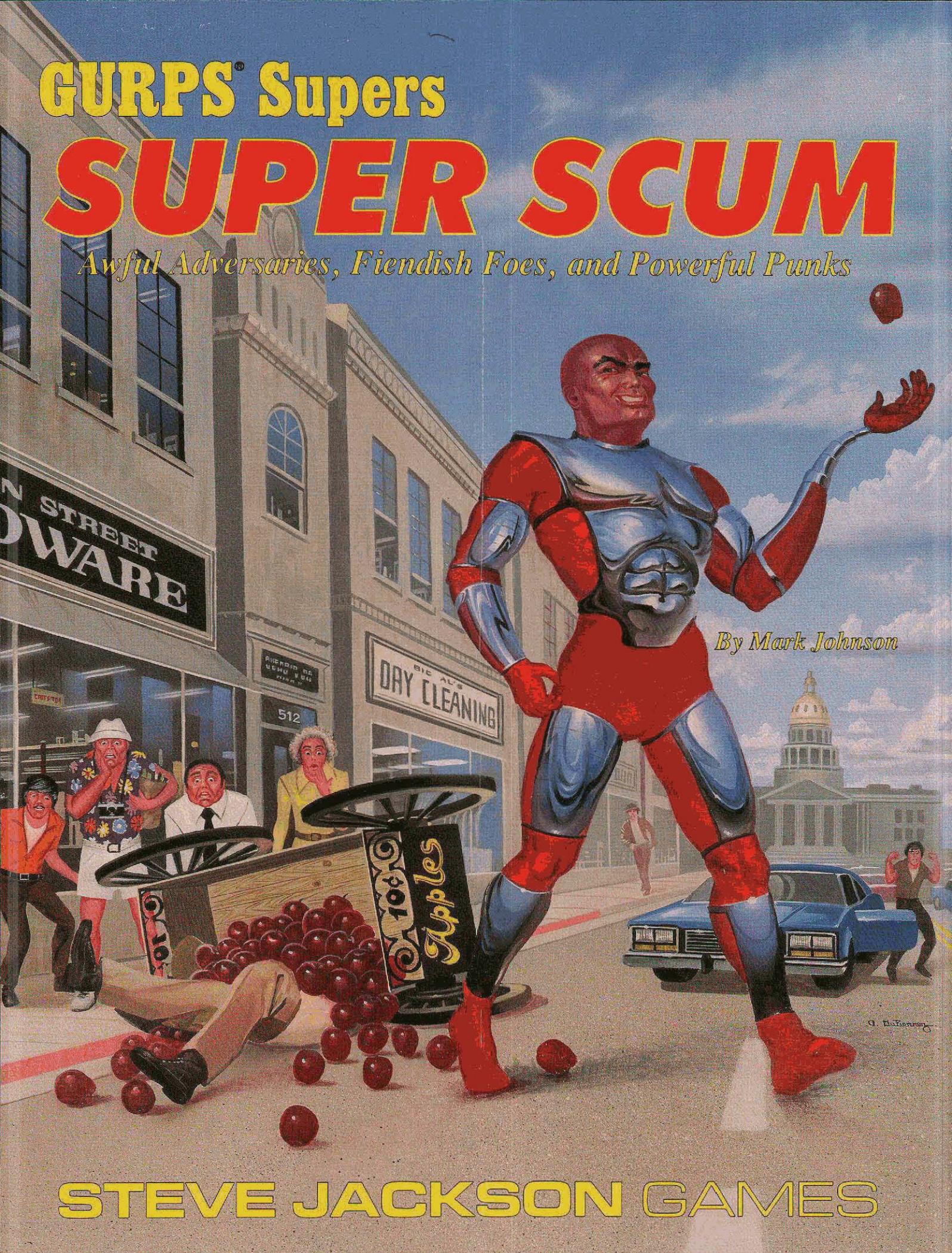


GURPS® Supers

# SUPER SCUM

*Awful Adversaries, Fiendish Foes, and Powerful Punks*



*By Mark Johnson*

STEVE JACKSON GAMES

# So You Wanna Play Rough?

When it comes to being good at being bad, here are the metavillains that wrote the book! From twisted terrorists to malevolent mischief-makers, from psychotic scoundrels to villainous vigilantes, *GURPS Super Scum* has them!

