

**GURPS**<sup>®</sup>

Fourth Edition

# STEAMPUNK SETTING

## *The Broken Clockwork World*<sup>™</sup>



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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:

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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 Steampunk Setting: The Broken Clockwork World* is [gurps.sjgames.com/brokenclockworkworld](http://gurps.sjgames.com/brokenclockworkworld).

*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

There are two worlds that once were entirely separate. One is ours (or very like it), and the other blends fantasy and steampunk elements. Now, they’ve come into dangerous contact.

This is a “portal fantasy” setting, as described in *GURPS Fantasy: Portal Realms*, but drawing heavily on the *GURPS Steampunk* series. By default, PCs are expected to be from our world – explorers or people who’ve blundered into the situation. However, it’s also possible to play visitors from the other world, or people on either world concerned with dealing with the fallout of the situation.

Any of the story types discussed in *Portal Realms* (*Exploring the World, Self-Discovery, Saving the World, and Thresholds*) are possible here. Most trips will be *Brief Visits*, but *Long Stays* are possible. Motives will typically be *Chance* (falling through Gates) or *Push* (exploring out of curiosity, on behalf of a government, or for profit).

*The Reference Society* will usually be our TL8 world; PCs from the TL(5+2)^ Clockwork World will need a level of Low TL (p. B22) and *perhaps* an Unusual Background (p. B96) if they have access to knowledge or powers that give them dramatic advantages over other adventurers.

## ABOUT THE AUTHOR

Phil Masters is the author of numerous *GURPS* books, including *GURPS Banestorm, GURPS Thaumatology*, and the Fourth Edition *GURPS Steampunk* series – as well as of several books for other games and a roleplaying game of his own creation, *The Small Folk*, which can be found at [warehouse23.com/products/the-small-folk](http://warehouse23.com/products/the-small-folk). Quantum physics still works for him, and his house is mercifully free of steam robots.

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