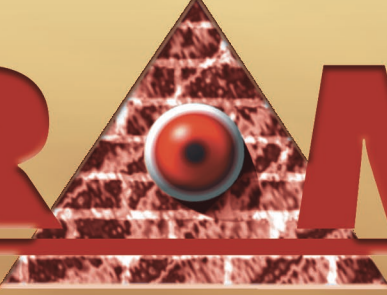


# PYRAMID<sup>®</sup>



Issue 3/115 May '18

# TECHNOMANCER



## REVISED TEMPLATES

Kelly Pedersen & David L. Pulver

## MERLIN DECLASSIFIED

David L. Pulver

## TECHNOMANCER NEEDS HUNTERS!

Kelly Pedersen

## EL PASO VICE

Paul Stefko

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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

*Green:* Columnist

*Dark Blue:* GURPS Features

### COVER ART

Abrar Ajmal

*New Printings, Like Magic!* For just over a year, we've been bringing classic GURPS books back into print with our On Demand program. One of the items that we revived recently was **GURPS Technomancer**. Of course, a PDF has been available for years, but if you'd love to have a physical copy – especially now that there's a snazzy support issue of *Pyramid* – check out what we have to offer at [sjgames.com/gurpslondemand](http://sjgames.com/gurpslondemand).

# IN THIS ISSUE

When a great game setting comes along, it can be like magic. And when a *magical* setting comes along . . . well, that's pretty great. This issue of *Pyramid* has at its beating heart the joys of **GURPS Technomancer**, the modern-day magical setting where just about anything can happen – and twice before breakfast!

Not all the supernatural creatures of Merlin have its citizens' best interests at heart. That's why *Technomancer Needs Hunters!* Learn from Kelly Pedersen – long-time *Pyramid* contributor and GURPS playtester – how to combine the **GURPS Monster Hunters** series with *Technomancer*. Get suggestions for **Monster Hunters/Technomancer** hybrid campaigns, three new motivational lenses, tips for adapting **Monster Hunters** champions to the *Technomancer* world, and details on using wildcard skills with **GURPS Magic** spells. You'll also find two weapons and two monsters updated to **GURPS Fourth Edition** stats.

Slide across the hood of a mana-powered hotrod while your kicking theme song wails, and get into 1980s magical-cop-show excitement with *El Paso Vice*. Frequent *Pyramid* contributor Paul Stefko adds magic to the **GURPS Action** series, then brings it all together for use in the *Technomancer* world with new *magical* hero lenses (one for each **Action** template), three new spells, a new magical style, and recommendations for what rules to use to bring the wizardly weirdness to life. Then gear up with special paranormal equipment – including stats for tactical flying carpets – and jump into the action with specific campaign ideas.

David L. Pulver – author of **GURPS Technomancer** – expands the titular world in this month's meaty installment of *Eidetic Memory*. *Merlin Declassified* provides overviews of assorted companies that have combined magic and web-based technology. It furnishes additional historical details, including information on a natural Powerstone, the current state of weapons of mass destruction, and the unintended consequences of one desperate pharmaceutical company. It also offers 10 new spells and suggestions for golem armor.

As long as we're conjuring up Fourth Edition fun, Kelly Pedersen and David L. Pulver join forces to give you updated stats for many of the creature and character options presented in *Technomancer* with *Revised Templates, Come Fourth!* Unleash the power of chimeras, half-breeds, demons, and other supernatural entities.

This issue's Random Thought Table looks at a fundamental assumption of the *Technomancer* setting, what it has in common with other game worlds, and what can be unlocked with that lore to unleash new kinds of excitement . . . in the *Technomancer* world or other settings.

Whether you're a longtime fan of *Technomancer*, a neophyte looking to visit, or a thaumaturgic tinkerer seeking new elements to add to your own GURPS game, there's never been a better time to visit a world that's out of this world.

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# FROM THE EDITOR

## EXPERIMENTAL MAGIC

When is an update not an update?

