

# Gurps Best Of Pyramid

GURPS Psionics David L. Pulver 2003-05 -- Adds many new mental powers to GURPS...lets players create more powerful characters. -- By one of the GURPS system's most popular authors.

Gurps Illuminati University Walter Milliken 2018-11-21 Admit it. College would have been more fun if you were allowed to blow up the instructors. And you really would have liked to major in Military Biology, Anti-Social Sciences, Double-Entendre Bookkeeping, or Computer Wizardry. Too bad you didn't know about IOU. Illuminati University is THE best place to learn Things Man Was Not Meant To Know. With departments like Weird and Unusual Science and Engineering, Inapplicable Mathematics, Misanthropology, and Zen Surrealism . . . not to

mention extracurricular activities like Democrats for Cthulhu, Moopsball, and food fights that set off nuclear alerts . . . this is college as it should have been. And gadgets? Everything from the Crockpot of the Gods to the Enigmatic Alien Device Button-Pushing Table. Illustrated by the one and only (two and only?) Phil and Kaja Foglio, this book supports three different campaign styles . . . Silly, Weird, and Darkly Illuminated. GURPS IOU takes you from creating a character to enrolling in classes, to study, finals, and the occasional academic blood feud, all the way to graduation. If you survive.

**Gurps Tactical Shooting** Hans-Christian Vortisch 2011-10-12

*Gurps Powers* Sean Punch 2017-06-22 Save the World . . . or Destroy It! GURPS Powers is the ultimate book for the ultimate characters in the

new Fourth Edition of GURPS! Here's everything you need to create every kind of amazing, off-the-chart superhero you can imagine . . . as well as amazing wizards, wuxia fighters, shamans who command spirits . . . even gods! Written by GURPS Line Editor and Fourth Edition co-author Sean Punch, GURPS Powers introduces some new rules, but it is mostly about using the rules that are already in the GURPS Basic Set to cover superpowered characters, megawizards, and earth-shattering psionics. GURPS Powers also includes guidelines for "special effects" and several different ways to vary a power on the fly - two crucial concepts for comic-book superheroics. GURPS Powers is a Fourth Edition GURPS book that completely replaces the Third Edition books GURPS Supers and GURPS Psionics. If you've got a high-powered campaign - or high-powered players - you want GURPS Powers!

GURPS Martial Arts C. J. Carella 1996-02 -- A "sleeper" worldbook that has just continued to

sell and sell. -- Martial arts are applicable to every sort of campaign...fantasy, SF, or modern! -- Detailed discussions of over 50 different fighting styles.

Gurps Greece Jon F. Zeigler 2018-12-18 The land we call Greece was the home of one of the greatest cultures the world has ever known. With GURPS Greece, you can experience the challenges of the heroes of myth: Contend with the love and the wrath of the gods as you set out on epic quests. Fight for loot and honor, or earn a bitter death on the plain before the gates of fabled Troy. Win prestige as a statesman in the city Assembly - or lose everything as the people turn against you and send you into exile. GURPS Greece includes detailed timelines and maps describing the world as the Greeks knew it, information on their religion, rules for the magic of the Hellenic myths, and a Bestiary describing the monsters and animal foes faced by Greek heroes.

**Gurps Mass Combat** David L. Pulver

2017-10-19 There Will Be War! Whether you're trying to stop the Dark Lord's invading army, lead a Ranger company against the Axis in WWII, or command your own crack mercenary regiment in a far-flung star empire, you're likely to get into battles that are far too big to resolve with ordinary GURPS combat. GURPS Mass Combat is the answer! It presents a powerful abstract system that lets you resolve land, sea, and air battles at any tech level. Features include: Rules for logistics, movement, reconnaissance, and many other things that matter to a military force even when no enemy is in sight. Integral treatment of air superiority, amphibious assaults, airborne troops, sieges, and everything else that's important when the enemy is in sight. Round-by-round resolution that puts the commander in control, letting him choose his strategies and instantly see the results of his skill and cunning. Equal attention to the aftermath of battle: pursuit, casualties, looting, recovering losses, and more. Everything

is fast and easy to use in play, thanks to extensive examples, quick-reference tables, and ready-to-go stats for the strength, weaponry, and mobility of numerous unit types. It's all generic, too, covering realistic, fantastic, and superscience troops at every tech level, and providing guidelines for customizing their quality, special training, and equipment. And it never loses sight of the fact that GURPS is a roleplaying game - every hero gets a chance to shine, and the rules emphasize what the PCs do and what happens to them. GURPS Mass Combat requires only the GURPS Basic Set, Fourth Edition.

