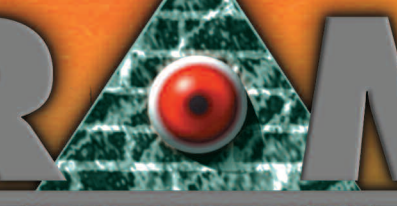


# PYRAMID



Issue 3/63 January '14

## INFINITE WORLDS II

### THE POWER OF SORCERY



by Jason "PK" Levine

IGOR-1

by David L. Pulver

LORD OF YOUR OWN DOMAIN

by Christopher R. Rice

THE INFINITE AISLES

by Phil Masters

PATCHWORK

by Michele Armellini

STORMBOMB-1

by J. Edward Tremlett

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# IN THIS ISSUE

# CONTENTS

**FROM THE EDITOR** . . . . . 3

**THE POWER OF SORCERY** . . . . . 4  
*by Jason "PK" Levine*

**LORD OF YOUR OWN DOMAIN** . . . . . 11  
*by Christopher R. Rice*

**EIDETIC MEMORY: IGOR-1** . . . . . 19  
*by David L. Pulver*

**THE INFINITE AISLES** . . . . . 24  
*by Phil Masters*

**PATCHWORK** . . . . . 26  
*by Michele Armellini*

**STORMBOMB-1** . . . . . 32  
*by J. Edward Tremlett*

**RANDOM THOUGHT TABLE:**

**FORGET IT!** . . . . . 37  
        *by Steven Marsh, Pyramid Editor*

**ODDS AND ENDS** . . . . . 39

**ABOUT GURPS** . . . . . 40

How do we cram the possibilities of infinite worlds into a finite issue of *Pyramid*? It's not easy, but we're just that good. This issue braves the wilds of the cross-space continuum to deliver the cutting edge of impossible abilities and exotic new otherworldly destinations.

We begin our amazing journey by unleashing *The Power of Sorcery*, a new form of magic as detailed by Jason "PK" Levine, Paralabs researcher and author of *GURPS Thaumatology: Ritual Path Magic*. In addition to the rules for this advantage-based flavor of spellcasting that brings new magic to any *GURPS* game, you'll get a sample grimoire of 20 "spells."

Are the Infinite Worlds just too few? Now you too can become the *Lord of Your Own Domain*. Uncover the secret *GURPS* traits and modifiers needed to create your own inter-dimensional pocket fiefdom suitable for many campaign types. Revel in the effects of a new *GURPS Psionic Powers* ability, and meet a man (with *GURPS* stats) that the Infinity Patrol trusts to provide a quiet place to rest.

In this month's Eidetic Memory, David L. Pulver – author of *GURPS Reign of Steel* – provides a new pulp realm for inventor-adventurers to explore: *Igor-1*. You'll get an overview of its history, a *GURPS* character lens for its ultimate scientists, and two weird-science vehicles (with *GURPS Spaceships* stats).

Stumble into a parahistorical anomaly in retail when you shop *The Infinite Aisles*. Discovered by Phil Masters – author of *GURPS Infinite Worlds: Britannica-6* – this multi-timeline chain of stores can assist dimensional travelers with odd-yet-necessary gear or serve as an unreliable means of transporting adventurers to other worlds.

Where no countries have the desire to conquer others, a *Patchwork* of city-states arises. From the author of *GURPS Locations: St. George's Cathedral*, Michele Armellini, comes a new alternate Earth where diversity reigns above all. Learn about its unusual history, two example cities (complete with *GURPS City Stats* notes), and how the Infinity Patrol is reacting to their latest timeline discovery.

When it harnessed the power of the Banestorm, England became the world's only superpower. Of course, that power comes with a price, as you'll find out on *Stormbomb-1*. Not only is England keeping secrets from its citizens, but this month's Odds and Ends reveals an even more sinister threat about which everyone is unaware. (And we can't forget to tell you about the latest installment of Random Thought Table . . . or can we?)