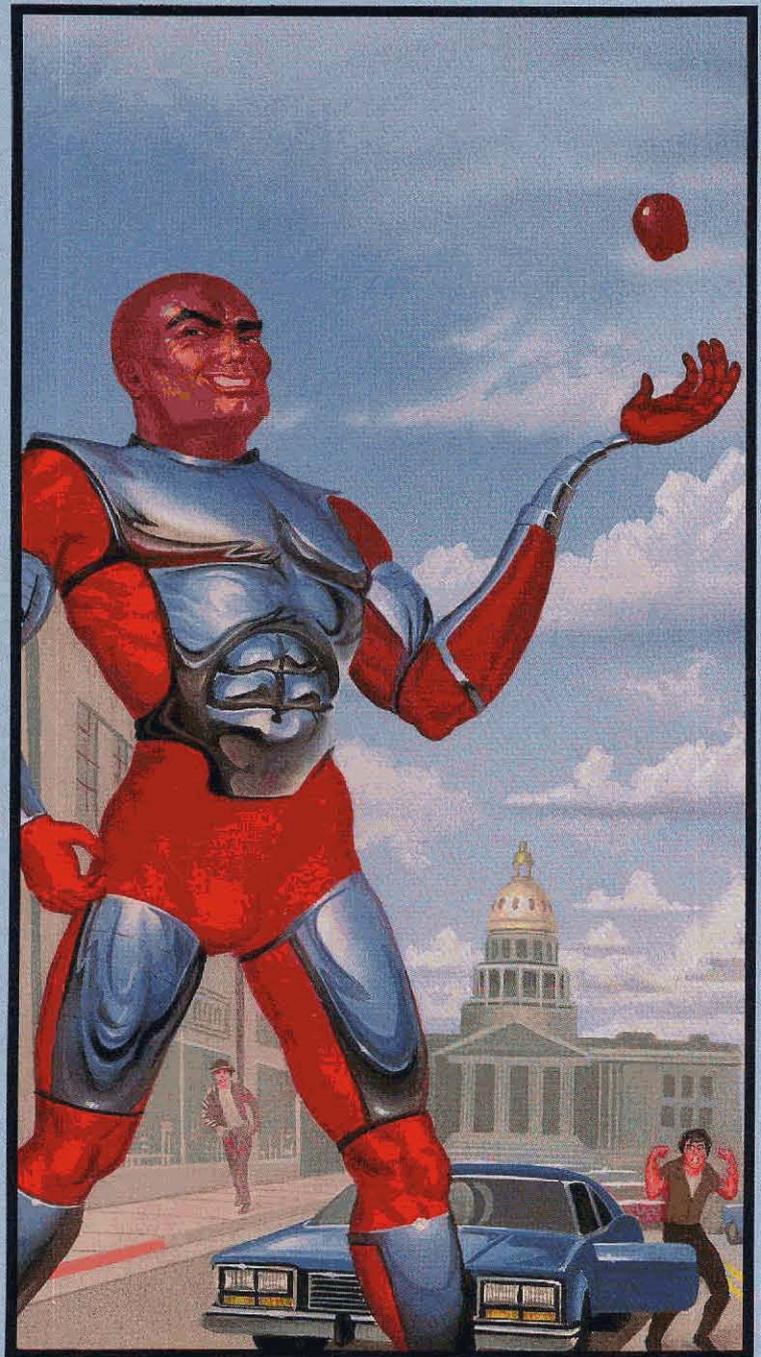
Here are 64 pages of the not-so-good, the bad, and the ugly. Complete character descriptions with powers, skills, quirks, and equipment are included – and each villain is complete with two pages of background information. All character writeups include history, personality, battle tactics, how to use him (or her!) in a campaign, how to increase or decrease his point value in a balanced manner and much more!

Anyone running a super-powered campaign will find this book valuable. Creating a good villain takes time, and sometimes the GM needs that bad guy *now!*

Organizations such as The Exchange and the infamous Deadly Dozen add depth to the world background, and the mysterious High Assassins of the Nimba Cult will keep the players guessing as to their true intentions. Or the heroes can pay a visit to the headquarters of the powerful group called the Pride – fully mapped out inside!

*Super Scum* can also act as a character creation handbook for players – see how various powers can be used in new and unique ways!

Welcome to the world of *Super Scum*. But watch your wallet and your back. Some of these guys aren't very nice . . .



Written by Mark Johnson  
Edited by Loyd Blankenship and Steve Jackson  
Cover art by Alan Gutierrez  
Interior art by Doug Shuler

**STEVE JACKSON GAMES**



ISBN 1-55634-154-7

SJG00895 6111

Made in the U.S.A.

