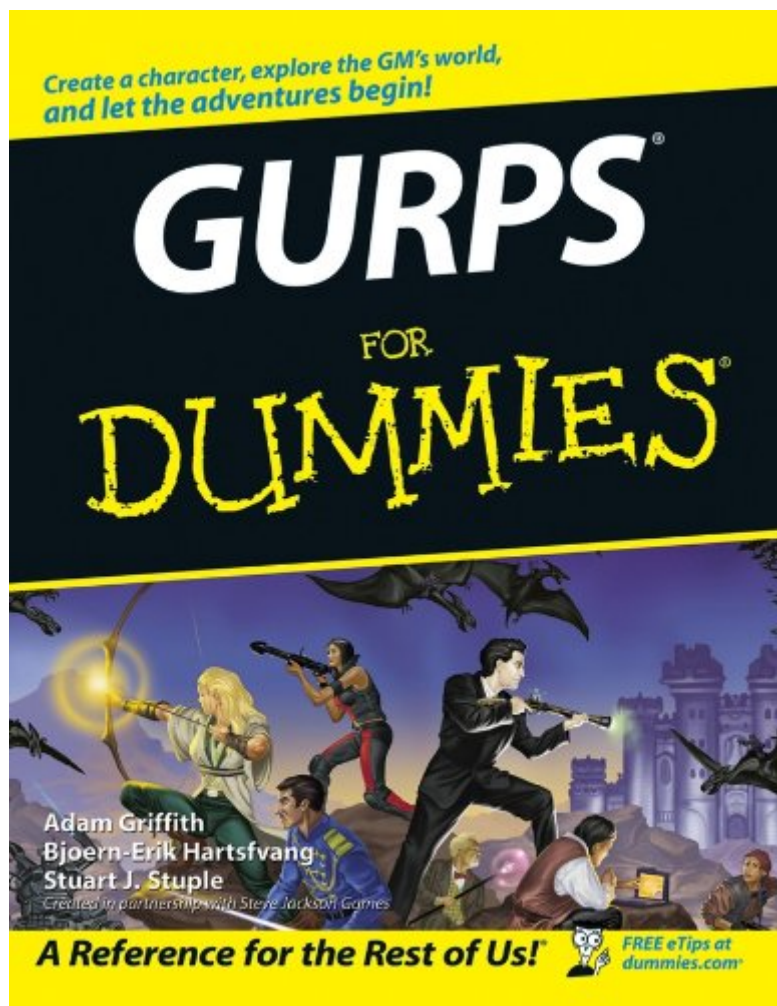




The book was found

GURPS For Dummies



Synopsis

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 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.

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Customer Reviews

GURPS is a staggering achievement, a game engine that is truly portable with no compromising or "setting rules" needed. Well, so they say. In point of fact GURPS is so "feature rich" that most GMs I've spoken to end up turning off some of the rules in a given setting. There's even a thing called GURPS Lite that you can get for free (though this book is not addressing that version of the rules) but my experience of that was that I understood it better after I'd gone back and picked up full GURPS. I picked up this book for two reasons: First to get hold of that chart everyone is talking about and second to read how making GURPS characters is NOT like doing taxes. Goal one was defeated upon opening the book, when I discovered the chart is now a download. Yes, free, good, but I wanted the sturdy card version as was. I didn't want a craft project that would end up looking crappy no matter how well I worked with spray glue (great for the hair, skin and pretty much everything else in the area you use it in), letter sized paper (my printer doesn't do four panel-sized paper), card and tape. Goal two was defeated by chapter three when the authors were exhorting me to use a spreadsheet (downloadable!) to keep track of everything. Now call me Hiram J Fontainblatt

the Third but once we are into the sort of build process that requires a spreadsheet to de-pain it, we aren't really in suitable "Dummies" territory no more. This is not the fault of the authors, they can only work with what they have. For what it is worth the authors writing style(s) was excellent. Very readable and not much confusing digression. There are three example blow-by-blow character builds given that are quite illuminating as to the choices made, which is great in that it helps a newbie understand just what they've gotten themselves into but sucky in that it shows that in order to get Oomph out of GURPS you pretty much need a minmax mindset. It is easy to build crappy characters in this system because it is so feature rich you can't get hold of it in only two hands. I have to be honest and say that although the book is interesting reading (up until about halfway, when the going gets dense) I don't think this fulfills the mission statement other reviewers make for it: that it makes the uptake of GURPS easier. I honestly think that with the books (book 1 especially but annoyingly you'll need the second one to understand how combat works) and a cup of your favorite beverage you can figure out how to get started as easily on your own as with the advice in this Dummies book. I found myself, an RPG gamer of almost 40 years experience, thinking that with the GURPS core set, the free chart and the free spreadsheet, why would you need to spend another 17 bux? I also think that the book really does showcase the major disincentive GURPS shows the general public - that labor intensive build process. The new GURPS GM doesn't need generic GM advice any where near as much as he/she needs a comprehensive generic bestiary suitable for Fantasy and Wilderness adventuring too (hey, now THERE'S a subject for a GURPS-affiliated Dummies publication). The book is made to the usual high standards, with a strong perfect binding and matte paper. The printing is black and white throughout.

