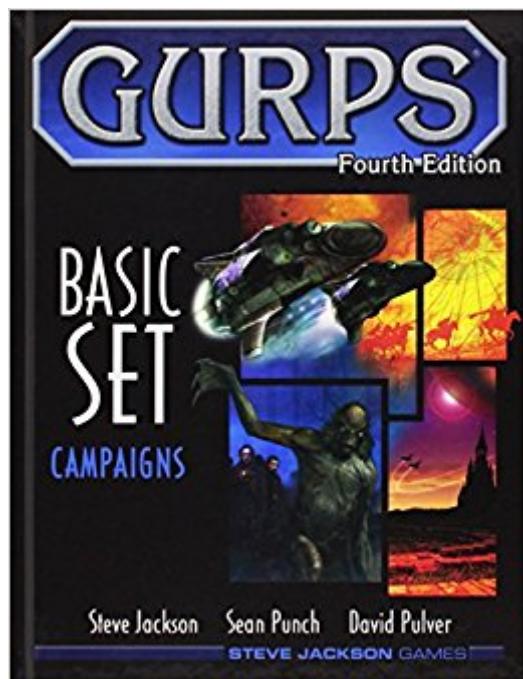


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# **GURPS BASIC SET Campaigns (GURPS: Generic Universal Role Playing System)**



## Synopsis

With GURPS, you can be anyone you want — an elf hero fighting for the forces of good, a shadowy femme fatale on a deep-cover mission, a futuristic swashbuckler carving up foes with a force sword in his hand and a beautiful woman by his side . . . or literally anything else! GURPS has been the premiere universal roleplaying game for almost two decades. The new Fourth Edition makes it even better! GURPS Basic Set: Campaigns combines information from the Third Edition GURPS Basic Set and GURPS Compendium II — plus our new core setting, with infinite possibilities for timeline-hopping adventure! (You don't have to play in the core setting — there isn't some game-altering metaplot — but it's there if you want it.)

## Book Information

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## Customer Reviews

A necessary addition if you want to play GURPS. This edition of GURPS, my first, is much easier to wrap my head around than many people suggest. Character creation takes a while, but after that initial time sink, it seems to move fast.

Wow, what an upgrade from 3rd edition! Not only is it full color instead of B&W now, but all the rules have been integrated into the Basic Set (this volume plus Characters). Everything you need to play any character from any era is in the two volumes of the Basic Set. If you're a 3e GM, you should definitely get this! As for those who haven't played GURPS, it's a traditional RPG that allows you to create any type of character and play in any milieu you can imagine. No gamers shelf is complete without at least the Basic Set.

They're not joking about this being an essential companion to the characters book. This covers all kinds of details about combat, enchantment, inventing, and assorted things that occur in a campaign of any type or setting. GURPS is a great system, though. I prefer it over D&D. Much more interesting and balanced to invent or play interesting races in, and I like its armor and melee combat mechanics better. Character creation can take even longer though, because there are so many options to sift through. A mindful GM will make or find some templates before getting everyone together for character building.

GURPS is one of the most, truly, generic systems around... and that's no surprise since it's the first. In this fourth edition, SJ games brings to bear their 20+ years of experience with this system and delivers an excellent addition to the GURPS line. The system is fully able to be employed in any genre from fantasy, science-fiction or horror and it flexible enough for even the most creative of gamers. If it has any weaknesses they would be: 1. too many options: some gamers might be overwhelmed by the number of options available. Keep in mind that the game can be as simple or as complex as you like. 2. all of the "flavor" is on you: GURPS (since it is generic...duh) is not set up to convey flavor through the design of its character sheets, the naming of abilities or the graphics in the books. Flavor is ALL up to the game-mast... on the otherhand, perhaps those are strengths.

Better than I expected. Long time GURPS fan, played 3rd edition forever. Finally broke down and purchased the 4th edition rules. I was not disappointed. The updated rules and the quality of the book are outstanding. By far the best table top RPG on the market today. If you enjoy RPGs and are tired of "character classes" and "experience levels" then move up to the best: GURPS 4th edition.

Beauty is in the eye of the beholder (or should I say in the eyes???), lot of people are so used to other systems or are so strict about following rules that may find GURPS a hard to handle system, however GURPS is an excellent system for Role-playing. It has tons of rules and information (which some people may find overwhelming), but the beauty of GURPS is that you don't need all of them in order to play! The system is developed in such a way that you can bypass entire chapters without a problem. It is completely customizable, and adapts to any kind of campaign. If you are looking for a role-play system that allows you to play in different kind of campaigns with the same set of rules or if you are looking for a role-play system you can customize, modify, or adapt to the needs of a certain campaign, GURPS is the way to go!

Great system, great presentation, great book.

Excellent, easy to follow guide for the GM, with clear examples and great color art. A vast improvement from the 3rd edition. Just about everything you could hope for in a GM's guide, with minimal errata. A must-have companion book to GURPS 4e Basic Set: Characters.

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