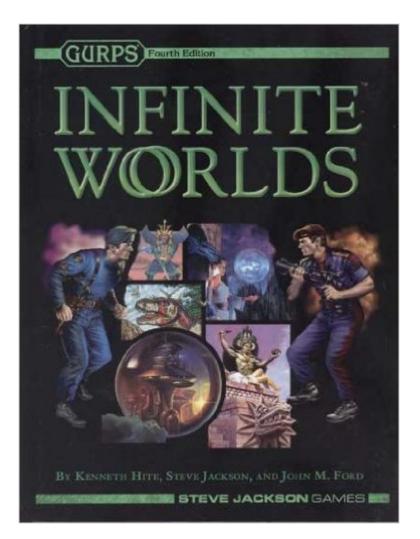
The book was found

GURPS Infinite Worlds (GURPS 4th Edition Roleplaying)





Synopsis

Front and back cover show moderate signs of wear. Pages are clean and unmarked. There is an unclear signature inside the front cover, but I am fairly sure that it is arbitrary (i.e. not Steve Jackson's).

Book Information

Hardcover: 240 pages Publisher: Steve Jackson Games; 4 edition (January 1, 2005) Language: English ISBN-10: 1556347340 ISBN-13: 978-1556347344 Product Dimensions: 8.6 x 0.6 x 11.1 inches Shipping Weight: 1.9 pounds Average Customer Review: 4.7 out of 5 stars Â See all reviews (7 customer reviews) Best Sellers Rank: #1,454,960 in Books (See Top 100 in Books) #104 in Books > Science Fiction & Fantasy > Gaming > GURPS

Customer Reviews

But the scale only goes up to 5 stars! bought this book because it is advertised as the new "official" setting for GURPS fourth edition. The first thing I need to do is dispel that myth. This book contains that information but it contains so much more that you have troubles believing that the authors managed to cram so much information between the two covers without it exploding. This isn't really a "background" book that describes a single well thought out campaign, it is more of a "background" generator" book that provides the basis of literally thousands of possible campaigns. The scope of this book is so gigantic that I have troubles believing that the authors managed to finish this project anywhere near on time. Want cross-time adventuring? It's in there. Want alternate histories? Boy is it EVER in there! Want Time Travel adventures? Yep, it's there too. Don't want to have to worry about blowing up the space-time continuum? There's suggestions on how to suspend disbelief without damaging gameplay. Say you want to create your own alternate history but don't want to deal with all the icky stuff of guns vs. swords. There's a very detailed chapter that assists you in filling out your vision before your players go mucking around and spoil things by emphasizing the one thing you didn't think of My head was spinning by the time I was 90% of the way through the book. There was too much to grasp. The scale of the author's efforts had caused my brain to go into meltdown and I couldn't figure out whether I wanted to:1) Run screaming from the room (did I mention that there's

Download to continue reading...

GURPS Infinite Worlds (GURPS 4th Edition Roleplaying) Gurps Traveller Interstellar Wars (Gurps Traveller Sci-fi Roleplaying) GURPS Horror 4th Edition (GURPS: Generic Universal Role Playing System) On the Infinite, the Universe and the Worlds: Five Cosmological Dialogues (Collected Works of Giordano Bruno Book 2) GURPS Space Fourth Edition (GURPS: Generic Universal Role Playing System) GURPS Mage The Ascension *OP (GURPS: Generic Universal Role Playing System) GURPS Werewolf The Apocalypse (GURPS: Generic Universal Role Playing System) GURPS Black Ops (GURPS: Generic Universal Role Playing System) GURPS Magic 2nd ed *OP (GURPS: Generic Universal Role Playing System) GURPS Vehicles (GURPS: Generic Universal Role Playing System) GURPS Traveller Sword Worlds Call of Cthulhu: Horror Roleplaying in the Worlds of H. P. Lovecraft, 6th Edition Call Of Cthulhu: Horror Roleplaying In the Worlds Of H.P. Lovecraft (5.5 Edition / Version 5.5) About Infinity, Universe and Worlds.: the philosophy of Giordano Bruno, Burned at Vatican 1600 for his belief in many worlds & denial of afterlife Norse Mythology: The Norse Gods And The Nine Worlds (Norse Mythology, Nine Worlds, Norse Gods) Time Travel and Our Parallel Worlds: Part 3 - All New In-Depth Real Life Stories In the News (Time Travel and Parallel Worlds Book 6) GURPS The Prisoner Roleplaying In The Village Coruscant and the Core Worlds (Star Wars Roleplaying Game) Call of Cthulhu Rpg Keeper Rulebook: Horror Roleplaying in the Worlds of H.p. Lovecraft Wraith: The Oblivion Roleplaying Game Core Rulebook. World of Darkness. Category - Roleplaying Games

<u>Dmca</u>