# GURPS® Supers

# SUPER SCUM

*Awful Adversaries, Fiendish Foes, and Powerful Punks*

**By Mark Johnson**

Additional Material by Ron Bailey, Jr. and Sean T. DeLap

Edited by Loyd Blankenship and Steve Jackson

Cover by Alan Gutierrez

Interior Art by Doug Shuler

*GURPS* System Design by Steve Jackson

Loyd Blankenship, Managing Editor; Charlie Wiedman, Art Director

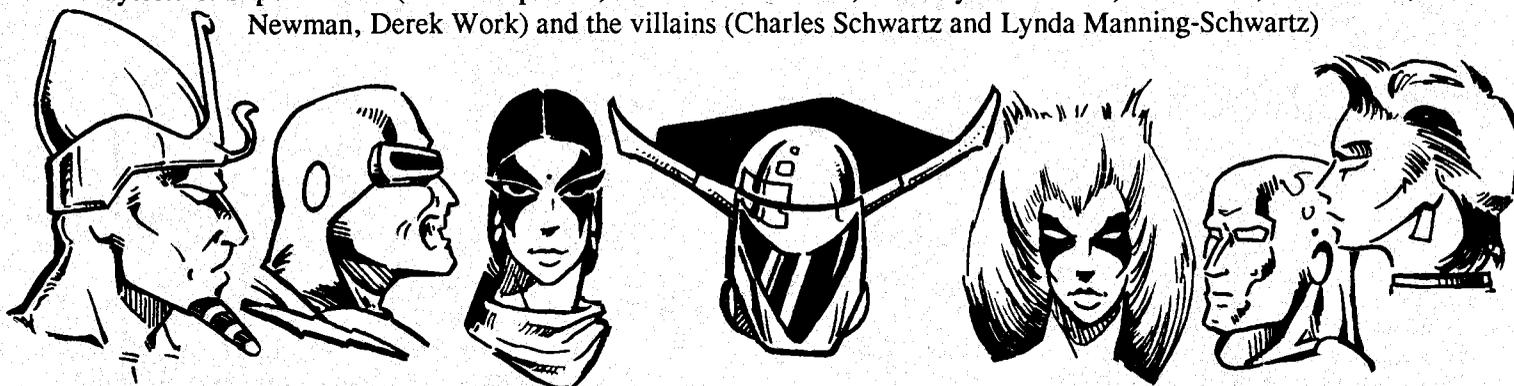
Page Design and Typography by Loyd Blankenship

Production by Carl Manz and Charlie Wiedman

Proofreading by Ingrid Kunze

Useful Suggestions: Candace Johnson, Jeff Zahorowski, the Illuminati BBS, and the Red October BBS

Playtesters: Super NOVA (Glenn Copeland, Thomas Kassebaum, Timothy Kassebaum, Rick Klaw, Chad Knox, Dave Newman, Derek Work) and the villains (Charles Schwartz and Lynda Manning-Schwartz)



<b>INTRODUCTION</b> .....	<b>2</b>
Character Writeups .....	2
It's Your Game .....	3
Running a Super Combat .....	3
Thugs .....	3

<b>CHARACTERS</b> .....	<b>4</b>
Black Moon Society .....	4
Howard Vinewood (500 points) .....	4
Blaze (500 points) .....	6
Cascade (500 points) .....	8
Corsair (500 points) .....	10
Deadly Dozen (n/a) .....	12
Doctor Radiation (1000 points) .....	14
Dominator (750 points) .....	16
Domino (500 points) .....	18
Electra (500 points) .....	20
Erik Bloodaxe (500 points) .....	22
High Assassins of the Nimba Cult (150 points) .....	24
Hydra (500 points) .....	26

Mastabah (750 points) .....	28
Mirage (500 points) .....	30
Predator (750 points) .....	32
Professor Possessor (500 points) .....	34
Red Tempest (750 points) .....	36
Rictus (500 points) .....	38
Soul Ripper (500 points) .....	40
Sponge (500 points) .....	42
Talon (500 points) .....	44
Tele-Fist (500 points) .....	46
Thunderbolt (500 points) .....	48
T.R.A.D.E. (150 points) .....	50
Ventura (500 points) .....	52
Voltmaster (750 points) .....	54
Warmonger (500 points) .....	56
The Pride .....	58
Citrakaya (500 points) .....	58
Snow Leopard (500 points) .....	58
Tigress (500 points) .....	59
Pride Mansion .....	62
The Exchange .....	64

*GURPS*, *Illuminati*, *Roleplayer* and the all-seeing pyramid are registered trademarks and *Supers* is a trademark of Steve Jackson Games Incorporated. All names of other products published by Steve Jackson Games Incorporated are registered trademarks or trademarks of Steve Jackson Games Incorporated, or used under license. *Super Scum* is copyright © 1989 by Steve Jackson Games Incorporated. All rights reserved. Printed in the U.S.A.

ISBN 1-55634-154-7

1 2 3 4 5 6 7 8 9 10

# STEVE JACKSON GAMES

# INTRODUCTION

Comic books change villains more casually than most people change socks — every month there's a new bad guy. But working up new villains for *GURPS Supers* isn't just a matter of picking the color for his long johns! A good foe should be carefully thought out and written up, taking time for even the most experienced players. Creating an interesting antagonist is a labor of love. But what if the GM needs another foe *quickly*?

The answer is here! *Super Scum* presents 27 adversaries, four organizations, sample thugs, plot devices to bring different foes together in a logical fashion, and a separate write-up of a powerful villain group.

