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The Power-Ups series is a look at a narrow thing and expanding it. A few books introduce new ideas, such as Power-Ups 1: Imbuements and Power-Ups 5: Impulse Buys but most expand on and consolidate ideas from the Basic Set. This is more the latter, but a lot like a long Alt GURPS Pyramid issue. One of the biggest core parts of GURPS is the streamlined attribute system. This book looks at ways to tweak it, goes in depth over possible consequences, and covers related ideas such as new attributes. GURPS Power-Ups 9: Alternate Attributes is a tinker heavy book, not for newbies or those afraid of some math and analysis, but for those who like to tinker, it has some great material!

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The latest volume of Pyramid alternated its monthly issues between three broad themes: Fantasy/Historical, Modern, and SF/Futuristic. Each individual issue was also dedicated to a specific topic, ranging from established GURPS settings (such as Infinite Worlds and Transhuman Space) to specific genres (including cliffhangers and martial arts) to special-interest topics (such as space colonies or tools for wizards).

Pyramid #3/122: All Good Things (December 2018)

Treasures await on this last Pyramid expedition.

For 25 years, Pyramid magazine has delivered gaming goodness, but all good things must come to an end. This final issue of Pyramid, the PDF magazine for roleplayers, is a miscellany of marvels for myriad campaigns. Unleash mad science as a form of magic with Phil Masters. Become a master of animals or a natural leader in GURPS Dungeon Fantasy. Visit tense worlds, one a dangerous alien planet and another an alternate Earth. The Pyramid adventure may be ending, but this issue is full of all good things!

Pyramid #3/121: Travels and Tribulations (November 2018)

Discover destinations unknown and denizens unnerving.

Danger sensed from the edge of sight can be just as thrilling as an unexplored land a plane ticket away. This issue of Pyramid, the PDF magazine for roleplayers, looks at oddities and opportunities related to other times, other places, other possibilities. Watch out for new monsters from the GURPS Technomancer setting (but suitable for other GURPS worlds). Join a GURPS Steampunk agency devoted to dealing with scientific advances that are too cutting edge. Unlock the full potential of travel itself in your games. In this issue, all roads lead to excitement!

Pyramid #3/120: Alternate GURPS V (October 2018)

Push beyond the limits of your imagination.

GURPS is a system that's perfect for those who like to tweak and build. This month's Pyramid, the PDF magazine for roleplayers, is devoted to new rules and alternate systems to really shake up your games. Keep the thrills flowing between combat and exciting non-lethal endeavors, with new rules from GURPS Action mastermind Sean Punch. Create GURPS vehicles stats based on real-world info, thanks to GURPS Spaceships author David L. Pulver. Unleash your inner power with a whole new magical attribute. This issue is a canny collection of the unexpected!

Pyramid #3/119: After the End II (September 2018)

The future is what you remake it.

Heroes, the time has come to dust off the ashes of the old world and make way for the new! This month's Pyramid, the PDF magazine for roleplayers, revisits GURPS After the End, with new post-apocalyptic excitement and adventure. Fight back against werewolf oppressors who would seek to subjugate humanity before it can rebuild. Discover three ready-to-use adventure ideas from GURPS Reign of Steel author David L. Pulver. Unleash new possibilities for open-world plot structures. This issue of Pyramid also includes a special section for The Fantasy Trip. With this month's Pyramid, the fun is just beginning!

Pyramid #3/118: Dungeon Trips (August 2018)

Heroism is always classic.

Pyramid #3/117: Hot Spots (July 2018)

The world awaits!

With the GURPS Hot Spots series, gamers have traveled the globe across the eras. Now the spirit of Hot Spots infuses this month's Pyramid, the PDF magazine for roleplayers. Discover Paris at the turn of the 20th century to dabble in art, crime, or resistance. Visit Victoria in the world of Transhuman Space. Relax at a Renaissance noble's villa with your guide Matt Riggsby, author of GURPS Hot Spots: Renaissance Venice. This issue of Pyramid is your passport to adventure; go make history!

Pyramid #3/116: Locations (June 2018)

Adventure isn't just what you do; it's where you go.

An interesting place to visit makes any campaign come alive. In this month's Pyramid, the PDF magazine for roleplayers, we draw inspiration from the GURPS Locations series with ready-to-use locales perfect for myriad campaigns. Visit a seaside City of Ships with a hidden evil waiting to

strike. Uncover the haunting secrets of a film school in a mansion that was built in the 1920s. Stop for supplies and a drink at a space station with secret factions and short fuses. Your itinerary is ready for interesting environs across time and space!

Pyramid #3/115: Technomancer (May 2018)

Magic, technology, and adventure unite in an unforgettable world.

