

Gurps Fantasy Gms Pack

Delvers to Grow Kevin Smyth 2021-07-15

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

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.

GURPS Y2K John M. Ford 1999-10 -- A detailed look at the 'survivalist' and 'after the holocaust' adventure genres. -- The world didn't end on January 1, 2000. Therefore, this book is good for gaming, rather than just

for starting fires. -- Written by ten top GURPS authors, and edited by GURPS line editor Sean Punch.

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 Fantasy GM's Pack Steve Jackson, Games Staff 1991-10-01

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!

Tower of the Moon David Pulver 2021-09

The Riddling Reaver Paul Mason 1986

Mythras (Hardback) Pete Nash 2021-02-06 Mythras Core rules Mythras is the acclaimed roleplaying game from The Design Mechanism. For those new to the game, Mythras is a straightforward, roll-under percentile system. In Mythras your characters are defined by their culture, career, community, background, comrades, skills, magic and cults. Progression is through skill advancement - not levels or similarly abstract concepts. As your characters adventure and quest, their capabilities improve and their relationships deepen and strengthen. Players and Games Masters have complete flexibility over what can be achieved, and the way characters develop is entirely dependent on choices players make, depending on their characters' aspirations and motivations. Games Masters receive a huge amount of support through

the Mythras rules. All the concepts and game mechanics are explained clearly with options and considerations explored and presented for ease of use. You need only this rulebook for many years of exciting and imaginative play. Mythras contains everything needed for play, except for dice and friends. It includes five magic systems, innovative combat, over 60 creatures, and copious guidance on how to use the rules and run Mythras games! Come and try one of the best roleplaying systems around...

Gurps Discworld Also Steve Jackson Games 2000-11 A role playing game based on Terry Pratchett's Discworld.

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 For Dummies Adam Griffith 2006-06-26 This is it—the key that unlocks the riches of GURPS (Generic Universal Role Playing System) and gives you a wealth of information on how to create your character and fine-tune your play. Produced in partnership with Steve Jackson Games, the game's creator, GURPS For Dummies is the ideal companion to GURPS Basic Set, 4th Edition that explains the rules. It gives you insight into the choices you'll make in everything from creating a fun, dynamic character using the allotted number of points, to playing in an adventure, to becoming a GM. Whether you want to be an Amazon princess or a stalwart warrior, an old-fashioned swashbuckler or a modern investigator, a tough cop or a cat burglar, a sorcerer casting spells or a cosmic ranger, fighting lawlessness in the asteroids, this guide will help you: Determine your character's basic attributes: IQ, DX (dexterity), ST (strength) and HT (health) Figure out your character's

secondary characteristics Choose advantages (including powers and perks) and disadvantages (including quirks and disadvantages with a self-control roll modifier) Optimize your points by using talents Select your skills based on functional area or the campaign setting Enhance your character with spells, magic items, magic staves, and powerstones Strategically purchase equipment for different characters, tech levels, and campaign types Create and manage a character sheet, write a character background, keep a character log, and more—all with samples Choose good combat techniques and play with your character If you want to become a GM, this guide gets you going with advice on creating the adventure, managing the character creation process, managing combat, and interpreting the rules. There's even a handy Cheat Sheet tear-out GM screen in the front of the book. There are tips throughout, plus advice on how to: Create your very own GURPS universe for your campaign, whether it's dungeon-crawl, high-adventure, combat-focused, puzzle-focused, or masquerade-type Provide a basic write-up of the world for your players, including technology level, supernatural and supernormal abilities and powers, races, setting, character templates, cultural and social information, and limitations Create an electronic combat grid, a battle log, a tactical map, and more—with samples Do mapping, planning, and plotting Create memorable NPC (nonplayer characters), both good guys and bad guys GURPS For Dummies helps you create more detailed, exciting, and interesting characters and take your game to the next level. That's important whether you're saving a princess or saving the planet...searching for hidden treasure or for secrets to eliminate disease... fighting crime or combating armies of evil robots...casting spells in medieval castles or destroying terrorist cells in modern day milieus. With GURPS, the only limitation is your imagination. *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. *Becoming the Iceman* Wim Hof 2011-11 *Becoming the Iceman* is a project inspired by Wim and Justin to show the world that anyone can

