
Gurps Low Tech

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PUBLICATION

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FINAL THOUGHT

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Gurps Low-Tech *Steve Jackson Games*

Gurps Low-Tech *Steve Jackson Games*

Gurps Ultra-Tech *Steve Jackson Games*

Gurps Basic Set: Campaigns *GURPS: Generic Universal Role*
 "GURPS is the most flexible roleplaying system ever created. With just this book, you can adventure in any world you can imagine"--
 Cover

Gurps High-Tech *Steve Jackson Games*

All the Gear Is Here! Meticulously researched, GURPS High-Tech gives descriptions and stats for hundreds of kinds of historical weapons and personal armor, vehicles from the stagecoach to modern helicopters, and much more. GURPS High-Tech also has the gear and gadgets characters need. Communication, from early telegraphs to modern computers; tools of the trade for detectives, spies, and thieves; camping equipment, rations, and first-aid kits; business cards, watches, and fashionable duds - this book has it all, for encounters from the wilderness to high society

and everything in between. GURPS High-Tech is the complete resource for equipment from the 18th century through the modern age, and will be appreciated by Game Masters no matter what system they use! GURPS High-Tech replaces GURPS High-Tech for Third Edition, GURPS Modern Firepower, and portions of GURPS Covert Ops.

Gurps Fantasy *Steve Jackson Games*

Fantasirollespil.

Gurps Mysteries *Steve Jackson Games*

A Dame Walks Into Your Office . . . A dead body, no witnesses, and a room full of suspects with perfect alibis. Can you find the killer and bring him to justice? Learn the secrets of mystery fiction - and what will, and will not, work in RPG mysteries. Become a better investigator. Discover the problems you are likely to encounter in a low-tech, magic, super-tech, or horror mystery. GURPS Mysteries covers: Creating mysteries as stand-alone adventures, as part of an existing campaign, or as campaigns in their own right, with specific discussions of the low-tech, modern-tech, future, magic, and horror settings. Setting the crime scene, including detailed forensic information on causes of death, investigation methods, and a forensics timeline. Bringing interesting villains to life, and matching their disadvantages to their motives and means of carrying out a crime. A template-based character-generation system for iconic investigators, including the genius detective, the hardboiled shamus, police detectives, investigating magicians, even "that darn kid." Sample detective and investigative agencies to hire or bedevil

characters. Expanded rules for questioning and interacting with NPCs. GURPS Mysteries, by the author of GURPS Cops, is designed both for the GM who wants to create and run mystery adventures and for players who want to become investigators in any setting.

Gurps Tactical Shooting *Steve Jackson Games*

Gurps Cyberpunk

High-Tech Low-Life Roleplaying *Steve Jackson Games*

-- The book that was confiscated by the Secret Service because they thought it contained hacking secrets! (It doesn't) -- Nominated for the Origins Award for Best Roleplaying Supplement.

How to Be a Gurps GM *Steve Jackson Games*

The Student's Guide to Ultimate Power GURPS! A game with infinite possibilities. Even those familiar with this award-winning system may not feel they've mastered the fundamentals . . . and those just starting with this game may feel lost amid the possibilities. You want help. You could use a guide. You need How to Be a GURPS GM. For the player, this supplement offers insight into how to create the perfect character to fit your vision, plus three examples of character creation and two new fantasy templates. The chapter dedicated to customizing combat and using various options can be particularly helpful for new and veteran players in making aggressive altercations even more exciting. For the Game Master, the supplement discusses

everything needed to run a campaign: how to prepare the game setting, assist the players with the creation of their heroes, create challenging and engaging encounters, and design and run the first adventure. The included overview of the Fourth Edition line, plus recommended resource lists for eight popular genres, can help the GM decide which supplements will be most helpful to craft a new campaign. This supplement also provides canonical insight from Sean "Dr. Kromm" Punch, who draws on decades of experience answering questions and providing clarifications as the GURPS Line Editor. Throughout, it follows a group of example players new to GURPS, from when their GM first opens the Basic Set through the starting session of their inaugural adventure. How to Be a GURPS GM is an invaluable aid for getting started with GURPS, bridging the previously perilous step between reading the Basic Set and participating in your first game. Half of power is knowing how to use it. With How to Be a GURPS GM, you'll be on your way to unleashing the full potential of GURPS like never before!