## 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:

*Roleplayer.* This bimonthly newsletter includes new rules, new races, beasts, information on upcoming releases, scenario ideas and more. Ask your game retailer, or write for subscription information.

*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!

*BBS.* For those of you who have home computers, SJ Games operates a BBS with discussion areas for several games, including *GURPS*. Much of the playtest feedback for new products comes from the BBS. It's up 24 hours per day at 512-447-4449, at 300, 1200 or 2400 baud. Give us a call!

## Page References

Rules and statistics in this book are specifically for the *GURPS Basic Set*, Third Edition. 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. Any reference that begins with a SU refers to *GURPS Supers*.

## About the Author

Mark Johnson is a graduate student in Aerospace Engineering at the University of Texas, Austin. He is one of the original playtesters for *GURPS Supers*, and runs his Super NOVA campaign at the University Gaming Society. This is Mark's first published work — but he's already working on a book of heroic supers as a companion to *Super Scum*.

## The Character Descriptions

*Skills:* Modifiers due to advantages and disadvantages have not been included in the skill levels; the GM decides when a particular modifier actually applies. TL of skills is assumed to be 7 unless noted otherwise.

*Disadvantages:* Many characters have an Enemy disadvantage that refers to a group of supers. Assigning a PC group as this disadvantage provides a good rivalry as well as a start for many adventures. Otherwise it can be represented by an NPC group, possibly an International Super Team (see p. SU99).

Most villains are known by the general public to be lawbreakers, which earns them a bad Reputation. If the villain has a secret identity, the effects of the Reputation do not carry over into the "normal" persona unless he or she is a known criminal, too. Even though the Reputation only applies to a portion of the character's life, its value is not reduced.

*Super-Abilities:* Single-skill powers are indicated by an asterisk to the left of the entry; the cost for the power is computed at the single-skill rate for that skill.

*Campaign Role:* This section presents a few ideas about how to interweave the lives of supers on either side of the law. In most cases this involves the enemy's non-super identity, a side that is sometimes overlooked. Whether the opponents are as nasty without their costumes as on the battlefield depends on the individual and the GM.

*Power Variations:* Most of the characters presented in this book are built using 500 points — that's what most heroes in a four-color game begin with, too. Each description gives brief notes how to downgrade or upgrade the villains. Low-value supers are more often used for a "realistic" *Supers* game, but the higher totals aren't restricted to high-power games. In fact, it may be a good idea to pit 750-point villains against 500-point heroes on a regular basis. Why? Because heroes sometimes outnumber the villains, and even if they don't, the GM is at a tactical disadvantage trying to intelligently run six different opponents while maintaining the flow of the adventure.

If an attribute level is changed, assume that all related skills change as well unless otherwise noted. In all cases it may be assumed that if a villain does not possess any Damage Resistance he or she will wear standard Kevlar armor, probably a concealable vest, while in costume.

## It's Your Game

As the GM, you may change the enemies' character sheets or backgrounds in any way you like. With some modifications (to the disadvantages, at least) you can even turn some into heroes! Some backgrounds specify a city where the foe usually conducts his or her activities but these can be changed to bring favorite opponents within your PC's territory. Or leave things the way they are and draw

the heroes to the villains. A group of supers may have special vehicles, use standard forms of transportation, or use their own abilities to reach a new locale.

Then there's the element of surprise. Ideally, the players will have never seen more than these two pages of *Super Scum*. Encounters are much more exciting when the players don't know exactly what powers their opponents have, especially defenses, because an energy blast that would stun a brick may kill a psi. Until they determine the villains' limits, true heroes must exercise restraint.

If the players have seen the adversary's character sheet (maybe they bought their own copy of *Super Scum*), it's not a bad idea to throw them a curve. The simplest adjustment is to alter the power level of the foe. Adding a few different enhanced or limited super-skills under an existing power can greatly change the way a villain is played. Or just switch appearances with another villain!

### **Running a Super Combat**

*GURPS Supers* gives you a choice of two types of reality. There's the one in which most of us live, where if someone can lift a tank, his punch will kill. Then there's comic book reality, where that same punch will hurt and knock the recipient back but won't do mortal injury. Straight *GURPS* rules from the *Basic Set* describe the former type and the optional rules listed on pp. SU86-87 give the latter. It is suggested that *Stun Damage* or *Damage Reduction* be used when playing the four-color sort of campaign that best suits these opponents.

When using these optional rules, don't let the players forget that the blows still hurt. Just because they can't accidentally kill the villains doesn't mean the heroes have carte blanche to blast away.

### **Run Away! Run Away!**

Not every villains will fight until he drops — far from it. When the tide turns against them, most are smart enough to attempt an escape. At this point the GM must be clever and authoritative, especially if the plot of the adventure doesn't call for that foe to be captured just yet!