adopt the ability to become an Iceman or Icewoman. The project's goal is to show that the ability to control the body's temperature is not a genetic defect in Wim, but an ability that can be adopted by everyone. For many generations, we have been taught to fear the cold: "Don't forget your jacket You don't want hypothermia, do you?" "Put your gloves on before you get frostbite "Of course, these are consequences of extreme cold exposure, but with the proper understanding, anyone can learn to use the cold as a natural teacher. You may have seen Wim Hof on television running barefoot through the snow or swimming in ice-cold waters. While performing those incredible feats, Wim remained completely warm and comfortable the entire time Wim is the epitome of what can happen if someone uses the cold to train the body. Like any new tool, you must understand how it works before you can use it efficiently. This pertains to the cold as well. You may be wondering, "How can you prove that anyone can learn this ability? Well, as of Fall 2009, Justin Rosales had no experience with the cold whatsoever. He was a college student attending Penn State University. After Justin's friend, Jarrett, showed him one of Wim's videos on You-Tube, he became exceedingly interested in understanding this ability. He wanted to see if it was possible for anyone to learn. In Spring 2010, after speaking to Wim for several months via email, Wim invited Justin to attend his workshop in Poland. After many weeks of working as a dishwasher, Justin was able to pay for the trip and learn the technique of the Iceman. With more training and countless experiences with the cold, Justin began to slowly adapt. The length of time he could remain exposed increased dramatically. He quickly realized that the technique to withstand the cold was, indeed, an ability that could be learned by everyone. This book tells the tale of Wim and Justin's journey to *Becoming the Iceman* *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. **Fantasy AGE Basic Rulebook** Chris Pramas 2017-09-12 The Fantasy AGE Basic Rulebook is your entry point to tabletop roleplaying. Now you can be the hero in your own sword and sorcery adventures! This is the

game played on Wil Wheaton's new tabletop RPG show, Titansgrave: The Ashes of Valkana. The Adventure Game Engine (AGE) rules are easy to learn, and feature an innovative stunt system that keeps the action tense and exciting. This Basic Rulebook includes full 20 level advancement for all three classes, a new magic system, advice for players and GMs, and an introductory adventure so you can get started right away. You can use Fantasy AGE to run adventures in the campaign setting of your choice or a world of your own creation. A new AGE is upon us!

GURPS Lite Sean Punch 2000

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

Computer Gaming World 2000

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!

Fate Robert Donoghue 2013

Gurps Psionic Powers Steve Jackson Games 2009-09-02 Behold the power of the mind! GURPS Psionic Powers takes the freeform options of GURPS Powers and turns them into ready-to-use packages of psychic strangeness. Players can use the abilities as presented, confident that they are built from and entirely compatible with the rest of the GURPS Fourth Edition character-creation system. Even better, game masters can use the entire system in a campaign: GURPS Psionic Powers distills the complexity of hundreds of possibilities into individual powers and power groups. This book does all the work, describing each power in levels, making it easy to represent stronger psychic gifts. In addition, the new rules and suggestions allow the entire system to work together to simulate a wide variety of psychic ability. Whether the powers are used as individual parts or as a cohesive whole, this supplement is the one-stop shop for mental mastery. With GURPS Psionic Powers, the mind is an open book! Description: 88-page B&W softcover.

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 Monsters EDS Staff 2002-03

Gurps Fantasy Steve Jackson Games 2004-10 Fantasirollespil.

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.

Hellboy Sourcebk and RPG Mike Mignola 2002-08 Fantasirollespil.

