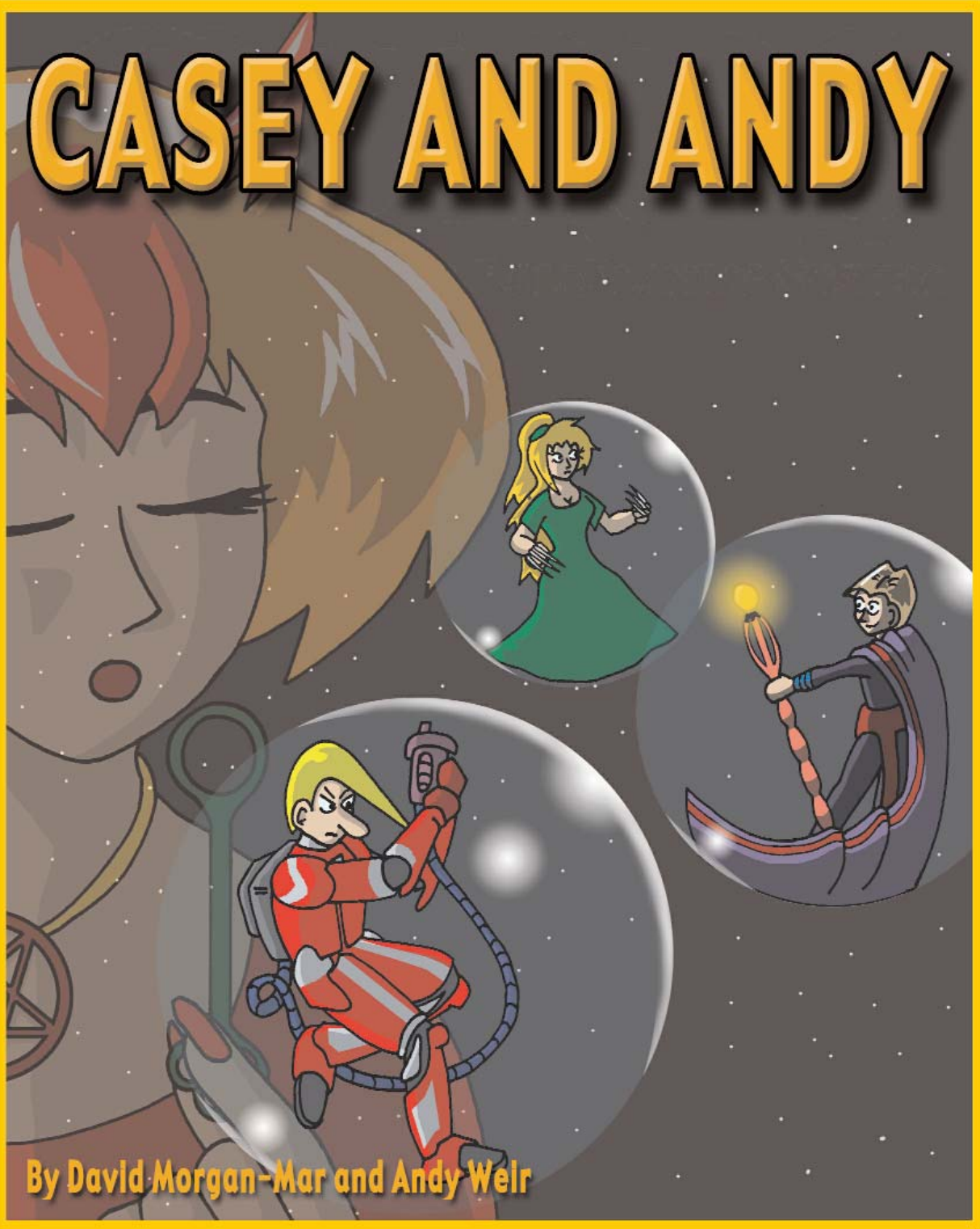


G U R P S[®]

CASEY AND ANDY



By David Morgan-Mar and Andy Weir

STEVE JACKSON GAMES

GURPS[®]

Fourth Edition

CASEY & ANDY



An e23 Sourcebook for GURPS[®] from Steve Jackson Games

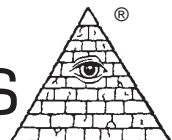
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STEVE JACKSON GAMES



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INTRODUCTION

Welcome to a comic-strip world where the golden light of science holds the promise of a better future for all humanity.

