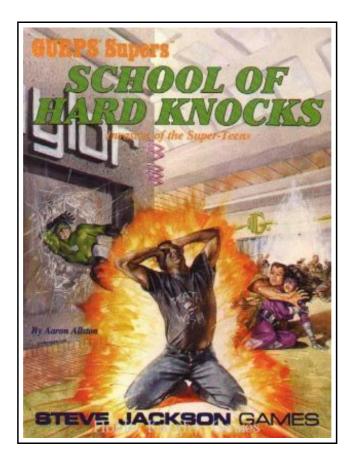
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Steve Jackson Games, 1999. Module. Book Condition: New. Steve Jackson Games GURPS (1st-3rd Edition) -Supers School of Hard Knocks (EX-) Manufacturer: Steve Jackson Games Product Line: GURPS (1st-3rd Edition) - Supers Type: Module Code: SJG6107 Copyright Date: 1989 Author: Aaron Allston Page Count: 32 Please review the condition and any condition notes for the exact condition of this item. All pictures are stock photos. The condition of the item you will receive is EX-. Our grading system is explained in the terms of sale section of our bookseller page. Please feel free to contact us with any questions. Product Description: High school -- a time for proms, football, and homework. But at Knox High, it's also time for some of the students to try out their new super abilities! They're powerful, confused, and misunderstood. They create destruction and chaos wherever they go. They're hunted by the authorities . . . and by dark powers. In School of Hard Knocks, your GURPS Supers heroes must track down the city's brand new metahumans, discover what they want . . . find out who wants them . . . and decide how to deal with them! School of Hard Knocks is a four-color adventure for supers of 500 points or greater. It is also a sourcebook for GURPS Supers, with characters, settings, story ideas, and a continuing campaign plot that can be used after the adventure is done. School of Hard Knocks includes: The Hell-Raisers -- a team of maniacal villains led by a hell-spawned demon. The Forty Thieves -- a team of high school supers with problems that ordinary teens never dreamed of. Maps for two super-battlegrounds: Knox High School and Ridgecrest Mall. Adventure seeds -- springboards to further adventure, providing the GM with ideas to keep players busy for months....



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