

PYRAMID[®]

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INFINITE WORLDS



INFINITE TELEPORTATION

by Jason "PK" Levine

ROMA UNIVERSALIS
by Ken Spencer

THE RED ROCKETS' GLARE
by J. Edward Tremlett

MORE HELL PARALLELS
by Stephen Dedman

CYBERME
by Mark Gellis

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INFINITE WORLDS™

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Each article is color-coded to help you find your favorite sections.

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Brown: In Every Issue (letters, humor, editorial, etc.)

Dark Blue: *GURPS* Features

Purple: Other Features

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IN THIS ISSUE

If you want to try filling up a campaign with a name like *Infinite Worlds*, you're going to need a *lot* of alternate Earths to do the job. Fortunately, this issue has a bunch of new timelines that can expand that setting or serve as excellent adventuring possibilities on their own. Choose which of these worlds you incorporate into your own campaign and how you do it; the possibilities are Infinite!

Of course, you have to know how to get there first. Forget technology and start using your head! Jason "PK" Levine, author of *GURPS Psionic Powers*, expands one of the most popular forms of psi in *Infinite Teleportation*. New Teleportation abilities, perks, and psi techniques cover everything from world-hopping to bullet-dodging.

What happens when you mix 1940s science fiction with ancient Rome? Legionnaires in space! Sapient lizards from Venus, multi-limbed Martian masterminds, moondragons, and flying galleys – *Roma Universalis* has it all.

One small step for . . . the proletariat! If the Soviets could have worked together, they might have beaten the Americans in the race to the moon – and there are worlds in an infinite cosmos where they *did*. The Cold War meets the chill of space in *The Red Rockets' Glare*.

When high-action anime and cyberpunk collide, the results are enough to send citizens fleeing to their corporate-controlled homes. Learn more about how to survive in this world – as well as *GURPS* templates for vampires and cat people – in *Cyberme*.

For some folks, Mondays are hell – and so are Tuesdays, Wednesdays, Thursdays . . . Learn about some of the least hospitable spots in the cosmos in *More Hell Parallels*, including *GURPS* information for an alternate Leonardo da Vinci's more impressive gear.

Our fun-hopping feats continue with *Odds and Ends* (including *Murphy's Rules*) and the editor's *Random Thought Table*. With this issue of *Pyramid*, there's a world of possibilities – and another – and another . . .

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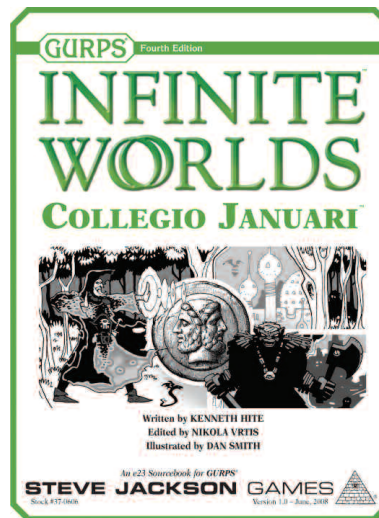
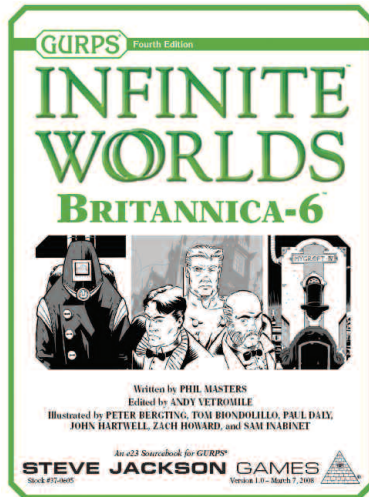
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FROM THE EDITOR

... TAKE ONE DOWN, PASS IT AROUND, INFINITE BOTTLES OF BEER ON THE WALL ...

This month's issue is devoted to *Infinite Worlds*, the default campaign included with *GURPS Fourth Edition*. In many ways it suits *GURPS'* generic status – at its core, the *Infinite Worlds* seems to say, “Yep, I can handle whatever you throw at me!” By creating a campaign where it's at least possible to mix in just about every other existing world, *GURPS* can really flex its conceptual muscles. (I remember being amused when I read the box included with *GURPS Thaumatology: Alchemical Baroque* providing information on how to insert that strange fairy-tale land into the *Infinite Worlds* setting.)

The *Infinite Worlds* are also interesting in that, for the most part, anything you toss into it can be taken out; most alternate worlds are perfectly logical and workable as standalone campaign settings outside the needs of the *Infinite Worlds* setting. Sure, some worlds work best as one-shot “conundrums” the heroes need to figure out and then depart (such as *More Hell Parallels*, pp. 29-35), but on the whole, most of these worlds serve perfectly well as stand-alone settings. Regardless of whether it's near-modern U.S./USSR



spy-game espionage (pp. 15-22), Leonardo da Vinci tech vs. zombies (pp. 29-30), or low-tech Romans roaming the solar system (pp. 8-13), many possibilities herein work great even if you never utter phrases like “Homeline” or “Centrum.” Compare this with other multi-world RPGs, and often none of the core worlds functions as well standalone.

So, even if you don't make *GURPS Infinite Worlds* your

campaign of choice, there's still a strong chance that you can incorporate something here into a standalone campaign, one-shot adventure, or ongoing setting. After all, even in a setting without codified alternate worlds, mighty magic or *Matrix*-like hallucination can still generate what seems like other worlds ...

WRITE HERE, WRITE NOW

Of course, in a universe with limitless possibilities, you've undoubtedly come up with alternate uses for the worlds described herein – or even come up with your own. If so, send us a note at pyramid@sjgames.com, or visit our timeline database at forums.sjgames.com.

If you'd like to try your hand at writing for us, we're always happy to consider ideas for upcoming issues. Familiarize yourself with the writing guidelines at sjgames.com/pyramid/writing.html, then send your query to the address above.

Editor-in-Chief ■ STEVE JACKSON
Chief Operating Officer ■ PHILIP REED
Art Director ■ WILL SCHOONOVER
e23 Manager ■ STEVEN MARSH

GURPS Line Editor ■ SEAN PUNCH
Assistant Editor ■ JASON “PK” LEVINE
Production Artist ■ NIKOLA VRTIS
Prepress Checker ■ MONICA STEPHENS

Page Design ■ PHIL REED and
JUSTIN DE WITT
Marketing Director ■ PAUL CHAPMAN
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ABOUT *GURPS*

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Bibliographies. Many of our books have extensive bibliographies, and we’re putting them online – with links to let you buy the resources that interest you! Go to each book’s web page and look for the “Bibliography” link.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all *GURPS* releases are available on our website – see above.

GURPS rules and statistics in this magazine are specifically for the *GURPS Basic Set, Fourth Edition*. Page references that begin with B refer to that book.

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