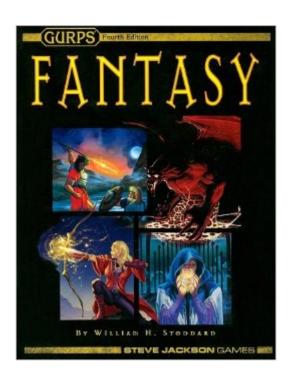
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# **GURPS Fantasy 4E Softcover**





### **Synopsis**

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#### **Book Information**

Series: Gurps

Paperback: 240 pages

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#### Customer Reviews

Fantasy, for GURPS 4E, offers players and gms the chance to design and run adventures in world of their design. GURPS 4E, being a generic system uses general rule books such as Fantasy to give players outlines on how to create adventurers, creatures, places and loot. Players using Fantasy are not tied to a specific world but can mix and match whatever fantasy worlds they like, think" Once upon a time" from ABC. Players looking for a chance to do something new will be well served by this book. NOTE: You will need the two GURPS 4E core books as well.

A nice addition to making gaming easier.

A bit of everything summarizes this book, where can one build the fantasy setting you want.

Currently I am using it with Ultratech in a Cyberpunck campaign.

Great book. I didn't read it yet. But it is a product with a good black and white printing.

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