GURPS Grimoire

Tech Magic, Gate Magic and Hundreds of New Spells for All Colleges *Steve Jackson Games*

-- Supplements the GURPS magic system with hundreds of new spells and two completely new colleges of magic! -- Includes new Spell Prerequisite Charts, making it far easier for players and GMs to assign magic spells.

Gurps Cyberworld

High-Tech Low-Life in the One-And-Twenty *Steve Jackson Games*

Fantasirollespil.

Gurps Horror *Steve Jackson Games*

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GURPS Martial Arts

Exotic Combat Systems from All Cultures *Steve Jackson Games*

-- A "sleeper" worldbook that has just continued to sell and sell. -- Martial arts are applicable to every sort of campaign...fantasy, SF, or modern! -- Detailed discussions of over 50 different fighting styles.

Gurps Ultra-Tech 2

Hard-Core, Hard-Wired Hardware *Steve Jackson Games*

-- Hundreds of different science fiction devices...weapons, computers, armor, exotic medicine, and much more. -- By one of the GURPS system's most popular authors.

GURPS Psionics

Fantastic Powers of Mind Over Matter *Steve Jackson Games*

-- Adds many new mental powers to GURPS...lets players create more powerful characters. -- By one of the GURPS system's most popular authors.

The Knight and the Blast Furnace

A History of the Metallurgy of Armour in the Middle Ages & the Early Modern Period *BRILL*

The suit of armour distinguishes the European Middle Ages & Renaissance. This book tells its story from the 14th to the 17th century, and the making of its steel. The metallurgy of 600 armours has been analysed, and their probable effectiveness in battle assessed.

Gurps: Spaceships *Steve Jackson Games*

Gurps Steampunk *Steve Jackson Games*

Gurps Banestorm *Steve Jackson Games*

Welcome to the land of Yrth, a magical realm of incredibly varied races and monsters - including people snatched from our Earth and other worlds by the cataclysmic Banestorm! Whole villages were transported - from such diverse locales as medieval England, France, Germany, and the Far East. Now humans struggle with dwarves, elves, and each other. The Crusades aren't ancient history here - they're current events! Characters can journey from the windswept plains of the Nomad Lands - where fierce Nordic warriors seek a valiant death to earn a seat in Valhalla - to Megalos, the ancient empire where magic and political intrigue go hand in hand. Or trek south to the Muslim lands of al-Wazif and al-Haz to explore the forbidden city of Geb'al-Din. This book updates the original Yrth of GURPS Third Edition Fantasy and Fantasy Adventures. It provides GMs with a

complete world background - history, religion, culture, politics, races, and a detailed map - everything needed to start a GURPS campaign. Phil Masters (Discworld and Hellboy RPGs) and Jonathan Woodward (Hellboy and GURPS Ogre) have added new peoples, places, and plots, as well as lots more on magic and mysticism, all of which conforms to GURPS Fantasy and GURPS Magic. So prepare to make your own mark on Yrth. Plunder elven ruins while evading the desert natives. Play a peasant-born hero . . . an orcish pirate . . . a Muslim double agent commanded to infiltrate the Hospitallers. Yrth awaits the legend of you!

Orbital 2100 *Lulu.com*

Orbital 2100 is a science fiction setting for Cepheus Engine and other Classic 2D6 SF RPGs. It has realistic (TL 9) feel that is set within our own solar system. The Earth is locked in a Cold War with the people of Luna. Both face off, 400,000 km apart, threatening mutual annihilation whilst they compete to colonise the moons of Jupiter and Saturn. Older colonies such as Mars and Mercury are independent and caught up in this struggle for solar system supremacy. Spacecraft use nuclear thermal rockets and create gravity by spinning pods or centrifuges, this is spaceflight as envisaged today! In keeping with the near-future and hard-science fiction themes, role-playing campaigns focus on real people doing real jobs. The game has rules, technology and advice to allow scenarios based around deep space haulage, asteroid mining, salvage, rescue and exploration. Colour cover, with B&W interior. Claim a free copy of the full colour PDF by contacting Zozer: <https://www.paulelliottbooks.com/contact.html>

GURPS: Space *Steve Jackson Games*

"This volume will help you create campaigns of every style, from science fantasy to space opera to realistic. Recreate your favorite science-fiction background, or develop an original world of your own"--Cover.

