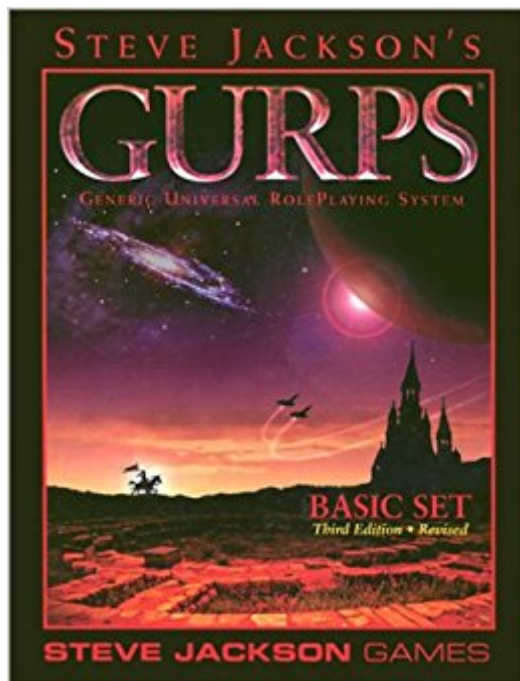


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## GURPS Basic Set (HC) \*OP



## 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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## Customer Reviews

GURPS (Generic Universal RolePlaying System) is the most flexible roleplaying system ever created. With just this Basic Set, players can adventure into any world they can imagine. Rules are included for all types of weapons from clubs to lasers. For wizards and magic there are more than 100 spells. For psionic powers -- the imagination is the only limit! GURPS avoids having to switch game systems whenever the players change campaigns by giving one set of clear, comprehensive rules to cover any background! The GURPS system is fully supported with over 100 different worldbooks, sourcebooks and adventure modules for all kinds of campaigns. And more are developed every month. GURPS is even supported by "Pyramid" magazine with still more adventures and backgrounds. GURPS makes the Game Master's job easy and fun. All the rules are carefully organized, indexed and cross-referenced. Charts and tables are clear and legible. There's even a "Quick Start" section, with a solo adventure to help introduce new players to the system. Players can create exactly the character they want to play whether it's a favorite fictional hero or an original invention. Players can choose from over 350 Advantages, Disadvantages, and Skills. They

can customize their character with personal Quirks. Now in it's 3rd edition, Gurps: Basic Set continues to be an indispensable addition to any roleplay gamer's reference shelf! -- Midwest Book Review --This text refers to an out of print or unavailable edition of this title.

Easily the best RPG system I own: simple enough for beginners with enough room for complication for seasoned players. Very accessible and open for any campaign setting one can come up with and while I would recommend buying GURPS Magic and Ultra Tech, this book is really all you need to create any world. Most folks I know have left Dungeons and Dragons for this true to life, believable system, which perfectly balances character creation through use of point buy, akin to Hero System.

This book seems to have everything a beginner needs to get started. I'm given to understand there is a 4th Edition series out now, but I'm old; and a fan of the Old School Renaissance in gaming. Ergo, I realize that RPGs, unlike software, do not require "upgrades" to still be enjoyable. More, 3rd Edition GURPS is almost certainly cheaper, and probably just as enjoyable. I haven't had a chance to thoroughly master the rules yet, so I can't speak with total confidence in that though. We'll have to wait and see!

I used to love Fantasy Trip. But GURPS has grown too big, having a rule for everything. and sometimes ten. But the world books are all really good, so I just have to trim some of the rules forest down a bit, as Jackson does in GURPS Lite. Earlier editions like this one need less tinkering than the twice as big present version.

Very cool book. Great deal and it was in great shape, i expected worse. Never got to play this when i was a kid, glad to pick it up.

I have been playing in the GURPS system for about 10 years now, and I really enjoy it for the flexibility the system offers. Granted, the combat system can be a bit more cumbersome in comparison to easier RPG systems like D20. BUT, the way you can personalize your characters more than makes up for this. When you get tired of total hack'n slash and want to work more on roleplaying and character development, then you are ready for GURPS. The adventures you can have are totally up to your imagination. I have played/GM'd space adventures, swashbuckling, fantasy, WWII, and even post apocalyptic style adventures.

Exactly as described

This is definitely better organized than my original 3rd edition and it has new illustrations to look at.  
good buy!

Hours of entertainment.

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