Whether you're looking to tour the countless possibilities of alternate worlds or just seeking new material to add to your campaign, this month's issue is sure to unleash the infinite. Once again, *Pyramid* does the impossible!

## Article Colors

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

*Pale Blue:* In This Issue

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

*Green:* Columnist

*Dark Blue:* *GURPS* Features

*Purple:* Systemless Features

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# FROM THE EDITOR

## SUDDENLY . . . THE INFINITE APPEARS!

It's been a few years since our last issue devoted to **GURPS Infinite Worlds** (*Pyramid* #3/20, for those keeping track), so we thought it was time to dip our toes into the time stream again.

Of course, one of the great things about the Infinite Worlds setting – indeed, one of the reasons it was part of the core **GURPS Fourth Edition Basic Set** – is that it's possible to incorporate just about *anything* into the Infinite Worlds universe. (What's the point of having a game that can handle any genre, any setting if you don't let it flex its muscles every so often?) So, from a certain point of view, we've been releasing *nothing but Infinite Worlds* issues for over five years! (Okay; maybe that's a stretch . . .)

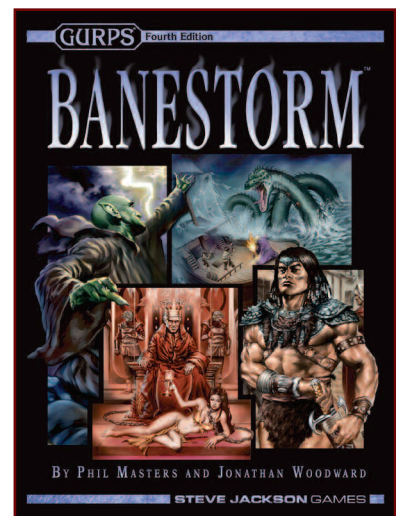
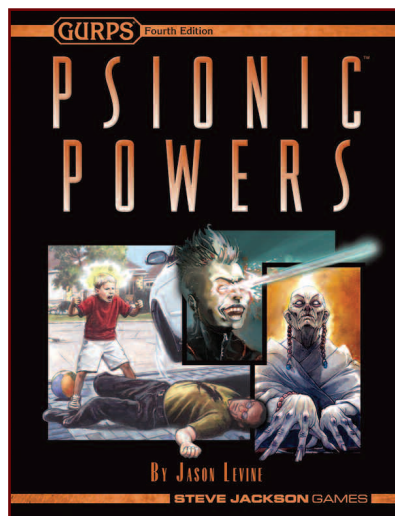
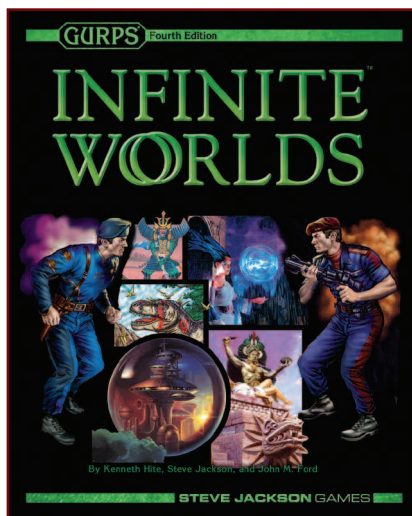
There have been many words devoted to the idea of tying different worlds into an Infinite Worlds setting. As a consideration that perhaps doesn't get as much traction: Why not have the Infinite Worlds universe visit *your* campaign? You're minding your own business in your dungeon-crawl/SF/supers

setting, when strange outworldly agents (or Nazis, or cabalistic magicians . . .) show up and start spewing mayhem. The PC heroes resolve the situation and save the day – as is their wont – and continue on their merry way. If they pursue this thread, there's an entire logical framework that can explain the larger world-spanning saga they might unwittingly become part of. Or perhaps they'll just forget the whole thing (see pp. 37-38).

