



# The Maejeori

## The Hurt Locker

Ravens 'N Pennies

Christopher R. Rice



# INTRODUCTION

## ABOUT THE SERIES

The Hurt Locker is all about gear – from special glasses that are tinted so you see faeries to the captured and repurposed mind control ray from the Greys. Whatever it is, the Hurt Locker has you covered.

## ABOUT THE AUTHOR

Christopher R. Rice has run numerous games in *GURPS*. He's also authored, co-authored, or contributed to ten *GURPS* supplements (and counting!) on a range of subjects and many articles from old Pyramid and new. Of course, if he's not writing about *GURPS*, he's blogging about it. Visit his site, "Ravens N' Pennies" ([www.ravensnpennies.com](http://www.ravensnpennies.com)), for more *GURPS* goodies.

He wishes to thank L.A., for being the wonderful, amazing, inspiring woman that she is—not every man gets his muse personified in the flesh! He also wishes to thank his gaming group—the Headhunters—for alpha testing these rules, his family (especially his mother), and Elizabeth "Archangel Beth" McCoy, his Sith Editrix mentor.

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# THE MEJEORI

Power Pool: 10 FP

*Origins: Cosmic.*

Forged from the same metal that Axe of Thunder and Lightning is made of, the Mejeori are a pair of chain-mesh gloves. While worn they increase the strength of the bearer and protect them from weather-related attacks.

## *Properties*

- *Potens:* While worn, the gloves effectively triples the ST of the wearer for all purposes, but does not increase HP. Additionally, they *ignore* the ST requirement of the Axe of Thunder and Lightning completely. They use whatever ST they possess (including the bonus from this ability) to wield it.

- *Stormborn:* While worn, the Mejeori allow the wearer to ignore all damage from any of the following: wind-related damage, electrical damage, sound-based damage, FP loss from exposure, and similar other sources. This also makes the wearer totally immune to the Heart of the Storm ability of the Hammer of Thunder and Lightning.
- *Weapon:* More than that all unarmed attacks with the wearer's hands gain: Armor Divisor (2), Double Knockback, Double Blunt Trauma, Incendiary, and Surge modifiers. The Mejeori increase punching damage by +3 while worn.

*Weight:* 3 lbs.