Yeah, *right*.

Science can indeed do anything – which means scientists are the most powerful, important people in the world. (OK, this is clearly not *our* world.) And at the top of the heap are those undaunted by the constraints of inadequate theories, the challenges of defying conventional wisdom, and the

dangers of nuclear radiation. In short, mad scientists.

GURPS *Casey & Andy* is based on Andy Weir's humorous webcomic *Casey & Andy*, found on the Web at www.galactanet.com/comic/index.htm. The title characters are 21st-century mad scientists dabbling in time and dimension travel, instantaneous cloning, and increasingly complex apocalyptic doomsday devices. Apart from that, they live in suburbia with their girlfriends, Mary and Satan. Yes, *that* Satan.

Casey and Andy share their little corner of the universe with an old school buddy – now dictator of Japan – who wants to kill them, a seemingly normal next-door neighbor who also wants to kill them, and a local cop who understands quantum physics better than Werner Heisenberg and would like to arrest them for breaking the laws of nature. Our not-quite-heroes' lives are just a touch complex.

ABOUT THE AUTHORS

David Morgan-Mar is such a fan of wacky webcomics that he draws his own, *Irregular Webcomic* (www.irregularwebcomic.net). He's also written *Transhuman Space: Under Pressure* and *GURPS Update* for Fourth Edition, as well as contributing material to

dozens of other **GURPS** books. He lives in Sydney, Australia, with a large collection of LEGO toys and a very understanding wife.

Andy Weir is a software engineer, avid sci-fi fan, and wannabe fiction novelist. He is the author and reluctant

artist of *Casey & Andy* and has invented hundreds of games, four or five of which don't suck. He lives in Fremont, California, with a large collection of sci-fi DVDs and a very hostile cat.

CHAPTER ONE

THE WORLD OF CASEY & ANDY

Most people in Casey and Andy's world go about their lives pretty much the same way we do on our own strange little planet. Generally, these unwitting folks are the lucky ones. For this is a world in which mad science works, Hell is a real place, and innocent bystanders get transported to alternate dimensions with alarming regularity. And most of the strangeness centers around an unassuming suburban American household.

Straight from the Source

This book plus *GURPS Basic Set, Fourth Edition* contains everything one needs to roleplay in the world of *Casey & Andy*. To get a feel for the characters and possible storylines, however, reading the webcomic (particularly the following story arcs) is highly recommended:

Mime Assassin: Strips 90-98.

Azrael: Strips 138-152.

Quantum Crook: Strips 197-230.

Jenn: Strips 311 and 320-362.

Now get out there, invent some gadgets, and cause some mayhem!

LOCATION, LOCATION, LOCATION!

FREMONT

Casey and Andy live in Fremont, California. If you check an atlas, you may find a Fremont in California, but it's not *our* Fremont – for which we real-world residents should be exceptionally grateful. The casual visitor to the 21st-century version will find several local points of interest. Most of these little jaunts will likely devolve into fleeing for his life and sanity.

Casey & Andy's Place

The house at 638 Wasatch Drive certainly *resembles* a typical single-story

Casey: You're an idiot.

Andy: Geniuses often appear to be idiots.

Casey: So do idiots.

suburban dwelling. Besides Casey and Andy, its residents include Casey's girlfriend, Mary, Andy's girlfriend, Satan, and Andy's cat, Cujo.

In the basement resides a nuclear reactor core that powers Casey and Andy's mad science experiments. Near the core (though not too near, we hope) sits an insanely overpowered backup generator for emergencies such as black-

outs (when they can't run the blender) or when the core melts down. This doesn't happen *very* often. They don't use the reactor to power household appliances "because that would be stupid."

The garage houses Andy's hamster-powered hovercraft, on which the guys occasionally spend time working. (Think *Greased Lightning* with less grease and more hamsters.)



Casey & Andy's Snooty Discussion Hour

In this hour-long program shown irregularly on public television, our two discredits to evolution discuss esoteric aspects of morality, economic theory, literature, theology, and science. Casey sports a fashionable monocle while Andy smokes a Sherlock-Holmes-style calabash pipe. Once the hosts start disagreeing on the finer points of the subject matter – or perhaps just on what the subject should be in the first place – their erudite dialogues devolve into equally erudite name-calling and chokeholds. Occasionally they bring on special guests to watch them while they argue.



