

School of Hard Knocks (GURPS (1st-3rd Edition) - Supers)

Filesize: 3.58 MB

Reviews

These sorts of publication is the greatest ebook accessible. I could possibly comprehended everything using this written e ebook. Your lifestyle span will likely be enhance when you total reading this ebook. (Treva Roberts)

SCHOOL OF HARD KNOCKS (GURPS (1ST-3RD EDITION) - SUPERS)



To get School of Hard Knocks (GURPS (1st-3rd Edition) - Supers) eBook, make sure you access the hyperlink listed below and download the ebook or have accessibility to additional information which might be relevant to SCHOOL OF HARD KNOCKS (GURPS (1ST-3RD EDITION) - SUPERS) ebook.

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....

- Read School of Hard Knocks (GURPS (1st-3rd Edition) Supers) Online
- Download PDF School of Hard Knocks (GURPS (1st-3rd Edition) Supers)
- Download ePUB School of Hard Knocks (GURPS (1st-3rd Edition) Supers)

Related Kindle Books

[PDF] Read Write Inc. Phonics: Yellow Set 5 Storybook 7 Do We Have to Keep it? Click the hyperlink below to get "Read Write Inc. Phonics: Yellow Set 5 Storybook 7 Do We Have to Keep it?" PDF document. Read Document »

[PDF] Free to Learn: Introducing Steiner Waldorf Early Childhood Education Click the hyperlink below to get "Free to Learn: Introducing Steiner Waldorf Early Childhood Education" PDF document. Read Document »

=	

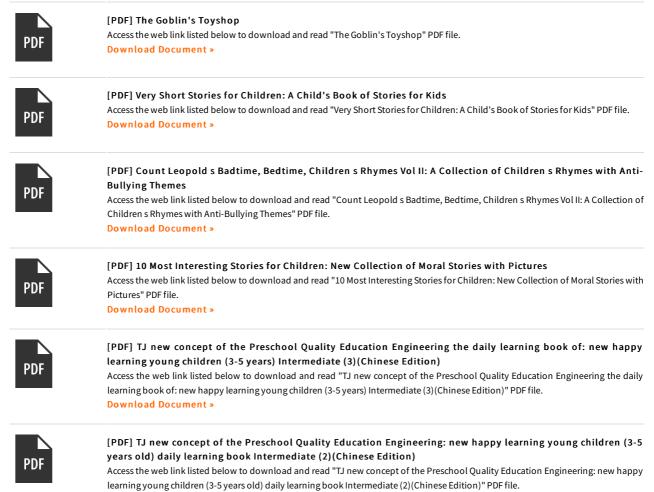
[PDF] Dom's Dragon - Read it Yourself with Ladybird: Level 2 Click the hyperlink below to get "Dom's Dragon - Read it Yourself with Ladybird: Level 2" PDF document. Read Document »

[PDF] Sarah's New World: The Mayflower Adventure 1620 (Sisters in Time Series 1) Click the hyperlink below to get "Sarah's New World: The Mayflower Adventure 1620 (Sisters in Time Series 1)" PDF document. Read Document »

[PDF] Oxford Reading Tree Read with Biff, Chip, and Kipper: Phonics: Level 6: Gran s New Blue Shoes (Hardback) Click the hyperlink below to get "Oxford Reading Tree Read with Biff, Chip, and Kipper: Phonics: Level 6: Gran s New Blue Shoes (Hardback)" PDF document. Read Document »

		$\mathbf{\nabla}$
		_
	_	
1		-

[PDF] Shlomo Aronson: Making Peace with the Land, Designing Israel's Landscape Click the hyperlink below to get "Shlomo Aronson: Making Peace with the Land, Designing Israel's Landscape" PDF document. Read Document »



Download Document »