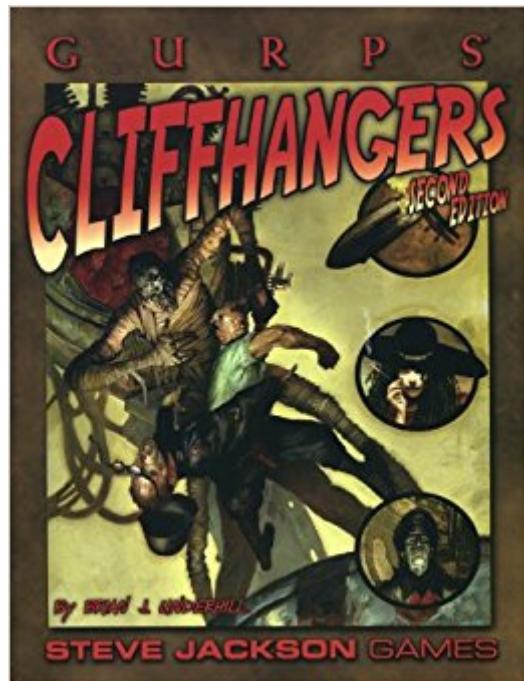


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GURPS Cliffhangers



Synopsis

Background material on the world of the 1920s and '30s. Rules and guidelines for generating characters with the style and stamina for cliffhanging adventures. Campaign and adventure seeds, including suggestions on adding the cliffhanging style to other genres. Sample characters, both dashing heroes and dastardly villains.

Book Information

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Customer Reviews

Background material on the world of the 1920s and '30s. Rules and guidelines for generating characters with the style and stamina for cliffhanging adventures. Campaign and adventure seeds, including suggestions on adding the cliffhanging style to other genres. Sample characters, both dashing heroes and dastardly villains.

Excellent starting point for beginners.

This is a book about a genre where cheesiness is expected. Deus ex Machinas, villains falling off cliffs. Chivalrous Evil Masterminds who with a curious confidance tell you their plots before sentencing you to die in an exotic way. Mysterious mystical lost cities. All these are the stuff you work with. This genre tells how to make an RPG campaign set in the era of the "Cliffhangers" comic and movie yarns which helped people forget or sublimate the Depression and the upcoming War. It has details about the times, standardized characters, settings and plots from the era. And so on. Oddly enough some of the Cliffhangers genre was real. There really were heros and villains who played roles suspiciously like a movie. There were real quests in far away places. As far as I know

there were no portals to another dimension discovered. But maybe that's just because The World Was Not Ready. Interestingly this book can also be used for a more serious campaign. I have sometimes thought that this genre is underestimated. Be that as it may, the book is enough for any stalwart hero willing to take the dare.

This sourcebook is designed to help you build a campaign along the lines of the pulps of the 30's and 40's. It gives a lot of history for the period and a few character types, but I found it to be incomplete. It doesn't give enough information for running a game. For example, if you want to run an Indiana Jones type game, you'll need to buy the WWII sourcebook for information about Nazis. If you want to do the Mummy, you'll need to buy the Egypt sourcebook for information on mummies and pyramids. If you want to steal jewels in an ancient Aztec temple, you have to buy the Aztec book. The list goes on and on. If you have a good idea of what kind of story you would like to play, it would be better to get the sourcebook directly related to that story. If you feel like playing a pulp-style game, but you don't have any story ideas, then this book may help you think of a few.

GURPS Cliffhangers, like almost all GURPS books, is a gamemaster's delight. The book gathers handily in one place almost all the information you will want on the history and background of the 1920's - 1940's in one place. It not only covers the events and the background information for North America, but for almost all of the world. The layout is clean and well organized, and GURPS-specific rules are, as with all GURPS sourcebooks, confined to one chapter. This means that the book is easily usable as a source for GM's running campaigns set in the Cliffhanger era using different rulesystems. Several pages at the end are reserved for a very thorough bibliography of other sources - not just books, but comics, films, and other games. If you're looking at running a cliffhanger/pulp style game, you can't do wrong by using GURPS Cliffhangers as a starting point.

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