First, of course, many villains will have made contingency plans for getting away. They will have arranged a distraction (possibly involving huge amounts of property damage), or an unusual means of escape, or unexpected (perhaps super) reinforcements! This is the "fairest" way for a GM to make sure a foe escapes, because it is pre-planned.

But improvising can be fun, for the villain and for the GM. A fiendish foe can get away, even if his pursuers are faster. Ruthlessness can make up for a lack of speed — tossing a bus toward a crowd of bystanders will occupy the heroes!

Or the heroes may not be able to pursue their opponents for other reasons — perhaps a fire started during the battle and they must help put it out or save lives.

But sometimes the supers will be clever or lucky enough to overcome all obstacles . . . and your metavillain is up against the wall. When you, as the GM, definitely need the villain to escape but the PCs just aren't cooperating, you have two choices. You can always simply let the villain be captured and change your adventure accordingly.

Or, if that won't work, you may improvise one further distraction or gimmick to aid the getaway, and simply tell the players "He got away." If it's made clear to the players *beforehand* that this phrase is used sparingly for dramatic reasons they shouldn't cause trouble. However, when you award character points, be generous. Reward them for performing well enough that they *should* have caught the foe if Fate hadn't intervened, and for being good sports about it.

And don't forget that the players expect to put some bad guys behind bars from time to time. Let them. It's a good cap for an adventure, and it doesn't have to be permanent; remember that villains tend to break out (or to be freed) from their super prison. Then it will be time to call for the heroes once again!

## **Cannon Fodder**

Any low-powered underling, regardless of his social status, may be called a "thug." These poor souls are hopelessly outmatched versus a super opponent, much less several of them. Never expect a "normal" to be more than a nuisance. If it happens, great, but the primary job of a thug is to occupy the heroes' time and energy while the real villains prepare for battle or make their escape.)

However, normal opponents can make a better showing if they play it smart. First of all, they should gang up on the supers. Many heroes are designed with a Super Block or Parry as their principal defense. Once those are used up in a turn, the hero must fall back on his Dodge, which may be lower. If a thug's punch could actually hurt his opponent, try some All-Out Attacks!

Utilize cover if launching a ranged attack, or the Retreating rules (p. B109) if in hand-to-hand combat. Remember that thugs can use the same dirty tricks that villains do, like endangering bystanders. Finally, entering Close Combat with a super might be suicide, but it will often prevent the super from doing much else.

### **Sample Thugs**

ST 11 (10 points)	IQ 10 (0 points)
DX 12 (20 points)	HT 11 (10 points)
Speed: 5.75	Move: 7

#### **Advantages:**

- Combat Reflexes
- High Pain Threshold
- Toughness DR +1

#### **Disadvantage:**

- Duty: To employer on 12 or less

#### **Skills:** see below

#### **Street Thug**

Blackjack-14; Brawling-14; Guns (.45)-15; Running-10; Shadowing-10; Stealth-13; Streetwise-10

**Damage:** Blackjack 1d-1; Punch 1d-2; Kick 1d; Pistol 2d

#### **Military Thug**

Brawling-14; First Aid-11; Guns (.45)-15; Guns (M-16)-15; Running-10

**Damage:** Punch 1d-2; Kick 1d; Pistol 2d; Rifle 5d

#### **Martial Arts Thug**

Acrobatics-12; Karate-12; Running-10; Stealth-13; Bow-12 or Judo-12 or Staff-12

**Damage:** Karate 1d-1 punch, 1d+1 kick; Bow 1d+2 imp; Staff 1d+3

For a more powerful "normal" martial artist, see the 200-point version of the Nimba Assassin, p. 24.

# BLACK MOON SOCIETY

## Howard Vinewood

ST 11 (10 points) IQ 15 (60 points)  
DX 13 (30 points) HT 11 (10 points)  
Speed: 6.00 Move: 6  
Damage: Flame Jet 6d+1; Thrust 1d-1; Swing 1d+1  
Appearance: Male, white, age 43, 5' 0", 185 lbs., brown hair, blue eyes.

## Advantages:

Charisma +1 (5 points)  
Status 1 (0 points, due to wealth)  
Wealthy (20 points)

## Disadvantages:

Bully (-10 points)  
Enemy: Hero group on 6 or less (-15 points)  
Fanaticism (-15 points)  
Megalomania (-10 points)  
Secret: Identity (-10 points)  
Secret: Involvement with Black Moon Society (-10 points)

## Power and Super-Skills:

Magic Power 10 (200 points)  
Confuse-15 (12 points)  
Drain Attribute (IQ)-17 (20 points)  
Flame Jet-15 (20 points)  
Illusion-15 (12 points)  
Mind Shield-15 (12 points)  
Whirlwind-13 (12 points)

