

GURPS[®] Supers[™]

MIXED DOUBLES

Powerful Pairs for Super-Powered Roleplaying

By Spike Y. Jones



STEVE JACKSON GAMES

TENNIS ANYONE?

What sort of metahumans inhabit a super-powered campaign? Evil wizards? Psychos with super-guns? Acrobatic daredevils? Supers for hire? Energy-charged gang members? Behind-the-scenes schemers? Fondly-remembered World War II heroes and hated wartime villains? Heroes who flaunt the law and villains with consciences? All these and more are in *GURPS Mixed Doubles*.

Here are complete character descriptions for 46 new supers: heroes, villains and a few in-betweens.

The descriptions include powers, skills, quirks and background, including history, personality and battle tactics. The characters range in power from 200 to 775 points and include detailed power variations from 100 to 1,000 points.

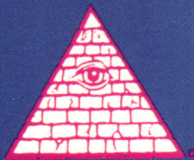
You don't have to rewrite your campaign to include the characters from *Mixed Doubles*, nor are these characters designed to be used only once and then ignored for the rest of the campaign.

These are linked pairs – hero-hero, hero-villain, villain-villain – with care taken to make each member of a pair interesting enough to use individually, and each pair complex enough to provide more than one encounter's worth of use. Every description includes methods of working the characters into an ongoing campaign, with emphasis on both super-careers and secret identities.

Mixed Doubles requires only the *GURPS Basic Set*, Third Edition, and *GURPS Supers* to use, but you'll also find suggestions here for using these characters with other *GURPS Supers* supplements including *GURPS I.S.T.*, *Wild Cards* and *Aces Abroad*.

Written by
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Edited by Michael Hurst
and Steve Jackson
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STEVE JACKSON GAMES



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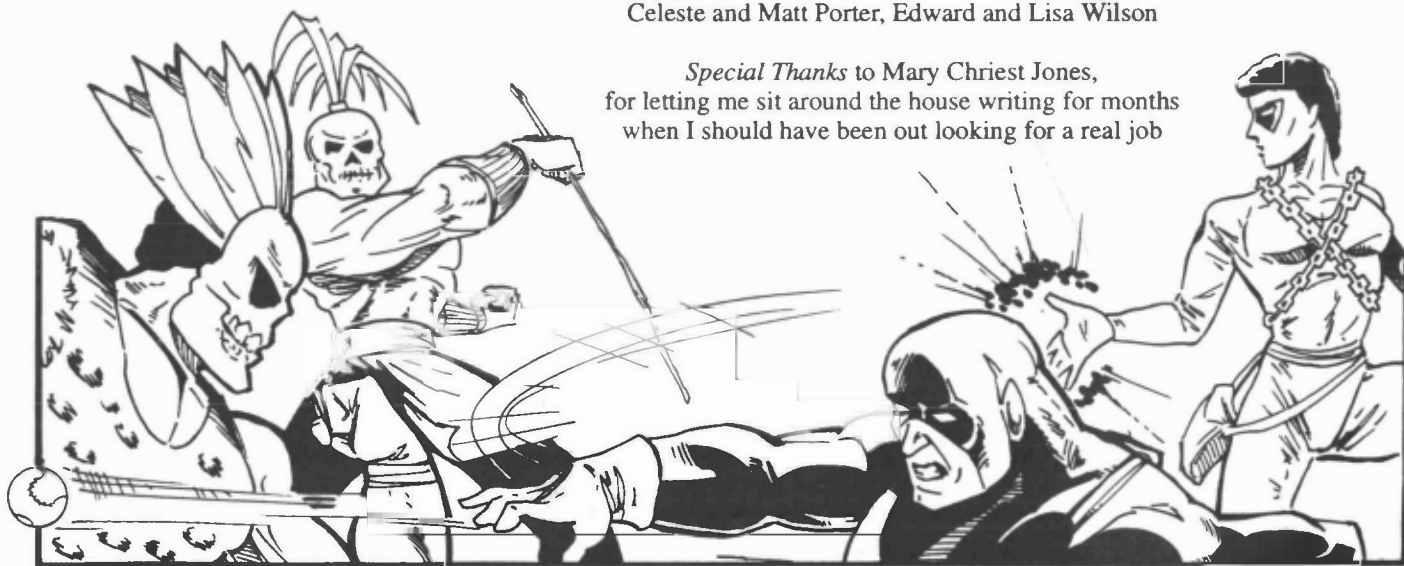
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Special Thanks to Mary Christ Jones,
for letting me sit around the house writing for months
when I should have been out looking for a real job



