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# Gurps Technomancer



## Synopsis

On July 16, 1945, the first atomic bomb was detonated at Trinity Site in New Mexico. The explosion ripped a hole in the fabric of space. Doctor Oppenheimer's words "I am become death, destroyer of worlds" unwittingly closed a necromantic ritual. The fireball vanished, but the mushroom cloud remained. This was the Hellstorm, a tornado of seething magical energy. A pattern of enchanted fallout drifted across the southern United States and Mexico. The effects would not be felt immediately, but over the next generation, they would transform the world... Magic had come to the modern 20th century. But like the power of the atom on our own Earth, it would prove a Pandora's Box.

## Book Information

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## Customer Reviews

The stated intent of GURPS: TECHNOMANCER was to create a world where high-tech and magic co-existed WITHOUT it being cyberpunk. TECHNOMANCER accomplishes this intent very well. The book posits a world where the Trinity nuclear test ripped open the fabric of space and produced a Hellstorm that "irradiated" a good portion of the United States, producing areas of high mana where magic could be worked by anyone with the genes to be a mage. Magical mutation produced more and more mages over time to the modern day. Now set in the present, the world of TECHNOMANCER has been indelibly stamped with the workings of magic. This has resulted in such oddities as industrial-line mages, magical spies, dragons as part of the U.S. Forces in Vietnam, flying sports carpets, and Departments of Magic in certain universities. Although it is written for the GURPS game system (you must have a copy of the GURPS Main Rules to use the mechanics in this book), the wealth of ideas in this book can be adapted to any game system. Steve

Jackson Games spoke of supporting TECHNOMANCER with future supplements. I hope they do! This is an excellent sourcebook, and is probably one of their best in a while.

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