This issue is an interesting experiment for *Pyramid* . . . and, to a certain extent, *GURPS*. Longtime fans of the *GURPS* line know that we have done conversion supplements in the past, designed to bring a *GURPS Third Edition* setting or genre up to Fourth Edition. Perhaps the quintessential example of this is *Transhuman Space: Changing Times*, which did the essential work of updating the core elements of that universe while extending it forward and leaving the door open to future supplements. What *Changing Times* did for the *Transhuman Space* setting, *GURPS Reign of Steel: Will to Live* did for the *GURPS Reign of Steel*. With those *Reign of Steel*-branded items, you have all you need to join the battle against our robot overlords.

But *GURPS* has continued to evolve, and the “state of the art” for the system has moved forward even as our commitment to the Fourth Edition has remained strong. So when I received a couple of articles that independently tied the *GURPS Technomancer* universe to *GURPS Action* and *GURPS Monster Hunters*, I was intrigued. Could we do a quasi-update to the setting, right here in the pages of *Pyramid*, and rely on *Action* and *Monster Hunters* to do the heavy lifting of what that world would need to be updated to Fourth Edition?

Well, we certainly tried.

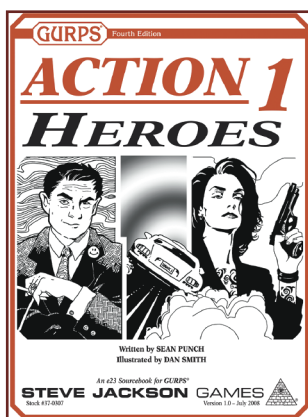
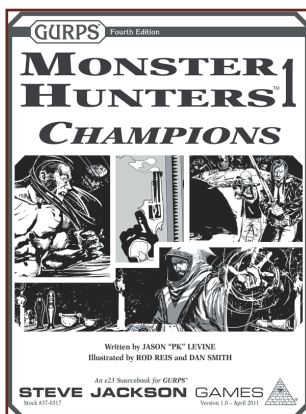
Here, then, is an issue that’s perfect for fans of *Technomancer*. The issue attempts to doing something different to help bring this setting to life in Fourth Edition, but the articles have

also been devised to allow those who aren’t fans of the setting to get something out of the experience. Discover magical lenses to add to an *Action* campaign (pp. 11-18), an assortment of new creature templates that can be dropped into various campaigns (pp. 30-34), or a couple of converted monsters (pp. 9-10) that should work great as adversaries for a *Monster Hunters* campaign.

We hope you’ll enjoy this visit to the *Technomancer* setting. If it’s your first time visiting, thanks for stopping by! And if you’ve been here before, welcome back for more *GURPS* newness – and go Fourth for adventure!

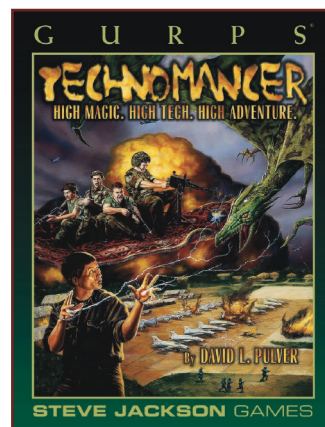
## CELEBRATE GOOD TIMES WITH GURPS!

As a final item of note, I usually try to keep these intros as “timeless” as I can, but this is too good to pass up. If you’re reading this sometime in May 2018, we’re making a Twenty Years of *GURPS* Bundle available for the rest of May at Warehouse 23. It celebrates two decades of *GURPS Lite* with a bundle of PDFs that span those 20 years. It’s over 75% off cover price, too! Get it at [warehouse23.com/products/SJG4918](http://warehouse23.com/products/SJG4918).



## WRITE HERE, WRITE NOW

So what did you think of our experiment? Should we do something similar for other worlds? Do you want more *Technomancer*? Or is there another lesson we should be learning? Let us know publicly at [forums.sjgames.com](http://forums.sjgames.com), or privately via email at [pyramid@sjgames.com](mailto:pyramid@sjgames.com).



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## Researcher

15 points

You don't necessarily want to destroy monsters; you want to *study* them! Unfortunately, few creatures are very cooperative when it comes to letting you poke and prod them.

**Advantages:** 15 points chosen from among Contact Group (Corporation, university, government research agency, etc.; Skill-12, 15, or 18; 9 or less; Somewhat Reliable) [5, 10, or 15], Contacts (Magical theorist, monster biology specialist, monster sample purchaser, etc.; Skill-12, 15, or 18; 9 or less; Somewhat Reliable) [1, 2, or 3], Lightning Calculator [2], Natural Scientist 1 [10], or Tenure [5]. • Add any traits not chosen here to your template's advantage options.

