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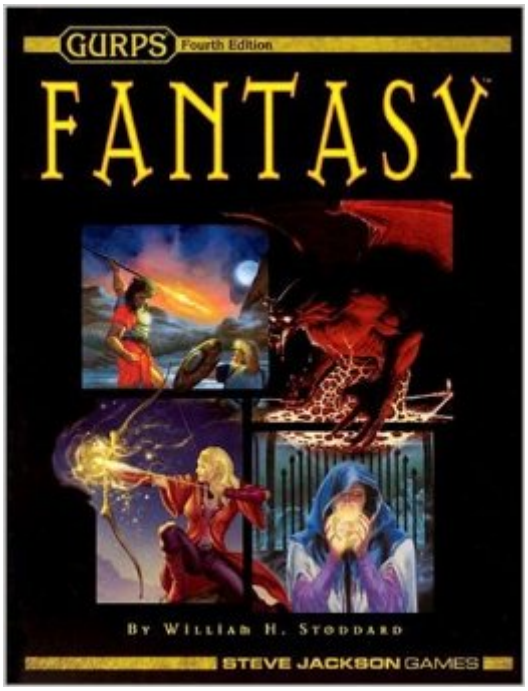
GURPS Fantasy HC



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Synopsis

Create a world that could never be! GURPS Fantasy is the complete toolkit to let you build a campaign of heroic deeds and wondrous magic. It discusses the genre in depth - with all its subgenres and inspirations (myth, novels, movies, etc.) - letting you design just the kind of fantasy setting that you want. GURPS Fantasy gives detailed, concrete advice - from the basics of the landscape itself, through its inhabitants and cultures, to the details of believable histories and politics. It also examines the nature of supernatural forces, and discusses the impact of wizards, monsters, and gods. And, of course, it looks at the many different ways that magic and users of magic can work in a fantasy world. And, perhaps most importantly, it advises GMs and players alike on the kinds of characters appropriate to fantasy - including ordinary folks, people with fantastic powers, and nonhumans. Whether your model is Tolkien, Jordan, or Leiber, this book will let create a town, a country, or an entire world. Like all Fourth Edition books, it's a full-color hardcover. This book greatly expands on the advice for running fantasy games from the previous edition of GURPS Fantasy. For the Yrth setting, check out GURPS Banestorm.

Book Information

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Customer Reviews

GUPRS players have long known that its sourcebooks are treasure troves of information and GURPS Fantasy is no exception. It is skillfully crafted to help you either build your own fanasy world or adapt an existing one.GURPS Fantasy is logically broke down into sections beginning with the level and type of fantasy you want. It then by chapter does in how the supernatural can work, how magic and tecnology interreact and even how magic can replace technology, explores using history

as a template, goes into the use of localities from isolated hamlets all the way to cities and empires, the different forms, types, and systems of magic, and finally storylines.The final chapter brings it all together but in a different form from the old magical psudo-Middle Ages Europe familar to many people. Instead we are treated to Roma Arcana - a Roman empire filled with magic both archane and divine.Even if you do not play GURPS, GURPS Fantasy will provide some insights to things your campaign may be lacking and provide a breath of fresh air because it goes into things often missed in other Fantasy worldbuilder books.

Well I bought this book to get some rules for GURPS and the fantasy setting. What I really got was not just a set of rules, but the first chapter. It covers so nicely many types of fantasy and how to make them convincing to the players. This book is one you SHOULD! own.

Fantasy is a must have for modifying GURPS to fit any fantasy setting, it even has quite a bit of substance to help with alternate races and magic in any setting.

I love GURPS... the "anything you want do, you may do" RPG game. This book is a must for those who like fantasy campaigns!

Gurps is a horrible system. It is kludgy, it’s obnoxious, and it is incredibly fidgety. Every game I’ve ever played has ended in frustration for everyone, as they realize that they can’t, for instance, pick up a stick and hit someone with it, because they don’t have the ’hitting people with sticks’ skill, and so, despite being an amazing fighter, they turn into a clown.That being said, it is very versatile, for what it is, and it has a zillion ways to use it.

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