

Gurps 4th Edition Book List | 69791a154d0c1e8eeb98373c335359a9

Gurps DiscworldFridayHow to Be a Gurps GMGurps Fantasy BestiaryGurps BanestormGurps Tactical ShootingDiscworld Roleplaying GameThe Game Master's Book of Random EncountersTranshuman Space: Powered by GurpsGURPS THAUMATOLOGYGurps Ultra-TechMagic 4eGurps: SpaceshipsGurps High-TechGURPS RussiaGurps FantasyGurps Bio-TechGurps Low-TechGurps Infinite WorldsGurps Discworld AlsoGURPS JapanGURPS Basic SetGurps CyberpunkGurps Mass CombatGurps Horror 4/EGurps MysteriesGurps DragonsGurps Compendium IIGURPS LiteGURPS Basic SetGurps MonstersGurpsLegend Of The Five RingsGurps HorrorGURPS MAGICGurps Martial ArtsGURPS PsionicsGURPS: SpaceGurps Psionic PowersGURPS Warehouse 23

Gurps Discworld -- More than 250 fantasy animals and plants, organized for easy use. -- Includes a special section on everyone's favorite monsterdragons!

Friday Beautiful Friday, a genetically engineered courier of the future, travels from New Zealand to Canada to beyond, as she engages in a series of daring and intriguing assignments. By the author of Starship Troopers. Reprint.

How to Be a Gurps GM For many tabletop RPG players, the joy of an in-depth game is that anything can happen. Typical adventure modules include a map of the adventure's primary location, but every other location?whether it's a woodland clearing, a random apothecary or the depths of a temple players elect to explore?has to be improvised on the fly by the Game Master. As every GM knows, no matter how many story hooks, maps or NPCs you painstakingly create during session prep, your best-laid plans are often foiled by your players' whims, extreme skill check successes (or critical fails) or their playful refusal to stay on task. In a game packed with infinite possibilities, what are GMs supposed to do when their players choose those for which they're not prepared? The Game Master's Book of Random Encounters provides an unbeatable solution. This massive tome is divided into location categories, each of which can stand alone as a small stop as part of a larger campaign. As an example, the " Taverns, Inns, Shops & Guild Halls " section includes maps for 19 unique spaces, as well as multiple encounter tables designed to help GMs fill in the sights, sounds, smells and proprietors of a given location, allowing for each location in the book to be augmented and populated on the fly while still ensuring memorable moments for all your players. Each map is presented at scale on grid, enabling GMs to determine exactly where all of the characters are in relation to one another and anyone (or anything) else in the space, critical information should any combat or other movement-based action occur. Perhaps more useful than its nearly 100 maps, the book's one-shot generator features all the story hooks necessary for GMs to use these maps as part of an interconnected and contained adventure. Featuring eight unique campaign drivers that lead players through several of the book's provided maps, the random tables associated with each stage in the adventure allow for nearly three million different outcomes, making The Game Master's Book of Random Encounters an incredible investment for any would-be GM. The book also includes a Random NPC Generator to help you create intriguing characters your players will love (or love to hate), as well as a Party Makeup Maker for establishing connections among your PCs so you can weave together a disparate group of adventurers with just a few dice rolls. Locations include taverns, temples, inns, animal/creature lairs, gatehouses, courts, ships, laboratories and more, with adventure hooks that run the gamut from frantic rooftop chases to deep cellar dungeon-crawls, with a total of 97 maps, more than 150 tables and millions of possible adventures. No matter where your players end up, they'll have someone or something to persuade or deceive, impress or destroy. As always, the choice is theirs. But no matter what they choose, with The Game Master's Book of Random Encounters, you'll be ready.

Gurps Fantasy Bestiary Behold the power of the mind! GURPS Psionic Powers takes the freeform options of GURPS Powers and turns them into ready-to-use packages of psychic strangeness. Players can use the abilities as presented, confident that they are built from and entirely compatible with the rest of the GURPS Fourth Edition character-creation system. Even better, game masters can use the entire system in a campaign: GURPS Psionic Powers distills the complexity of hundreds of possibilities into individual powers and power groups. This book does all the work, describing each power in levels, making it easy to represent stronger psychic gifts. In addition, the new rules and suggestions allow the entire system to work together to simulate a wide variety of psychic ability. Whether the powers are used as individual parts or as a cohesive whole, this supplement is the one-stop shop for mental mastery. With GURPS Psionic Powers, the mind is an open book!
Description: 88-page B&W softcover.

