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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.)
Dark Blue: **GURPS** Features
Purple: Other Features
Green: Recommended Reading

IN THIS ISSUE

Welcome to the second installment of the third volume of *Pyramid*. This issue is devoted to supers: those four-color defenders of truth, justice, and apple pie.

White Nights and Red Gods describes an alternate history for incorporating the rich backdrop of 20th-century Russia into a superhero campaign; it's almost entirely generic, with some advice at the end for how to make **GURPS** characters whose origins are tied to that history. *Small-Time Conquerors* gives insight into those who desire to subjugate but don't want the hassle of taking over the whole world; it includes example characters that are all high-level threats for **GURPS Supers** campaigns. *Powers as Metaphors* is a generic article that provides new ways of looking at a team's abilities. The *Superhero Newspaper* is a handy in-game prop that takes advantage of the PDF format. *Supporting Cast: The Player Kings* gives **GURPS** details for a team of evildoers whose theatrics have won the hearts of many, despite their nasty streak.

This month's *Random Thought Table* looks at what it means to be a reformed villain, and how you can play that odd type of hero in a supers game. The *Recommended Reading* articles examine super-powered inspirations, with and without capes. The *Humor* page is a constant thorn in the side of serious-minded features everywhere, and this month's *Last Word* is provided by supers expert Steve Long.

Whether you need villainous vexations, heroic inspiration, or historical justification, we hope this issue of *Pyramid* gives you cause to don your cape or other heroic garment!

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