**How to Be a Gurps GM** Warren "Mook" Wilson  
2017-07-24 The Student's Guide to Ultimate Power GURPS! A game with infinite possibilities. Even those familiar with this award-winning system may not feel they've mastered the fundamentals . . . and those just starting with this game may feel lost amid the possibilities. You want help. You could use a guide. You need

How to Be a GURPS GM. For the player, this supplement offers insight into how to create the perfect character to fit your vision, plus three examples of character creation and two new fantasy templates. The chapter dedicated to customizing combat and using various options can be particularly helpful for new and veteran players in making aggressive altercations even more exciting. For the Game Master, the supplement discusses everything needed to run a campaign: how to prepare the game setting, assist the players with the creation of their heroes, create challenging and engaging encounters, and design and run the first adventure. The included overview of the Fourth Edition line, plus recommended resource lists for eight popular genres, can help the GM decide which supplements will be most helpful to craft a new campaign. This supplement also provides canonical insight from Sean "Dr. Kromm" Punch, who draws on decades of experience answering questions and providing

clarifications as the GURPS Line Editor. Throughout, it follows a group of example players new to GURPS, from when their GM first opens the Basic Set through the starting session of their inaugural adventure. How to Be a GURPS GM is an invaluable aid for getting started with GURPS, bridging the previously perilous step between reading the Basic Set and participating in your first game. Half of power is knowing how to use it. With How to Be a GURPS GM, you'll be on your way to unleashing the full potential of GURPS like never before!

**GURPS Traveller Rim of Fire** Jon F. Zeigler  
2000-07

[GURPS Warehouse 23](#) S. John Ross 1997-01-01 -- Ties in with current Hollywood hits...aliens and conspiracy! -- A fan favorite: a whole book with hundreds of Weird Things which the government is supposedly keeping from us all. -- Launched a whole online feature:  
[www.warehouse23.com/basement/](http://www.warehouse23.com/basement/)

**The Best-Ever Book of Pyramids** Anne Millard

1996 Containing everything a child would want to know about pyramids, this book covers ancient Egyptian pyramids, the pyramids of the Americas, and modern pyramids, with the main emphasis on how they were built and why.

**Gurps Horror** Kenneth Hite 2017-09-21 It's back . . . and the fear has grown! GURPS Horror, Fourth Edition, is the latest incarnation of one of the most popular GURPS supplements ever . . . and now it's been given a new lease on unnatural life by horror master Kenneth Hite. Its time-tested advice on running scary campaigns has been expanded to include current trends and tropes, showing you how to run everything from old-fashioned Gothic and supernatural horror to the latest J-horror, survival horror, and torture horror. The famous bibliography of unspeakable tomes and frightening films has grown to match. And the monsters return with unpleasant friends, as monsters inevitably do - all with GURPS Fourth Edition racial templates that let you use them as foes, as sinister Allies and

cursed Alternate Forms, and even as PCs! Add the new and disturbing powers, the expanded rules for madness and corruption, and countless other updates, and you have everything you need to drag your horror campaign screaming into the 21st century.

Hero's Book Mark Galeotti 2003-08  
Fantasirollespil.

Gurps Bestiary Steffan O'Sullivan 2018-09-27  
Rule the animal kingdom with GURPS Bestiary! This edition of the popular supplement includes many of the popular creatures from prior editions, as well as dozens of new beasts. There is an expanded section on using animals as PCs, with templates (and rules for making new ones) and sample animal characters. GURPS Bestiary also includes animal folklore from around the world.

**Gurps Bio-Tech** David Morgan-Mar 2017-02-16  
The Future is Alive "Who needs chrome, pal? Meat is where it's at now. Mother Nature always did it best -- she just needed a little help. Get

down to the black clinic, old-timer, and you can be 15 again. That is, if you still want to be human at all." It's the technology of the posthuman age: biotech! Upgrade your old body with steroids and smart drugs, transplants, and viral nano . . . or just get a new one. Maybe you don't think being human is so great? Then improve on nature with eugenics and gene-fixing. Or just go parahuman: if you love cats, become one! The technology's changing fast, but you'll have lots of time to get used to it -- death is only a temporary inconvenience with cryonics and immortality drugs. And who needs silicon and steel? Vatbrain biocomputers are where it's really at! But it's not just about the future. GURPS Bio-Tech includes a full range of 19th, 20th, and 21st-century medical equipment, from early vaccines to surgical robots, along with game stats for the world's most deadly diseases. GURPS Bio-Tech also includes a complete set of character templates for biotech professions, rules for biotech magic, and two original

campaign settings: an alternate Earth ruled by a clone of Alexander the Great, and a living starship on its way to colonize an alien world! Say goodbye to your old body. Have you upgraded your genetics this year? This is the second edition of GURPS Bio-Tech. It has been revised to the GURPS Fourth Edition rules and expanded to cover medicine, drugs, magic, and new technologies. Some entries were introduced in GURPS Space, GURPS Robots, and the Transhuman Space series.

