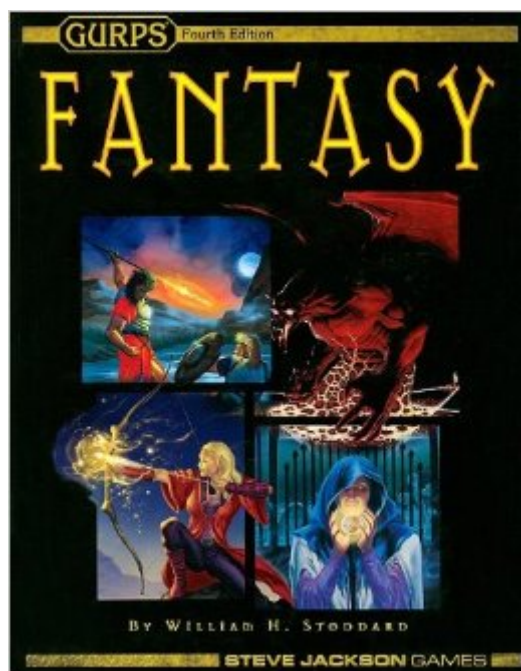


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GURPS Fantasy 4E Softcover



Synopsis

Fantasy is the most popular genre for roleplaying games. Now GURPS offers roleplayers a comprehensive guide to fantasy worlds of all kinds. Building on the flexible, streamlined Fourth Edition rules, GURPS Fantasy lets you create a campaign to explore the world of your favorite book or film — or your own dreams. You'll find examples of magical plants and animals, unique monsters, nonhuman races, occupations, spells, and enchanted objects, ready to use in your campaign — or to use as inspiration for your own inventions. Take the hobby's most flexible, most playable game system, and use it to run the campaign you dream of. This reprint is softcover with black-and-white interiors, at a new, lower price point.

Book Information

Series: Gurps

Paperback: 240 pages

Publisher: Steve Jackson Games; 4th ed. edition (March 18, 2009)

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Average Customer Review: 4.2 out of 5 stars — See all reviews (4 customer reviews)

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Customer Reviews

Fantasy, for GURPS 4E, offers players and gms the chance to design and run adventures in world of their design. GURPS 4E, being a generic system uses general rule books such as Fantasy to give players outlines on how to create adventurers, creatures, places and loot. Players using Fantasy are not tied to a specific world but can mix and match whatever fantasy worlds they like, think "Once upon a time" from ABC. Players looking for a chance to do something new will be well served by this book. NOTE: You will need the two GURPS 4E core books as well.

A nice addition to making gaming easier.

A bit of everything summarizes this book, where can one build the fantasy setting you want.

Currently I am using it with Ultratech in a Cyberpunk campaign.

Great book. I didn't read it yet. But it is a product with a good black and white printing.

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