damage per level of Power. If invoked in an area that is not bare ground (a paved lot, etc.), the wave does damage to the covering material *first*, likely destroying it in the process.

WHIRLWIND (AREA/PHYSICAL) LC: 5

You can create a miniature tornado! If the radius of the storm is 2 hexes or greater, the center hex will be an "eye" of calm. This whirlwind will pick up objects weighing up to 30 lbs. per hex radius. Anyone caught in the wind must make a ST-5 roll to keep their feet (unless the wind is strong enough to lift their weight, in which case they don't get a roll!) and are at -5 on all DX based powers. Missiles, Jets, or other ranged attacks into or through the wind will only hit on a critical success.

This wind will also have other side effects – paper, leaves, and other light debris will be stirred up in an area equal to twice the radius of the storm, candles will be blown out, etc.

WIND BLAST (RANGED/PHYSICAL) LC: 6

This power creates a high pressure blast of air that hits its target with damaging force. The maximum range is 1 hex per point of damage. It may be dodged, but not blocked or parried.

WIND JET (RANGED JET/PHYSICAL) LC: 5

This is a variant of the Wind Blast power (above). Damage is doubled, but only does *knockback* damage to its target. It may be dodged, but not blocked or parried.

Example: One of Dr. Skull's agents is hit with a 44-point Wind Jet. He is knocked back 5 hexes but otherwise unhurt. However, he falls into a cement mixer . . .



Nader's "Most Unsafe Autos" list. After a national newsmagazine broke the story on the car, public reaction to Thunderbird virtually wrecked his career as a super and prompted the formation of the Independent Metahuman Ethics Committee.

The Committee, as it is called for short, has no real power save that of public opinion – but this is a strong weapon indeed. Several would-be "heroes" have been thoroughly broken by Committee investigations and recommendations.

The Committee works entirely in the open, meeting in Los Angeles or New York quarterly. Its sessions are open to the public and press, and all materials presented before it are available for the asking. It rarely makes judgments; members simply gather and present evidence for public perusal. Such evidence is gained legally, and is almost certain to be admissible in court; it always has been in the past.

Its membership is composed of ten supers and ten normals who voluntarily serve two years, and then must step down for two years before serving again. No member may choose his successor; new members are selected by the remaining Committee members from the ranks of public and private persons across the country. Members receive no pay, except for a stipend sufficient to pay for transport to and from the quarterly meetings.

THE REST OF THE WORLD

Elsewhere, the status and treatment of supers varies widely. Unless they are members of a U.N. IST, they are bound by local laws and customs, and in some areas, these can be harsh. Islamic countries, for example, have managed only in the last decade to convince their populations not to slay supers outright as "creatures of Satan." The Israeli ambassador to the U.N. once remarked, "There are only three kinds of metahumans in the Arabic countries: young ones, dead ones, and very, very powerful ones." Up until recently, her remark was all too true; only the most awesome of supers avoided death at the hands of angry mobs. To this day, the population of even the most Westernized Arab nations look upon their supers with distrust.

Oddly enough, the opposite is true in India. Metahuman powers are seen as gifts from the gods. Supers are brought before the priests and welcomed into the Brahmin caste, no matter what their previous station in life had been – even Untouchable. They are showered with gifts and supported by the people around them, in exchange for blessing the people with their presence and service. No

Supertemps is the best-known of a number of metahuman "talent agencies." If you have a special problem, Supertemps can usually find a super who has the abilities to help you . . . for a price. The group's files on U.S. and Canadian metahumans are almost as good as the DMI's . . . and probably more confidential.

Supertemps keeps a number of metahumans under contract, either as full-time employees or "on retainer," for recurring jobs. For instance, Flamin' Jane has handled a number of oil-well fires as a Supertemps employee. But with its extensive files, Supertemps often calls a super who has never even thought about working for them, just because his (or her) power is a perfect match for the problem.

Supertemps also acts as a middleman for employers who want to hire full-time supers with specific abilities.