Regardless, the Infinite Worlds setting can be a useful tool to open up multigenre possibilities from both sides of the equation, whether adding new locales and options to an Infinite Worlds campaign or adding the Infinite Worlds to your location. You might just say the possibilities are infinite!

## WRITE HERE, WRITE NOW

Speaking of infinite possibilities, how well did we tap our full potential? Did we unleash the incredible upon your unsuspecting brain, or were some of our ideas lost in space? Let us know how well these articles worked for you – and what else you'd like to see – privately at [pyramid@sjgames.com](mailto:pyramid@sjgames.com), or publicly among other world-hopping heroes of [forums.sjgames.com](http://forums.sjgames.com).



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*Example:* Rain of Fire (p. 9) has a basic cost of 15 points. As a known spell, it thus has a prerequisite of Sorcerous Empowerment 1 [18], Sorcerous Empowerment 1 (Limited, Broad) [16], or Sorcerous Empowerment 2 (Limited, Narrow) [21] – because these are the minimum levels of each advantage that cost at least 15 points. Regardless, the cost the player *actually* pays is  $15/5=3$  points.

## Magery (Sorcery)

### 10 points/level or 5 points/level

For sorcerers, Magery is simply a power Talent, costing 10 points/level; there is no Magery 0. It is separate from other types of Magery; e.g., it does not aid *GURPS Magic*-style spell-casting. Magery (Sorcery) adds to any roll required to cast or properly use a spell. For example, it adds to Innate Attack skill to hit with a missile, to Engineering skill to brace a tunnel with magic, and so on. If the spellcaster only has *Limited* Sorcerous Empowerment (of either type), reduce the cost of Magery (Sorcery) to 5 points/level.

Unless the GM states otherwise, sorcerers may only buy up to four levels of Magery (Sorcery).

## Magic Resistance

see p. B67

Magic Resistance has its normal effect on sorcerous spells. It is somewhat weaker against sorcerers, however, only because many sorcerous spells do not require a casting roll. Only *casting* rolls are penalized by Magic Resistance; it does not affect (e.g.) Innate Attack rolls to hit you.

## CASTING SPELLS

Unless otherwise stated, all spells cost 1 FP to cast and have a range of 100 yards. Missile spells have Acc 3, Range 10/100, RoF 1, Rcl 1, and are aimed using Innate Attack. *Many spells do not require a roll to cast* – a huge change from other magic systems – though resisted spells usually do. Some spells don't require a roll to *cast*, but do require some type of skill roll to gauge effectiveness (e.g., using Innate Attack to hit with a missile spell).

Spells don't require any sort of ritual, just quiet concentration – though anything aimed with Innate Attack skill requires the caster to point (Beam or Projectile), blow (Breath), or stare intently (Gaze). See *Alternative Rituals* (p. 6) for a different, optional take on FP cost and required rituals.

Each spell lists its duration. A duration of “indefinite” means it lasts as long as the sorcerer maintains it; this costs 1 FP per minute and does not require concentration unless specified. Normally, a sorcerer cannot cast further spells while maintaining an existing one; see *Simultaneous Spells* (below) for a way around this. Spells with fixed durations cannot be maintained and must be recast.

## Known Spells

Known spells (pp. 4-5) are a sorcerer's true strength. However, he only has a limited number of them, as each is a unique advantage. Casting a known spell requires two Concentrate maneuvers – or just *one* if he's repeating the same spell he last cast. If the spell requires an attack roll, the second (or only) maneuver changes to Attack (or All-Out Attack, etc.) instead of Concentrate.

## Simultaneous Spells

Any spell with an indefinite duration can be maintained. However, by default, a sorcerer can only focus on *one* spell at a time, which means he cannot cast or maintain another spell while doing so; all spells are mutually exclusive with each other. With the GM's permission, this limit can be raised.

