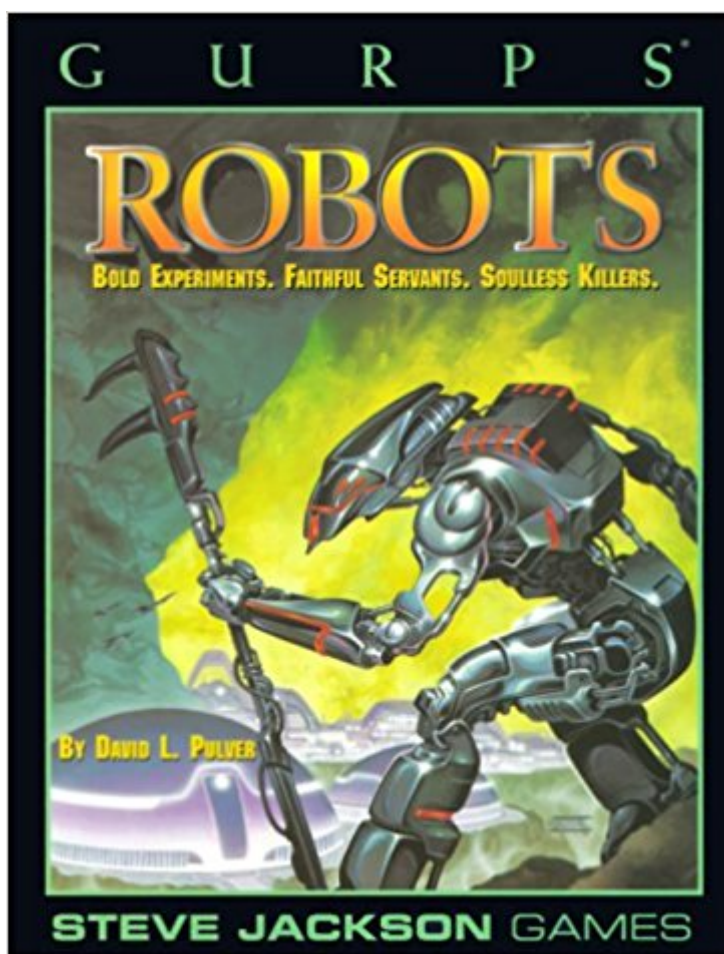




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GURPS Robots (GURPS: Generic Universal Role Playing System)



Synopsis

GURPS Robots contains detailed rules for designing, building, and playing robots - from the tiniest nanobots to the mightiest megabots. You can create cyborgs, androids, and even biomorphs - deadly fluid-metal machines that can take any shape. The advanced design rules are compatible with GURPS Vehicles, 2nd Edition. Choose everything from the frames to weapons to the tiniest accessories! Also included are rules for robots as player characters; artificial intelligences and battlesuits; and over 30 completely worked-out sample robots.

Book Information

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Customer Reviews

The original purpose of GURPS was to be simple and realistic. This supplement is quite realistic, but not at all simple. You will need a calculator to create any bot in a reasonable time, and you will need to go over the stats for mistakes. That being said, they do offer a good selection of pre-generated bots, including two warriors and a evil man-eating bio-bot. My advice is to only create actual stats for major characters and anything entering into battle. Just treat anything else as a skill and a set of tools. I mean really, do you really need the exact stats of a robot janitor-especially when creation of said stats will take 1-2 hours?

Full of detail and information, very useful.

This book has everything you need to design robots, either as NPC or as player characters. From tiny microbots to huge warbots. You can also use the book to design cyborgs, androids and

biomorphs. Need GURPS Basic Set to play - this is just a supplement. Cool bibliography of novels, nonfiction, movies, plays, comics, manga and anime that have to do with the subject or come close to it.

This is a great GURPS book to use as a guide in futuristic campaigns. Adds new rules, new features and some do not appear in Compendium I. Teaches how to make any type of robot your imagination desires. But nothing is perfect... Did you ever think GURPS' rules are complex? Well, think twice before reading this book. There is an entire new chapter to cover new rules for size and shape, power matrix, type of body (humanoid, submarines, "snake" types, etc.). Oh and don't forget your calculator to build a new PC or NPC. I like rules, they make the game very realistic, but I have to say that after the second character the rules become a pain... Thank to the Gods of roleplay, there is an example of making a robot character: A dangerous female robot that serves as bodyguard.

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