



GURPS For Dummies

By Adam Griffith

For Dummies. Paperback. Book Condition: New. Paperback. 410 pages. Dimensions: 9.1in. x 7.3in. x 1.0in. This is 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 games 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 characters basic attributes: IQ, DX (dexterity), ST (strength) and HT (health) Figure out your characters 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...



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