

# GURPS®

Fourth Edition

# HOW TO BE A GURPS GM™ HIGH-POWERED ORIGINS™



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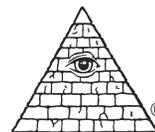
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# STEVE JACKSON GAMES

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*I feel like I live in a world made of cardboard, always taking constant care not to break something, to break someone. Never allowing myself to lose control even for a moment, or someone could die.*

*– Superman, in Justice League Unlimited #3.13*

## INTRODUCTION

**GURPS** is a robust system with dials and switches to tune the game engine to whatever it is you desire. But higher-powered campaigns can be harder to quantify. Is a high-powered campaign in **GURPS** a question of how someone runs the game? Each GM has their own way to run a “high-powered” campaign, so that’s going to vary from person to person. Is it the amount of points the GM allots for character creation? A hero with 300 points in nothing but combat abilities (e.g., weapon skills, Combat Reflexes, and High Pain Threshold) is different from one with 300 points in social traits. Is it the way the campaign is put together – which power level, which rules, which genre, and so on? A modern-day action campaign using realistic rules produces a different experience than one that includes cinematic options.

In truth, it’s all three . . . and one more: it’s how the GM uses the tools **GURPS** provides. The campaign grows as the setting grows, and which rules are used can change, even grow, according to how the game proceeds. This supplement gives advice on running high-powered games with high-powered

characters, along with warnings about pitfalls to avoid when being the GM.

### ABOUT THE AUTHOR

Christopher R. Rice has run numerous high-stakes and high-powered games in **GURPS**. He’s also authored, co-authored, or contributed to nine **GURPS** supplements (and counting!) and many articles from old and new *Pyramid*. Of course, if he’s not writing about **GURPS**, he’s blogging about it. Visit his site, “Ravens N’ Pennies” ([www.ravenspennies.com](http://www.ravenspennies.com)), for more **GURPS** goodies.

He wishes to thank L.A., for being the wonderful, amazing, inspiring woman that she is – not every man gets his muse personified in the flesh! He also thanks his gaming group – the Headhunters – for alpha testing, his family (especially his mother), and Elizabeth “Archangel Beth” McCoy, his Sith Editrix mentor.

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