For the sorcerer to be able to handle two spells at once, he has to pay full price for his most expensive known spell (pp. 4-5) *instead* of paying 1/5 cost. For three spells at once, he has to pay full price for his *two* most expensive known spells. For four, he pays for his top three, and so on. (His *other* spells remain 1/5 cost.)

*Example:* Darren wants to be able to keep two spells active at once, so he pays full price for his single most expensive known spell. His magical advantages are Sorcerous Empowerment 5 [54], Create Fire (two yards) [2\*], Deflect Energy [49], Explosive Fireball 5 [9\*], Heat 2 [7\*], and Phantom Flame [5\*]. (See pp. 7-9 for spell details.) He has paid 1/5 cost for the spells marked with a \*, but full price for Sorcerous Empowerment and Deflect Energy. He may now cast Heat, then maintain it while throwing an Explosive Fireball at someone or improvising a new spell. Or he could cast Heat, maintain it while casting Phantom Flame, and then maintain *both* spells indefinitely – but he could not maintain both while casting a *third* spell!

Treat the sorcerer's last improvised spell (p. 6) as a known spell for these purposes. But even with this change, he cannot improvise more than one spell at a time!

Note that this upgrade does not let the sorcerer *cast* multiple spells at once – he must still cast them one at a time. Use Compartmentalized Mind to change that.

### Under the Hood

This is an expansion of the normal rules for alternative abilities (*GURPS Powers*, p. 11). Normally, a character pays for the most expensive single advantage (and 1/5 cost for the rest), and can use one advantage at a time. This can be generalized: If he pays for the most expensive X abilities (and 1/5 cost for the rest), he has access to X abilities simultaneously.

As a special effect *when applying this rule to sorcery*, the sorcerer must take the normal casting time when switching spells (instead of being able to instantly access his last X abilities), but he may invoke X instances of advantages for which he only has one copy (e.g., using Temperature Control to maintain multiple heated zones, rather than being limited to one at a time).

For more on using this rule with *GURPS Powers: Divine Favor*, see *Spells, Prayers, and More* on p. 39.

## Dependency

see p. B130

Dependency on a specific pocket dimension counts as a *rare* Dependency, if you have no ability to access it on your own, or as *occasional* if you do have such abilities. For those who have lived beyond their natural lifespan thanks to the peculiar properties of a pocket dimension (see *Temporal Control*, p. 13) or to gaining an advantage (e.g., Unaging) that keeps them from dying of old age, the *Aging* enhancement is appropriate. The following new enhancement also is suitable for anyone with a higher Appearance within his pocket dimension.

### New Special Enhancement

*Disfiguring*: You become unnaturally hideous without the item you depend on. For each HP you lose, you also lose one level of Appearance. You cannot fall below Horrific. +20%.

## Delusion

see p. B130

Two particular delusions occur frequently in those who rule their own tiny planar kingdom.

- “I am a god.” People who notice your Delusion will likely try to have you incarcerated and/or call the authorities. The -3 reaction penalty affects *everyone* you meet – but only after you have informed them of your godhood. -15 points.

- “I’m invulnerable as long as I’m in my pocket dimension.” This delusion is quite common among those with Jumper (Pocket Dimension). These characters often take needless risks in combat (not dodging a blow, taking on multiple opponents, etc.). The -1 reaction penalty affects anyone you’ve fought with, who sees you fight, etc. in your reality. Characters who actually *are* invulnerable in their pocket dimensions should take this delusion as a quirk instead. -5 points.

## NEW POWER

The GM should be cautious about adding this power to his campaign, as this ability makes people much more powerful on their home turf. Optionally, he might allow *multiple* adventurers with Jumper (Pocket Dimension) to purchase a special version of the Link enhancement that *combines* their domains into one large shared domain (compute the domains’ areas and add the space together; e.g., a mansion-sized domain plus a bedroom-sized one gains another bedroom). Those with shared pocket dimensions can affect each other’s domains in regards to abilities, enhancements, and so forth. If the alterations are done after character creation, this requires the Reconfigurable enhancement (pp. 12-13).

