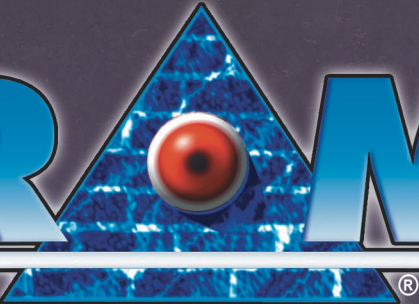


PYRAMID[®]



Issue 4/2 February '21

MODERN / ACTION I



STEVE JACKSON GAMES

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FROM THE EDITOR

The pre-modern issues – what we usually call fantasy – are easy. If it feels like a Renaissance Faire or has orbs of glowing energy and floating castles, or features a real-world or historically based place from ye olden days, it fits. And the futuristic issues are also straightforward; spaceships, bioroids, implants, and ultra-tech robots stand out.

But the “modern” issues tend to be trickier to classify. It’s a genre that encompasses everything from steampunk to espionage or military to modern-day fare in the vein of *GURPS Action* to more near-modern magical campaigns à la *GURPS Monster Hunters*.

Fortunately, although it’s challenging to provide an exact definition of what modern material is, there’s a certain “we know it when we see it” aspect to it. It’s a broad era where technology assumes supremacy, expanding the world in communications, possibilities, goals, and dangers, where you can drive fast vehicles (pp. 44-47), start up a business (pp. 48-50), and maybe use a magic item or two (pp. 36-39).

At least, that’s how it seems to us! We haven’t really done a broad-themed issue like this before, so let us know how much you enjoyed this. After all, *Pyramid* is nothing without you, dear reader! So please, join us; the near-now has never been better!

– Steven Marsh, *Pyramid* Editor

ARTICLE COLORS

Each article is color-coded to help you find your favorite sections. Not all themes appear in every volume.

Red-Brown: In every issue.

Dark Blue: Character options.

Green: Locations.

Orange: Monsters and creatures.

Dark Pink: Gear.

Purple: GM advice and adventure ideas.



WRITE HERE, WRITE NOW

Your comments help us give you what you want! How are you using this material in your campaign? What do you wish we’d write about? Let us know via private feedback at pyramid@sjgames.com, or join the public discussion online at forums.sjgames.com.

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IN THIS ISSUE

The modern world is defined by chaos, speed, change, and – in its own way – magic. With this modern-themed issue of *Pyramid*, you'll get all of the above and more as we explore aspects of today and the not-too-distant past.

Looking for a sinister travel destination? Consider journeying *Into the Forbidden Zone*. Become acquainted with three unsettling locations that were abandoned in the 20th century: what remains, how to get there, and ways to use them in adventures.

Recent history can provide insight and inspiration for all kinds of campaigns, such as the counterinsurgency aspect of the Vietnam War handled by *The Phoenix Program*. Find out more about this important initiative from **GURPS Action 7: Mercenaries** author S.A. Fisher, including what the group did, who its members worked with, and who they fought against, plus **GURPS City Stats** for Saigon in 1969.

The history lessons of S.A. Fisher continue with *Phoenix: Birds of Prey*. Discover the different kinds of personnel needed and get suggestions for creating characters to fill those roles, including **GURPS** insight and references to other useful aspects of the **GURPS** library.

Steampunk fears are made manifest in these *Three Steampunk Monsters*. Learn more about their origins and game stats from Phil Masters, author of **GURPS Steampunk Setting: The Broken Clockwork World**. You'll also get tips for using them in a variety of adventures – including **GURPS Monster Hunters**.

Instead of being a pawn in the conspiracy, become one of the *Secret Masters*. Uncover suitable advantages and skills, new traits and techniques, campaign ideas, and an overview of some notable conspiracy groups you can add to your own campaign.

Your vehicle slows down and anything can happen in your next adventure as you approach *The Checkpoint*. This ready-to-use locale from **GURPS Locations: St. George's Cathedral** architect Michele Armellini offers insight on the best features and personnel for hasty and established checkpoints, tips for different ways to use checkpoints, and a sample map that can be used for a hasty checkpoint.

In world breaking apart from greed, apathy, and fear, a group of powerful and ethical people have come together to

form *The Company*. **GURPS Action** mastermind Sean Punch provides this group's history, recruiting tactics and metrics, and adventure possibilities. Also includes a new **GURPS Action** template plus design notes.

You'll need a bigger boat as you explore a strange cove on the coast of Greenland, filled with *Derelicts on Ice*. The possible reasons for the trapped ships are as varied as the vessels themselves. A few of the more interesting lost ships – including their secrets and treasure – are awaiting the intrepid gaze of adventurers.