Gurps Bio-Tech *Steve Jackson Games*

The Future is Alive "Who needs chrome, pal? Meat is where it's at now. Mother Nature always did it best -- she just needed a little help. Get down to the black clinic, old-timer, and you can be 15 again. That is, if you still want to be human at all." It's the technology of the posthuman age: biotech! Upgrade your old body with steroids and smart drugs, transplants, and viral nano . . . or just get a new one. Maybe you don't think being human is so great? Then improve on nature with eugenics and gene-fixing. Or just go parahuman: if you love cats, become one! The technology's changing fast, but you'll have lots of time to get used to it -- death is only a temporary inconvenience with cryonics and immortality drugs. And who needs silicon and steel? Vatbrain biocomputers are where it's really at! But it's not just about the future. GURPS Bio-Tech includes a full range of 19th, 20th, and 21st-century medical equipment, from early vaccines to surgical robots, along with game stats for the world's most deadly diseases. GURPS Bio-Tech also includes a complete set of character templates for biotech professions, rules for biotech magic, and two original campaign settings: an alternate Earth ruled by a clone of Alexander the Great, and a living starship on its way to colonize an alien world! Say goodbye to your old body. Have you upgraded your genetics this year? This is the second

edition of GURPS Bio-Tech. It has been revised to the GURPS Fourth Edition rules and expanded to cover medicine, drugs, magic, and new technologies. Some entries were introduced in GURPS Space, GURPS Robots, and the Transhuman Space series.

GURPS MAGIC *Steve Jackson Games*

Now available in softcover, this GURPS Fourth Edition book combines the spells from the Third Edition GURPS Magic and GURPS Grimoire, plus dozens of all-new spells, for the ultimate tome of magic! Within these pages, crackling with mystic energies, you'll find: The core magic system for GURPS, expanding on the material presented in the Basic Set . . . rules for learning magic, casting spells, enchanting magic items, and more! Complete alchemy rules . . . creating magical elixirs, using them, and even researching new ones . . . with an extensive list of known elixirs and their powers. Alternatives to the core magic system, including complete rules for improvised magic and rune magic. There are also guidelines for the GM who wants to change how magic works in particular worlds in a multi-world campaign. Plus special material from the GURPS Magic Items series and Wizards. This is a powerful book, indeed. Use it wisely.

Gurps Villains *Steve Jackson Games***Gurps Cliffhangers** *Steve Jackson Games*

Information on the world of the 1920s and '30s, intended to help design scenarios for adventure games. Explains the cliffhanging-style of the adventure serials of pulp fiction and films.

Red Land, Black Land

Daily Life in Ancient Egypt *Harper Collins*

A fascinating, erudite, and witty glimpse of the human side of ancient Egypt—this acclaimed classic work is now revised and updated for a new generation. Displaying the unparalleled descriptive power, unerring eye for fascinating detail, keen insight, and trenchant wit that have made the novels she writes (as Elizabeth Peters and Barbara Michaels) perennial New York Times bestsellers, internationally renowned Egyptologist Barbara Mertz brings a long-buried civilization to vivid life. In *Red Land, Black Land*, she transports us back thousands of years and immerses us in the sights, aromas, and sounds of day-to-day living in the legendary desert realm that was ancient Egypt. Who were these people whose civilization has inspired myriad films, books, artwork, myths, and dreams, and who built astonishing monuments that still stagger the imagination five thousand years later? What did average Egyptians eat, drink, wear, gossip about, and aspire to? What were their amusements, their beliefs, their attitudes concerning religion, childrearing, nudity, premarital sex? Mertz ushers us into their homes, workplaces, temples, and palaces to give us an intimate view of the everyday worlds of the royal and commoner alike. We observe priests and painters, scribes and pyramid builders, slaves, housewives, and queens—and receive fascinating tips on how to perform tasks essential to ancient Egyptian living, from mummification to making papyrus. An eye-opening and endlessly entertaining companion volume to *Temples, Tombs, and Hieroglyphs*, Mertz's extraordinary history of ancient Egypt, *Red Land, Black Land*