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INTRODUCTION

A *GURPS Supers* campaign needs lots of supers: villains, superhero guest stars, mentors, novices, sidekicks, behind-the-scenes manipulators and so on. To lighten the burden on the GM (conceiving, calculating, describing all take time away from gaming) there are a lot of pregenerated super NPCs on the market. So what makes *Mixed Doubles* different?

These characters are natural pairs. Here are a superhero grandfather, and a grandson turned supervillain, both with WWII-vintage supersuits. A pair of villains have perfectly-complementary powers, and a violent mutual hatred. A hero and villain have been created simultaneously in the same accident, as if the universe is attempting a balance of good and evil. An aging hero of WWII has discovered that the Axis villain he fought is alive, and still young. Some pairs are obvious complements, but aren't even aware of each others' existence, yet.

What all these pairs have in common is the connection; they beg to be used together. Each pair can be included in any *Supers* campaign and each pair can be used independently of the others in this book. But to anyone who wants to use them all in one adventure, more power to you!

— Spike Y. Jones

How To Use This Book

Power Variations

The characters in *Mixed Doubles* range from 200 to 775 points, but all are designed with a 500-point campaign in mind. If the campaign features 250-point characters, the weakest variant provided should be used. If 750-point heroes are average, the strongest variant should be used. Thus, a villain who was a wimpy 275 points compared to 500-point PCs (e.g., Blackmail, p. 77), will remain a wimp at 100 or 400 points for the same character. A slightly-stronger-than-the-competition hero (such as the 550-point version of Profiteer, p. 85) in a 500-point game remains just a little superior (at 350 and 800 points) if the game average is a little higher or lower.

If the point level of one member of a pair is changed, it is best to change both. Otherwise, the symmetry of the pairing is destroyed.

If a Power Variation involves a change in an Attribute, it is assumed that all related skills and other characteristics (e.g., Move, Basic Damage) rise or fall accordingly, with one exception. If a character's ST changes, his height and weight should not be recalculated. In the case of super-powers, unless specifically noted, enhancements and limitations remain unchanged with a Power Variation.

Introducing Characters

Although the character-pairs here are presented together, that doesn't always mean that the GM has to do the same when introducing them to his players.

Some pairs should come on the scene with their connection already established. Praetorian and Hunchback (see pp. 21-26) have been enemies for decades. Bouncer and Brawler (see pp. 90-94) were born a team.

Other pairs, by design, have a looser connection. They can be run as if they'd never met without hurting their playability. For example, the GM could use Perforator and Dryad (see pp. 65-69). A party of heroes could first encounter Perforator as a villain, operating alone or with a supervillain team. Then they meet Dryad, who has a plausible reason to join their adventure. The heroes' next encounter with

About GURPS

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

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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.

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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 computers, SJ Games operates a multi-line 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 a 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 a page in the *Basic Set* — e.g., p. B102 means p. 102 of the *Basic Set*, Third Edition. Any reference that begins with an S refers to *GURPS Supers*.



Doubles, Inc. and Greasepaint

Most people have heard of Doubles, Incorporated, the modelling agency employing celebrity and metahuman look-alikes for appearances at parties and media events. Few people know that Doubles, Inc. is also a shadowy organization attempting to discredit heroes by secretly using look-alike villains in a host of illegal activities. They have a large staff to help with their deceptions, but their most prized employee is Greasepaint, a Hollywood make-up artist who does his best disguise work with a super-power, not a make-up brush.

DOUBLES, INC.

Doubles, Incorporated is the umbrella name for a group of similar companies run by a single criminal organization. Most of the various affiliates (which run under a variety of names including "Doubles," "See-A-Celebrity" and "Super-Powered Party-Favors") may not be aware that some of their competitors are owned by the same parent company through a dummy business. All of the various store-front companies are agencies employing celebrity look-alikes for "Have A Movie Star At Your Party" occasions. Some of them include superheroes among those they will contract to provide for clients.