Relics are powerful and mysterious artifacts that can help monster hunters win the day . . . for a price. *The Hunter's Reliquary II* – from the library of **How to Be a GURPS GM: Ritual Path Magic** scribe Christopher R. Rice – reveals the secrets of six new supernatural items, ready as adventure rewards or goals for quests.

When you need a place to lie low, head over to *El Rancho Fin del Camino*. Matt Riggsby – author of acclaimed **GURPS Hot Spots** and **GURPS Dungeon Fantasy Adventure** installments – provides this location's history, the key buildings, and several adventure ideas. Complete with a map of the central complex.

Give your action hero or monster hunter something interesting to drive with one of these *Highway Stars*. Roger Burton West – author of **GURPS Disasters: Meltdown and Fallout** – includes a plethora of ready-to-use modern-day vehicles, with brief descriptions, a table of stats, tips for modifications, and more, bringing your dreams from 0 to 60 in no time.

Wouldn't it be great to receive a paycheck while doing the right thing? Discover how to *Get Paid, Heroically*, as *Pyramid* editor Steven Marsh explores what it takes to go into business in otherwise heroic endeavors.

With this issue, you'll explore the recent past and shadows of today to go faster, farther, and more modern than ever before!



Cover Art: Tithi Luadthong • Interior Art: Rick Hershey and Tithi Luadthong

Cartography: Matt Riggsby and Michele Armellini • Additional Material: Sean Punch

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THE COMPANY

BY SEAN PUNCH

GURPS Action fans who follow the author's *GURPS* campaigns know that the series was inspired by such a campaign. Here's the organization at its heart!

People often grumble that "somebody" should do something: About countries that run torture chambers, secret prisons, and concentration camps; that prop up dictators; that assassinate anyone who disagrees with them. About wealthy corporations that poison the land, exploit workers, and destroy economies. About so-called freedom fighters who hold their people hostage while sowing terror. About international criminals engaged in human smuggling, slavery, and arms-dealing.

When that "somebody" is the world's power elite, what they do seldom makes the world better for all. They act out of self-interest, causing more problems than they solve. Or they *don't* act. Out of fear of trade sanctions, diplomatic isolation, or war – or in return for concessions – they turn a blind eye.

Fortunately, not every corporate mogul is greedy and immoral, and not every official blindly supports organizational or national agendas.

THE EARLY DAYS

The Company started as the shared vision of a handful of powerful-but-ethical people. They had their differences, but all agreed that while the world needs harmony, most laws and treaties ostensibly aimed at that goal serve mainly to manufacture a paralyzing fear to act against those who drafted and signed them, giving those policymakers free rein to pursue unjust goals. These thinkers realized that peace, not merely its illusion, must exist before anyone can keep it. They believed that policies leading to inaction against evil are themselves evil – that law isn't always justice.

These visionaries were *wealthy*: ethical captains of industry, Old Money that grew a conscience, a few idealistic media stars, even a lottery winner or two who knew what it was like to be downtrodden. To this day, nobody knows who got them talking; theories range from frustrated UN officials with a dream but no clout, through digital activists conducting a radical social experiment, to Elvis. Whoever the mastermind was, they lit the fuse and stood back.

The assembled cabal realized that money alone couldn't right all wrongs. They knew that bankrolling vigilantes and troubleshooters would feed corruption and bloodshed, and that they had to use their influence to feel out like-minded people with the skills to make a real

difference: law enforcers, soldiers, spies, and counter-spies tired of their masters' methods; members of nongovernmental organizations dedicated to rooting out injustice, curing disease, and rebuilding villages, but frustrated by lack of funding; even "ethical independents," from white-hat computer hackers to repentant ex-mobsters. They needed individuals aware of the causes of *and the solutions to* violent and criminal problems – and who had a conscience.

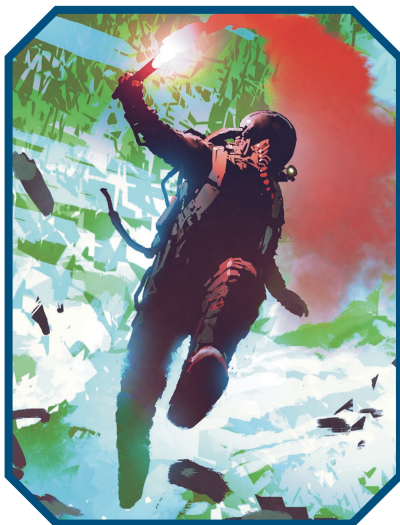
A Company Is Born

This group's first act was to fund what they called simply "the Company" – of which they were the "Directors" – to develop cutting-edge psychosocial metrics for identifying suitable problem-solvers. While most candidates proved *not* to have a conscience, algorithms and profilers weeded them out. The Directors approached only the tiny subset who had personalities capable of setting aside national or corporate interests. They did so covertly, in the guise of offering ordinary work, taking pains to ensure that meetings that went poorly would look like simple misunderstandings.