offers readers a brilliant display of rich description and fascinating edification. It brings us closer than ever before to the people of a great lost culture that was so different from—yet so surprisingly similar to—our own.

GURPS Lite

An Introduction to Roleplaying

Gurps High-Tech

Weapons and Equipment Through the Ages *Steve Jackson Games*

-- A sourcebook to enhance every campaign, from fantasy to modern. -- Contains detailed optional rules for those who like realistic combat in their games. -- Not just a weapons book -- it also covers medicine, tools, and communications.

GURPS THAUMATOLOGY *Steve Jackson Games*

Feel the Power! Fantasy settings are defined by their magic . . . so different worlds need different magic systems. GURPS Thaumatology has GURPS Fourth Edition updates of the best Third Edition magic variants, plus many all-new options. This mighty tome includes: Minor tweaks for the spell-based magic of the Basic Set: restructuring prerequisites and colleges, modifying Magery and mana, new magical energy sources, adapting spells on the fly, and more. Radical revisions of spell-based magic, including detailed versions of the clerical and ritual magic options hinted at in the Basic Set, and the return of that Third Edition

classic, "unlimited mana." Traditional alternatives to spells, such as ceremonial, spirit-mediated, and runic magic. World-shaking freeform magic. Magic as inherent powers. An in-depth look at material magic, with new alchemy, herbalism, and enchantment options; rules for free-willed items and magical gadgets; and guidelines for "the stuff of raw magic." Notes on adapting real-world occult concepts - such as the Laws of Magic, astrology, and traditional material components - to any magic system. Guidelines for running magic-oriented games, advice on combining magic systems, and detailed outlines for four distinctly different fantastic campaigns. The softcover reprint contains the same material as the earlier print run (updated for the latest errata, of course!), with black-and-white interiors and a lower price. GURPS Thaumatology requires the GURPS Basic Set, Fourth Edition. GURPS Magic is recommended but not required. The discussions of different magical styles would enhance any game that features magic.

The Corruption of Reality

A Unified Theory of Religion, Hypnosis, and Psychopathology *Prometheus Books*

This groundbreaking volume examines our sometimes strained grasp of reality and sheds new light on three subject areas that continue to fascinate researchers: religion, hypnosis and psychopathology. The Corruption of Reality challenges many of the ideas in all three disciplines and paves the way for an exciting, far-reaching and unified theory of conscious and unconscious behavior. Schumaker argues that, despite their

apparent differences, religion, hypnosis, and psychopathology are all expressions of the unique human ability to modify and regulate reality in ways that ultimately serve the individual and society. In turn, these same behaviors can be traced to the brain's remarkable capacity to process information along multiple pathways, thus allowing the person to manipulate reality in strategic directions aimed at improved coping. He includes a historical and cross-cultural analysis showing how reality reconstruction takes place, and outlines the shortcomings of current psychotherapeutic approaches as well as the promising trends toward a spiritualization of psychotherapy. Rigorously argued, this book challenges traditional ideas and paves the way for a far-reaching unified theory of conscious and unconscious behavior. -CHAOS! Schumaker has taken complex material and made it accessible to the lay-person. Readers of any religious, or non-religious, persuasion will find this book worthwhile, enlightening reading. -Amarillo News-Globe Hoping for something better for our society, Schumaker offers ideas to revitalize our sick Western culture, one of which proposes a new religion embodying current knowledge about our peculiar personal/global relationship. Controversial? Sure, but just about every new idea is controversial at the outset. There's a lot for an open mind to consider here. -Hypnotherapy Today Schumaker's views and findings on the roles of ritual and perception in our lives and in our views of reality are fascinating. -Booklist

Gurps Steam-Tech *Steve Jackson Games*

Gurps Bestiary *Steve Jackson Games Incorporated*

Rule the animal kingdom with GURPS Bestiary! This edition of the popular supplement includes many of the popular creatures from prior editions, as well as dozens of new beasts. There is an expanded section on using animals as PCs, with templates (and rules for making new ones) and sample animal characters. GURPS Bestiary also includes animal folklore from around the world.