Absolutely full of good advice for GURPS games on either side of the screen, and written very simply and plainly for maximum ease of use. Indexing is very well done. If you have a hard time understanding GURPS, this book demystifies it (Though the suggestion to use a spreadsheet for things in GURPS is unnecessary once you have a grasp of the rules).

After having read the lackluster reviews of D&D for Dummies, I was a bit hesitant to purchase this title sans any existing reviews, however, I took the leap anyway, and was not dissatisfied. The first thing you notice when you open the book is the great three-panel double sided pullout cheat sheet containing a ton of information that is invaluable to have at your fingertips during play! This alone is worth almost the cost of the book, and for new players gives them their options in a succinct little package. The book basically appeals to two audiences: Players and Game Masters and the six

sections of the book are divided amongst the two. PART ONE introduces GURPS and gives a player tips on how to come up with the foundation of a character, that is the concept and role the character will play in the story. This information is applicable to any role playing game, and the advice is clear and uncomplicated. This section continues on to describe how to use the GURPS rules as the building blocks of the character, not by teaching the rules or by repeating the rules (you need the GURPS books for that) but by telling you how the different elements work in the game and interact together. In other words, they tell you how to use the game mechanics to recreate what is in your imagination. Its almost like having an experienced player actually helping you through the process step by step, explaining what each thing in the rulebook REALLY MEANS and how it will REALLY WORK (or not work). You are told how high is high, and how low is low. PART TWO builds on Part One by going into more detail on magic, powers, technology, and non-humans. This section is basically a much deeper exploration of all the different ways the elements of the game (advantages, perks, talents, skills, etc) can be put together, and how each one works. The authors also provide insight on how to use the different game mechanics to achieve the vision you have for your character, and the possible ways to get there (as there is usually more than one). PART THREE gives solid advice on role playing, again, relevant to any RPG. Combat is explained, with very detailed information given to how different elements works together in combat and how combat flows in GURPS (which can be much different than other RPG's). I would have liked to have seen more information regarding the various reach ranges, because they can have a major affect on swords and sorcery type games. The combat chapter teaches you how to choose armor, what choices there are in combat and more importantly, why you would want to choose certain options, when and how to defend yourself, and how to make wise weapon choices. In fact, there is an excellent chart describing what the solid weapon choices are for each character strength level. This is perfect for those countless times I have heard players say "What weapon should I choose?". There is a great section on how to solve common combat problems (too many opponents, can't penetrate armor, etc) and a section on how best to use healing magic. This section also describes good ways to keep track of all the information used in GURPS. PART FOUR is where the Game Mastering (GMing) section begins. This section and the next should be read by every GM, no matter what the game they run. I've been GMing and playing for almost 30 years, and I found the advice in this section and the next to be invaluable. Part Four describes how to be a GM, gives an EXCELLENT chapter on how to design an adventure with an example of how that would play out. PART FIVE describes how to build the campaign, that is the world, or epic, or whatever that will be the focus of why the story is, what the story is, and why are the players even creating characters

to begin with. The advice is once again solid, and while there are references on how to use GURPS, as in Part Four, the information is applicable to any Role Playing Game/GM. PART SIX are three short chapters containing the authors' preferences for spending points, their top ten favorite advantages, and top ten favorite disadvantages. There was to be a chapter on the "10 skills no PC should be without" but it was apparently cut. Seeing the chapter released in electronic format would be a great addition to the book. Overall, this book is a "must have" for anyone even contemplating playing or running a GURPS game. New players will find the answers and help they need to bring their imagination to life, and old veterans will find an angle they hadn't thought of. The GMing section really could have been "Game Mastering for Dummies", because the tips and advice here go beyond what do do in GURPS. I wish I had seen this advice when I first started GMing oh-so-long-ago. This book should be considered the third of the core books (Characters and Campaigns being the first two) and is a book no gaming library should be without.

This book helps answer a lot of my questions. I can easily recommend it for anyone wanting to understand the operation and fun of this system better.

I'm an old hand at your typical d20 based RPGs, but the idea of 3d6 based GURPS was foreign to me. I was having a very hard time grasping the entire concept of completely building a PC before game begins, knowing he was going to pretty much be at his strongest from the get go. I also felt timid about combat. With these two major concerns defined, I was looking for an aide-de-camp. GURPS for Dummies helped out in the former regard tremendously through the first six chapters. Note I have been reading GFD from front to back, and so far have digested the first 6 chapters. As stated, the latter issue that has me flummoxed is combat. Chapter 11 (I skipped to it for this review) was helpful, but I would also have preferred an example combat written out (I know there is a post by Mook on his blog, but would like to have seen one here as well). Over-all, you can't go wrong on this kindle version. I really like the author's recommendations as well - perfect for my first time character.

I never played since the pre-Gurps Fantasy Trip, so needed a guide for the more elaborate and potentially confusing present edition. They not only do that but give lots of advice for how to make better character creation choices.

Valuable resource and companion to all of the GURPS material available from SJ Games.

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