

# SCHOOL OF HARD KNOCKS

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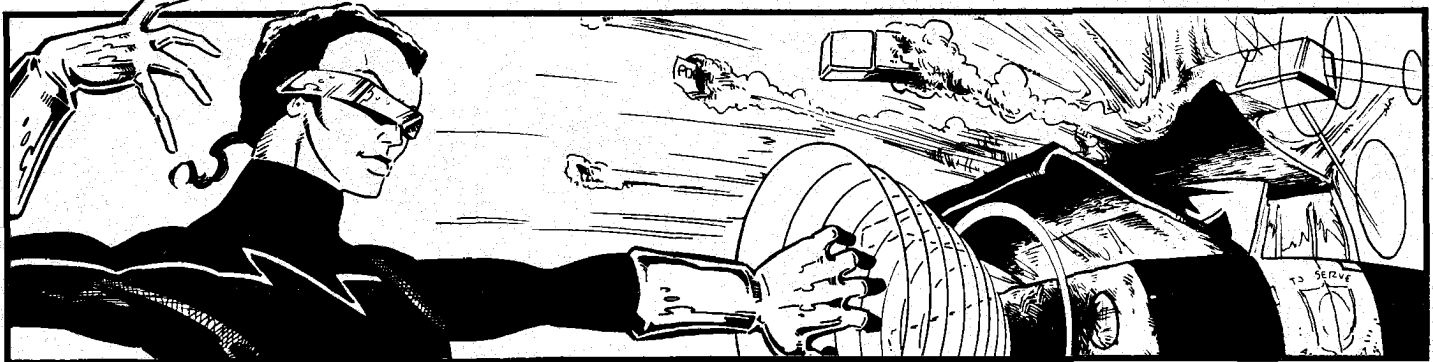
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# STEVE JACKSON GAMES

# INTRODUCTION

## About GURPS

Steve Jackson Games is committed to full support of the *GURPS* system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources now available include:

**Roleplayer.** This bimonthly newsletter includes new rules, new races, beasts, information on upcoming releases, scenario ideas and more. Ask your game retailer, or write for subscription information.

**New supplements and adventures.** We're always working on new material, and we'll be happy to let you know what's available. A current catalog is available for an SASE.

**Errata.** Everyone makes mistakes, including us — but we do our best to fix our errors. Up-to-date errata sheets for all *GURPS* releases, including this book, are always available from SJ Games; be sure to include an SASE with your request.

**Q&A.** We do our best to answer any game question accompanied by an SASE.

**Gamer input.** We value your comments. We will consider them, not only for new products, but also when we update this book on later printings!

**BBS.** For those of you who have home computers, SJ Games operates a BBS with discussion areas for several games, including *GURPS*. Much of the playtest feedback for new products comes from the BBS. It's up 24 hours per day at 512-447-4449, at 300, 1200 or 2400 baud. Give us a call!

## Page References

Rules and statistics in this book are specifically for the *GURPS Basic Set*, Third Edition. Any page reference that begins with a B refers to the *GURPS Basic Set* — e.g., p. B102 means p. 102 of the *GURPS Basic Set*, Third Edition. Any reference that begins with a SU refers to *GURPS Supers*.

## About The Author

Aaron Allston, a resident of Austin, Texas, is a long-time gamer, gamemaster, and professional freelance writer/game designer. His *GURPS* credits include *GURPS Autoduel* and *Harkwood*. He has also written several supplements for *Car Wars*, and is the (in)famous creator of the *Strike Force* book for the *Champions* game. His current projects include *The Complete Fighter* and *The Complete Priest* for TSR's *Advanced Dungeons & Dragons*, 2nd Edition.

*School of Hard Knocks* is a sourcebook and adventure for *GURPS Supers*. The adventure is written for GMs and players who are new to *GURPS Supers* — there's a lot of troubleshooting advice included. The adventure is designed to be played during one to three playing sessions — dependent on how much investigating the heroes do, how many combats they get into, and how many optional events they explore.

*School of Hard Knocks* is a four-color, comic-book type of adventure, with super-crimefighters and villains who are card-carrying megalomaniacs. Player characters should be built with 500 points each.

*School of Hard Knocks* doesn't require any specific origin or background for characters. It is designed either to be integrated smoothly into any existing campaign, or to provide a base for a new campaign.

**Players: Stop Reading Here!**



## GM's Introduction

*School of Hard Knocks* is arranged as follows:

**The Adventure:** This section describes the course of the entire adventure from start to probable end.

**Ifs, Ands or Buts:** These are sidebars scattered throughout the adventure, and are used for troubleshooting. They describe ways to fix matters when the players do the unexpected, and the adventure goes off on a mad course that has nothing to do with what's printed in these pages.

**The Villains:** Character writeups and statistics for all the adventure's NPCs.

## Optional Combat Rules

If the campaign is using the optional combat rule of Stun Damage (p. SU86), all damage and attacks will be non-lethal with the following exceptions: Denier will attack to kill unless there is a *very good* reason not to (the victim is a high-ranking government official, or anyone else that would result in a massive, nationwide manhunt if killed), as will Tai. Titan and Drill-Bit *normally* don't attack to kill, but neither of them is the most stable of people. Any time either takes damage in combat they must roll versus IQ. A failed roll means the next attack will be a shoot-to-kill.

Conceivably, there are circumstances where others might begin to make killing attacks — if the PCs indulge in wholesale slaughter, the villains will pull out all the stops in retaliation. These situations are up to the GM to decide.

With all that out of the way, it's time to get your education . . . from the *School of Hard Knocks*.