**Disadvantages:** One of Duty (12 or less; Extremely Hazardous) [-15], Enemies (Monster of the week; 9 or less; Unknown) [-15], Fanaticism (The Mission) [-15], Greed (12) [-15], Obsession (Collect specimens, p. 6) (12) [-15], or Sense of Duty (Humanity) [-15]. • Add Callous [-5], Code of Honor (Professional) [-5], and Curious [-5\*] to your template's disadvantage options.

**Skills:** Current Affairs (Science & Technology) (E) IQ [1], Hazardous Materials (Biological) IQ [2], and Hazardous Materials (Magical) (A) IQ [2]. • Five of NBC Suit (A) DX [2]; Electronics Operation (Scientific) (A) IQ [2]; Bioengineering (Genetic Engineering or Tissue Engineering), Chemistry, Mathematics (Statistics), Paleontology (Paleoanthropology, Paleobotany, or Paleozoology), Physiology (Human or a specific nonhuman race), Psychology (Experimental), or Pharmacy (Synthetic), all (H) IQ-1 [2]; Biology, Surgery, or Weird Science, all (VH) IQ-2 [2]; or spend 2 points to raise a Hazardous Materials specialty or any of the optional skills by one level, or 6 points to raise them by two levels.

## TECHNOMANCER CHAMPION TEMPLATES

The character templates in *Monster Hunters* need some adjustments to fit into the setting.

### Magery Options

For all templates *except* the sage and witch, the following should be added to their list of optional advantages: Magery 0 [5]; Magery 1 [15] or Magery 1 (One College Only, -40%) [11], and 5 or 10 points in spells appropriate to the role.

Note that Magery in the Technomancer setting does add its level to Thaumatology skill and to spells (except wildcard College! skills).

### Specific Templates

The *crusader* and *psi* templates both depend on supernatural forces that aren't magic, which is out of theme. Removing them is simplest, but the GM who wants to keep

## WILDCARD WIZARDRY

One of the key features of the witch template in *Monster Hunters* is its flexibility. With all the Path skills, a witch can try any ritual. Duplicating this omnicompetence with the standard spell magic system is not easy. A point in every spell in the game would be prohibitively expensive, and even a wide selection would be very costly, and tedious to choose during character creation to boot.

### Wildcard College! Skills

Fortunately, *GURPS* already has a solution to this dilemma: wildcard College! skills, first described in *GURPS Magic*, p. 202, and greatly expanded in *GURPS Power-Ups 7: Wildcard Skills*, p. 16. Each college of the standard magic system is represented by a College! skill: Air College!, Technological College!, Weather College!, and so on. In *Technomancer*, cast a spell by rolling against the relevant wildcard skill at a penalty equal to half the prerequisite count. Magery *never* adds to College! skill levels, but it still serves as a prerequisite for casting specific spells (a caster with Magery 2 and Healing College! couldn't cast Instant Regeneration, since that has a Magery 3 prerequisite). Magery also has its usual effect on maximum energy for Missile spells and on other limits in *Magery and Effect* (p. B237).

In a *Monster Hunters* game, College! skills also provide bonuses similar to those of other wildcard skills (*Hyper-Competency*, *GURPS Monster Hunters 1: Champions*, pp. 28-29). Every 12 points in a College! skill gives one free point per session that can be spent to guarantee success on rolls for the College! skill. These points can also be exchanged for energy to power a single potent spell. Each point spent this way gives 25 FP.

The GM is free to specify spells that are not covered by the wildcard, such as new ones or ones that are secret in the setting. However, a few chances to see such effects in action may give wildcard casters the opportunity to add them to their repertoire.

### Wildcard Wizard

5, 10, or 15 points

In the *Technomancer* setting, buying College! skills requires a specific type of Unusual Background, Wildcard Wizard. This costs 5 points to access a single College! skill, 10 points to access two to four related colleges (Air, Earth, Fire, and Water, for example, or Illusion and Creation, Light and Darkness, and Sound), and 15 points if you can buy *every* College! skill.

these options has a few choices. They can be left in, as is. This introduces new types of powers to Merlin and should be exceptional. Add a 10-point Unusual Background to the required advantages and reduce the optional advantage points to compensate. Another option is to make crusaders and psis actually magic users, just in a very different way from traditional spellcasters. Exchange the Mysticism and Psionic power modifiers for the Magical, -10% limitation.

