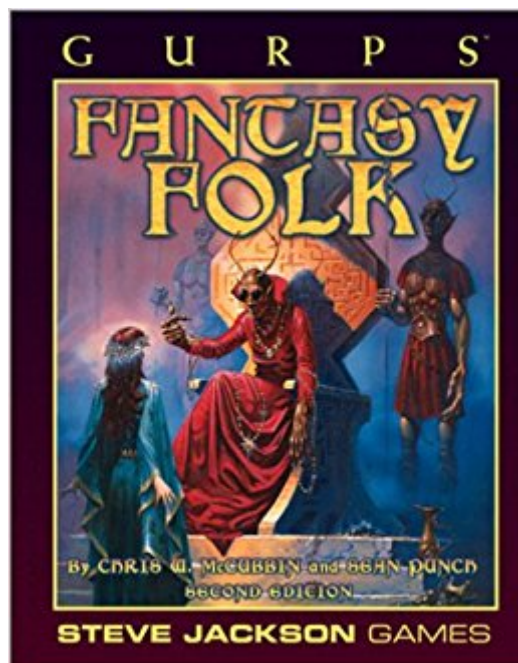




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GURPS Fantasy Folk *OP (GURPS: Generic Universal Role Playing System)



Synopsis

GURPS Fantasy Folk is a guide to 24 nonhuman characters that can be incorporated into any GURPS game. Includes sample characters, background, culture, psychology, and everything you need to know to play the character or for a GM.

Book Information

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Customer Reviews

GURPS Fantasy Folk is a guide to 24 nonhuman characters that can be incorporated into any GURPS game. Includes sample characters, background, culture, psychology, and everything you need to know to play the character or for a GM.

Was so glad when this book arrived. It helped me so much. I am designing a new RP world for my group and needed help designing new races. This book had all sorts of information that proved immensely useful. I definitely recommend it to anyone who is looking to create a new race for their games or just give an existing race a "tweak"

If you are planning any sort of Fantasy based game for GURPS, this book is a must. Not only does it present the classic races of elves, dwarves, gnomes, orc, halflings, and various others, but also gives them character more so than any other game I have found. Each race is given at least 2 to 3 pages of text, and that doesn't include the game mechanics. Also, because of the GURPS system, it is easy to modify and change the existing races for your personal games. Also, there is a section on creating your own races for your game, which proves invaluable to any game master wanting to put

in his own ideas. This is an award winning book, and a quick look through its pages will show you why.

This excellent source books provides a way to create fantasy races and provides some very good examples using well-chosen fantasy races. People who have read the Fantasy Trip, Tunnels and Trolls and D&D rpgs will recognise and welcome these architypal races presented in a fresh and interesting style.

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