### Domain

*Sources*: Cosmic, Divine, Magical, Moral, Nature, Psionic, Spirit, and Super.

*Focus*: Pocket universes.

This is the power to create your very own (albeit small) universe. Potent adepts can become virtual *gods* in their own domains. It might represent the pure power of creation (Cosmic), a gift from higher powers (Divine, Moral, Nature, or Spirit), study of particular branch of dimensional spells

(Magic), or direct control over a particular dimension or its creation (Psionic or Super).

## Domain Talent

10 points/level

### Domain Abilities

Ally (sapient pocket universe or inhabitants), with Special Abilities (+50%) and a frequency of constantly; Alternate Form (see below)\*; Clairsentience\*; Control (any)\*; Create (any)\*; Detect (any)\*; Doesn’t Breathe\*; Doesn’t Eat or Drink\*; Doesn’t Sleep\*; Illusion\*; Jumper (Pocket Dimension); Modular Abilities with the Virtual limitation; Morph\*; Patron (Sapient pocket universe), with Special Abilities (+50%); Protected Power; Regeneration\*; Regrowth\*; Resistant (any threat)\*; Snatcher, *often* with Creation, Large Items, More Weight, and/or Permanent\*; Super Luck\*; Telecommunication (Telesend)\*; Telekinesis\*; Unaging\*; Unkillable\*; Visualization\*; and Warp\*. Abilities marked with a \* have Accessibility, Only in Pocket Dimension (-50%).

The GM might permit almost *any* advantage modified with Accessibility, Only in Pocket Dimension as a Domain ability, if it suits his campaign.

Afflictions, Binding, and Innate Attacks also are available. They can take any form and have any modifier, but *must* take Accessibility, Only in Pocket Dimension (-50%). Alternate Form may be anything the GM permits; one common trope is for characters to be “better” versions of themselves, but *only* in their pocket universes. For such Alternate Forms the GM decides what traits are available. Furthermore, the GM may allow inhabitants of the pocket universe as Allies with Minion and either Summonable or Accessibility, Only in Pocket Dimension (-50%).

*Power Modifier*: Domain. The advantage belongs to the Domain power. This modifier is usually Cosmic (+50%), Divine (-10%), Magical (-10%), Moral (-20%), Nature (-20%), Psionic (-10%), Spirit (-25%), or Super (-10%).

## NEW PSIONIC POWERS

The following new psionic Teleportation ability uses the framework from *GURPS Psionic Powers*.

### Psi-Realm

65/90/110/130/150/180/200/220/235/265/275 points  
for levels 1-11\*†

*Skill*: Psi-Realm (IQ/Hard).

You have, through force of will or luck, claimed or created a “pocket dimension,” or *psi-realm*. The psi-realm is outside of reality, but you can access it by concentrating for a certain *activation time* (see the table on p. 15), making a skill roll, and spending 1 FP. If successful, you bring yourself (and equipment up to your No Encumbrance limit) to your psi-realm. If you fail, you stay where you are. On a critical failure (in addition to any other effects), you wind up somewhere else (GM’s call)! Repeated attempts (*GURPS Psionic Powers*, p. 6) for Psi-Realm are at an *extra* -5. While in your psi-realm, time passes normally, allowing you to regain HP or FP, reload your firearms, and so forth.

But the pressure is mounting, with more tribes are arriving. Rumor has it that next summer, they'll spill beyond the Alps. This worries the Celtic Northern Italian kings no end.

## A MARVELOUS DIVERSITY

No matter what the future holds for Patchwork, what the first Scouts admired is still here. The Panhellenic Revival spread Hellenic culture throughout the Mediterranean, along with *Koiné* (common tongue), a streamlined version of Greek incorporating many Phoenician loan words. However, without a unified empire, there never were any minimum standards, universal laws, or a single ruling system. People adopted *Koiné* because it was the traders' language, and they chose Greek statues or philosophers because they were fashionable. They never entirely gave up their own language, arts, ideas, beliefs, and governmental organizations.