# EPPD SPELL TRAINING

9 points

*Style Prerequisites:* Legal Enforcement Powers; Police Rank 0+.

The El Paso Police Department teaches a number of spells to all officers as part of their academy training. These form the core of a practical magical style useful for police work.

The EPPD offers advanced training courses in several spell groups, from forensic magic to healing. Officers can take these as part of their professional development. Mageborn officers are strongly encouraged to do so, even if they are not assigned to units that deal in high-magic crime.

The EPPD also makes training available to other first responders, focusing on Healing spells as well as utility effects such as Purify Air. These individuals do not have access to the style's core techniques, so they do not qualify for Magical School Familiarity or style perks.

Most of the spells in this style have no Magery requirement and so may be cast by anyone in high-mana El Paso. Advanced spells are only available to mageborn officers.

*Required Skills:* Law (American Criminal).

*Required Spells:* Haste; Hide Emotion; Keen Vision; Night Vision; Sense Emotion; Sense Foes; Truthsayer.

*Perks:* Elixir Resistance (Drunkenness, Foolishness, Gullibility, Truth, or Weakness); Magical Weapon Bond; Spell Bond; Staff Bond; Trademark Spell (p. 11); Wizardly Dabbler; Wizardly Garb.

## Optional Traits

*Attributes:* Improved IQ.

*Secondary Characteristics:* Improved FP.

*Advantages:* Improved Magery; Police Rank.

*Disadvantages:* Code of Honor (Police); Duty (to the EPPD); Sense of Duty (Law-Abiding Citizens).

*Skills:* Area Knowledge (El Paso); Criminology; Forensics; Guns (Pistol, Rifle, or Shotgun); Running; Tonfa; Wrestling.

## Spell List

Basic spells have no Magery requirements and are available to all officers. Advanced spells are listed by the level of Magery they require. Prerequisites are unchanged.

### Basic Spells

Boost Strength	Keen Hearing	Seek Water
Create Water	Lend Energy	Shape Earth
Daze	Lend Vitality	Simple Illusion‡
Earth Vision	Mass Sleep†	Sleep
Extinguish Fire	Might	Sound
Foolishness*	Minor Healing	Sound Vision
Great Voice	Purify Air	Stop Bleeding
Haste	Purify Water	Thunderclap
Ignite Fire	Seek Earth	Voices
	Seek Power	

\* Requires IQ 12+.

† Requires IQ 13+.

‡ Requires IQ 11+ and the character must be able to see.

### Advanced Spells, Magery 1

Analyze Magic	Great Haste*	Major Healing
Block	Hardiness	Recover Energy
Counterspell	History	Seeker*
Detect Magic	Identify Spell	Stop Power
Dispel Magic	Mage Sight	Trace

\* Requires IQ 12+.

### Advanced Spells, Magery 2

Armor	Echoes of the Past	Missile Shield
Bladeturning	Images of the Past	Shield

## LIFE UNDERCOVER

Vice Squad officers spend a lot of time undercover, making contacts and setting up stings. Undercover cops get plenty of mileage out of Influence skills, Acting, Disguise, and other clandestine skills. The GM running undercover adventures will want to look at **GURPS Social Engineering**, especially the section on *False Identities*, pp. 37-39.

Officers going undercover receive a few standard pieces of equipment. First, they have one or more enchanted undercover suits that fit their cover. Second, they will be issued one full magazine of DN ammunition and one infinite magazine of normal ammunition for their sidearm of choice. Finally, they receive a 4-point Powerstone in a cheap jewelry setting.

Other equipment is issued as needed. Officers use spray cans of aerosol Sleep elixir to subdue suspects. Sunglasses enchanted with Night Vision help in nighttime operations. Raids are conducted with air support from tactical flying carpets.

