

GURPS[®] Supers[™]



A Rock 'n Roll Adventure by Loyd Blankenship

DEATHWISH[™]

STEVE JACKSON GAMES

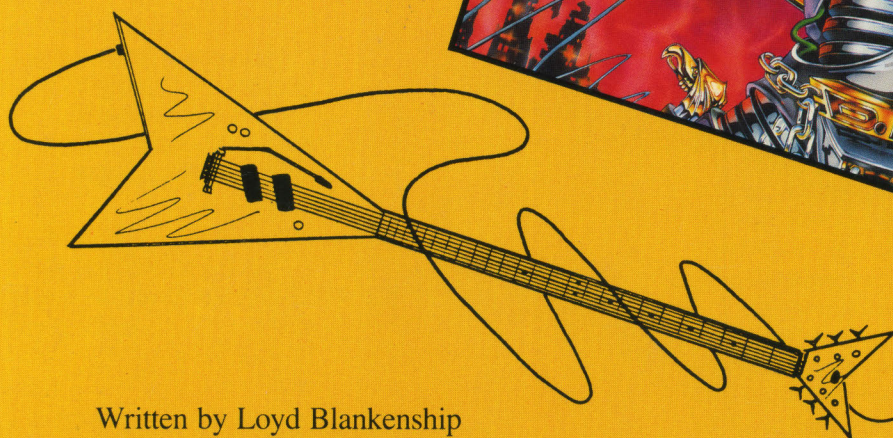
ARE YOU READY TO ROCK?

There's no business like show business, and Deathwish knows how to put on a show! They've got strobe lights, laser effects, smoke machines and enough wattage to deafen even the most hardcore rockers. But strange things are starting to happen at Deathwish shows—a shooting here, a stabbing there, and the occasional full-blown riot to make things interesting. Add to this mixture a sinister group of meta-villains whose tastes run more to museum robberies than to guitars and drums, and you've got a mystery on your hands!

Deathwish is an adventure for three or more 500-point supers. The investigation spans coast-to-coast with stops in Los Angeles, Denver and several other cities throughout the U.S.

Deathwish includes:

- Complete descriptions of the bands Deathwish and Sinister Drums (including a Deathwish Discography).
- Detailed maps of concert sites, villain headquarters and other important areas.
- Several NPCs that can be used in an ongoing campaign.
- Adventure seeds that make this a perfect sourcebook for continuing adventure even after the initial investigation is over.
- And much, much more . . .



Written by Loyd Blankenship
Edited by Jim Bambra and Sharleen Lambard
Cover by John Dismukes
Interior art by Charlie Wiedman

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DEATHWISH

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Interior Art by Charlie Wiedman

GURPS System Design by Steve Jackson

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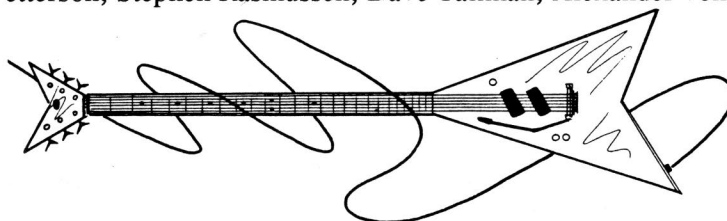
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INTRODUCTION

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, legal-sized envelope (SASE) any time you write us! Resources now available include:

Roleplayer. This bimonthly newsletter includes new rules, variants, 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. 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 questions accompanied by an SASE. Please allow 6-8 weeks for a reply, as we get a lot of these!

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 many games, including **GURPS**. Much of the playtest feedback for new products comes from the BBS. It is 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) and **GURPS Supers**. Any page reference that begins with a B refers to a page in the **Basic Set**—e.g., p. B102 means p. 102 of the **Basic Set** (Third Edition). Any page reference that begins with SU refers to **GURPS Supers**.