Supertemps is aggressive about marketing its services to both supers and the real world. They have dozens of staffers who do nothing but monitor newspapers and TV, looking for oddball business problems that could be solved by a little super-talent. When they find such a situation, a Supertemps personnel team will start looking for the appropriate super, even before the sales team has closed the contract!

Supertemps also does charity and emergency work. For instance, in 1988, a toddler fell down a well in Texas. While supers from IST Dallas started a tunnel to save her, the Houston office of Supertemps contacted a realtor in Tulsa, Oklahoma, with the (usually useless) power of shrinking his body while retaining his normal strength. Two hours later, the realtor, only a foot tall, was lowered down the well, where he quickly freed the girl, hours before the rescue tunnel would have been finished. Supertemps didn't make a penny off that job, but the publicity was priceless.

The GM can involve Supertemps in a variety of ways. It could be a campaign starter; the PCs could meet for the first time when they were all hired to help on the same job. The PCs can be members of a Supertemps troubleshooting team. Or Supertemps can be used to provide NPCs with special abilities to deal with particular problems. And the campaign newsletter could include ads from Supertemps!

As large corporations go, Supertemps is very ethical. If asked to provide (for instance) a telepath with expertise in investment banking, or a bullet- and radiation-resistant super who spoke Russian, the agency would ask some very careful questions before proceeding.

Supertemps takes care of its own, so it could be a Patron for a super (or a normal) who worked for it. With its financial resources and its quick access to hundreds of supers, Supertemps would be a very powerful Patron, worth a base 30 points.

BLACK PEARL

Age 26; 5'6"; 130 lbs. An African-American woman, dressed in a one-piece bathing suit and skin-tight boots and gloves, white and patterned in scales. She wears her hair medium-length, usually with seaweed woven into it.

ST: 10 [-] **IQ:** 16 [80] **Speed:** 6.5
DX: 13 [30] **HT:** 13 [30] **Move:** 6 running;
48 swimming

Dodge: 7 **Parry:** 7
Damage: Karate Punch 1d-2, Kick 1d; Thrust: 1d-2; Swing: 1d

ADVANTAGES

Absolute Direction [5]; Acute Hearing +2 [4]; Alertness +5 [25]; Appearance: Beautiful [15]; Combat Reflexes [15]; Danger Sense [15]; Rapid Healing [5]; IST Membership (Rank 4) [85].

DISADVANTAGES

Bad Sight (wears contacts) [-10]; Honesty [-10]; Sense of Duty: To everyone she perceives as just and good [-10]; Sense of Duty: To rehabilitate Mount Fuji [-5]; Truthfulness [-5].

SUPER ADVANTAGES

Amphibious [10]; Dark Vision [25]; Gills [10]; Nictating Membrane [10]; Pressure Support [15]; Regrowth [40]; Speak with Fish [10]; Super Swimming $\times 3$ [30].

SUPER DISADVANTAGES

4 levels of Vulnerability to Heat/Fire attacks [-40].

QUIRKS

Profound distaste for sushi bars; Tries to work within "the system" whenever possible; Proud of her parents and wants to emulate them; Doesn't care for traditional pets like cats and dogs; Wears seaweed in her dreadlocks. [-5]

SKILLS

Agronomy (Marine) [2]-16; Area Knowledge (Ocean) [4]-18; Botany [2]-15; Chemistry [2]-15; Computer Operation [1]-16; Computer Programming [1]-14; Dancing [4]-14; Detect Lies [1]-14; Ecology [4]-16; Japanese [2]-15; Karate [4]-13; Meteorology [1]-15; Naturalist [1]-14; Stealth [2]-13.

SUPER-POWERS

Control Fish (Area Effect +50%, Increased Area $\times 10$ +200%, Movable Area +40%, total 13-hex radius) [67]-16(15); Sense Fish (Increased Area +20% for a 5-mile radius) [28]-15(20).