The Directors invited in the rare few who shared their vision and goals. Anyone who could quit or retire without setting off alarms, did. Many (especially hackers and digital activists) were functionally anonymous, or wouldn't be missed. Those doing dangerous work – undercover detectives, intelligence officers and special operators on clandestine missions, ex-criminals, and even doctors in isolated Third World villages – "vanished" in plausible ways. In reality, all joined the Company and set about assembling the resources needed to fight evil covertly. Above all, that meant more people like them.

Recruitment

These "Handlers" established rigorous clandestine recruitment protocols for "Agents." They felt out only individuals who shared the Company's stance against corruption and injustice, and made sure that all were top-drawer professionals whose views and actions had gotten them marginalized, discharged, fired, or left for dead (or *actually* dead, before being resuscitated). They spent the necessary funds to ensure that these candidates would have no idea as to the Company's true nature prior to screening for motivation, mental stability, and professional skills. Then they arranged new lives for those who passed their tests.



THE HUNTER'S RELIQUARY II

BY CHRISTOPHER R. RICE

The Hunter's Reliquary appeared in *Pyramid* #3/82: *Magical Creations*, adding a new element for champions to use to fight dark powers: relics. Powerful, mysterious, and often operating in ways that defy conventional thinking, relics can provide champions an edge when they need it . . . but sometimes with a price. Here are half a dozen new relics for the GM to use as quests or rewards for monster-hunting PCs.

For an explanation about how to read the relic entries, including definitions of the power pool and the possible origins, see pp. 19-20 of *Pyramid* #3/82.

AMULET OF ORLOCK

Power Pool: 6 FP

Possible Origins: Magical.

Orlock was a 17th-century mage who was *also* a consummate vampire hunter; legend says her family was slaughtered by an undead clan. In revenge, she destroyed the vampires' *entire* bloodline, but not the master himself. Instead, she tortured the wretched thing for over a decade, gleaning the secrets of vampires from him – and the reason he had killed her family. He had seduced her mother, and the destruction of Orlock's *living* family had been his attempt to claim his dhampir child: Orlock herself. Only after she was convinced he knew nothing more about vampires did she kill him and use his crystallized heart's blood to create her first amulet.

Orlock gave it to her chief lieutenant, who – now very resistant to vampiric powers – went on to slay one vampire after another, returning their heart-blood, until Orlock had created several amulets. After the whole of vampire-dom rose up against her, the amulets were scattered around the globe. They are now used by ambitious monster hunters or would-be vampire slayers. The power pool may only be used to fuel supernatural powers or mundane extra effort used *against* vampires.

Each amulet is made of pure silver and strung on a silver chain. Inside is a crimson gem in the shape of a human face with fangs and a slightly chiropteran cast.

Qualities

Blood Ward: When fighting vampires, the amulet flashes brightly in a spectrum that vampires find distracting; if the amulet is not concealed, it provides +1 to all active defenses.

If the owner knows they'll be fighting vampires, they may "blood" the gem, sacrificing 1 HP to *double* these bonuses. This damage must be healed naturally (that is, no spells, regeneration, etc.).

Sheltered Thoughts: All resistance rolls against a vampire's attempts at mental coercion, mind control, etc. are at +4, regardless of their actual origin. If the gem is blooded (as above), this bonus rises to +8.

Fangdar: If the amulet's owner concentrates, they may attempt to locate the nearest vampire or vampires. This requires a Perception roll (plus ESP Talent, if applicable), using normal range penalties (p. B550). Success yields an exact direction and general distance, but not how *many* vampires may be at any given location. Even without concentration, the amulet glows a sullen red when within 10 yards of a vampire, and weeps blood when within one yard.

Weight: 0.5 lb.

Price

Bearers of Orlockian amulets suffer from Bloodlust (12) when fighting vampires – taking one alive is near impossible for them. Additionally, those who use the amulet to sense a vampire's presence must make a daily Will roll (14+ always fails) *not* to attack the undead in question. (Attacks need not be thoughtless, but a failed Will roll means the amulet's owner *must* prioritize an assault on the vampire they sensed, above all else.)