*GURPS MAGIC* Steve Jackson 2016-11-28 Now available in softcover, this GURPS Fourth Edition book combines the spells from the Third Edition GURPS Magic and GURPS Grimoire, plus dozens of all-new spells, for the ultimate tome of magic! Within these pages, crackling with mystic energies, you'll find: The core magic system for GURPS, expanding on the material presented in the Basic Set . . . rules for learning magic, casting spells, enchanting magic items, and more! Complete alchemy rules . . . creating

magical elixirs, using them, and even researching new ones . . . with an extensive list of known elixirs and their powers. Alternatives to the core magic system, including complete rules for improvised magic and rune magic. There are also guidelines for the GM who wants to change how magic works in particular worlds in a multi-world campaign. Plus special material from the GURPS Magic Items series and Wizards. This is a powerful book, indeed. Use it wisely.

Gurps Infinite Worlds Kenneth Hite 2017-02-16  
Infinite Worlds . . . Infinite Adventure! The good news is, there are other Earths. Maybe an infinite number. The bad news is, somebody out there doesn't like us. The shuttles of Infinity Unlimited jump between parallel Earths, seeking adventure, profit, knowledge, and even entertainment. But a parallel called Centrum has also developed the technology to hop between the worlds . . . and it wants to rule them all. The Infinity Patrol must deal with their ruthless

rivals, as well as with world-jumping criminals, and with the possibility that the secret of dimension travel might escape to some of the really nasty alternate worlds like Reich-5. Welcome to the core setting of GURPS Fourth Edition! Every other GURPS setting is on one of the Infinite Worlds timelines . . . whether they know it or not! GMs can use this to create a whole meta-campaign, or just as an excuse to move characters between worlds when the plot requires it. Compiled by Kenneth Hite, the master of alternate histories, GURPS Infinite Worlds combines and updates material from GURPS Time Travel, GURPS Alternate Earths, and GURPS Alternate Earths 2 into one volume, and gives dozens of new worlds to explore as well! This is the complete genre book on both alternative-world gaming and time travel. It offers detailed advice on the unique challenges of running this type of campaign, and on designing and playing characters who regularly cross between settings. It also provides a wide

variety of suitable threats and hazards - from evil cross-time Nazis and cosmic conspiracies to "ordinary" monsters and disasters. And it gives guidelines for building alternate worlds from the perspectives of the setting, the story, and the rules. Whether you're playing accidental travelers or the hardened troops of the Infinity Patrol, this book is your gateway to adventure. Infinite adventure.

GURPS Lite Sean Punch 2000

Gurps Cabal EDS Staff 2001-08

*GURPS: Space* Jon F. Zeigler 2009-03-01 "This volume will help you create campaigns of every style, from science fantasy to space opera to realistic. Recreate your favorite science-fiction background, or develop an original world of your own"--Cover.

*Beneath the Pyramids* Andrew Collins 2009

"Exploring Egypt's lost underworld for the first time"--Cover.

**Gurps Mysteries** Lisa J. Steele 2017-04-17 A Dame Walks Into Your Office . . . A dead body,

no witnesses, and a room full of suspects with perfect alibis. Can you find the killer and bring him to justice? Learn the secrets of mystery fiction - and what will, and will not, work in RPG mysteries. Become a better investigator. Discover the problems you are likely to encounter in a low-tech, magic, super-tech, or horror mystery. GURPS Mysteries covers: Creating mysteries as stand-alone adventures, as part of an existing campaign, or as campaigns in their own right, with specific discussions of the low-tech, modern-tech, future, magic, and horror settings. Setting the crime scene, including detailed forensic information on causes of death, investigation methods, and a forensics timeline. Bringing interesting villains to life, and matching their disadvantages to their motives and means of carrying out a crime. A template-based character-generation system for iconic investigators, including the genius detective, the hardboiled shamus, police detectives, investigating magicians, even "that darn kid."