Prices for their services vary with the quality of their products. A look-alike who could pass for a celebrity's cousin is worth only half of one who passes for a twin. A superhero impersonator who can demonstrate real superpowers (of any sort) is worth more than either of them. The most expensive duplicates are those who look exactly like a famous superhero, and can mimic that hero's powers convincingly.

Beneath this facade is another Doubles, Inc. which employs super look-alikes for a variety of fraudulent purposes. The criminal version of the corporation hires villains with powers similar to those of recognized heroes and outfits them with

appropriate costumes. Some phonies are sent to fight mock battles with other villains hired by the corporation. The phony hero throws the fight, besmirching the reputation of the real hero. More critically, some phonies commit crimes in their hero guise. This can get the real hero arrested or killed as the police and other superheroes attempt to bring the "rogue super" to justice.

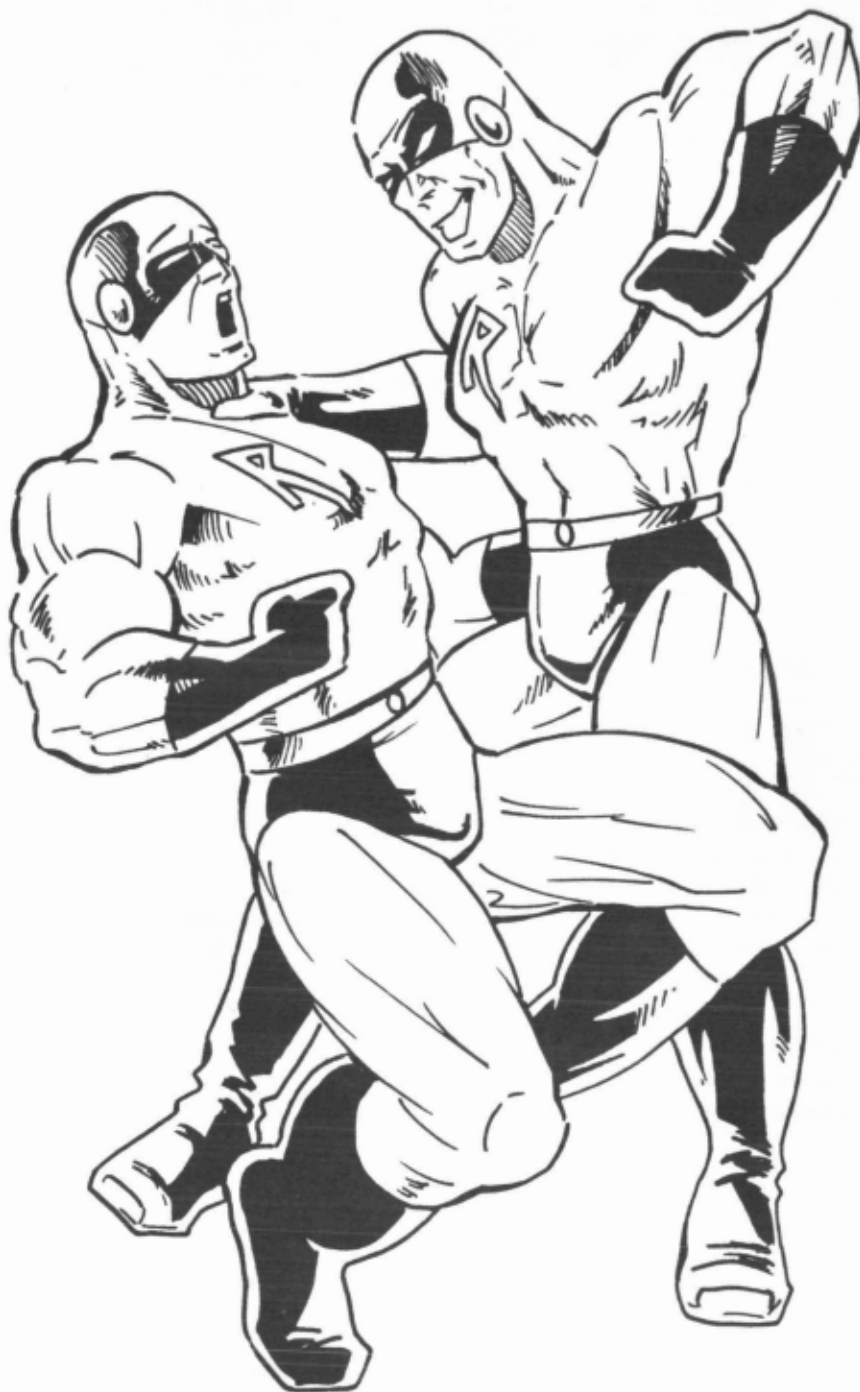
Sometimes Doubles, Inc. performs at the behest of outside villains, who pay a hefty fee. More often, the whole affair is internally initiated. Doubles, Inc. tries not to make its activities blatant. It's unlikely that there will be more than one or two super-impersonations in one city or region of the country in any one year. Not even the management knows why Doubles, Inc. sponsors these anti-hero activities. The real ownership of the corporation is carefully concealed. Maybe it is a ploy of some supervillain (or villains) with long-range plans that require a number of prominent superheroes to be discredited.