GURPS Technomancer has delighted fans for years, presenting a world like our own . . . but where magic is as common as technology. We revisit this setting in this month's Pyramid , the PDF magazine for roleplayers. Take up the role of darkness-defying champions by adding GURPS Monster Hunters to the Technomancer universe. Discover how to include magic in the high-octane exploits of GURPS Action and learn previously unrevealed secrets from author David L. Pulver, who also offers a glimpse of how the setting might look today. With this issue, unleashing the power of Technomancer in GURPS Fourth Edition has never been easier!

Pyramid #3/114: Mind Over Magic (April 2018)

The mind is the key to magic . . . and vice versa.

The power of misdirection begins in the mind. This month's issue of Pyramid , the PDF magazine for roleplayers, looks at the strangeness of shadows, the intrigues of imagination, and the melding of magic and mental matters. Unleash new spells based on glass and names. Stop the machinations of artifacts of evil, or do more of the impossible in dungeons. With this issue, the limits of your imagination are where the magic happens!

Pyramid #3/113: Dungeon Fantasies (March 2018)

Traps, terrors, and treasures are waiting for heroes.

Tombs teem with trouble and tricks, but terrific trinkets await the intrepid! This issue of Pyramid , the PDF magazine for roleplayers, gives gaming goodness for both the Dungeon Fantasy Roleplaying Game and the GURPS Dungeon Fantasy line. Make heroes in new ways courtesy of Dungeon Fantasy architect Sean Punch. Face monsters that are treasures themselves, and discover the genesis of Dungeon Fantasy Traps . With this issue, there are dozens of ways to die . . . but it's all worth it!

What kind of articles did the third volume of Pyramid carry?

If you want to sample something fantasy-themed, try "The Book of Null" from Pyramid #3/13: Thaumatology . If you like modern-day adventure, peruse "The Bricks of Marû Dù" from Pyramid #3/05: Horror & Spies . If you're in the mood for a futuristic article, download "Looting Your Life Pod's Locker" from Pyramid #3/18: Space Exploration .

You can also check out the introduction, table of contents, and sample pages for any issue of Pyramid , available via Warehouse 23!

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Pyramid #3/112: Action II (February 2018)

Speak louder than words.

When the lights go down and the trailer starts, that's when heroes come into focus. This month's issue of Pyramid , the PDF magazine for roleplayers, ramps up the excitement of the GURPS Action series. Add on new modular heroic options to become a knife-fighter, rock star, occultist, and other mix-and-match possibilities. Expand on chase rules to include the challenges of terrain and oddball situations, then prove your heroism in a full adventure. This issue is locked and loaded for fun!

Pyramid #3/111: Combat II (January 2018)

Are you looking for a fight?

When it comes to combat, the right tool, trick, trapping, or teammate can make all the difference, as shown in this installment of Pyramid , the PDF magazine for roleplayers. Unleash the mythic power of firearms with Christopher R. Rice and S.A. Fisher. Go hand to hand against monsters in the Dungeon Fantasy Roleplaying Game by becoming a wrestler, or find your fortune in a dogfight-heavy GURPS Spaceships setting. With this issue, you'll find your fight!

Pyramid #3/110: Deep Space (December 2017)

The siren song of distant stars beckons you.

If you can survive the danger and excitement, the cosmos is yours for the taking in this issue of Pyramid , the PDF magazine for roleplayers. Discover a complete space-opera setting where magic and technology collide, from the minds of Christopher R. Rice and J. Edward Tremlett. Learn that one traveler's trash is another's treasure with spacefaring junk collectors, complete with four vessels to salvage and appropriate GURPS

Spaceships stats. With this issue, the universe is almost as infinite as your gaming possibilities!

Pyramid #3/109: Thaumatology V (November 2017)

Reality won't bend itself.

Books and brews and alternate views! The world of magic just got bigger with this issue of Pyramid, the PDF magazine for roleplayers. Unleash new alchemical wisdom that challenges adventurers to think on their feet to do the impossible. Lash out against arcane enemies with the mage-hunter for the Dungeon Fantasy Roleplaying Game. With this issue, imagine the unimaginable like never before!

Pyramid #3/108: Dungeon Fantasy Roleplaying Game III (October 2017)

The dungeons are more dangerous than ever.

Sharpen your sword and summon your friends; you'll need them to survive! This issue of Pyramid, the PDF magazine for roleplayers, expands the Dungeon Fantasy Roleplaying Game by bringing you more of what you're hunting for. Learn how to augment existing monsters with Dungeon Fantasy RPG designer Sean Punch, and use those methods on nine new creatures of myth and legend. Uncover the secrets of David L. Pulver's "Hydra Island," where death lurks just a soggy step away. With this issue, your tombs are stocked and adventure awaits; all that's needed is your heroes!

Pyramid #3/107: Monster Hunters III (September 2017)

You are the world's only hope against the forces of darkness.