## Super Equipment:

### Cloak:

(Breakable: DR 1, HT 10 -15%; Can Be Hit: -6 -10%; Can Be Stolen: Contest of ST -30%; total 149 points)

Darkness Power 8  
Animate Shadow-16  
Blind-16  
Create Darkness-16  
\* Teleport Power 10  
Autoteleport-16

### Gauntlets:

(Breakable: DR 6, HT 30 -15%; Can Be Hit at -6 -10%; Can Be Stolen: Contest of ST -30%; total 149 points)

Enhanced ST 140  
\* Vibration Power 1  
Buzzsaw-16 (No Concentration)

### Headpiece:

(Breakable: DR 6, HT 15 -15%; Can Be Hit at -6 -10%; Can Be Stolen: Contest of DX -15%; total 150 points)

Telepathy Power 9  
Mental Blow-20  
Mind Shield-16  
Telecontrol-20  
Telereceive-20

### Ring:

(Breakable: DR 2, HT 5 -15%, Can Be Hit at -6 -10%, 150 points)

DR +10  
PD +6



### Wand:

(Breakable: DR 4, HT 20 -15%; Can Be Hit at -6 -10%; Can Be Stolen: Contest of DX -15%; total 149 points)

\* Psychokinesis Power 20  
Telekinesis-19 (No Concentration)

### Skills:

Accounting-15 (4 points); Administration-15 (2 points);  
Computer Operations-15 (1 point); Leadership-15 (2 points);  
Research-16 (4 points); Sport (Golf)-14 (4 points); Strategy-14 (2 points)

### Quirks:

Prefers trendy, imported beer  
Avid golfer  
Has his eye on his rival to the immediate north  
Disgusted by fantasy fiction  
Does not watch television

## *History*

In 1934 Randall Banks was searching his attic for something — anything — that he could sell. Like many others during the Great Depression, he was out of work and needed the money. At the bottom of the trunk he found a curious old book with a tooled leather cover bearing a strange design. Intrigued, he opened it but found that the pages were blank. No one would buy an empty book; Banks set it aside.

A few years later, Banks (still unemployed) read in the newspaper that a solar eclipse would take place next month. When the day came, he and several equally unemployed friends watched the scene through smoked glass. Suddenly, Banks dropped the glass, shouted and rushed upstairs. In the solar eclipse, he had recognized the design on the cover of the old book. He brought it down to show it to his friends. But now the pages were completely filled!

Now the book was interesting, written in English in an awkward but legible script. Called "The Tome of the Black Moon," it claimed to be "a guide to power, wealth and influence." The book was nothing less than a collection of magic spells and instructions for the making of enchanted items.

Banks' friends demanded a share in the book's powers, and when they threatened to reveal the secret, he had no choice. They agreed to divide the book evenly, tearing out pages until everyone had the same number. Each then went his own way, anxious to study his pages. That very night one of the mages paid some thugs to accompany him on a raid of another mage's house for more pages. This led to wars between the mages, each one employing dozens of hoods for protection.

But before long the writing on the pages began to fade, losing half its darkness each day after the eclipse. Each of the new magicians worked frantically to copy them. In their haste many spells were incorrectly recorded while others faded away before they could be transcribed. This only intensified the battles for the remaining pages, and then for the copies. Three of the new mages died in the first two weeks.

To save himself, Banks fled to California, a thousand miles away. The others saw the wisdom in this; they eventually divided the country into seven territories with ill-defined boundaries. The original mages spent their remaining years trying to increase their power, cooperating as often as they warred in the organization which came to be called the Black Moon Society.

Several mages became interested in the construction of magical items. These procedures required a number of gemstones, so the assistants were now used for robberies. Membership had grown enough for the need for definite structure in the Society — the original magicians became Master Mages, wielding complete authority. Those that they trained to follow in their footsteps were Apprentices, and the remaining members were simply called Guardians of the Black Moon.

The rise of metahuman activity was noted by the Master Mages as something to be studied but avoided — their powers were at best equal to those of many supers. But when some metahumans began to exhibit abilities that indicated magical origins, they began to imagine what could be accomplished if that mystical power could be harnessed. The northeast faction of the Black Moon Society has on several occasions captured magical supers in order to drain their enchanted energies. In most cases friends or teammates have managed to rescue the kidnapped super, but not before the power was used to create many of the most powerful amulets, cloaks and rings in the world. Three magical villains have never been seen again — there is equal speculation that they were drained to death or still lead tortured existences as the vampiric mages siphon their essences, allowing them to recover so that the process can be repeated.

## *Campaign Role*

Any super with obviously magical powers will be of great interest to the Society. Initially he or she will be engaged in a variety of combat situations so that a Master Mage can best observe the hero's abilities. Later the Society will attempt to capture the hero in the hopes of draining away the magical power for their own purposes.