Along with field operatives, Doubles, Inc. has a talented support staff whose job is to ensure the success of the impersonations. Technicians equip impostors with devices that simulate powers the villains can't duplicate on their own.

Costumers make the appropriate uniforms, and make-up artists complete the disguise.

Not even the combined abilities of this support staff can make a perfect copy of a hero from scratch. For instance, the technicians can make a device that emits a high-pitched noise, but they can't actually duplicate the Sonic Blast power. They aren't full-fledged gadgeteers. They can match almost any Special Effect, such as exchanging a red burst of light for a blue one when the villain uses his Laser power. When the staff cannot duplicate a power adequately, Doubles, Inc. sometimes hires a second villain who has the power in question. The villain team matches the hero's power. A Wind Jet villain could team with a Create Liquid criminal to simulate a hero's Water Jet power.

The staff also includes publicists (to make sure that the discrediting operations are adequately covered in the media), thugs (to provide a villain with back up) and the usual structure of accountants, lawyers and lobbyists to keep anyone from discovering the connection between the legitimate and criminal enterprises. In a campaign with psionics, Doubles, Inc. will have at least one psi on staff who can erase the incriminating memories of staff members, replace real memories with false, or implant psychic blocks to prevent outside telepaths from probing.



Doubles, Inc. as an Adversary

Doubles, Inc. might have doubles of the party commit crimes, but this won't work for every set of heroes. If the heroes are so secretive about their activities that few people have heard of them, then it's unlikely Doubles, Inc. will bother to discredit them. If they are powerful heroes, it might be difficult to duplicate their abilities. Doubles, Inc. will have to weigh the benefits of an impersonation against the potential for creating a powerful group of earnest enemies. If the heroes are of moderate power-level, have some fame and use easily duplicated abilities then they become prime candidates for copying. (Enhanced Strength and Flying are the easiest to copy, followed by any power with invisible effects.)

Uncopied PCs can get involved by confronting disguised villains during a crime, or by saving the reputations of real heroes who have been impersonated. Detectives (either in hero or secret identity) may be approached by a hero who claims to have been impersonated, asking the investigator to prove that he's been framed.

Doubles, Inc. as an Ally or Patron

Some of Doubles, Inc.'s affiliates hire superhero stand-ins for legitimate purposes, such as supermarket openings. Some heroes might have a reason to hire a duplicate of themselves, perhaps to protect a secret identity by being in two places at one time. Player characters with appropriate powers could be

hired for such innocuous purposes. Characters who are themselves well known might need doubles for these same uses.

Misunderstood heroes with outlaw reputations might be recruited by the illegal side of Doubles, Inc. Abilities that resemble those of a recognized hero in the campaign world would make such recruitment likely. This still won't make it easy for an investigator to crack the entire Doubles, Inc. scam. The corporation is so compartmented that only one part of the organization is likely to be exposed. Any hero who exposes even a part of Doubles, Inc. will have gained a powerful enemy.

It costs no points for the party to hire look-alikes from Doubles, Inc., or to be occasional employees. To have Doubles, Inc. as a Patron costs a base 20 points, while Doubles, Inc. as an enemy is worth a base -20 points.

