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INTRODUCTION

An action movie is first and foremost a showcase for the heroes' astonishing abilities. There might be calm before the storm, emotional interludes, and slice-of-life moments, but we're holding our breath for the stunts and pyrotechnics – for the *exploits*. Without high-speed car chases, fights of all descriptions, and races against the clock to disarm bombs, hack computers, crack safes, and so on, action movies would seem stupid. Often they *are* stupid, but excitement forgives a lot!

Consequently, *GURPS Action 2: Exploits* cuts to the thrills and ignores inconvenient realities. It's a collection of simple rules for resolving classic action situations without worrying much about minor details like human nature . . . or physics. If it's possible on the silver screen – and especially on the *blue* screen – that's good enough.

Players should be aware that the exploits described here are tailored to heroes created using *GURPS Action 1: Heroes*. While *Exploits* is by no means worthless on its own, it often invokes assumptions and concepts from *Heroes*. Think of it as a sequel! Since a major goal of *Exploits* is to show how to use the PCs' abilities, the important skills, advantages, and even *disadvantages* for each situation appear in **boldface**.

For the GM, *Exploits* is a guide to setting up action scenes to challenge the heroes. Its rules aren't the "official" *GURPS* take on anything except over-the-top action. Feel free to use them in a serious police procedural or a wilderness-of-mirrors spy campaign – but unless your cops can fire two guns while leaping through the air, and your spies can save the world and be back in time for tea, you might find these rules extreme.

ABOUT THE AUTHOR

Sean "Dr. Kromm" Punch set out to become a particle physicist in 1985, ended up the *GURPS* Line Editor in 1995, and has engineered rules for almost every *GURPS* product since. During the *GURPS Third Edition* era, he compiled both *GURPS Compendium* volumes, developed *GURPS Lite*, wrote *GURPS Wizards* and *GURPS Undead*, and edited or revised over 20 other titles. With David Pulver, he produced the *GURPS Basic Set, Fourth Edition*, in 2004. His latest creations include *GURPS Powers* (with Phil Masters), *GURPS Martial Arts* (with Peter Dell'Orto), and *GURPS Dungeon Fantasy 1-4*. Sean has been a gamer since 1979. His non-gaming interests include cinema and wine. He lives in Montréal, Québec, with his wife, Bonnie. They have two cats, Banshee and Zephyra, and a noisy parrot, Circe.

*Every search for a hero must
begin with something which
every hero requires – a villain.*

*– Dr. Nekhorvich,
Mission: Impossible II*

About GURPS

Steve Jackson Games is committed to full support of *GURPS* players. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! We can also be reached by e-mail: info@sjgames.com. Resources include:

Pyramid (www.sjgames.com/pyramid). Our online magazine includes new *GURPS* rules and articles. It also covers the *d20* system, *Ars Magica*, *BESM*, *Call of Cthulhu*, and many more top games – and other Steve Jackson Games releases like *Illuminati*, *Car Wars*, *Tran-shuman Space*, and more. *Pyramid* subscribers also get opportunities to playtest new *GURPS* books!

New supplements and adventures. *GURPS* continues to grow, and we'll be happy to let you know what's new. For a current catalog, send us a legal-sized SASE, or just visit www.warehouse23.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.