Player characters might raid a Black Moon coven in order to rescue fallen heroes, or even villains. If the rumors are true, no one deserves such a dreadful fate. Of course, it would be a good surprise for the heroes to find the villain had allied with the Black Moon, and possibly even given greater powers!

The pages of the original Tome of the Black Moon still retain their powers. They will first become barely readable a week before any solar eclipse, and will remain barely legible until a week afterwards. They will be easy to read in the period two days on either side of the eclipse. Most of those original pages still survive; they are the most precious possessions of the Mages. It is possible that the answer to some magical problem or quest might be found on one of those pages.

## *Personalities*

Howard Vinewood is more conservative than most other Master Mages; his primary goals are to boost his own understanding of mystical lore while increasing both the quality and quantity of his Apprentices. He'd like to avoid all contact with supers if possible, but some confrontations are inevitable.

The nature of the other Master Mages and their followers is left for the GM to develop as he sees fit.

## *Abilities*

At any moment there are seven Master Mages leading the seven covens of the Black Moon Society. The Magic Power of all Master Mages will be about the same as Howard's but access to different spells will give them different super-skills, and their professional backgrounds will inspire a different skill list.

Whether or not Howard uses all of his items depends on how strong the GM wishes him to be. Different Master Mages will almost certainly possess entirely different magical items. Note that many of the removable items will be useless to a thief as they require subvocalization of magical phrases.

Each coven uses underlings to perform dangerous missions and support the Masters in combat. Treat them as Military Thugs (see p. 3), with the same ring that a Master Mage wears. Most also wear Kevlar armor when fighting.

## *Battle Tactics*

Despite a Master Mage's considerable power, members of the Society are quick to depart when super-opponents arrive at the scene of a crime. General troops will fight back with assault rifles and grenades while getaway transportation arrives. Howard's Flame Jet is his most offensive skill, but Confuse and Drain Attribute have proven to be effective against super foes.

## *Power Variations*

The power of Black Moon Society members — Master Mages and the lesser ranks — is determined by the number of magical items they wield. For low-power campaigns the magical abilities of a Master Mage combined with well-armed Guardians (thugs) should present enough of a challenge. On the other hand, equipping Howard with all of his enchanted devices brings his total to almost 1,100 points. Even in this most powerful configuration, though, his powers are not designed for combat.

# Blaze

ST 11 (10 points) IQ 10 (0 points)

DX 18 (125 points) HT 14 (45 points)

Speed: 8.00 Move: 19 (38 running)

Damage: Wall of Fire 7d+2; Thrust 1d-1; Swing 1d+1

Appearance: Male, black, age 21, 6', 170 lbs., brown hair, brown eyes, dark complexion, always smiling.

## Advantages:

Appearance: Attractive (5 points)

Charisma +1 (5 points)

High Pain Threshold (10 points)

## Disadvantages:

Code of Honor: Villain's (-10 points)

Duty: To the Deadly Dozen on 12 or less (-10 points)

Enemy: Hero group on 6 or less (-15 points)

Secret: Identity (-20 points)

Sense of Duty: To teammates (-5 points)

Reputation: Criminal (-15 points)

Social Stigma: Minority (-5 points)

## Super Advantages:

Increased Speed +10 (Limited Use: 1 hour per day -4, 150 points)

Recovery (10 points)

Regeneration: Regular (25 points)

Super Running (20 points)

## Super Disadvantage:

Dependency: Food, hourly (-20 points)

## Power and Super-Skill:

\* Heat/Fire Power 24 (120 points)

Wall of Fire-10 (Armor Piercing×2 +8, No Concentration +2; Only when Increased Speed is used -1; Touch Only -2; Only in his path -3; 1 point)

## Super Equipment:

Damage Resistance +13 (65 points)

## Skills:

Acrobatics-16 (1 point); Brawling-18 (1 point); Driving (Car)-17 (1 point); Gesture-11 (2 points); First Aid-10 (1 point); Hobby (Rap music)-11 (2 points); Judo-15 (½ point); Running-11 (½ point); Sport (Football)-17 (1 point); Streetwise-10 (2 points); Throwing-17 (2 points)