### Society

Many of the Western city-states are Athenian Democracies (see p. B509), at least formally. This ideal slowly grew old, however, and some of these *poleis* are actually run by oligarchies, the military, or even bureaucracies. Dictatorships, either in the form of a monarchy or under an outright tyrant, are a possibility; Celts and Germans seemingly preferred that, but over the centuries, many tribes have adopted a primitive feudal system or a basic Athenian democracy. Some cities south of Tyre are theocracies.

Larger political entities – such as Egypt, the Numidians to the west of Carthage, the Southern German Kingdom, and of course the Eastern empires – tend to be dictatorships.

Status is important in all Western countries and it ranges from 6 to -2. Wealth grants free levels of Status (see p. B26). In most places Ranks are temporary, and higher levels are only bestowed to high-Status people. Thus, Rank does not provide Status for free. In some cities, however, *lower* Ranks (up to 3) are the purview of career professionals, and one level of Status is granted for free at Rank 2 or 3.

### Social Classes

Status	Examples
6	Senior statesman, head of an important aristocratic family, tyrant, king
5	Junior statesman, head of an average aristocratic family, minor king
4	Average aristocrat, important chieftain
3	Minor aristocrat, wealthy businessman, famous celebrity
2	Average businessman, wealthy landowner, minor celebrity
1	Important citizen
0	Free citizen, minor landowner
-1	Indentured laborer, freed slave, servant, valuable slave
-2	Slave

### The Social Network

City-states tend to be small worlds indeed. Once you disregard slaves, women, minors, and other "inferiors," it's a

## Namnetodunon, 428

Population: 8,000 (Search 0)

### Physical and Magical Environment

**Terrain:** Swampland

**Appearance:** Unattractive (-1) **Hygiene:** -3

**Low Mana** (No Enchantment)

### Culture and Economy

**Language:** Koiné

**Literacy:** Broken

**TL:** 3

**Wealth:** Struggling (x0.5)

**Status:** -2 to 4

### Political Environment

**Government:** Athenian Democracy, Patriarchy, Subjugated

**CR:** 3 (Corruption -1)

**Military Resources:** \$0

**Defense Bonus:** +5

### Notes

Namnetodunon is an example of how things can go bad on Patchwork. It lies in the location of Homeline's Nantes, near the mouth of the Loire River. It is the hometown of the Namnetes, a Celtic tribe. Today, it is under control of Tingis, the Phoenician city. 75% of the population are Celts, having Social Stigma (Second-Class Citizen) and often Status -1.

It began when the Tingites established a trading post and came to an understanding with *some* of the locals. Many other Celts in the area disliked it. After a sudden uprising, a bloody repression, and an exhausting guerrilla campaign, Namnetodunon is much worse off as a colony. The Tingite League and the local Celtic alliance of tribes are at war.

The location was once famous for its tin ore, but the mines in the region are much less productive nowadays (only +1 to search rolls). Somewhere in the swamps, an island hosts an important women-only mystery cult, but it's secret and hidden (-1 to search rolls). The military forces present (some 300 medium infantrymen and a couple of light warships) belong to Tingis. The fortifications are in bad repair, but its island location makes Namnetodunon difficult to conquer.

good-old-boys' club. Full citizens are part of a complex web of family relationships, business links, and personal allegiances. It's hard to get by without Favors, Contacts, Allies, Patrons, and (non-hazardous) Duties.

Additionally, Westerners prize personal achievements. Many characters with Status 1 or higher will "be someone" – they'll have at least a local Reputation, and possibly more than one. A perk-level Reputation is a possibility (see *GURPS Power-Ups 2: Perks*, p. 18).

### Religion

While Christianity exists, and it's the state religion of some city-states, it was never mated to a far-reaching empire.

## ABOUT *GURPS*

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*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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