Scattered around the house are bits and pieces of odd scientific forays; Casey, for example, keeps a box of anti-matter under his bed. Most of their working equipment is in the basement, although they occasionally take the nuclear missiles to Jenn's yard next door to spiff them up with a bit of soap and polish. There are seven nuclear bombs in all, or, at least, that's how many they found last time they tried counting.

Mary keeps the Fremont Insane Asylum programmed on the phone's speed-dial. Just in case.

Jenn's Place

Jenn lives next door at 640 Wasatch Drive. Her house enjoys relative normalcy except for the odd occasion when all the windows are shattered by an unexpected explosion next door. Other times, Casey or Andy may fall through her roof after a planned one.



The yard is guarded by a surly garden gnome which, despite pressure from the street's homeowners' association, Jenn refuses to remove until they confront Casey and Andy about the missile-launch silos.

Fremont National Bank

The Fremont National Bank has been serving the needs of both its law-abiding and law-flouting customers for 150 years. The bank has a state-of-the-art vault and video-surveillance system, but it still keeps its cash in big, round bags with dollar signs printed on them. Andy has robbed the bank a few times, but Quantum Cop is always there to catch him green-handed. Even Jenn has attempted a holdup to gain Quantum Cop's attention.

Fremont High School

Principal Clamp has been terrorizing teachers and children here for 20 years. Casey, Andy, and Lord Milligan were in the same classes here back in the 1980s; Mary was a year ahead of them. Ah, the fond memories they have of this place . . . sneaking into the restroom to do all those off-limits "adult" things . . . like building their first

nuclear bomb using stuff they stole from the chemistry lab.

Fremont Police Station

Most of the township's fairly laid-back cops hang out here eating doughnuts and drinking coffee. When not out booking speeders or saving the world, Quantum Cop can be found within enjoying a hot cup of java, assuming anyone remembered to refill the coffee pot.

Less Frequented Spots

Krazy Kostumes

Fremont's local fancy-dress rental store. Booring.

City Hall

Casey and Andy come here to fight parking tickets and demand their constitutional right to bear arms . . . or bear nuclear weapons . . . or arm nuclear weapons, depending. The bureaucrats have standing orders to barricade the doors when they see either mad scientist approaching.

Fremont Family Dentistry

This friendly little building is home to the only person who scares Andy: his dentist. The good doctor has a special air compressor, a high-impact drill, and exorcism gear just for working on Andy's teeth. While his tools are not evil as such, it's possible some villain could trick the well-meaning fellow into using them for nefarious purposes.

Big Al's Live Spider Emporium

Located on the edge of town, under the airport-approach flight paths, Big Al's stocks exotic spiders from around the world, including those giant ones with a taste for primate flesh. What better subjects for mad genetic experiments? Big Al is a gentle giant of a man – with almost no mob connections.

Fatalball

Fatalball, a game Casey and Andy invented, is – as can be imagined – fast, furious, and frequently fatal. It's basically two-player war (as in *war*, not the pansy card game) in a sports stadium. Any weapons are allowed, although excessive use of high explosives is particularly encouraged. Judging who won is more a matter of style than survival since nobody has yet lived through a game. Casey and Andy hold the league records for shortest game, longest game, most collateral damage, and the only two people stupid enough to participate.

BIZARRE LOVE QUADRANGLE

Andy travels back to 1888 to visit the object of his unrequited lust: the long-dead wife of President Grover Cleveland, Frances. Despite having married Grover just two years earlier, Frances becomes smitten with Andy and accompanies him back to the present, where a furious Satan is waiting. What's worse, according to history now, President Cleveland was galvanized by the strange disappear-

ance of his wife to campaign more fiercely. He ended up beating Benjamin Harrison in the 1888 election, thereby setting in motion a chain of events that echoed down to the present . . .

Determined to recover his beloved Frances, Cleveland vetoed massive amounts of government expenditure and funneled the funds into a black-ops steampunk development program – the late 19th century equivalent of mad science! – that eventually determined the First Lady had been transported to the future. President Cleveland had himself

sent to the 21st century with mad steam-powered time-travel technology, arriving in the wake of the disputed 2000 election. With two years technically still left of his term, Cleveland convinced the Supreme Court to reinstate him as the 43rd President. And then things started to get *weird*.

When Andy returns to the present, President Cleveland's zeppelin-steering steampunk federal agents are hot on his trail. With timelines as tangled as a romantic subplot, it's just the right place for some major mad science adventure.

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