*For more details about key sites in Trinity's Shadow, including El Paso and Ciudad Juárez, see GURPS Technomancer, pp. 123-125.*

## CRIME

The Vice Squad investigates crimes related to gambling, drugs and illegal potions, pornography, and prostitution. Many members focus on busting the street-level operators: dealers, bookies, and pimps. But the stars are the undercover officers, who make cases against whole organizations and take down the big dogs.

In Trinity's Shadow, magic opens countless new doors for crime. Here are some of the stranger things El Paso Vice tackles.

*Drugs and Alchemy:* The cartels still trade in marijuana, heroin, and cocaine. But now in the 1980s, "designer" drugs are sweeping the market. Spelljack, an alchemically treated form of cocaine, is especially popular. Unregulated alchemy is big business, too, from unlicensed potions of Health, Pain Resistance, or Sleep to dangerous combat elixirs.



# EIDETIC MEMORY

## MERLIN DECLASSIFIED

BY DAVID L. PULVER

This article describes a variety of new spells, historical and modern secrets, and expanded setting details for the world of Merlin (known as “Earth” by its inhabitants). The new spells can either be added to the original 1990s-era *GURPS Technomancer* setting or represent more recent developments.

### RECENT DEVELOPMENTS IN MAGIC

Magic on Merlin is not a static affair. Each year, scores of additional spells are added to grimoires, many of them declassified after decades of military use. Here are several recently developed spells; feel free to keep them “secret” if you prefer, or use them as MacGuffins in adventures.

#### *Ball of Annihilation (VH)*

Regular

Creates a microscopic black hole that can devour anything (including magic). This singularity is under the caster’s control. The Ball of Annihilation floats in the direction

the caster wills it to, but moves very slowly. Its maximum speed is equal to the caster’s skill divided by 5 (round down). The ball is utterly silent.

The orb can pass through anything except a stasis field. It maintains its heading and speed unless the caster concentrates to change it or command it, e.g., to move through someone. If the ball intersects someone, the victim must dodge *and retreat* to avoid being hit. Parrying or blocking is useless.

Someone hit by the ball will suffer damage as a result of the tidal stresses and radiation it emits. The ball inflicts 7d corrosion damage with an infinite armor divisor, plus 1 rad per point of basic damage rolled. (See *Radiation*, p. B435, for effects of being irradiated.) Black holes in the *Technomancer* universe are sufficiently dense that even oz particles, the stuff of magic, cannot escape their event horizon. The area surrounding the Ball of Annihilation is a one-yard no-mana area (although mana recovers if the ball moves away).

This is a Gate spell and a Movement spell.

*Duration:* 1 second.

*Cost:* 20 to cast. 10 to maintain.

*Time to cast:* 4 seconds.

*Prerequisites:* Drain Mana, Planar Summons, and Pull.

#### Item

Staff, wand, or jewelry. Usable only by mages. *Energy cost to create:* 2,000 energy and a small iron sphere.

#### *Blackbolt*

Missile

This spell allows you to direct a pulse of coherent ultraviolet light from one fingertip. It has 1/2D 150, Max 300, Acc 2; roll vs. Innate Attack (Beam) to hit. The UV laser beam inflicts burning damage with a (2) armor divisor.

### GOLEM ARMOR

Since the 1970s, it has been possible to add the Controls and Payload advantages when creating golems. This increases the energy cost of the golem by 2 points per point of these advantages, but allows the golem to have onboard occupants.

Although expense precludes regular issue, “golem armor” suits are sometimes used by elite military units as technomagical battlesuits. Golem direction officers (GDO) wear the suit while they command a squad or platoon of ordinary unmanned golems.

The variety of golems available in *Technomancer* precludes brief treatment. For details on combat golems (with some *GURPS Third Edition* examples), see *I am Iron Man: Combat Golems in GURPS Technomancer* (available at [sjgames.com/pyramid/sample.html?id=2513](http://sjgames.com/pyramid/sample.html?id=2513)). For *GURPS Fourth Edition* rules on creating titanium, plastic, and non-clay golems, see *Appendix Z: Golem Construction System for GURPS* (available at [sjgames.com/pyramid/sample.html?id=5553](http://sjgames.com/pyramid/sample.html?id=5553)).

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ideas to add to your own game! The *Pyramid* web page is [pyramid.sjgames.com](http://pyramid.sjgames.com).

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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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