

**GURPS**<sup>®</sup>

Fourth Edition

# *Boardroom and Curia*<sup>™</sup> **Tomorrow Rides**<sup>™</sup>



Written by **STEVEN MARSH**  
Edited by **NIKOLA VRTIS**  
Illustrated by **TITHI LUADTHONG**

*GURPS* System Design ■ **STEVE JACKSON**

*GURPS* Line Editor ■ **SEAN PUNCH**

*GURPS* Project Manager ■ **STEVEN MARSH**

Production Artist ■ **NIKOLA VRTIS**

*GURPS* FAQ Maintainer ■

VICKY "MOLOKH" KOLENKO

Chief Executive Officer ■ **PHILIP REED**

Chief Creative Officer ■ **SAM MITSCHKE**

Chief Operating Officer ■ **SUSAN BUENO**

Director of Sales ■ **ROSS JEPSON**

Page Design ■ **PHIL REED** and **JUSTIN DE WITT**

Prepress Checker ■ **NIKOLA VRTIS**

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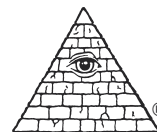
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## ABOUT GURPS

Steve Jackson Games is committed to full support of **GURPS** players. We can be reached by email: [info@sjgames.com](mailto:info@sjgames.com). Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Resources include:

*New supplements and adventures.* **GURPS** continues to grow – see what's new at [gurps.sjgames.com](http://gurps.sjgames.com).

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*Pyramid* ([pyramid.sjgames.com](http://pyramid.sjgames.com)). For 10 years, our PDF magazine *Pyramid* included new rules and articles for **GURPS**, plus systemless locations, adventures, and more. The entire 122-issue library is available at Warehouse 23!

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with #GURPShook on Twitter. Or explore that hashtag for ideas to add to your own game! The web page for **GURPS Boardroom and Curia: Tomorrow Rides** can be found at [gurps.sjgames.com/tomorrorrides](http://gurps.sjgames.com/tomorrorrides).

*Store Finder* ([storefinder.sjgames.com](http://storefinder.sjgames.com)): Discover nearby places to buy **GURPS** items and other Steve Jackson Games products. Local shops are great places to play our games and meet fellow gamers!

*Bibliographies.* Bibliographies are a great resource for finding more of what you love! We've added them to many **GURPS** book web pages with links to help you find the next perfect element for your game.

*Errata.* Everyone makes mistakes, including us – but we do our best to fix our errors. Errata pages for **GURPS** releases are available at [sjgames.com/errata/gurps](http://sjgames.com/errata/gurps).

Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.

# INTRODUCTION

Heroes often have a need to get from Point A to Point B . . . sometimes very quickly. But it can be difficult to justify the cost of quality transportation, in either dollars or **GURPS** points. Sure, some adventurers have Contacts or Patrons that can provide a ride if the need arises . . . but wouldn't it be great if some organization just handed out cutting-edge technology, with few strings attached?

If you've got the adventure, Tomorrow Rides might have what you need. Across the land, garages wait to loan out strange and interesting vehicles . . . and they *want* their customers do dangerous or unexpected things with them! Do you have what it takes to become a Tomorrow Rider?

**GURPS Boardroom and Curia: Tomorrow Rides** is designed as an organization for just about any high-tech campaign, from cliffhangers to **GURPS Action** or **GURPS Monster Hunters**. It also supports near-future ultra-tech and somewhat beyond. However, the further into future that the

campaign is set, the more the GM will need to extrapolate from the core ideas of what's presented here. Although the premise ranges from somewhat cinematic to "your car can do *what?!*" craziness, the basic assumptions are rooted in reality; there's little to keep Tomorrow Rides from existing in even the most realistic campaign.

## ABOUT THE AUTHOR

Steven Marsh is a freelance writer, editor, and project manager. He has contributed to roleplaying game releases from Steve Jackson Games, Green Ronin, West End Games, White Wolf, Hogshead Publishing, and others. He wrote for and edited *Pyramid* magazine for over 10 years; during that time, he won four Origins awards. He lives in Indiana with his wife, Nikola Vrtis, and their son.

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