Pearl Moore is the daughter of two prominent marine biologists, David and Beth Moore. They were researchers at an

TOTAL POINTS:
500



under-water laboratory, where David specialized in marine ecosystems while Beth pursued cetacean research.

It was while working here that they discovered that Beth was pregnant with their first child. They learned almost simultaneously that the child would be a girl and that she had a rare and fatal genetic disorder that would impair the growth of her lungs. The fetus was otherwise developing normally, so they decided to try an experimental treatment that showed some promise for correcting the disorder.

The surgery was successful, but had surprising side effects. Pearl was born with healthy lungs – that also had the ability to breathe underwater! After the shock of discovering this while Pearl was taking a bath, her parents decided to keep it a secret – they wanted Pearl to have as normal a childhood as possible. They also feared that someone might try to take her away from them either for research or to use her abilities unscrupulously.

Her parents' care and love helped her both develop her powers and develop as a person. She left for school as a mostly-normal, well-adjusted young woman.

While Pearl was attending college her parents were killed in an attack by industrial saboteurs on their laboratory. Ironically, the killers were trying to prevent the development of techniques to create amphibious human beings.

Pearl vowed to catch the criminals – and succeeded, capturing the leaders of the organization and turning them over to the police. This brought her abilities to the attention of the IST. She joined their ranks immediately after her graduation and is a highly-respected member of IST Tokyo, where she does marine biology research and tries to rehabilitate Mount Fuji in her off-time. Pearl is not a super-fighter by any stretch of the imagination, but she is one of the IST's most valuable resources when investigating marine-based criminal activities.

Typical Dialogue: "There's something fishy going on here!"

G U R P S[®]

SUPERERS[™]

SUPER-POWERED ROLEPLAYING MEETS THE REAL WORLD



SECOND EDITION • BY LOYD BLANKENSHIP

STEVE JACKSON GAMES

MORE THAN HUMAN!



The supers are here! Costumed crusaders fighting against the forces of evil . . . monstrous villains terrorizing the world . . . your creations are only limited by your imagination! *GURPS Supers* lets you create real heroes and villains, each fully defined in both power and personality – not just combat monsters. This second edition of *GURPS Supers* introduces system improvements to let you create super-powers the way you want to run them!

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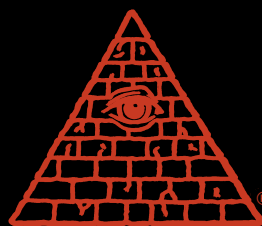
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- Over 30 pages of super advantages, disadvantages, powers and skills.
- Rules for creating new abilities.
- Rules for running super combats at *all* levels of realism – from the gritty world of *Wild Cards* to the four-color world of the comic books.
- A *Supers* world where metahumans are society's guardians – and its worst foes.

WRITTEN BY LOYD BLANKENSHIP

EDITED BY STEVE JACKSON

COVER BY ROMAS

INTERIOR ART BY JOHN HARTWELL



STEVE JACKSON GAMES

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SUPERERS[™]

SUPER-POWERED ROLEPLAYING MEETS THE REAL WORLD

Second Edition • By Loyd Blankenship

**Additional Material by C.J. Carella, Steve Jackson, Chris McCubbin,
Walter Milliken and Bob Schroeck**

Edited by Steve Jackson

Cover by Romas; Back Cover Art by John Zeleznik

Illustrated by John Hartwell; Additional Illustration by Doug Shuler

GURPS System Design by Steve Jackson

Scott Haring, Managing Editor

Sean Punch, **GURPS** Line Editor

Page Layout and Typography by Jeff Koke

Interior and Color Production by Jeff Koke

Print Buying by Monica Stephens

Art Direction by Lillian Butler

Claudia Smith, Sales Manager

Obscure Facts: Mike Hurst and Walter Milliken; *Collision Expert:* Charles Oines

Character Design: Loyd Blankenship, Charles Denny, Shawn Howell, Steve Jackson,
Mark Johnson, Creede Lambard, Sharleen Lambard, wayne a. lee and Bob Schroeck