Gurps Mass Combat *Steve Jackson Games*

There Will Be War! Whether you're trying to stop the Dark Lord's invading army, lead a Ranger company against the Axis in WWII, or command your own crack mercenary regiment in a far-flung star empire, you're likely to get into battles that are far too big to resolve with ordinary GURPS combat. GURPS Mass Combat is the answer! It presents a powerful abstract system that lets you resolve land, sea, and air battles at any tech level. Features include: Rules for logistics, movement, reconnaissance, and many other things that matter to a military force even when no enemy is in sight. Integral treatment of air superiority, amphibious assaults, airborne troops, sieges, and everything else that's important when the enemy is in sight. Round-by-round resolution that puts the commander in control, letting him choose his strategies and instantly see the results of his skill and cunning. Equal attention to the aftermath of battle: pursuit, casualties, looting, recovering losses, and more. Everything is fast and easy to use in play, thanks to extensive examples, quick-reference tables, and ready-to-go stats for the strength, weaponry, and mobility of numerous unit types. It's all generic, too, covering realistic, fantastic, and superscience troops at every tech level, and providing guidelines for customizing their quality, special

training, and equipment. And it never loses sight of the fact that GURPS is a roleplaying game - every hero gets a chance to shine, and the rules emphasize what the PCs do and what happens to them. GURPS Mass Combat requires only the GURPS Basic Set, Fourth Edition.

GURPS Swashbucklers

Roleplaying in the World of Pirates and Musketeers *Steve Jackson Games*

-- Pirates are popular this year! -- Cover by award-winning fantasy artist Don Maitz, who painted the "Captain Morgan's Spiced Rum" pirate!

Gurps Basic Set, Third Edition, Revised *Steve Jackson Games*
Adventure in any world you can think of, with GURPS, the Generic Universal RolePlaying System - the most flexible roleplaying system you can use. If you haven't yet upgraded to the Fourth Edition . . . you're a completist . . . or you're looking for a dose of nostalgia, here's the previous edition! It's easy to learn - you can jump right in with the included quick-start rules, pre-designed characters, and an easy-to-play solo adventure. The Basic Set is designed to be "Game Master-friendly," with Table of Contents, Glossary, Appendix, and Index, as well as lots of examples.

GURPS Warehouse 23

Things They Don't Want You to Have *Steve Jackson Games*

-- Ties in with current Hollywood hits...aliens and conspiracy! -- A

fan favorite: a whole book with hundreds of Weird Things which the government is supposedly keeping from us all. -- Launched a whole online feature: www.warehouse23.com/basement/

Dungeon Fantasy Companion *Steve Jackson Games*

More Is Better! The Dungeon Fantasy Companion comprises all three stretch-goal supplements from the Dungeon Fantasy Roleplaying Game Kickstarter campaign: Traps. Ready-made traps for home-made adventures: nasty gadgets, complicated architecture, hidden poison, malicious magic, and devious tricks. Magic Items. This emporium of enchantment contains wondrous weapons, armor, wands, jewelry, potions, and more, allowing GMs and looters alike to grab and go. Against the Rat-Men. This ready-to-play sequel to I Smell a Rat offers heroes new dangers - and new rewards. Dungeon Fantasy Companion is intended for the Dungeon Fantasy Roleplaying Game but would work with GURPS, especially GURPS Dungeon Fantasy.

Tastes of Paradise

A Social History of Spices, Stimulants, and Intoxicants *Vintage*

Provides the history and anecdotes about what people eat, drink, and inhale for pleasure

GURPS For Dummies *John Wiley & Sons*

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 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 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.