Vampires react at -2 to anyone possessing an Orlockian amulet, if they can see it. (They instinctively sense it is malevolent to them.) The penalty is doubled for vampires who know what it is!

Variations

The GM may decide that +1 to active defenses is too small, and can make it +2 or even +3. This can apply to all of Orlock's amulets, or only some of them. The GM might rule that the last-made (or first-made!) amulet offers the wearer some DR vs. vampires – or base such bonuses off the power of the vampire whose heart's blood was used.

After many years of hunting, Orlock vanished. It's unclear when, or if, she *died*. New amulets that appear might indicate that she's still alive or that she's passed on the secrets of their creation to someone else . . .

EL RANCHO FIN DEL CAMINO

BY MATT RIGGSBY

Way out west, somewhere amid the hills near the Mexican border, is an old, old ranch. It's a place where any number of things can happen: ghosts, smuggling, skirmishes, and more. This article describes the ranch and its use for adventures in campaigns ranging from the Old West to pulp-era cliffhangers to the modern day.

THE HISTORY

The Rancho Fin del Camino is in rural Santa Cruz county in southern Arizona, close to the Mexican border. It's somewhere north and east of Nogales and several miles from the tiny towns of Patagonia and Harshaw. Indeed, it's so far south that it wasn't in the United States until the Gadsden Purchase of 1854. This corner of the state had significant silver mining, though most mines are now played out. Over the years, the area experienced increasing amounts of cattle and sheep ranching.

The Fin del Camino dates back to the late 1700s. The name purportedly comes from being at the end of a path leading all the way back to Mexico City, though there's little supporting evidence of that. It was built by a Spanish rancher, Don Sebastien Melchor Villon y Casas Alvarez, who, according to legend, was killed by raiding Apaches. The ranch spent some years abandoned, but was occupied by settlers moving in from the United States in the wake of the Mexican-American War.

Through the second half of the 19th century, the region saw an increasing population of prospectors, miners, and ranchers. The area was subject to occasional Apache raids and corresponding Army presence. Around this time, an owner of the ranch came up with the Fin del Camino's brand, a circle with a horizontal line through it, and an inverted V descending from the line, making the abstract shape of a road vanishing in the distance.

The local military presence reached a peak in the second decade of the 20th century, as the Mexican Border War, which grew out of the Mexican Revolution, saw incursions

across the border in both directions, arms smuggling, and other side effects of the hostilities.

The remainder of the 20th century was relatively quiet. Mining became more industrialized and legally well ordered, violence decreased, and the region slowly gained the benefits of modern technologies like electricity and air conditioning, particularly after World War II. Today, it's as remote a spot as it can be, but the world is a smaller place, with Internet, spotty cell-phone coverage, and people driving past every now and again. Still, the nearest neighbors are over a mile away, and it continues to be a good place to get away from prying eyes.

THE RANCH

The ranch is on a broad plateau between low hills. A quarter mile of level pasture circumscribes the buildings. The pasture is subdivided by fences (split timber early on, but replaced with barbed wire early in the 20th century). A few stands of small trees punctuate the area. It's nearly impossible to approach in daylight without being seen a long way off. The surrounding terrain is hillier, with a mix of light woods and open grassland, plus several seasonal streams.

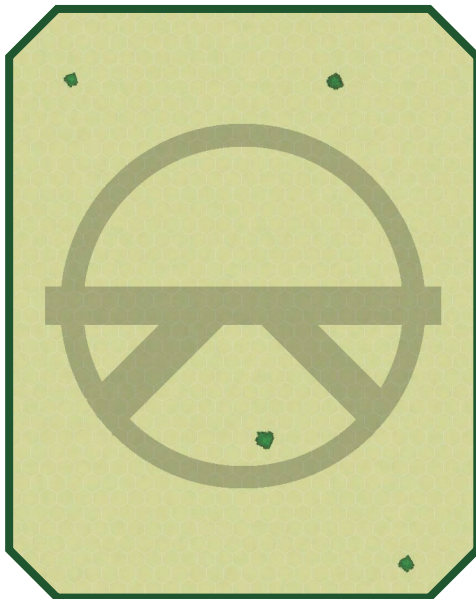
The climate is hot, with summer highs over 90° and winter lows into the low 30s. It's fairly dry, with a rainy season in mid-late summer.

Three significant structures make up the ranch: the bunkhouse, the main house, and the barn. Other small structures are either not in the area of the map or may be placed where desired. These include outhouses, auxiliary tool sheds, water troughs, and the like, which may be replaced or moved relatively frequently.