Useful Suggestions: David Gross, Shawn Howell, Mark Johnson, Scott Maykrantz, Walter Milliken, Steffan O'Sullivan,
Steve Perrin, David Pulver, Craig Russell, Mike Ryan, Brian Underhill

First Edition Playtesters: Norman Banduch, Earl Cooley, Charles Denny, Elvis' Head Gamers (Robert Kilvert, wayne a. lee, Colin Macneill,
Sean Punch, Mike Ryan), Brit Eubanks, David Gross, Shawn Howell, Mark Johnson, Paul Lillencamp, Mike Manbeck, Scott Maykrantz,
David Pulver, Rob Rapplean, Bob Schroeck, Ken Scott, Brett Slocum, Hardi Stutes, Greg Thompson, The Wrecking Crew (Ray Carter,
Dean Kenady, David Ladyman, Dan Ormiston, Kelli Ormiston, Larry Stohr, Bill Williams, Michael Vragel) and the SJG-BBS Illuminati

Second Edition Playtesters & Useful Comments: S.D. Anderson, Norman Banduch, Corrine Blakely, Richard Blakely, Jerry Brown, Ken Burnside,
Marcellus Cadd, Timothy Carroll, Ryan Davis, David Dotson, Karsten Droste, James Duncan, Mary Ann Frawley, Larry Frey, D. Gene Frye,
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STEVE JACKSON GAMES

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INTRODUCTION

Everyone wants to be a hero. Whether it's watching Christopher Reeve zoom through the air in red and blue tights, listening to Orson Welles' mysterious voice intoning "Only the Shadow knows . . .", or marveling at the pen of Frank Miller while clutching a flashlight beneath the covers, we all have dreamed of becoming larger-than-life, just a little bit different from ordinary men.

A super stands out from the ranks of mere mortals. He is capable of feats beyond imagining – even his problems transcend those of the mundane world. If he chooses to use his powers for good, he is revered as a hero by some, reviled as a vigilante by others. His every move will be chronicled by an overeager press, ready to make sensational headlines out of his adventures. If he uses his powers for evil, he will be universally despised and hated, and will become a target for every bounty hunter, government agency, police force and hero group in the world.

Either way, he's a marked man.

When I started working on *GURPS Supers*, I was concerned that the inherent realism of the *GURPS* system would not lend itself to the "comic book" genre well. My worries proved to be unfounded – the realism that is the heart of the *GURPS* system provided a perfect framework to build on. The result is the first "super" roleplaying game in which the characters are more than combat machines and lists of powers.

When you design a *GURPS* super, you can determine his personality, his background and the world he exists in, not just how many dice damage he can do. *GURPS Supers* puts the third dimension – realism – into the two-dimensional world of comics.

So don your powered armor, sharpen your claws, unfurl your cape and get ready to take off into the world of the comics – the world of *GURPS Supers!*

– Loyd Blankenship

SUPER SUPPORT

Although this book is all anyone needs for super-powered roleplaying, we do have a number of supplements that will add an extra dimension to *Supers* campaigns.

GURPS International Super Teams presents in detail the exciting alternate world of international heroes and villains that is introduced on pp. 94-107 of this book. *GURPS I.S.T.* can be used as a complete world history and background, or elements of it can be dropped into any campaign world.

GURPS Wild Cards and *Aces Abroad* bring George R.R. Martin's gritty world of the Wild Card virus to *Supers*. *Wild Cards* details the history and background of the world, including complete stats and descriptions for all the major characters. *Aces Abroad* sends a group of heroes on a globetrotting adventure spanning five continents. The super-agents visit Peru, Ireland, South Africa, Bali and Australia, where the final scene takes place in the mysterious, aboriginal Dreamtime.

GURPS Supers Adventures presents four high-powered scenarios that can each be run in one or two game sessions. The intense action occurs in exotic locales from the edge of the solar system to the bottom of the ocean.