Gurps Banestorm

Gurps Tactical Shooting Welcome to the land of Yrth, a magical realm of incredibly varied races and monsters - including people snatched from our Earth and other worlds by the cataclysmic Banestorm! Whole villages were transported - from such diverse locales as medieval England, France, Germany, and the Far East. Now humans struggle with dwarves, elves, and each other. The Crusades aren't ancient history here - they're current events! Characters can journey from the windswept plains of the Nomad Lands - where fierce Nordic warriors seek a valiant death to earn a seat in Valhalla - to Megalos, the ancient empire where magic and political intrigue go hand in hand. Or trek south to the Muslim lands of al-Wazif and al-Haz to explore the forbidden city of Geb'al-Din. This book updates the original Yrth of GURPS Third Edition Fantasy and Fantasy Adventures. It provides GMs with a complete world background - history, religion, culture, politics, races, and a detailed map - everything needed to start a GURPS campaign. Phil Masters (Discworld and Hellboy RPGs) and Jonathan Woodward (Hellboy and GURPS Ogre) have added new peoples, places, and plots, as well as lots more on magic and mysticism, all of which conforms to GURPS Fantasy and GURPS Magic. So prepare to make your own mark on Yrth. Plunder elven ruins while evading the desert natives. Play a peasant-born hero . . . an orcish pirate . . . a Muslim double agent commanded to infiltrate the Hospitallers. Yrth awaits the legend of you!

Discworld Roleplaying Game

The Game Master's Book of Random Encounters -- The book that was confiscated by the Secret Service because they thought it contained hacking secrets! (It doesn't) -- Nominated for the Origins Award for Best Roleplaying Supplement.

Transhuman Space: Powered by Gurps

GURPS THAUMATOLOGY All the Gear Is Here! Meticulously researched, GURPS High-Tech gives descriptions and stats for hundreds of kinds of historical weapons and personal armor, vehicles from the stagecoach to modern helicopters, and much more. GURPS High-Tech also has the gear and gadgets characters need. Communication, from early telegraphs to modern computers; tools of the trade for detectives, spies, and thieves; camping equipment, rations, and first-aid kits;

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business cards, watches, and fashionable duds - this book has it all, for encounters from the wilderness to high society and everything in between. GURPS High-Tech is the complete resource for equipment from the 18th century through the modern age, and will be appreciated by Game Masters no matter what system they use! GURPS High-Tech replaces GURPS High-Tech for Third Edition, GURPS Modern Firepower, and portions of GURPS Covert Ops.

Gurps Ultra-Tech Fantasirollespil.

Magic 4e Fantasirollespil.

Gurps: Spaceships There Will Be War! Whether you're trying to stop the Dark Lord's invading army, lead a Ranger company against the Axis in WWII, or command your own crack mercenary regiment in a far-flung star empire, you're likely to get into battles that are far too big to resolve with ordinary GURPS combat. GURPS Mass Combat is the answer! It presents a powerful abstract system that lets you resolve land, sea, and air battles at any tech level. Features include: Rules for logistics, movement, reconnaissance, and many other things that matter to a military force even when no enemy is in sight. Integral treatment of air superiority, amphibious assaults, airborne troops, sieges, and everything else that's important when the enemy is in sight. Round-by-round resolution that puts the commander in control, letting him choose his strategies and instantly see the results of his skill and cunning. Equal attention to the aftermath of battle: pursuit, casualties, looting, recovering losses, and more. Everything is fast and easy to use in play, thanks to extensive examples, quick-reference tables, and ready-to-go stats for the strength, weaponry, and mobility of numerous unit types. It's all generic, too, covering realistic, fantastic, and superscience troops at every tech level, and providing guidelines for customizing their quality, special training, and equipment. And it never loses sight of the fact that GURPS is a roleplaying game - every hero gets a chance to shine, and the rules emphasize what the PCs do and what happens to them. GURPS Mass Combat requires only the GURPS Basic Set, Fourth Edition.

