The book was found
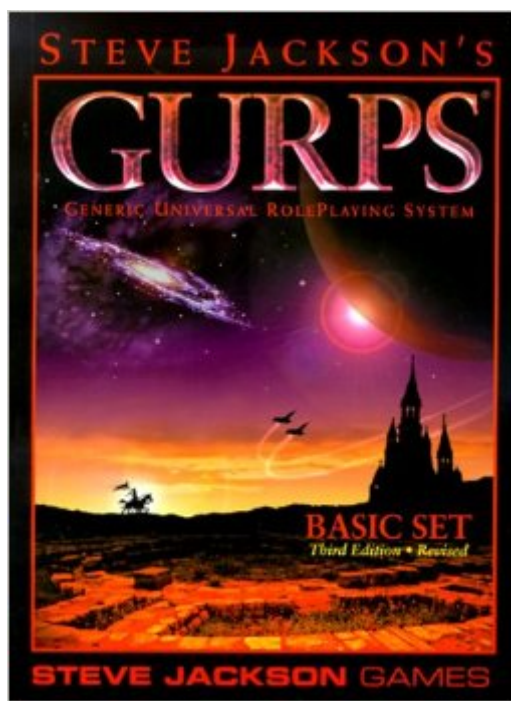
GURPS Basic Set

Synopsis

GURPS: the Generic Universal RolePlaying System is the most flexible roleplaying system you can use. Adventure in any world you can think of. Supplements covering many genres are already out -- and more are coming! But you don't have to wait; the GURPS system is easily adaptable to your favorite game world. It's easy to learn . . . you can jump right in with quick-start rules, pre-designed characters, and an easy-to-play solo adventure. The Basic Set is designed to be "Game Master-friendly," with Table of Contents, Glossary, Appendix and Index, as well as lots of examples.

Book Information

Paperback: 272 pages

Publisher: Steve Jackson Games; 3 Sub edition (January 1991)

Language: English

ISBN-10: 155634127X

ISBN-13: 978-1556341274

Product Dimensions: 0.8 x 8.8 x 10.8 inches

Shipping Weight: 1.6 pounds

Average Customer Review: 4.6 out of 5 starsÂ Â See all reviewsÂ (39 customer reviews)

Best Sellers Rank: #180,880 in Books (See Top 100 in Books)   #6 inÂ Books > Science Fiction & Fantasy > Gaming > GURPS   #2541 inÂ Books > Humor & Entertainment > Puzzles & Games

Customer Reviews

GURPS is an unbelievably adaptable set of role-playing game rules. "GURPS: Basic" is a book of the core rules which are used by a massive number of other GURPS books. Whether you want to play modern day intensely realistic spy adventures, wild futuristic space opera, heroic sword and sorcery fantasy, four-color super heroes, tales from the Wild West, or anything in between, GURPS will let you do it. GURPS features one of the most flexible, open ended character generation systems ever developed.Yet despite its universal adaptability, it's still easy to learn to play and run. The basics of GURPS can be explained in about 15 minutes. There's even a "GURPS: Lite" available =free= online that has an even simpler version of the basic system. The entire system lets you design and build whatever and whenever and whomever you want. There are no classes or levels - you create exactly the type of character you want. You use character points to decide what you want to build. The only limitation is in how many points you want to spend.GURPS uses only standard six-sided dice that anyone can get almost anywhere. What's even better, you only need three to play. You roll three dice to hit - if you roll low, you generally hit, and if you roll high, you

generally miss. What could be simpler?Then, to add to your enjoyment of your new RPG system, GURPS Worldbooks are something that describes a specific universe to adventure in, such as "GURPS: Discworld" or "GURPS: Lensmen". GURPS Sourcebooks are something that helps you build a specific genre, such as "GURPS: Old West", "GURPS: Fantasy", or "GURPS: Space". There are enough Worldbooks and Sourcebooks for GURPS for anyone to build just about any universe their hearts desire, and, what's even better, you only buy what you need.

Some of you might remember a game called "The Fantasy Trip". This fantasy game was my first introduction to what would evolve into Gurps. I loved TFT, and I love Gurps even more so. I've been playing Gurps so long, I've had to replace my rule book twice from use. My current copy's spine is being held together by duct tape and is due to be replaced (here's a tip, if you buy this book, buy the hardcover. It will last longer than the soft) I love it for what it is meant to be: at its best, a flexible engine that can be applied to any genre. At its worst, it can be heavily munchkinized.Gurps has a point based character creation system. Players assign points to basic attributes (Strength, Intelligence, Dexterity and Health)which have a base line of 10. The lower the score, the worse the attribute and vice versa. These four "building blocks" serve as the basis for all skills. Skills are neatly arranged in an easy to use format. Aside from skills and attributes, points are assigned for advantages. Advantages are just what they sound like, those things which give a character an edge. Disadvantages and quirks can be taken to give the player more points to spend on attributes, skills and advantages. It is disadvantages and quirks which give personality to the characters. The list of skills, advantages and disadvantages in the basic book isn't exhaustive, but comes close. Quirks are left to the player's imagination.Skill resolution is easy. Roll three d6. Matching the skill level or lower indicates a success. Going over will result in a failure. Rolling exceptionaly well (low) or exceptionaly bad (high) could result in either a critical success or critical failure. Crits add to the enjoyment of the game.

Download to continue reading...

Gurps Traveller Interstellar Wars (Gurps Traveller Sci-fi Roleplaying) GURPS Mage The Ascension *OP (GURPS: Generic Universal Role Playing System) GURPS Werewolf The Apocalypse (GURPS: Generic Universal Role Playing System) GURPS Black Ops (GURPS: Generic Universal Role Playing System) GURPS Magic 2nd ed *OP (GURPS: Generic Universal Role Playing System) GURPS Horror 4th Edition (GURPS: Generic Universal Role Playing System) GURPS Vehicles (GURPS: Generic Universal Role Playing System) GURPS Space Fourth Edition (GURPS: Generic Universal Role Playing System) GURPS Infinite Worlds (GURPS 4th Edition Roleplaying) GURPS

Basic Set: Characters, Fourth Edition GURPS Basic Set Wonderlic Basic Skills Test Practice Questions: WBST Practice Tests & Exam Review for the Wonderlic Basic Skills Test (First Set) The New Traditional Woodworker: From Tool Set to Skill Set to Mind Set (Popular Woodworking) Hacking: How to Hack Computers, Basic Security and Penetration Testing (Hacking, How to Hack, Hacking for Dummies, Computer Hacking, penetration testing, basic security, arduino, python) PIC Microcontroller Project Book : For PIC Basic and PIC Basic Pro Compliers Hacking: Basic Security, Penetration Testing and How to Hack (hacking, how to hack, penetration testing, basic security, arduino, python, engineering) Visual Basic: Crash Course - The Ultimate Beginner's Course to Learning Visual Basic Programming in Under 12 Hours Hacking: Beginner's Guide to Computer Hacking, Basic Security, Penetration Testing (Hacking, How to Hack, Penetration Testing, Basic security, Computer Hacking) Basic Guide to Accident Investigation and Loss Control (Wiley Basic Guide Series, Volume 3) Alfred's Basic Adult Sacred Piano Book: Level 1 (Alfred's Basic Adult Piano Course)