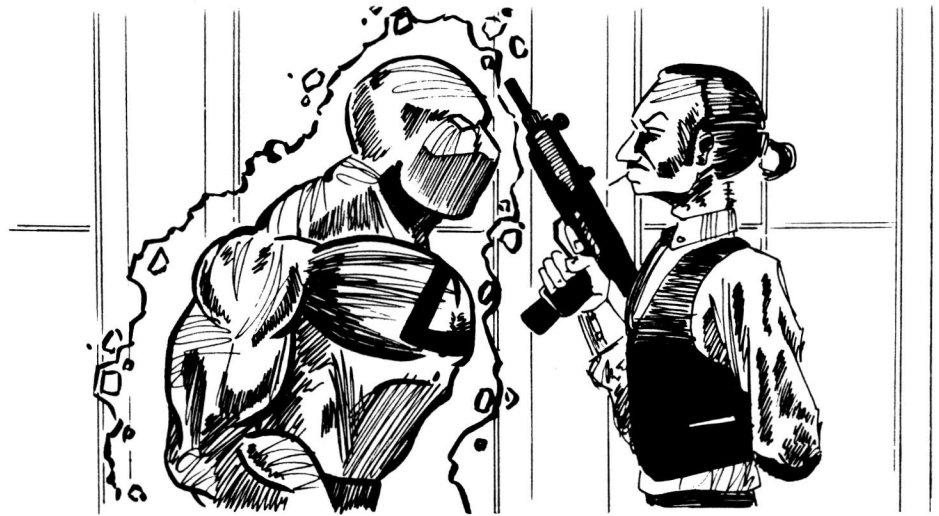
About the Author

Lloyd Blankenship is the author of **GURPS Supers** and in his spare time is Managing Editor at Steve Jackson Games. He has played guitar and bass with several bad garage bands, and wasn't at Woodstock.

Deathwish is an adventure for four to six **GURPS Supers** characters. The PCs should be 500-point "four-color" characters. More experienced supers will enjoy this adventure, but the GM will have to increase the power of the villains to keep the adventure challenging for the players. Pages 28-32 contain the character sheets for the villains opposing the PCs—their point totals range from 500 to 750.

Deathwish will take anywhere from one to three playing sessions to complete, depending on how many sub-plots the heroes follow up, how many combats they get into and how long a typical session lasts. When the main adventure is over, the GM can still use many of the NPCs in an ongoing campaign, and **Deathwish** has several adventure seeds that can be fleshed out into separate episodes.

Players should stop reading here — the rest is for the GM's eyes only!



Optional Rules

It is recommended that the GM use some of the optional combat rules to limit the deadliness of combat. If the Stun Damage rule (see p. SU86) is not in effect, then a Damage Modifier (see p. SU87) of at least 1/2 is suggested. **Deathwish** is intended to be a comic-book style adventure, with sizzling energy bolts, storms of bullets, and heroes that miraculously survive incredible blows. Having the characters killed by the first group of thugs with automatic weapons goes against the spirit of the adventure!

The adventure doesn't revolve around combat, however. There should be between two and four super-combats, but the bulk of the work will be done by the PCs following clues and trying to piece together exactly what is going on.

If a player character possesses psi powers, all five members of the band **Deathwish** should be equipped with technological mind shields, if such a device exists in the campaign. A recommended device costs \$5,000, weighs 3 pounds, provides Mind Shield-15, and runs on standard batteries (available at any convenience store). If no such device exists, the GM should be careful that a PC psi doesn't merely strip the information needed to solve the mystery from the minds of a psionically-helpless villain, thereby short-circuiting the adventure.

Background

Deathwish can be easily integrated into an existing campaign. This adventure is designed to plug into any city in the United States with a population of over 100,000. Throughout the adventure, the actual location is referred to as the “campaign city.”

Plot Summary

Deathwish is a rock band with a secret identity — that of an evil super-team specializing in jewelry and art thefts. Their *modus operandi* is to make daring heists during their concerts. Deathwish’s latest trick is to cause a riot at the concert in order to distract the police. Then, as the crowds go wild, they hit the robbery scene.

The PCs become involved with the investigation by helping to quell one of these riots. From the beginning, the players will probably suspect that either Deathwish or their warmup band, Sinister Drums, have something to do with the mysterious riots and burglaries, but they have to follow up several avenues of investigation before they can *prove* anything (or know for sure if they’re right). Initially, the GM should try to convince them that the theft was a political maneuver by Sinister Drums. In reality, it was merely another step on the way to the big heist — the King Tut exhibit at the Denver Museum of Art.

The adventure ends at an outdoor concert where the villains will try to sneak away to make the King Tut heist. The players will have to stop the theft (or at least catch the thieves while they still have the goods on them), and keep the huge crowd from rioting when its favorite band is arrested.

The GM should read the *Rolling Rock Magazine Story* (sidebars pp. 16-18), the character backgrounds for the members of Deathwish (pp. 28-32), and the sidebars on pp. 5-6 concerning Sinister Drums before reading any further.

Getting Started

There are several different methods of introducing the player characters to the adventure. The GM should pick the one that best fits into his campaign, combine them, or come up with something entirely new.

