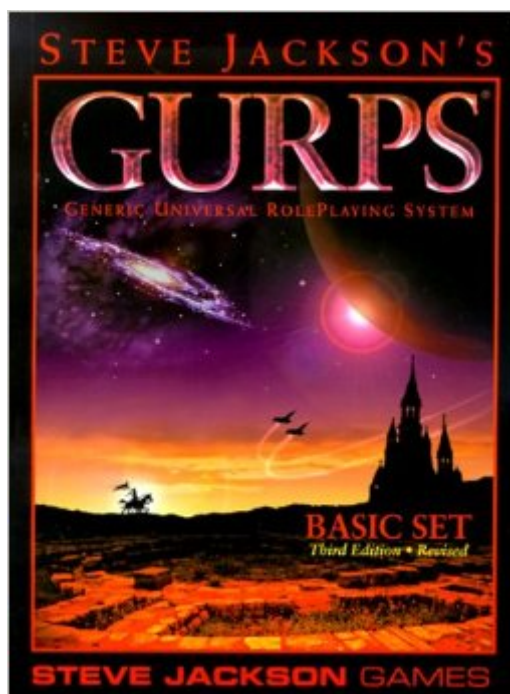


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GURPS Basic Set



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

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

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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 exceptionally well (low) or exceptionally bad (high) could result in either a critical success or critical failure. Crits add to the enjoyment of the game.

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