Gurps High-Tech The Future is Alive "Who needs chrome, pal? Meat is where it's at now. Mother Nature always did it best -- she just needed a little help. Get down to the black clinic, old-timer, and you can be 15 again. That is, if you still want to be human at all." It's the technology of the posthuman age: biotech! Upgrade your old body with steroids and smart drugs, transplants, and viral nano . . . or just get a new one. Maybe you don't think being human is so great? Then improve on nature with eugenics and gene-fixing. Or just go parahuman: if you love cats, become one! The technology's changing fast, but you'll have lots of time to get used to it -- death is only a temporary inconvenience with cryonics and immortality drugs. And who needs silicon and steel? Vatbrain biocomputers are where it's really at! But it's not just about the future. GURPS Bio-Tech includes a full range of 19th, 20th, and 21st-century medical equipment, from early vaccines to surgical robots, along with game stats for the world's most deadly diseases. GURPS Bio-Tech also includes a complete set of character templates for biotech professions, rules for biotech magic, and two original campaign settings: an alternate Earth ruled by a clone of Alexander the Great, and a living starship on its way to colonize an alien world! Say goodbye to your old body. Have you upgraded your genetics this year? This is the second edition of GURPS Bio-Tech. It has been revised to the GURPS Fourth Edition rules and expanded to cover medicine, drugs, magic, and new technologies. Some entries were introduced in GURPS Space, GURPS Robots, and the Transhuman Space series.

GURPS Russia Now available in softcover, this GURPS Fourth Edition book combines the spells from the Third Edition GURPS Magic and GURPS Grimoire, plus dozens of all-new spells, for the ultimate tome of magic! Within these pages, crackling with mystic energies, you'll find: The core magic system for GURPS, expanding on the material presented in the Basic Set . . . rules for learning magic, casting spells, enchanting magic items, and more! Complete alchemy rules . . . creating magical elixirs, using them, and even researching new ones . . . with an extensive list of known elixirs and their powers. Alternatives to the core magic system, including complete rules for improvised magic and rune magic. There are also guidelines for the GM who wants to change how magic works in particular worlds in a multi-world campaign. Plus special material from the GURPS Magic Items series and Wizards. This is a powerful book, indeed. Use it wisely.

Gurps Fantasy It's the year 2100. Humans have colonized the solar system. China and America struggle for control of Mars. The Royal Navy patrols the asteroid belt. Nanotechnology has transformed life on Earth forever, and gene-enhanced humans share the world with artificial intelligences and robotic cybershells. Our solar system has become a setting as exciting and alien as any interstellar empire. Pirate spaceships hijacking black holes . . . sentient computers and artificial "bioroids" demanding human rights . . . nanotechnology and mind control . . . Transhuman Space is cutting-edge science-fiction adventure that begins where cyberpunk ends. This Powered by GURPS line was created by David L. Pulver and illustrated by Christopher Shy. The core book, Transhuman Space, opens with nearly one hundred pages of world and background material. This edition includes a customized GURPS Lite - no other books are required to use it, although the GURPS Basic Set for Third Edition and GURPS Compendium I are recommended for GMs.

Gurps Bio-Tech Purchase includes free access to book updates online and a free trial membership in the publisher's book club where you can select from more than a million books without charge. Chapters: Gurps, Bunnies

Gurps Low-Tech

Gurps Infinite Worlds

Gurps Discworld Also

GURPS Japan Whats that behind you? The new revision of GURPS Horror is an exciting approach to any kind of adventure: old-fashioned Gothic horror; classic supernatural horror; Lovecraftian cosmic horror; and modernday J-horror, survival horror, torture horror, and splatter. Horror offers the Game Master spooky monsters and powers; rules for corruption, fear, and madness; and tricks for running scary-butfun adventures. Players can create and equip all kinds of heroes, from screaming victims to fearless monster-slayers. And everyone gets tips on cooperating to tell a memorable story even if the characters dont make it. Whether youre playing a one-shot zombie battle or a full-scale campaign against Things Man Was Not Meant To Know . . . GURPS Horror can jolt your game to unnatural life.

GURPS Basic Set "This volume will help you create campaigns of every style, from science fantasy to space opera to realistic. Recreate your favorite science-fiction background, or develop an original world of your own"--Cover.