The Book of Random Tables: Quests: Adventure Ideas for Fantasy Tabletop Role-Playing Games Matt Davids 2019-08-19 Need adventure ideas for Dungeons & Dragons or Pathfinder? Cut down your GM prep with 1000 quest options. This book is a collection of quests or adventure ideas for the use in fantasy tabletop role-playing games. The ideas are organized by a broad topic and are placed in a random table format.

Each table has one hundred ideas. You can use these adventure ideas to run RPG sessions in several ways. You can read through the tables and choose an idea. You can take several ideas and combine them into one scenario for a campaign. You can roll randomly on a table to find an adventure on the fly. You can also use these ideas as side quests within original or premade campaigns. The first six tables contain ideas that

range from story hooks to scenarios to globe-spanning adventures. These tables are organized under the topics: Dungeons Hooks, Royal Quests, Forest Quests, Doorways to Another World, Town Quests, and Sea Quests. The next three tables are as follows: Questing Beasts, Quest Objects, and Lost Cities. Here you will find the name of a thing and a bit of context. These are meant to be used as the goal of the quest. How the goal is attained is up to the gamemaster. Meta-Quests is the last table in the book. It is a list of simple ideas that can be used as micro-quests much like collecting feathers in Angry Birds or bobbleheads in the Fallout videogames.

Delvers to Grow Kevin Smyth 2021-06-30

GURPS For Dummies Adam Griffith 2006-03-21 Let the adventure begin with this straightforward guide to GURPS! This is it—the key that unlocks the riches of GURPS (Generic Universal Role Playing System) and gives you a wealth of information on how to create your character and fine-tune your play. Produced in partnership with Steve Jackson Games, the game's creator, GURPS For Dummies is the ideal companion to GURPS Basic Set, 4th Edition that explains the rules. It gives you insight into the choices you'll make in everything from creating a fun, dynamic character using the allotted number of points, to playing in an adventure, to becoming a GM. Whether you want to be an Amazon princess or a stalwart warrior, an old-fashioned swashbuckler or a modern investigator, a tough cop or a cat burglar, a sorcerer casting spells or a cosmic ranger, fighting lawlessness in the asteroids, this guide will help you: Determine your character's basic attributes: IQ, DX (dexterity), ST (strength) and HT (health) Figure out your character's secondary characteristics Choose advantages (including powers and perks) and disadvantages (including quirks and disadvantages with a self-control roll modifier) Optimize your points by using talents Select your skills based on functional area or the campaign setting Enhance your character with spells, magic items, magic staves, and powerstones Strategically purchase equipment for different characters, tech levels, and campaign types Create and manage a character sheet, write a character background, keep a character log, and more—all with samples

Choose good combat techniques and play with your character If you want to become a GM, this guide gets you going with advice on creating the adventure, managing the character creation process, managing combat, and interpreting the rules. There's even a handy Cheat Sheet tear-out GM screen in the front of the book. There are tips throughout, plus advice on how to: Create your very own GURPS universe for your campaign, whether it's dungeon-crawl, high-adventure, combat-focused, puzzle-focused, or masquerade-type Provide a basic write-up of the world for your players, including technology level, supernatural and supernormal abilities and powers, races, setting, character templates, cultural and social information, and limitations Create an electronic combat grid, a battle log, a tactical map, and more—with samples Do mapping, planning, and plotting Create memorable NPC (nonplayer characters), both good guys and bad guys GURPS For Dummies helps you create more detailed, exciting, and interesting characters and take your game to the next level. That's important whether you're saving a princess or saving the planet...searching for hidden treasure or for secrets to eliminate disease... fighting crime or combating armies of evil robots...casting spells in medieval castles or destroying terrorist cells in modern day milieus. With GURPS, the only limitation is your imagination.

