



GURPS Basic Set: Campaigns

Steve Jackson, Sean Punch, David L. Pulver, Andrew Hackard (Editor)

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With GURPS, you can be anyone you want?an elf hero fighting for the forces of good, a shadowy femme fatale on a deep-cover mission, a futuristic swashbuckler carving up foes with a force sword in his hand and a beautiful woman by his side . . . or literally anything else! GURPS has been the premiere universal roleplaying game for almost two decades. The new Fourth Edition makes it even better!

GURPS Basic Set: Campaigns combines information from the Third Edition GURPS Basic Set and GURPS Compendium II?plus our new core setting, with infinite possibilities for timeline-hopping adventure! (You don't have to play in the core setting?there isn't some game-altering metaplot?but it's there if you want it.)

GURPS Basic Set: Campaigns Details

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Chris says

While technically you only need this book if you are going to GM, it is always a good idea to know the basic rules of the system. If you are going to play GURPS, I recommend getting both Basic books.