GREASEPAINT

42 years old, 5'9", 140 lbs., thinning blond hair, brown eyes.

ST: 10 (0 points) **IQ:** 12 (20 points) **Speed:** 5.75

DX: 12 (20 points) **HT:** 11 (10 points) **Move:** 5

Damage: Thrust 1d-2; Swing 1d

Dodge: 5

No armor, no encumbrance.

Point Total: 240

Advantages

Acute Vision +5 (10 points)

Ambidexterity (10 points)

Eidetic Memory (30 points)

Patron (Doubles, Inc.; 20 points)

Reputation (+3 to show-business people, as brilliant make-up artist, all the time; 5 points)

Wealth (Comfortable; 10 points)

Disadvantages

Bad Sight (Nearsighted; -10 points)

Combat Paralysis (-15 points)

Cowardice (-10 points)

Dependent (Daughter, appears on a 6 or less; -12 points)

Duty (To Doubles, Inc., on a 12 or less, insignificant danger; -5 points)

Low Pain Threshold (-10 points)

Secret (Illegal Work for Doubles, Inc.; -20 points)

Super Advantages

Invulnerability (Alteration; 75 points)

Super-Powers

Morph 14(4) (Affects Others +40%, Doesn't Need Morph Memory +100%, Costs 2 Points Fatigue Per Use -10%, Not Usable When Under Stress -30%, Only On Others -10%, Takes Extra Time×4 -40%, Touch Only -20%; 80 points)

Skills

Acting-10 (½ point), Area Knowledge (Hollywood)-14 (4 points), Area Knowledge (Las Vegas)-11 (½ point), Area Knowledge (London)-11 (½ point), Area Knowledge (New York City)-12 (1 point), Camouflage-12 (1 point), Chemistry-9 (½ point), Disguise-13 (4 points), Driving (Car)-10 (½ point), History (Movies, Theater)-12 (4 points), Gesture-11 (2 points), Lip Reading-10 (½ point), Literature-11 (2 points), Physiology-10 (2 points), Professional Skill (Costuming)-13 (4 points), Psychology-10 (1 point), Savoir-Faire-12 (1 point), Sculpting-11 (1 point), Stealth-11 (1 point).

Languages

English-13 (1 point), French-9 (½ point), Italian-7 (½ point), German-6 (2 points).



Quirks

Constantly rechecks measurements which never change (-1 point)

Exhibits a different personality to everyone he works with (-1 point)

Tries to relate every event to a scene from an old movie (-1 point)

Louis Jacobson fell in love with the stage at his first school play. He quickly discovered that he was no actor. He forgot lines, moved like Boris Karloff in full monster regalia, no matter the part, and froze solid before any audience larger than one. Desperate to be involved, he joined the stage crew. He learned set design and construction, lighting, special effects and anything else that could be done behind the scenes. He was most attracted to costuming and make-up; if *he* couldn't stand to be looked at, his work would certainly be visible.

He went to Hollywood at 18, and pestered himself into an apprentice costumer's slot at an independent studio. He learned quickly and had the eye and the touch for success. By age 23 he was in New York, well-enough known to be make-up artist for the first run of *Cats*. This thrill more than made up

for his dissolved marriage. (She was an undiscovered Garbo who stayed undiscovered.) Louis got the daughter, Tiffany, and his wife got the VW.

Louis became a name in the industry, always in demand for movies, television and theater. On a horror-set in Hollywood, Louis lost a crucial piece of mask for a minor character. With no time to make a duplicate, he tried to use make-up to cover for the missing piece. As he worked, the actor's face began to change under his hands, taking exactly the shape of the missing part. Louis was astounded, but "the show must go on." When the actor returned from the shoot, Louis was again amazed to see the transformed section of skin return to normal as soon as he laid his fingers on it.

Louis discovered that he couldn't use the power on himself. This slowed down experimentation, but eventually he learned enough to use it in minor ways to augment make-up and costuming. He became even more in demand, with a few good-natured jokes hinting that he'd sold his soul to the devil for the secret powers of Lon Chaney.