Ashen Stars 2011-09-01 Ashen Stars is the newest full-length, stand-alone GUMSHOE product from RPG legend, Robin D. Laws. They call you lasers. Sometimes you're called scrubbers, regulators, or shiestars. To the lawless denizens of the Bleed, whether they be pirates, gangsters or tyrants, you're known in less flattering terms. According to official Combine terminology, the members of your hard-bitten starship crew are known as Licensed Autonomous Zone Effectuators. You're the seasoned freelancers local leaders call when a situation proves too tough, too baffling, or simply too weird to handle on their own. In the abandoned fringe of inhabited planets known as the Bleed, you're as close to a higher authority as they come. In this gritty space opera game, the PCs are Lasers, freelance troubleshooters and law enforcers operating in a remote sector called the Bleed. They're needed in the wake of a massive retreat by the Combine, the utopian empire that colonized it. Amid the

ashes of a devastating war, the lasers solve mysteries, fix thorny problems, and explore strange corners of space on a contract basis. They balance the immediate rewards of a quick buck against their need to maintain their reputation, so that they can continue to quickly secure lucrative contracts and pay the upkeep on their ship and their cyber- and viroware enhancements. Featuring seven new and highly detailed playable species. Ashen Stars also contains extensive, streamlined rules for space combat, 14 different types of ship, a rogues gallery of NPC threats and hostile species and a short adventure to get you started in the Bleed.

Rolemaster Fantasy Role Playing Coleman Charlton 1999-01-01 Being a Hero is tough. Especially if you're wasting your precious game time fighting silly rules instead of monsters. When it comes to designing characters, no system gives you more control over your character design than Rolemaster. Say goodbye to arbitrary limits and "you can't do that!", because with Rolemaster you can!

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.

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.

Dungeon Grappling Douglas Cole 2017-02-01 Give grappling a well-deserved boost with this gripping gaming supplement. Usable with RPGs

from the OSR through 5e.

The Game Master's Book of Non-Player Characters Jeff Ashworth
2021-09-14 From the #1 Best-Selling author, Jeff Ashworth, comes the latest addition to The Game Master series, with more than 500 NPCs ready to populate your campaign whenever you need them! As is often the case in tabletop roleplaying games, players often venture into locales or look for answers in places and among people busy Game Masters simply didn't anticipate. Or, just as often, an adventure won't have fully fleshed out characters in place for the locations and encounters outlined for gameplay. The Game Master's Book of Non-Player Characters solves these issues and more by providing Game Masters with the information they need to "fill in the holes" in their campaign play. It will enable GMs to instantly add depth, color, motivation and unique physical characteristics at a moment's notice to unexpected or underwritten characters as they pop up during gameplay, ensuring every session is a memorable one for players and GMs alike. This edition also includes more than 50 hand-drawn illustrations of select NPCs detailed in the book, 3 bonus one-shot adventures, and a foreword by online influencer Jasmine Bhullar.

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/

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 Rogues Lynette Cowper 2017-06-22 It Takes a Thief . . . When brute force won't get the job done, you need someone with . . . skills. A specialist. Preferably someone who doesn't let a lot of nagging concerns about law or morality get in the way. Whether you're looking for just the right character to round out an adventuring party, or a dangerous NPC to challenge your players, GURPS Rogues has what you need - 29

different templates, letting you quickly create the scoundrel that's right for the job. Templates include . . . Thieves who are only in it for the money, such as the armed robber, cat burglar, pirate, pickpocket, housebreaker, and forger. Rogues who have other goals than mere material gain, like the spy, hacker, evil mastermind, mad scientist, and saboteur. Charmers who work more with people's minds than with lockpicks and prybars . . . the con man, bard, fixer, gambler, prostitute, and street doctor. Mysterious figures who work on the shadowy edges of society -- the tracker, poacher, assassin, master thief, smuggler, mobster, and black marketeer. Each template comes with four complete characters, drawn from a wide range of settings. All told, you get 116 ready-to-use sample characters, as well as historical background and information on the technology and tactics that shaped their professions. This version of GURPS Rogues also comes bundled with the 24-page GURPS Update, providing information on how to upgrade these GURPS Third Edition templates and characters to Fourth Edition!

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