GURPS Mixed Doubles offers statistics and backgrounds for 23 pairs of superheroes and villains (and some in-betweens). Some of the pairs have obvious connections, while the members of others aren't even aware of their partner's existence.

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. Our bimonthly magazine includes new rules and articles for *GURPS*, as well as information on our other lines: *Car Wars*, *Toon*, *Ogre Miniatures* and more. It also covers top releases from other companies – *Traveller*, *Call of Cthulhu*, *Shadowrun*, and many more.

New supplements and adventures. We're always working on new material, and we'll be happy to let you know what's available. A current catalog is available for an SASE.

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.

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!

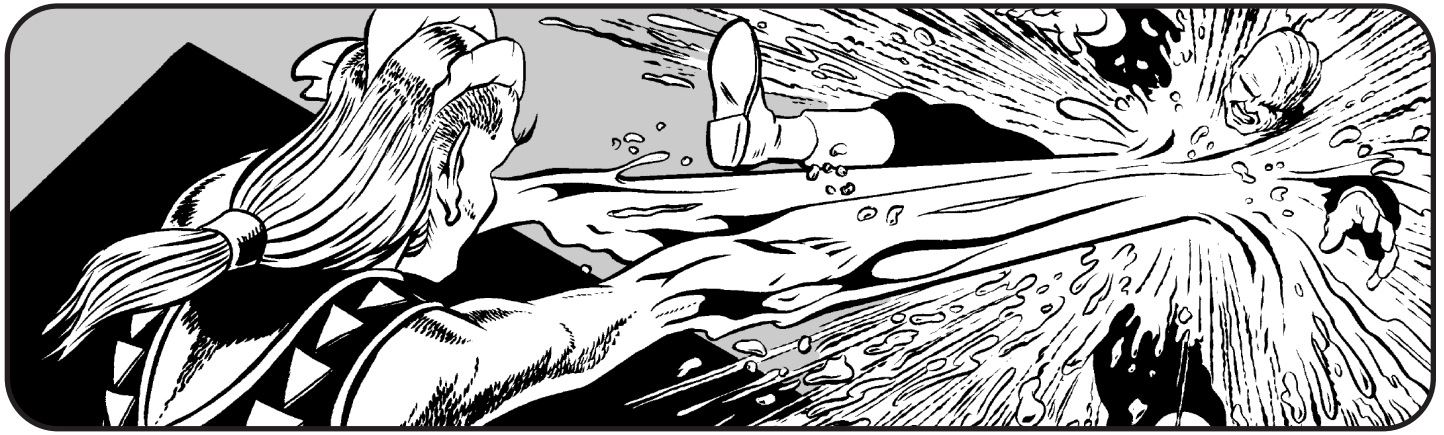
Illuminati Online. For those who have home computers, Illuminati Online supports SJ Games with discussion areas for many games, including *GURPS*. Here's where we do a lot of our playtesting! It's up 24 hours per day at 512-448-8950, at up to 28.8K baud (28.8 users should dial directly to 512-448-8988) – or telnet to io.com. Give us a call! Visit us on the World Wide Web at <http://www.io.com/sjgames/>. We also have conferences on CompuServe, GEnie, and America Online.

PAGE REFERENCES

Rules and statistics in this book are specifically for the *GURPS Basic Set*, Third Edition, Revised. Any page reference that begins with a B refers to the *GURPS Basic Set* – e.g., p. B102 means p. 102 of the *GURPS Basic Set*, Third Edition, Revised.

ABOUT THE AUTHOR

Loyd Blankenship lives in Austin, TX with his wife Whitney and his three cats Daryl, Bert and Pippin. In addition to the occasional writing stint, Blankenship works as a freelance programmer, tackling everything from Unix device drivers to multimedia sound and graphics production. He can be reached via email at loyd@blankenship.com.



Example: You have Surge-13 and make a skill roll with a 10. Since you won by 3, there will be a 2 out of 6 chance for the object to short out. You roll a die, trying for a 2 or less. You get a 2, and the device fizzes, pops and smokes!