In 1990, Doubles, Inc. recruited Louis to their legitimate look-alike division. They promised a high salary and a scholarship for Tiffany. His employers had a use for his mundane skills, and were willing to gamble a little on the chance that the jokes about his "diabolic" powers covered a real super-ability.

His first job was costumes and make-up for several police officers and a minor supervillain. Louis thought it was the pilot of a new "reality TV" series. They thoughtfully videotaped his work (and doctored the tapes to indicate he had full knowledge). Then cops and villain robbed a bank, and Louis was confronted with the evidence that he was accessory to a felony. His bosses threatened to turn him over unless he demonstrated his Morph power. Louis was not long on nerve; he caved in.

Impressed with his power and skill, they promoted him to chief make-over artist for their illicit operations and dubbed him Greasepaint. With Louis, a number of skilled gadgeteers, a little research and careful recruitment of criminal supers, Doubles, Inc. could duplicate the appearance and powers of almost any metahuman.

Louis Jacobson announced his retirement from show business "to spend more time with my daughter and get in touch with my soul." He now works exclusively for Doubles, Inc. In exchange, he gets a generous salary and perks; extended vacations, excellent bodyguards – and the right to refuse some contracts. Management wants to give him reasons other than fear to keep him from "trying anything stupid."

Campaign Role

Greasepaint's primary campaign role is as an employee of Doubles, Inc., but he may operate independently. Magazine articles about Louis Jacobson's wizardry with make-up, or "Whatever Happened To?" columns might pique some hero's curiosity. Anyone hired by Doubles, Inc. might meet Greasepaint before being sent on a mission.

A much less likely possibility is that Greasepaint would be sent out with a disguised supervillain team to perform last-minute costume changes at the site of their crimes.

Personality

Louis tends to change his behavior and apparent personality

at a moment's notice (using his Acting and Psychology skills) to best match his present company. He can easily become almost invisible in a room. People forget that he is there seconds after being introduced.

Louis is not happy in a life of crime, but he is pragmatic about it. To his thinking, there has always been organized crime in the entertainment industry. He's been implicated in so many crimes that he can't afford to squeal on his bosses. Besides, he needs the money for himself and his daughter.

Abilities

Louis Jacobson has a number of abilities that would make him a star in his profession even if he had no super-powers. He remembers every detail of a person's appearance. He never makes a continuity error by placing a scar on the right side of an actor's face one day and the left on the next. (He has Eidetic Memory, but only for the appearance of people he works on.) Acute Vision makes his Memory all the more precise. Ambidexterity allows him to apply make-up quickly and evenly on both sides of a face. His make-up and costuming skills have given him a good reputation in the industry that remains even after his "retirement."

He has also picked up a lot of incidental knowledge from working in the theater. He has experience with a number of foreign languages. He has been exposed to literature and is familiar with several cities. He knows the modern history of entertainment from the inside.

Greasepaint's only active superpower is the ability to use Morph on others. This is not an effective combat skill. It takes him as much as a minute to perform a shape-shifting that involves a large change in body mass and he has to touch his subject continuously during this time.

Related to his inability to use his Morph power on himself, Greasepaint's body is immune to any abnormal physical alterations. He could be burned and deformed by an acid bath, but he couldn't be changed by another person's Morph powers.

Battle Tactics

Greasepaint is not a fighter. His employers understand this, only exposing him to danger when absolutely necessary (or when someone makes a mistake). If Greasepaint is forced into combat and doesn't freeze up, he will kick and punch in a desperate attempt to escape. It would require both a successful Will roll (with appropriate penalties) and an Acting roll for him to fake bravery in the face of a threat to his life.

Power Variation

350-point version: Raise Reputation to +4, Wealth to Wealthy and Duty to a 15 or less; add Sensitive Touch, Chameleon×3 (Affects Others, Extended Duration×5 (5½ minutes), Costs 2 Points Fatigue Per Use, Only On Others, Touch Only) and Damage Control 12(10) (Affects Others, Costs 2 Points Fatigue Per Use, Emergencies Only, Only On Others, Touch Only); lower Acute Vision to +4 and Literature to 10.

Along with other changes, the 350-point version of Greasepaint has two more major powers: Chameleon and Damage Control. As with his Morph power, both of these have a number of strong limitations, including the inability to be used by Greasepaint on himself.

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