## Quirks:

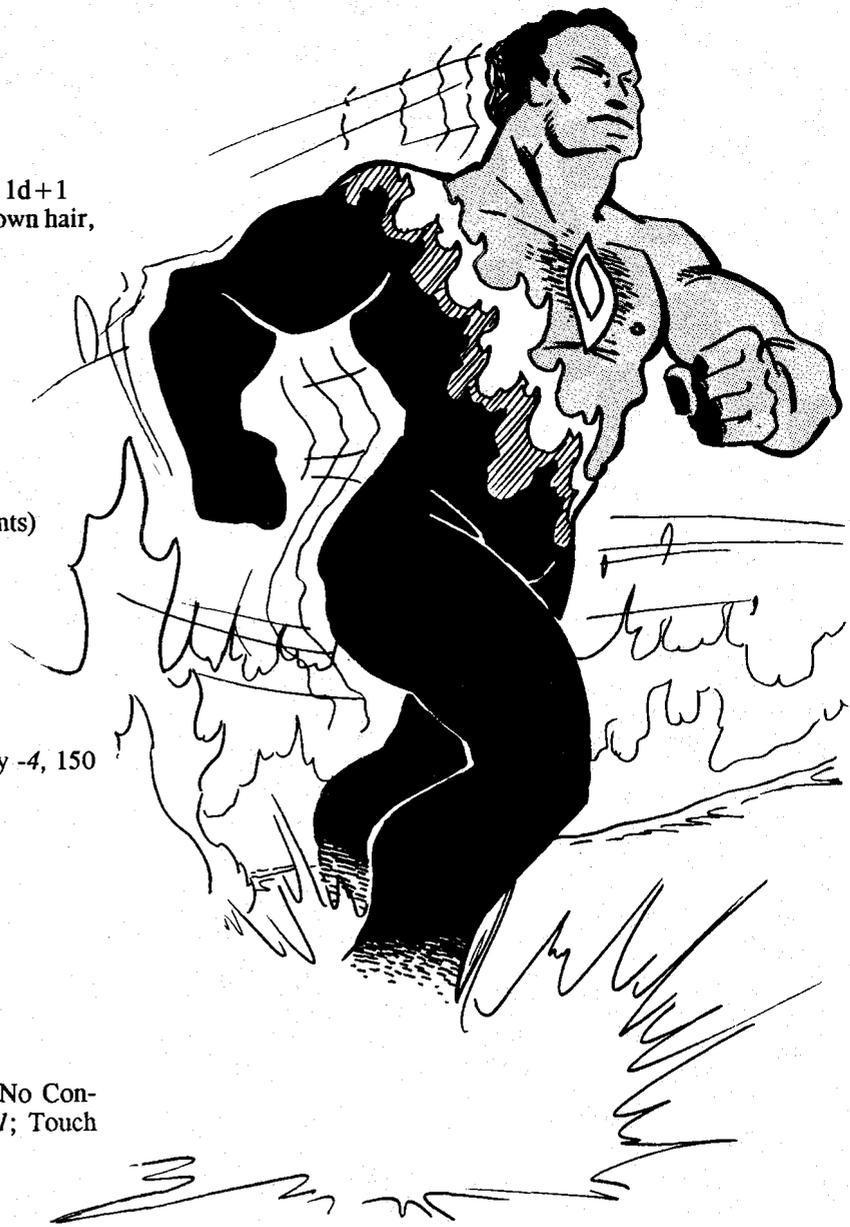
Knowledgeable, well-read sports fan who still roots for USC (boos UCLA)

Tries to impress Professor Possessor

Sends money to his mother every week (she doesn't know about Blaze)

Always wears a grin

Eats like a horse; prefers triple cheeseburger with two shakes



## Story

Jack Cooper always knew he was a metahuman, even before he'd heard of the term. When playing any game or sport with the other kids on the block, he could literally run circles around them if he wanted to. But he didn't want to — it wouldn't be fun or fair. To move fast, Jack had to consciously "switch gears," so he always held back.

He didn't do very well in school but he was a great athlete, even without using his real speed. His metabolic rate was tremendously high, and by the time he was fourteen Jack had to eat all the time. His mom always sent him to school carrying a grocery bag full of sandwiches. He even had to get up to eat in the night, or pangs of hunger would keep him from sleeping.

In high school Jack was a star running back, taking his team to the Illinois State Championships three times. His academics still hadn't improved, but his football record guaranteed a shot at college. Jack chose to attend the University of Southern California, planing to be the next O.J. Simpson or Marcus Allen while enjoying the sunshine and beaches.

# STUCK FOR AN ADVENTURE? NO PROBLEM.

---

**Warehouse 23** sells high-quality  
game adventures and supplements  
in print and PDF formats.

- Free downloadable adventures for *GURPS*, *In Nomine*, and *Traveller*!
- Fun gaming accessories – shot glasses, shirts, specialty six-siders, and more!
- PDFs from Atlas Games, Amarillo Design Bureau, Pelgrane Press, Goodman Games, and many others – plus gems from the up-and-comers.
- Original material for *Transhuman Space* and new *GURPS* supplements from Kenneth Hite, Phil Masters, David Pulver, Sean Punch, and William Stoddard!
- Fully searchable files of *GURPS Fourth Edition* supplements.
- Digital editions of out-of-print classics, from *Orcslayer* and the complete run of *ADQ* to *GURPS China* and *GURPS Ice Age*.
- Buy board games and roleplaying PDFs in the same order! Download digital purchases again whenever you need to.



**STEVE JACKSON GAMES**  
**warehouse23.com**