A Radio Promotion

A character’s car is pulled over by a van from the local radio station, K-ROK. He is allowed to reach into the K-ROK Loot Bag and draw out a prize. Surprise! He has just won a night on the town for himself and five of his friends. The characters will be picked up in the K-ROK limousine, taken out to one of the city’s finest restaurants, and then given backstage passes to see Deathwish.

Non-Native Super-Teams

If some of the PCs are not from the campaign city, they may be taken on a guided tour provided as a courtesy to visiting supers by the campaign city’s Chamber of Commerce. The tour includes free passes to the concert that night (for those who are interested), or an after-hours tour of the museum (the initial robbery target, pp. 10-11), for those who are not heavy-metal fans.

New Campaigns

If *Deathwish* is to be the first adventure of a campaign, the players should be encouraged to go to the concert. Perhaps one of the PCs is a reporter for a local newspaper, or a police officer assigned to crowd control at the stadium. Or maybe the characters themselves are members of a band, going out to see their heroes!



Using Deathwish

While *Deathwish* is intended to be used in a super powered campaign, it can easily be modified for characters with no super-abilities at all. Instead of meta-villains, the band members can be altered into cat burglars with 100 to 150 points. The Deathheads remain normal fanatics with automatic weaponry, and Psytron and Sorceress will merely hide from the PCs at the museum, or escape through a second secret tunnel.

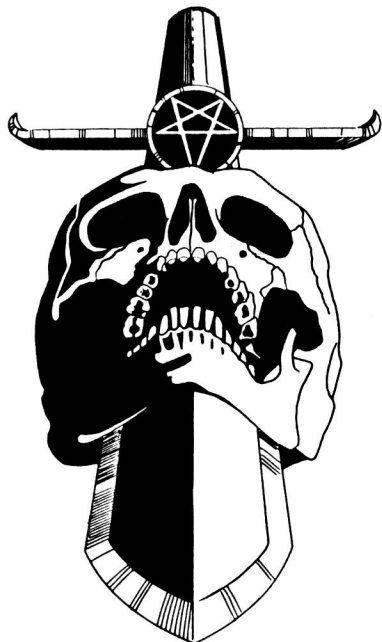
In the climactic last scene, the band will return to the concert site from the museum in the helicopter rather than using Psytron’s teleportation powers.

The campaign setting could also be altered to a non-supers outer space setting with similar modifications: substitute ultra-tech equipment for the villains’ super-powers, and, instead of a city-to-city investigation, lead the PCs on a planet-to-planet jaunt.

Discography

Chainsaw Records released *Wish Upon a Scar*, the first Deathwish album, in 1987. Spurred by such songs as *Your Pain, My Pleasure*, and *Spikey Bits*, the album quickly went platinum. It was followed up in early 1988 with the controversial and phenomenally popular *Wishcraft* album, which was banned in stores around the country because of its cover. That cover proved to be a monumental stepping stone in the career of model-turned-actress Tina Fluffe, who says she doesn't regret the nudity at all, and that the snakes didn't bother her once she got used to them.

The band is now touring in support of its third album, the 1989 release *Wishing Hell*, and is planning to record a live double album (*Blow Out the Napalm and Make a Wish*) in Denver later this month. Critics of the band remain unimpressed by the band's hard-edged rock, but thousands of members of the Deathwish Fan Club disagree, sometimes violently (see below).



The Deathwish Fan Club

The official Deathwish Fan Club has over 250 chapters in all 50 states plus 27 foreign countries. The members (known as "Deathheads") total well over 100,000, each plunking down the \$20 annual dues cheerfully. At live concerts almost a third of the audience wear the black T-shirt bearing the Deathhead — a skull with a large knife driven through the top of its head.

Deathheads are usually young (under 25), and are obsessed with the band's music. There have been sporadic outbreaks of violence at Deathwish concerts — almost all have been traced back to a drunk or drugged (or both) Deathhead deciding that he didn't like the way someone looked at him.

The club newsletter, *Better Off Dead*, is published by Deathwish Press in southern California, and comes out bi-monthly.

The Adventure

THE ADVENTURE

Act One: The Stadium

It is a sweltering summer night in the campaign city. Deathwish is in town, and over 20,000 fans are in line to see the show. Outside the stadium, tickets are being scalped for up to \$150 each — several enterprising capitalists approach the PCs as they head into the auditorium, offering to "trade up" their tickets to better seats in exchange for a ticket and cash, or sell them good seats outright.