Sample detective and investigative agencies to hire or bedevil characters. Expanded rules for questioning and interacting with NPCs. GURPS Mysteries, by the author of GURPS Cops, is designed both for the GM who wants to create and run mystery adventures and for players who want to become investigators in any setting.

Gurps Basic Set: Campaigns David L. Pulver 2004 "GURPS is the most flexible roleplaying system ever created. With just this book, you can adventure in any world you can imagine"--Cover

**Gurps Fantasy** Steve Jackson Games 2004-10 Fantasirollespil.

**King Kelson's Bride** Katherine Kurtz 2000 Speculation runs rampant throughout the kingdom of Gwynedd as to when, and to whom, King Kelson will finally be wed. As a rival monarch takes his place on the throne of a nearby land, it becomes more imperative than ever that Kelson produce a long-awaited heir. Friends and enemies alike have a candidate for queen. Some put forth their ideas with passion;

some with cold calculation. But while his councilors are busy trotting out potential possibilities, Kelson's heart is heavy. Two women have already been taken from his grasp -- one by death and one by duplicity. Now, he must choose with his head, not his heart, for he is wed to his beloved Gwynedd by oaths far more binding than any marriage vows... With the mystical Deryni blood flowing through his veins, Kelson can only hope for a woman whose power and conviction are equal to his own. Love is set aside for duty -- and Kelson the king must make the choice that Kelson the man cannot... In this much-anticipated Novel of the Deryni, New York Times bestselling author Katherine Kurtz returns to the kingdom of Gwynedd, where intrigue and passion reign -- and where kings rule with both magic and might...

Dungeon Fantasy Companion Peter V. Dell'orto 2017-07-25 More Is Better! The Dungeon Fantasy Companion comprises all three stretch-goal supplements from the Dungeon Fantasy

Roleplaying Game Kickstarter campaign: Traps. Ready-made traps for home-made adventures: nasty gadgets, complicated architecture, hidden poison, malicious magic, and devious tricks. Magic Items. This emporium of enchantment contains wondrous weapons, armor, wands, jewelry, potions, and more, allowing GMs and looters alike to grab and go. Against the Rat-Men. This ready-to-play sequel to I Smell a Rat offers heroes new dangers - and new rewards. Dungeon Fantasy Companion is intended for the Dungeon Fantasy Roleplaying Game but would work with GURPS, especially GURPS Dungeon Fantasy.

Gurps Basic Set, Third Edition, Revised Steve Jackson 2018-03-19 Adventure in any world you can think of, with GURPS, the Generic Universal RolePlaying System - the most flexible roleplaying system you can use. If you haven't yet upgraded to the Fourth Edition . . . you're a completist . . . or you're looking for a dose of nostalgia, here's the previous edition! It's easy to

learn - you can jump right in with the included quick-start rules, pre-designed characters, and an easy-to-play solo adventure. The Basic Set is designed to be "Game Master-friendly," with Table of Contents, Glossary, Appendix, and Index, as well as lots of examples.

**Gurps Best of Pyramid** EDS Staff 2001-03  
**Gurps Fantasy Bestiary** Steffan O'Sullivan 1999-02 -- More than 250 fantasy animals and plants, organized for easy use. -- Includes a special section on everyone's favorite monster...dragons!

Gurps Cyberpunk Loyd Blankenship 1990-11-01 -- The book that was confiscated by the Secret Service because they thought it contained hacking secrets! (It doesn't) -- Nominated for the Origins Award for Best Roleplaying Supplement.

**Gurps Banestorm** Phil Masters 2018-02-05 Welcome to the land of Yrth, a magical realm of incredibly varied races and monsters - including people snatched from our Earth and other worlds by the cataclysmic Banestorm! Whole

villages were transported - from such diverse locales as medieval England, France, Germany, and the Far East. Now humans struggle with dwarves, elves, and each other. The Crusades aren't ancient history here - they're current events! Characters can journey from the windswept plains of the Nomad Lands - where fierce Nordic warriors seek a valiant death to earn a seat in Valhalla - to Megalos, the ancient empire where magic and political intrigue go hand in hand. Or trek south to the Muslim lands of al-Wazif and al-Haz to explore the forbidden city of Geb'al-Din. This book updates the original Yrth of GURPS Third Edition Fantasy and Fantasy Adventures. It provides GMs with a complete world background - history, religion, culture, politics, races, and a detailed map - everything needed to start a GURPS campaign. Phil Masters (Discworld and Hellboy RPGs) and Jonathan Woodward (Hellboy and GURPS Ogre) have added new peoples, places, and plots, as well as lots more on magic and mysticism, all of

which conforms to GURPS Fantasy and GURPS Magic. So prepare to make your own mark on Yrth. Plunder elven ruins while evading the desert natives. Play a peasant-born hero . . . an orcish pirate . . . a Muslim double agent commanded to infiltrate the Hospitallers. Yrth awaits the legend of you!

