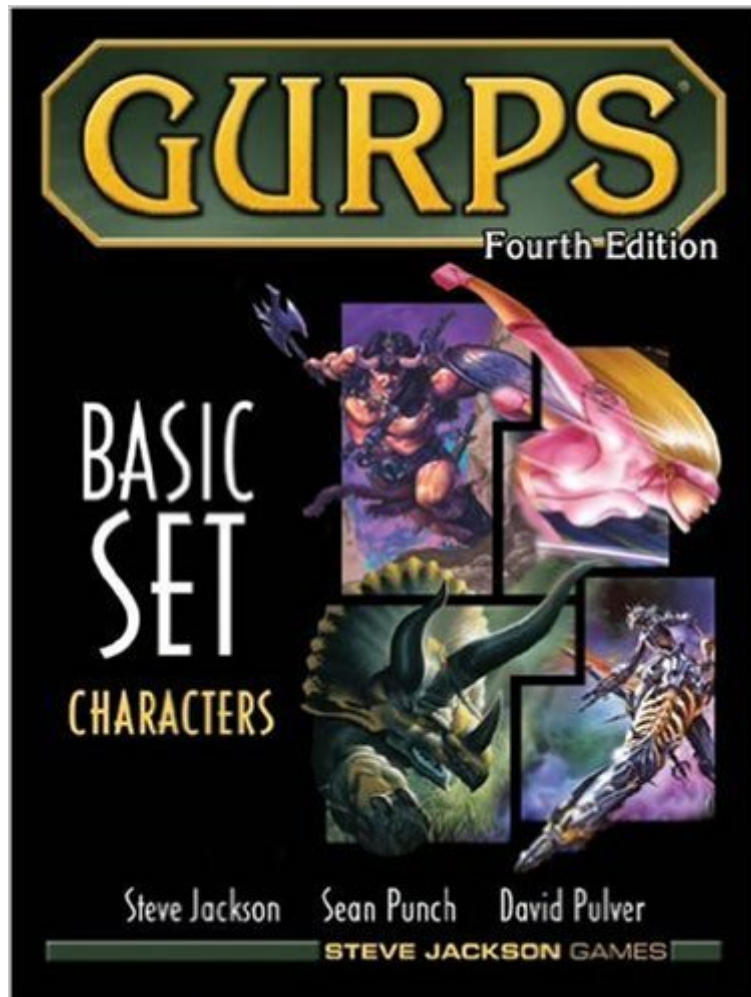


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GURPS Basic Set: Characters, Fourth Edition



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: Characters combines information from the Third Edition GURPS Basic Set and GURPS Compendium I, plus hundreds of new and updated rules! This 336-page, full-color hardcover contains everything you need to create and play a GURPS Fourth Edition character.

Book Information

Age Range: 8 and up

Hardcover: 336 pages

Publisher: Steve Jackson Games; 4th edition (May 25, 2016)

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Average Customer Review: 4.6 out of 5 stars – See all reviews (59 customer reviews)

Best Sellers Rank: #55,961 in Books (See Top 100 in Books) #3 in Books > Science Fiction & Fantasy > Gaming > GURPS #15887 in Books > Children's Books

Customer Reviews

Those of you who don't know about the basic concepts of GURPS should go to the marvelous review that somebody wrote for the 3rd edition basic set. I'm a game master with 25 years of experience who turned to GURPS about 7 years ago because the game systems I was using didn't support cross-genre play very well. I loved the 3rd edition in spite of its problems, which could be daunting at times. The biggest problems were that the stat generation system encouraged "gaming" the system, there were an awful lot of little loopholes in the skills that the players could exploit, the psionics system was overpowered, and the game system had kind of sprawled over the years. I've got a good group of players and we worked around the problems but kept encountering new ones as we delved further into the world of GURPS. Enter 4th edition! It solves the gaminess of the stat generation system with such a simple rule I couldn't believe I hadn't thought of it. The loopholes in the skills have mostly been resolved (I haven't finished checking them over yet) and the Psionics

system has been dumped in favor of a different simpler system that still seems to get the job done. This book sticks with the character generation system so I can't address the rules sprawl issue yet. I had concerns about spending so much for a single book (I've only gotten Characters so far but I'll be buying Campaigns as soon as the budget allows) but one of the little secrets is that you really aren't buying a single book. The Characters book includes all of the rules from the following 3rd edition books: Basic Set, Compendium I, Martial Arts, Supers, and Psionics. No more digging through multiple books! Furthermore you are saving a lot of money by buying a single book at \$23.00 on vs.

This book details how to create a character for the GURPS (Generic Universal RolePlaying System) game system, but does not contain any rules on how to play the game itself. If you want the actual rules (minus the character creation part) you'll want to purchase the GURPS Basic Set Campaigns book, which this book references extensively. GURPS endeavors to give gamers the tools necessary to create literally ANY roleplaying experience imaginable. With only a few cartoonish exceptions, it feels as though Steve Jackson has succeeded with his game system. The GURPS system uses only three six-sided dice (d6's) for most of the rolls you will be making, and encourages you to make use only of the rules you feel comfortable in order to make your game as streamlined or intricate as desired. Character stats, rather than being randomized, are purchased with a point system, as are skills and attributes pertaining to your character. This actively replaces the leveling system familiar to most other RPG's, in that you don't have a level 15 Cleric, but rather a 1750 point character that has purchased traits that a cleric would have, with no penalty if he/she wanted to dabble in magery or barbarism as needed in the future. Attributes (advantages or disadvantages) range from the mundane (Honesty) to the fantastic (Unkillable) and many rely heavily on Game Master approval. When generating or upgrading a character, advantageous traits can be purchased for points and disadvantages will reward you extra points, so I imagine a lot of power gamers giving their characters a fear of the dark so that they can also be able to fly or something.

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