Gurps Cyberpunk A Dame Walks Into Your Office . . . A dead body, no witnesses, and a room full of suspects with perfect alibis. Can you find the killer and bring him to justice? Learn the secrets of mystery fiction - and what will, and will not, work in RPG mysteries. Become a better investigator. Discover the problems you are likely to encounter in a low-tech, magic, super-tech, or horror mystery. GURPS Mysteries covers: Creating mysteries as stand-alone adventures, as part of an

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existing campaign, or as campaigns in their own right, with specific discussions of the low-tech, modern-tech, future, magic, and horror settings. Setting the crime scene, including detailed forensic information on causes of death, investigation methods, and a forensics timeline. Bringing interesting villains to life, and matching their disadvantages to their motives and means of carrying out a crime. A template-based character-generation system for iconic investigators, including the genius detective, the hardboiled shamus, police detectives, investigating magicians, even "that darn kid." Sample detective and investigative agencies to hire or bedevil characters. Expanded rules for questioning and interacting with NPCs. GURPS Mysteries, by the author of GURPS Cops, is designed both for the GM who wants to create and run mystery adventures and for players who want to become investigators in any setting.

Gurps Mass Combat

Gurps Horror 4/E Inscrutable masters from hidden temples. Special Forces soldiers. Swashbuckling pirates. Bare-chested brawlers. GURPS Martial Arts brings fighting styles from throughout history to Fourth Edition. From popular Asian bare-handed techniques to European combat arts to fantastic non-human training, this book balances realistic historical schools with cinematic feats from Hong Kong, Tokyo, and Hollywood. Recreate the greatest fighters in the world, or create a style to fit a new campaign; Martial Arts has the techniques and guidelines you need. Not all combat options map to techniques and styles, however. Many require extensions to the combat system itself, so Martial Arts expands on the combat and injury rules from GURPS Basic Set. Some of these additions are highly realistic, while others are extremely cinematic - but they're all optional, allowing the GM to decide which rules apply. Customizing the GURPS combat system has never been easier. This book replaces and expands on the information and rules from the previous edition of GURPS Martial Arts for Third Edition.

Gurps Mysteries Infinite Worlds . . . Infinite Adventure! The good news is, there are other Earths. Maybe an infinite number. The bad news is, somebody out there doesn't like us. The shuttles of Infinity Unlimited jump between parallel Earths, seeking adventure, profit, knowledge, and even entertainment. But a parallel called Centrum has also developed the technology to hop between the worlds . . . and it wants to rule them all. The Infinity Patrol must deal with their ruthless rivals, as well as with world-jumping criminals, and with the possibility that the secret of dimension travel might escape to some of the really nasty alternate worlds like Reich-5. Welcome to the core setting of GURPS Fourth Edition! Every other GURPS setting is on one of the Infinite Worlds timelines . . . whether they know it or not! GMs can use this to create a whole meta-campaign, or just as an excuse to move characters between worlds when the plot requires it. Compiled by Kenneth Hite, the master of alternate histories, GURPS Infinite Worlds combines and updates material from GURPS Time Travel, GURPS Alternate Earths, and GURPS Alternate Earths 2 into one volume, and gives dozens of new worlds to explore as well! This is the complete genre book on both alternative-world gaming and time travel. It offers detailed advice on the unique challenges of running this type of campaign, and on designing and playing characters who regularly cross between settings. It also provides a wide variety of suitable threats and hazards - from evil cross-time Nazis and cosmic conspiracies to "ordinary" monsters and disasters. And it gives guidelines for building alternate worlds from the perspectives of the setting, the story, and the rules. Whether you're playing accidental travelers or the hardened troops of the Infinity Patrol, this book is your gateway to adventure. Infinite adventure.

Gurps Dragons Feel the Power! Fantasy settings are defined by their magic . . . so different worlds need different magic systems. GURPS Thaumatology has GURPS Fourth Edition updates of the best Third Edition magic variants, plus many all-new options. This mighty tome includes: Minor tweaks for the spell-based magic of the Basic Set: restructuring prerequisites and colleges, modifying Magery and mana, new magical energy sources, adapting spells on the fly, and more. Radical revisions of spell-based magic, including detailed versions of the clerical and ritual magic options hinted at in the Basic Set, and the return of that Third Edition classic, "unlimited mana." Traditional alternatives to spells, such as ceremonial, spirit-mediated, and runic magic. World-shaking freeform magic. Magic as inherent powers. An in-depth look at material magic, with new alchemy, herbalism, and enchantment options; rules for free-willed items and magical gadgets; and guidelines for "the stuff of raw magic." Notes on adapting real-world occult concepts - such as the Laws of Magic, astrology, and traditional material components - to any magic system. Guidelines for running magic-oriented games, advice on combining magic systems, and detailed outlines for four distinctly different fantastic campaigns. The softcover reprint contains the same material as the earlier print run (updated for the latest errata, of course!), with black-and-white interiors and a lower price. GURPS Thaumatology requires the GURPS Basic Set, Fourth Edition. GURPS Magic is recommended but not required. The discussions of different magical styles would enhance any game that features magic.