VACUUM (AREA/PHYSICAL) LC: 4

You can destroy the air in an area. This normally results in a loud thunderclap as air rushes in to fill the newly created space. In a closed environment such as a sealed airplane cabin or a space shuttle, this will leave nothing to breathe!

The thunderclap does 1d-2 damage to anyone inside the area who doesn't make a HT roll – a critical failure on this HT roll results in deafness for 1d hours.

VIBRATORY BLAST (RANGED/PHYSICAL) LC: 9

You can project a bolt of vibratory energy that does 1d *impaling* damage per level of power to living targets. Crystalline objects (and most metals are crystalline unless specifically alloyed to be amorphous) can be shattered by vibration; treat it as an armor-piercing attack (p. 49) which bypasses 1/4 of the DR. One further level of armor piercing can be bought as an enhancement.

Special Limitation: No armor-piercing effects against metal and crystal. -20%.

WALL OF FIRE (RANGED/PHYSICAL) LC: 5

You can create a wall of fire that stretches for Power hexes in length, and Power/3 hexes in height. All targeting through this wall is treated as if firing through a hex of Darkness (see p. B163). Anyone passing through the wall will take damage equal to half the normal Power of the creator of the wall.

Other appropriate special effects can be substituted; this would work just as well as a Wall of Blades or Wall of Stinging Flies.

WARM (AREA/MENTAL) LC: 2

You can raise the temperature in an area, up to a maximum of 10° per level of Power. Otherwise, this is treated as Control Temperature (p. 57).

WATER CANNON (RANGED/PHYSICAL) LC: 6

You can hit your foes with a blast of water that does crushing damage. This can be dodged or blocked, but not parried except with a super-power. It will also short-circuit most electrical equipment, ruin papers, fill swimming pools (Power gallons per second) and so on.

WATER JET (RANGED/PHYSICAL) LC: 5

This ability allows you to shoot a high-pressure jet of water at someone. Range is doubled; damage is doubled for knockback purposes, and halved for figuring crushing damage. The amount of water is the same as per Water Cannon.

Example: Power 5 gives you a 5d Water Jet. If you roll 18 on the damage, your target would take 9 points crushing damage and 36 points of knockback. He would be knocked back 4 hexes.

WAVE OF EARTH (RANGED/PHYSICAL) LC: 6

You can cause a wall of earth to rise from the ground and smash down on a foe, doing 1d damage per level of Power. If invoked in an area that is not bare ground (a paved lot, etc.), the wave does damage to the covering material *first*, likely destroying it in the process.

WHIRLWIND (AREA/PHYSICAL) LC: 5

You can create a miniature tornado! If the radius of the storm is 2 hexes or greater, the center hex will be an "eye" of calm. This whirlwind will pick up objects weighing up to 30 lbs. per hex radius. Anyone caught in the wind must make a ST-5 roll to keep their feet (unless the wind is strong enough to lift their weight, in which case they don't get a roll!) and are at -5 on all DX based powers. Missiles, Jets, or other ranged attacks into or through the wind will only hit on a critical success.

This wind will also have other side effects – paper, leaves, and other light debris will be stirred up in an area equal to twice the radius of the storm, candles will be blown out, etc.

WIND BLAST (RANGED/PHYSICAL) LC: 6

This power creates a high pressure blast of air that hits its target with damaging force. The maximum range is 1 hex per point of damage. It may be dodged, but not blocked or parried.

WIND JET (RANGED JET/PHYSICAL) LC: 5

This is a variant of the Wind Blast power (above). Damage is doubled, but only does *knockback* damage to its target. It may be dodged, but not blocked or parried.

Example: One of Dr. Skull's agents is hit with a 44-point Wind Jet. He is knocked back 5 hexes but otherwise unhurt. However, he falls into a cement mixer . . .