**Gurps Spirits** EDS Staff 2001-06

*Gurps Ultra-Tech* David L. Pulver 2007-01-08

GURPS Vampire Jeff Koke 1993-06 -- Based on the top-selling "World of Darkness" games from White Wolf. -- Vampire roleplaying is perhaps the most popular new genre!

**1001 Really Cool Web Sites** Edward Renehan 1995 Now users have a passport to the Web's coolest sites, including live video cameras, remote sensors that you real-time traffic flows, weather reports, ocean tide information, and more sites using Hot Java animation. Supporting Windows 95, Windows 3.1, and the Mac, this book/CD-ROM package is VRML-based, with 3-D graphics, and 5-D stereograms. Free connect

time with Internet providers and online services.  
*Gurps Illuminati* Nigel D. Findley 2018-11-20  
The Secret Masters have denied all knowledge of the various conspiracy theories put forth in GURPS Illuminati. "To begin with, we don't even exist," said a spokesman. "The Illuminati are a myth." He went on to deny specifically that: Everything you read in the tabloids is true! Aliens regularly visit Earth, and are in contact with high government officials. The Men in Black are everywhere, and will snatch you from your home if you ask too many questions or just see something you shouldn't see. Orbital Mind Control satellites cruise the skies, influencing international politics and deciding the fates of billions. The Gnomes of Zurich control the world's monetary supply, and manipulate it to fit their own sinister plans. The world is such a complex web of secrets, mysteries and conspiracies that nobody really knows what is happening. But everyone in power lies . . . all the time. The only real way to protect yourself is to

join the conspiracy. But even then, you'll never know who is pulling your strings. Everything you know is a lie. Everything you suspect is true. The world is a very strange place. Hail Eris! All Hail Discordia! The publishers of GURPS Illuminati, Steve Jackson Games, admitted that it was a work of fiction, but added, "It's all true anyway! Just look at the book. It's closer than you think." *Gurps Character Assistant* Armin Sykes 2005-05  
*GURPS Time Travel* Steve Jackson 1991-08 -- By GURPS system designer Steve Jackson, and World Fantasy Award winner John M. Ford. -- Winner of the Origins Award for Best Roleplaying Supplement.

**GURPS THAUMATOLOGY** Phil Masters 2016-11-21 Feel the Power! Fantasy settings are defined by their magic . . . so different worlds need different magic systems. GURPS Thaumatology has GURPS Fourth Edition updates of the best Third Edition magic variants, plus many all-new options. This mighty tome includes: Minor tweaks for the spell-based magic

of the Basic Set: restructuring prerequisites and colleges, modifying Magery and mana, new magical energy sources, adapting spells on the fly, and more. Radical revisions of spell-based magic, including detailed versions of the clerical and ritual magic options hinted at in the Basic Set, and the return of that Third Edition classic, "unlimited mana." Traditional alternatives to spells, such as ceremonial, spirit-mediated, and runic magic. World-shaking freeform magic. Magic as inherent powers. An in-depth look at material magic, with new alchemy, herbalism, and enchantment options; rules for free-willed items and magical gadgets; and guidelines for "the stuff of raw magic." Notes on adapting real-world occult concepts - such as the Laws of Magic, astrology, and traditional material components - to any magic system. Guidelines for running magic-oriented games, advice on combining magic systems, and detailed outlines for four distinctly different fantastic campaigns. The softcover reprint contains the same material

as the earlier print run (updated for the latest errata, of course!), with black-and-white interiors and a lower price. GURPS Thaumatology requires the GURPS Basic Set, Fourth Edition. GURPS Magic is recommended but not required. The discussions of different magical styles would enhance any game that features magic.

**GURPS Alternate Earths 2** Kenneth Hite  
1999-10 Guidebook to creating and playing in one of six parallel Earths. Includes maps, histories, character types and everything you need for an alternate Earth campaign.

## Gurps Best Of Pyramid

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Of Pyramid review, we will delve into the intricacies of the platform, exploring its features, content diversity, user interface, and the overall reading experience it promises.

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choices, creating a seamless journey for every visitor.

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