For a map of the ranch's key buildings, see p. 43.

Bunkhouse

The bunkhouse is a long rectangular structure made of rough 2"-thick planks. It was originally divided into an office/bedroom for a foreman or chief ranch hand, and a large dormitory space for the rest of the ranch employees.



ABOUT THE AUTHORS

Michele Armellini lives in Udine, Italy, with his very understanding wife Silvia. Michele makes a living out of foreign languages, but he loves dabbling in and studying the obscure and the uncanny – and trying to convert them into game mechanics! He has written for *Pyramid*, and he is the author of **GURPS WWII: Grim Legions**. He is the author or co-author (with Hans-Christian Vortisch) of several other **GURPS** products: **GURPS Locations: St. George's Cathedral**, **GURPS WWII: Their Finest Hour**, **GURPS WWII: Doomed White Eagle**, and **GURPS WWII: Michael's Army**.

Roger Burton West wrangles computers near London, UK. He has had articles published in volumes 2 and 3 of *Pyramid*, co-wrote **GURPS Reign of Steel: Will to Live**, and wrote **GURPS Disasters: Meltdown and Fallout**; whoever's monitoring his web searches has probably dismissed him as a harmless crank. His gaming website is tekeli.li.

Rory Fansler (also known as “refplace”) is an analyst and tinkerer, preferring “kitchen sink” campaigns with rich backgrounds to explore and puzzles to solve. Some of his ideas can be found at warehouse23.com/products?utf8=&keywords=rory+fansler and refplace.blogspot.com, where he also does reviews and provides information to help newcomers to **GURPS**.

S.A. Fisher is from Arkansas, where he teaches military history. He is a former infantryman and police officer. His hobbies include blacksmithing and gun-making. He is the author of **GURPS WWII: Dogfaces** and **GURPS WWII: Hand of Steel**, and co-author of **GURPS High-Tech**, **GURPS Gun Fu**, and **GURPS Loadouts: Monster Hunters**.

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. Quantum physics still works for him, and his house is mercifully free of steam robots.

Sean Punch set out to become a particle physicist in 1985 and ended up as **GURPS** Line Editor in 1995. In that capacity, he has written, edited, or contributed to hundreds of **GURPS** releases, revised the game into its fourth edition (2004), and been a regular contributor to *Pyramid* magazine.

From 2008, he has served as lead creator of the **GURPS Action** and **GURPS Dungeon Fantasy** series; work on the latter led to his design of the **Dungeon Fantasy Roleplaying Game**, released in 2017. Sean has been a gamer since 1979, but devotes most of his spare time to Argentine tango. He lives in Montréal, Québec with *son amour*, Geneviève.

Christopher R. Rice has been published in *Pyramid* multiple times, and now he's been published in the newest iteration. He's authored, co-authored, or contributed to eight **GURPS** supplements (and counting!) on a range of subjects. Of course, if he's not writing about **GURPS**, he's blogging about it. Visit his site, “Ravens N' Pennies” (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 wishes to thank his gaming group – the Headhunters – for alpha testing, his family (especially his mother), and Elizabeth “Archangel Beth” McCoy, his Sith Editrix mentor.

Matt Riggsby is trained in anthropology and archaeology and, like the rest of his generation, has a job in computers. He works for an international healthcare IT company, has written or contributed to numerous **GURPS** supplements and *Pyramid* articles, and lives with his lovely and talented wife, an above-average child, and a pack of dogs.

Longtime gamers, *Carolyn Ivy Stein* and *Steve Stein* have played **GURPS** since the release of the Third Edition in 1988. Carolyn is a freelance writer. Steve is a professor of military and maritime history at the University of Memphis, and has published three books, most recently *The Sea in World History: Exploration, Travel, and Trade* (ABC-CLIO, 2017). He also teaches strategy for the Naval War College.

J. Edward Tremlett, a.k.a. “the Lurker in Lansing,” takes his ancient keyboard from its hiding place and unfurls his words upon the world. His bizarre lifestyle has taken him to such exotic locales as South Korea and Dubai. He is a frequent contributor to *Pyramid*, was the editor of *The Wraith Project*, and has seen print in *The End Is Nigh*, *Worlds of Cthulhu*, and the anthology *Ride the Star Wind*. He's the author of the fictional blog *SPY GOD's Tales* (spygod-tales.blogspot.com), and lives in Lansing with two cats and enough Lego bricks to make a Great Old One. Maybe he already has.



ABOUT *GURPS*

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ideas to add to your own game! The *Pyramid* web page is pyramid.sjgames.com.

Store Finder (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.

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.

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