Nader's "Most Unsafe Autos" list. After a national newsmagazine broke the story on the car, public reaction to Thunderbird virtually wrecked his career as a super and prompted the formation of the Independent Metahuman Ethics Committee.

The Committee, as it is called for short, has no real power save that of public opinion – but this is a strong weapon indeed. Several would-be "heroes" have been thoroughly broken by Committee investigations and recommendations.

The Committee works entirely in the open, meeting in Los Angeles or New York quarterly. Its sessions are open to the public and press, and all materials presented before it are available for the asking. It rarely makes judgments; members simply gather and present evidence for public perusal. Such evidence is gained legally, and is almost certain to be admissible in court; it always has been in the past.

Its membership is composed of ten supers and ten normals who voluntarily serve two years, and then must step down for two years before serving again. No member may choose his successor; new members are selected by the remaining Committee members from the ranks of public and private persons across the country. Members receive no pay, except for a stipend sufficient to pay for transport to and from the quarterly meetings.

THE REST OF THE WORLD

Elsewhere, the status and treatment of supers varies widely. Unless they are members of a U.N. IST, they are bound by local laws and customs, and in some areas, these can be harsh. Islamic countries, for example, have managed only in the last decade to convince their populations not to slay supers outright as "creatures of Satan." The Israeli ambassador to the U.N. once remarked, "There are only three kinds of metahumans in the Arabic countries: young ones, dead ones and very, very powerful ones." Up until recently, her remark was all too true; only the most awesome of supers avoided death at the hands of angry mobs. To this day, the population of even the most Westernized Arab nations look upon their supers with distrust.

Oddly enough, the opposite is true in India. Metahuman powers are seen as gifts from the gods. Supers are brought before the priests and welcomed into the Brahmin caste, no matter what their previous station in life had been – even Untouchable. They are showered with gifts and supported by the people around them, in exchange for blessing the people with their presence and service.

Supertemps is the best-known of a number of metahuman "talent agencies." If you have a special problem, Supertemps can usually find a super who has the abilities to help you . . . for a price. The group's files on U.S. and Canadian metahumans are almost as good as the DMI's . . . and probably more confidential.

Supertemps keeps a number of metahumans under contract, either as full-time employees or "on retainer," for recurring jobs. For instance, Flamin' Jane has handled a number of oil-well fires as a Supertemps employee. But with its extensive files, Supertemps often calls a super who has never even thought about working for them, just because his (or her) power is a perfect match for the problem.

Supertemps also acts as a middleman for employers who want to hire full-time supers with specific abilities.

Supertemps is aggressive about marketing its services to both supers and the real world. They have dozens of staffers who do nothing but monitor newspapers and TV, looking for oddball business problems that could be solved by a little super-talent. When they find such a situation, a Supertemps personnel team will start looking for the appropriate super, even before the sales team has closed the contract!

Supertemps also does charity and emergency work. For instance, in 1988, a toddler fell down a well in Texas. While supers from IST Dallas started a tunnel to save her, the Houston office of Supertemps contacted a realtor in Tulsa, Oklahoma, with the (usually useless) power of shrinking his body while retaining his normal strength. Two hours later, the realtor, only a foot tall, was lowered down the well, where he quickly freed the girl, hours before the rescue tunnel would have been finished. Supertemps didn't make a penny off that job, but the publicity was priceless.

The GM can involve Supertemps in a variety of ways. It could be a campaign starter; the PCs could meet for the first time when they were all hired to help on the same job. The PCs can be members of a Supertemps troubleshooting team. Or Supertemps can be used to provide NPCs with special abilities to deal with particular problems. And the campaign newsletter could include ads from Supertemps!

As large corporations go, Supertemps is very ethical. If asked to provide (for instance) a telepath with expertise in investment banking, or a bullet- and radiation-resistant super who spoke Russian, the agency would ask some very careful questions before proceeding.

Supertemps takes care of its own, so it could be a Patron for a super (or a normal) who worked for it. With its financial resources and its quick access to hundreds of supers, Supertemps would be a very powerful Patron, worth a base 30 points.