The shadows are insatiable, the odds are insurmountable . . . but your determination is unstoppable! This issue of Pyramid, the PDF magazine for roleplayers, adds new options and threats to GURPS Monster Hunters. Take arms against implacable ghosts with strange abilities. Battle a cosmic horror from beyond the edge of reality. Unleash new wildcard skills and options to speed up gameplay and amp up the champions' abilities. With this issue, the threats are deadlier, but the heroes are more prepared than ever!

Pyramid #3/106: Dungeon Fantasy Roleplaying Game II (August 2017)

The dungeons are stocked, and the heroes are ready.

The time for adventure is nigh . . . and you're prepared! This issue of Pyramid, the PDF magazine for roleplayers, offers more excitement for the Dungeon Fantasy Roleplaying Game. Add new threats to your underground lairs with six sinister undead from Sean Punch and nine deadly traps from Christopher R. Rice. Outfit your dungeon delvers quickly and easily with ready-calculated kits of useful gear. Unimaginable treasure beckons within these pages, and adventure awaits!

Pyramid #3/105: Cinematic Magic (July 2017)

When the lights dim, magic's glow is undeniable.

Some magic is so exciting, explosive, and hyperkinetic, it feels like it's flying off the screen and into your mind. This issue of Pyramid, the PDF magazine for roleplayers, provides new kinds of magical options for cinematic universes. Use the power of GURPS Thaumatology: Sorcery in your super-heroic settings. Revel in David L. Pulver's guide to tapping the might of a dead god to accomplish the impossible. With this issue, your games just got more like a summer blockbuster; just add popcorn!

Pyramid #3/104: Dungeon Fantasy RPG (June 2017)

The dungeon beckons; dare you answer the call?

It's never too soon to prepare for adventures of a lifetime! This issue of Pyramid, the PDF magazine for roleplayers, is devoted to the Dungeon Fantasy Roleplaying Game. Learn the basics of the game with "Trapped in the Living Tomb" -- a complete, ready-to-play solo adventure. Make a random heroic background with David L. Pulver, or devise a complete campaign framework with the roll of some dice. With this issue, the world of dungeon-delving excitement is closer than ever!

Pyramid #3/103: Setbacks (May 2017)

Not all challenges can be solved with a sword or blaster.

To rise against adversity, you must first understand the problems you face. This issue of Pyramid, the PDF magazine for roleplayers, presents a variety of setbacks and obstacles for adventurers to overcome. David L. Pulver offers a system for GURPS Spaceships malfunctions to endure and fix. Matt Riggsby gives designer's notes for GURPS Hot Spots: The Silk Road that includes a handful of new mythic monsters perfect for that historical setting. With this issue, it's the right time for things to go wrong!

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Pyramid Magazine Contributions (Issues #101 to #122)

Some of the best comedy exists from simply turning expectations on their ear. So when a group of teen sleuths and their animal mascot try to uncover who's wearing the rubber suit in *The House of 10,000 Sock Monkeys*, the true dark humor begins after they've cracked the case. Tremlett and Rice give you options for playing as the Puzzle Pals in a straight satire or as your own PCs in a wide range of games; either way, expect the unexpected.

See here for Designer's Notes.

#3/102 Pyramid: Epic.

Sometimes you just want to take your games to the extreme, where too much of a good thing makes it even better. Behold, this month's epic issue of Pyramid, the PDF magazine for roleplayers! Forge mighty weapons and useful artifacts in GURPS with the power of imbuelements. Face fearsome armies amid all-out war in GURPS *Dungeon Fantasy*. Repel an alien invasion using bleeding-edge GURPS Spaceships vessels. With this issue, the unimaginable has never been easier!

This was a Cover Issue for me. See here for Designer's Notes.

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This was a Cover issue for me. This was a double article issue for me. See here for Designer's Notes for Al-Phasmaq. See here for Designer's Notes for Croatoan Point. It can be purchased here.

Pyramid #3/118: Dungeon Trips.

It's never been a better time for crypt-crawling fantasy exploits! With this month's Pyramid, the PDF magazine for roleplayers, you'll get new tools and toys for two systems that deliver the goods to dungeon delvers! Unleash the power of your buckler by becoming a shield-bearer in the Dungeon Fantasy Roleplaying Game. Explore an abandoned mine using either The Fantasy Trip or Dungeon Fantasy. With the roll of some dice,

create random encounters for Dungeon Fantasy . . . or turn them into inspiration for The Fantasy Trip . With this month's Pyramid , you'll get the newest in old-school gaming!

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See here for Designer's Notes (for Chevaliers and Commanders). See here for Designer's Notes (for Native Crusaders). It can be purchased here.

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Written by Sean Punch / Douglas Cole / David L. Pulver / Christopher R. Rice / Steven Marsh.