Getting Scalped

If the PCs get involved in ticket buying or swapping, the GM should make an IQ roll for each player handling the new tickets. On a successful roll, the character notices that the ink is smearing on his new ticket — an obvious forgery. If confronted with this, the scalper makes a sudden bolt for freedom through the crowd. If a hero uses any blatant super power (crimson rings of restraining, or a warning fireball exploding over the scalper's head, for instance), the crowd immediately begins to panic. This is a good chance for the heroes to practice their riot-quelling skills — they'll come in useful later in the adventure.

Assuming that the PCs avert a mass panic, they can resume their places in line. If they still need more seats, a less shady scalper approaches and offers them genuine tickets for only \$100 each. If they aren't in hero garb (and haven't blown their cover catching a scalper) they are also approached by an entrepreneur of a more dangerous vein — a drug dealer.

Dealing for Dollars

"Hey, howzit going? You lookin' to buy anything? I've got it. Weed, X, rock, cola, crank, acid — you name it, and Louie B.'ll supply it."

Louie is a seedy-looking transient: white, about 30 years old, 5' 9", 140 pounds, with two or three days' beard growth. He has grayish-black hair, and is wearing a pair of army fatigue pants with a black muscle shirt under an army jacket. He is heavily tattooed, and has a large duffel bag slung over one shoulder. His attributes are ST 9, IQ 9, DX 12, HT 8. His only notable skills are Fast-Draw (Pistol)-13, Fast-Talk-14, Guns (Pistol)-12, and Merchant-10.

The PCs can either ignore him, arrest him, or try and make a purchase. If they ignore him, or tell him to get lost, he moves on down the line looking for other customers. If they try to buy something from him, he sells them whatever they ask for, concealing the transaction from the rest of the line as best he can. If they try to arrest him, however, he goes for his gun (AMT Backup, see p. B208). If the opportunity presents itself, Louie grabs a nearby 14-year-old girl



Whirlwind

ST: 10 (0 points) IQ: 12 (20 points)
DX: 12 (20 points) HT: 12 (20 points)
Speed: 6 Move: 6 (96 flying)
Damage: Thrust 1d-2; Swing 1d; Wind Blast 8d+8;

H&K rifle 7d cr.

Appearance: Male, white, 19 years old, 6' 0", 140 lbs., long blond hair, blue eyes.

Advantages

Ambidextrous (10 points)
Strong Will +3 (12 points)
Very Wealthy (30 points)

Disadvantages

Compulsive Liar (-15 points)
Greed (-15 points)
Paranoia (-10 points)
Skinny (-5 points)

Super-Advantages

Damage Resistance +20 (100 points)
Flight (40 points)
Invisibility (Switchable +1; 44 points)
Invisibility to Machines (Switchable +1; 28 points)
Passive Defense +2 (50 points)
Super Flight X3 (60 points)

Skills

Acrobatics-13 (8 points); Bicycling-12 (1 point); Carousing-14 (8 points); Cooking-13 (2 points); Gambling-13 (4 points); Guns (Rifle)-15 (8 points); Hobby (Surfing)-11 (1 point); Musical Instrument (Guitar)-26 (24 points); Streetwise-14 (6 points)

Super-Power and Skills

Air Power 16 (160 points)
Vacuum-10 (4 points)
Whirlwind-11 (8 points)
Wind Blast-15 (24 points)
Wind Jet-11 (8 points)

Equipment

H&K PSG1 with 2 clips
Heavy Kevlar armor (PD 2, DR 12)
2-way radio

Quirks

Loves to spend weekends in Las Vegas
Secretly listens to classical music
Acts much dumber than he actually is
Extremely concerned with his rebel image
Rides his bicycle every chance he gets

Total Point Cost: 650 points



Edward Traynor is a native Californian — he surfed, skated, grew his hair waist-length, bleached it blond and did everything else that he thought a “typical” California boy should do. His consuming passion since he was seven years old has been his guitar. He practiced for at least two hours every day, rain or shine, until he could make the instrument do anything that he wanted.

When puberty hit, Eddie found out he had several other talents — flight, for instance, and the ability to control winds. At first he only used this power to provide good windsurfing weather — but when he found he could turn invisible, the temptation to *do some crimes* became overwhelming.

About this time Eddie got the chance to try out for Deathwish, their old guitarist having died in a spontaneous combustion accident. Much to his surprise, although not to anyone who had heard him play, he got the job. Eddie doesn't realize that one of the reasons he got the gig was that Psytron read his mind and discovered his meta-human status.

As far as Eddie is concerned, he's died and gone to heaven. Not only is he playing with one of the hottest bands in the world, but he is working with an accomplished group of meta-villains that can teach him the ropes as on how to most effectively use his abilities.

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