BLACK PEARL

ST 10 (0 points) IQ 16 (80 points) Move: 6 running;
DX 13 (30 points) HT 13 (30 points) 48 swimming
Damage: Karate Punch 1d-2, Kick 1d; Thrust: 1d-2; Swing: 1d

ADVANTAGES

Absolute Direction (5 points)
Acute Hearing +2 (4 points)
Alertness +5 (25 points)
Appearance: Beautiful (15 points)
Combat Reflexes (15 points)
Danger Sense (15 points)
Rapid Healing (5 points)
IST Membership (Rank 4) (85 points)

DISADVANTAGES

Bad Sight (-10 points, wears contacts)
Honesty (-10 points)
Sense of Duty: To everyone she perceives as just and good (-10 points)
Sense of Duty: To rehabilitate Mount Fuji (-5 points)
Truthfulness (-5 points)

SUPER ADVANTAGES

Amphibious (10 points)
Dark Vision (25 points)
Gills (10 points)
Nictating Membrane (10 points)
Pressure Support (15 points)
Regrowth (40 points)
Speak with Fish (10 points)
Super Swimming x3 (30 points)

SUPER DISADVANTAGES

4 levels of Vulnerability to Heat/Fire attacks (-40 points)

SUPER-POWERS

Control Fish-16(15) (Area Effect +50%, Increased Area x10 +200%, Movable Area +40%; total 13-hex radius; 67 points)
Sense Fish-15(20) (Increased Area +20% for a 5-mile radius; 28 points)

SKILLS

Agronomy (Marine)-16 (2 points); Area Knowledge (Ocean)-18 (4 points); Botany-15 (2 points); Chemistry-15 (2 points); Computer Operation-16 (1 point); Computer Programming-14 (1 point); Dancing-14 (4 points); Detect Lies-14 (1 point); Ecology-16 (4 points); Japanese-15 (2 points); Karate-13 (4 points); Meteorology-15 (1 point); Naturalist-14 (1 point); Stealth-13 (2 points).

QUIRKS

Profound distaste for sushi bars.
Tries to work within "the system" whenever possible.
Proud of her parents and wants to emulate them.
Doesn't care for traditional pets like cats and dogs.
Wears seaweed in her dreadlocks.



Total Points: 500

Pearl Moore is the daughter of two prominent marine biologists, David and Beth Moore. They were researchers at an underwater laboratory, where David specialized in marine ecosystems while Beth pursued cetacean research.

It was while working here that they discovered that Beth was pregnant with their first child. They learned almost simultaneously that the child would be a girl and that she had a rare and fatal genetic disorder that would impair the growth of her lungs. The fetus was otherwise developing normally, so they decided to try an experimental treatment that showed some promise for correcting the disorder.

The surgery was successful, but had surprising side effects. Pearl was born with healthy lungs – that also had the ability to breathe underwater! After the shock of discovering this while Pearl was taking a bath, her parents decided to keep it a secret – they wanted Pearl to have as normal a childhood as possible. They also feared that someone might try to take her away from them either for research or to use her abilities unscrupulously.

Her parents' care and love helped her both develop her powers and develop as a person. She left for school as a mostly-normal, well-adjusted young woman.

While Pearl was attending college her parents were killed in an attack by industrial saboteurs on their laboratory. Ironically, the killers were trying to prevent the development of techniques to create amphibious human beings.

Pearl vowed to catch the criminals – and succeeded, capturing the leaders of the organization and turning them over to the police. This brought her abilities to the attention of the IST. She joined their ranks immediately after her graduation and is a highly-respected member of IST Tokyo, where she does marine biology research and tries to rehabilitate Mount Fuji in her off-time. Pearl is not a super-fighter by any stretch of the imagination, but she is one of the IST's most valuable resources when investigating marine-based criminal activities.

Typical Dialogue: "There's something fishy going on here!"

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