

Heroic worlds - a history and guide to role-playing games

Prometheus Books - Heroic Worlds by Lawrence Schick



Description: -

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Fantasy games -- HistoryHeroic worlds - a history and guide to role-playing games

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Notes: Includes index.

This edition was published in 1991



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Heroic Worlds by Lawrence Schick

If you ever needed an encyclopedia on the early days of gaming, this is it. First, a player determines his or her character's ability scores, which consist of Strength, Constitution, Dexterity, Intelligence, Wisdom, and Charisma.

Timeship (role

An undeniable fact is that this guide is very useful for anyone who collects out of print role playing games. If you ever needed an encyclopedia on the early days of gaming, this is it. These were expanded by Gary Gygax, whose additions included a fantasy supplement, before the game was published as Chainmail.

Dungeons & Dragons

New York: University of Chicago Press.

Dungeons & Dragons

Players take on the roles of scions of the ruling family of Amber, the one true World of which all others, including our own modern Earth, are merely Shadows.

A Guide to Japanese Role

This book is highly recommended if you like roleplaying in the supers genre. Video role-playing games, adapted for computers from their pen-and-paper forebears, have been around since the earliest days of digital gaming.

Heroic Worlds: A History and Guide to Role

Almost 100 hero and villain NPCs, gangs and syndicates, crimefighting organizations and teams, as well as hundreds of adventure ideas scattered about inside. Lawrence Schick knows what he's talking about.

A Guide to Japanese Role

Featuring essays by eighteen top industry designers, Heroic Worlds explains the evolution of role-playing games and their influence on other forms of entertainment.

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