Gurps Compendium II Fantasirollespil.

GURPS Lite -- Ties in with current Hollywood hitsaliens and conspiracy! -- A fan favorite: a whole book with hundreds of Weird Things which the government is supposedly keeping from us all. -- Launched a whole online feature: www.warehouse23.com/basement/

GURPS Basic Set

Gurps Monsters

Gurps

Legend Of The Five Rings "GURPS is the most flexible roleplaying system ever created. With just this book, you can adventure in any world you can imagine"--Cover.

Gurps Horror

GURPS MAGIC Dragons! The most fabulous of all fabulous beasts. Throughout history, around the world, tales of fire-breathing monsters have stirred awe and terror. Now . . . play a dragon. Take to the air with prodigious wingbeats, soaring effortlessly for hundreds of miles. Terrify your foes with fire, claws, and teeth. Gather your hoard. Study ancient lore and magic . . . and take human form to walk in the world of men! GURPS Dragons includes: Origins of the dragon, through myth and legend and even true history. How do dragons fly? How to hunt dragons . . . and survive. Creating dragon characters in GURPS. Dragon-specific combat maneuvers. Templates for Firedrakes, Naga, Chinese Dragons, Sea Serpents, and others. Ideas for dragon-centric campaigns, including two campaign backgrounds! A special Appendix converts the game material to the GURPS Fourth Edition rules, making it even more useful!

Gurps Martial Arts -- Another best-selling rules supplement for the GURPS system. -- Convenient lie-flat binding, so this valuable reference book will last a long time. -- Includes the popular Mass Combat System for GURPS!

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GURPS Psionics It's back . . . and the fear has grown! GURPS Horror, Fourth Edition, is the latest incarnation of one of the most popular GURPS supplements ever . . . and now it's been given a new lease on unnatural life by horror master Kenneth Hite. Its time-tested advice on running scary campaigns has been expanded to include current trends and tropes, showing you how to run everything from old-fashioned Gothic and supernatural horror to the latest J-horror, survival horror, and torture horror. The famous bibliography of unspeakable tomes and frightening films has grown to match. And the monsters return with unpleasant friends, as monsters inevitably do - all with GURPS Fourth Edition racial templates that let you use them as foes, as sinister Allies and cursed Alternate Forms, and even as PCs! Add the new and disturbing powers, the expanded rules for madness and corruption, and countless other updates, and you have everything you need to drag your horror campaign screaming into the 21st century.

GURPS: Space -- Adds many new mental powers to GURPSlets players create more powerful characters. -- By one of the GURPS system's most popular authors.

Gurps Psionic Powers The Student's Guide to Ultimate Power GURPS! A game with infinite possibilities. Even those familiar with this award-winning system may not feel they've mastered the fundamentals . . . and those just starting with this game may feel lost amid the possibilities. You want help. You could use a guide. You need How to Be a GURPS GM. For the player, this supplement offers insight into how to create the perfect character to fit your vision, plus three examples of character creation and two new fantasy templates. The chapter dedicated to customizing combat and using various options can be particularly helpful for new and veteran players in making aggressive altercations even more exciting. For the Game Master, the supplement discusses everything needed to run a campaign: how to prepare the game setting, assist the players with the creation of their heroes, create challenging and engaging encounters, and design and run the first adventure. The included overview of the Fourth Edition line, plus recommended resource lists for eight popular genres, can help the GM decide which supplements will be most helpful to craft a new campaign. This supplement also provides canonical insight from Sean "Dr. Kromm" Punch, who draws on decades of experience answering questions and providing clarifications as the GURPS Line Editor. Throughout, it follows a group of example players new to GURPS, from when their GM first opens the Basic Set through the starting session of their inaugural adventure. How to Be a GURPS GM is an invaluable aid for getting started with GURPS, bridging the previously perilous step between reading the Basic Set and participating in your first game. Half of power is knowing how to use it. With How to Be a GURPS GM, you'll be on your way to unleashing the full potential of GURPS like never before!

GURPS Warehouse 23 -- Back in print after a long hiatus! -- Detailed discussion of Japanese magic and spirits. -- Samurai, ninja, and ronin

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