


PYRAMID[®]



Issue 3/12 October '09

TECH AND TOYS



**MORE ULTRA!
MORE TECH!**

by Demi Benson

MORE SURVIVAL AND CAMPING GEAR
by Stephen Dedman

**PSI-POWERED
IMBUEMENTS**

by Rev. Jason "P.K." Levine

THE NECTAR BOX
by J. Edward Tremlett

PAPER CELLS
by Brian Ranzoni

STEVE JACKSON GAMES

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IN THIS ISSUE

With the big annual shopping period fast coming upon us, so arrives the time for browsing through pages of cool stuff. And speaking of "pages of cool stuff," this issue of *Pyramid* gives you dozens of interesting items and cool "toys" for your adventurers.

First, we offer expanded choices and advances from some of the gear in **GURPS Ultra-Tech** in *More Ultra! More Tech!* Selections range from survival gear to weapons.

Extrapolating on modern scientific developments, *Paper Cells* looks at a new kind of power source that can coexist with or replace **GURPS'** traditional power cells.

Jason "P.K." Levine, author of **GURPS Psionic Powers**, explores how you can combine that volume with **GURPS Power-Ups 1: Imbuements** to create your very own psionic super soldiers in *Psi-Powered Imbuements*.

Plug yourself into the cosmic unconsciousness with *The Nectar Box*. This generic article introduces what sounds like a perfect solution to the galaxy's ills. What could *possibly* go wrong . . .

In many space campaigns, much of the time in which you're not roaming the universe is spent trying to get a good night's sleep on a strange planet. For such expeditions, you need the right equipment. Stephen Dedman (author of **GURPS Dinosaurs**) might just have what you seek for these **GURPS** campaigns in *More Survival and Camping Gear*.

This month's *Random Thought Table* looks at how to regulate getting rid of old gear. As a hint: for folks looking to trade stuff in, it's not a *good* picture . . .

If you need a better way to keep track of the tech and toys you have, consider this issue's handout: *Tracking Cards*. With this system, you can sort your goodies – or your abilities – with relative ease.

A couple of mini-articles and *Murphy's Rules* round out the issue in *Odds and Ends*. Finally, the issue ends with an in-game option to preserve all these wonderful toys in *Reality Backup, Inc.*

Things don't end; they just accumulate.

– Russell Hoban

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



Editor-in-Chief ■ STEVE JACKSON
Chief Operating Officer ■ PHILIP REED
Art Director ■ WILL SCHOONOVER
e23 Manager ■ STEVEN MARSH

Editorial Assistance ■ JASON "PK" LEVINE
Production Artist ■ NIKOLA VRTIS
Prepress Checker ■ WILL SCHOONOVER

Page Design ■ PHIL REED and
JUSTIN DE WITT
Marketing Director ■ PAUL CHAPMAN
Director of Sales ■ ROSS JEPSON