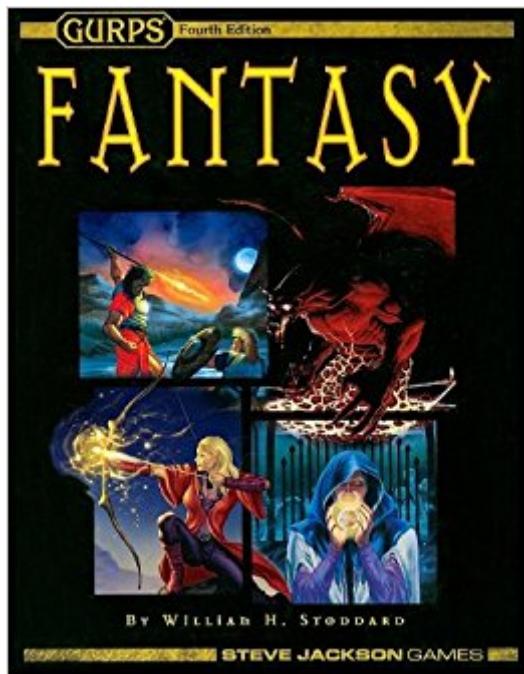


The book was found

# GURPS Fantasy 4E Softcover



## Synopsis

Fantasy is the most popular genre for roleplaying games. Now GURPS offers roleplayers a comprehensive guide to fantasy worlds of all kinds. Building on the flexible, streamlined Fourth Edition rules, GURPS Fantasy lets you create a campaign to explore the world of your favorite book or film or your own dreams. You'll find examples of magical plants and animals, unique monsters, nonhuman races, occupations, spells, and enchanted objects, ready to use in your campaign or to use as inspiration for your own inventions. Take the hobby's most flexible, most playable game system, and use it to run the campaign you dream of. This reprint is softcover with black-and-white interiors, at a new, lower price point.

## Book Information

Series: GURPS

Paperback: 240 pages

Publisher: Steve Jackson Games; 4th ed. edition (March 18, 2009)

Language: English

ISBN-10: 1556347960

ISBN-13: 978-1556347962

Product Dimensions: 8.2 x 0.6 x 10.8 inches

Shipping Weight: 1.4 pounds (View shipping rates and policies)

Average Customer Review: 4.2 out of 5 stars See all reviews (4 customer reviews)

Best Sellers Rank: #265,217 in Books (See Top 100 in Books) #11 in Books > Science Fiction & Fantasy > Gaming > GURPS

## Customer Reviews

Fantasy, for GURPS 4E, offers players and gms the chance to design and run adventures in world of their design. GURPS 4E, being a generic system uses general rule books such as Fantasy to give players outlines on how to create adventurers, creatures, places and loot. Players using Fantasy are not tied to a specific world but can mix and match whatever fantasy worlds they like, think "Once upon a time" from ABC. Players looking for a chance to do something new will be well served by this book. NOTE: You will need the two GURPS 4E core books as well.

A nice addition to making gaming easier.

A bit of everything summarizes this book, where can one build the fantasy setting you want.

Currently I am using it with Ultratech in a Cyberpunk campaign.

Great book. I didn't read it yet. But it is a product with a good black and white printing.

[Download to continue reading...](#)

GURPS Fantasy 4E Softcover 2006 International Building Code - Softcover Version: Softcover Version (International Building Code) Daily Fantasy Sports: How to Dominate & Win Fantasy Baseball, Fantasy Basketball and Fantasy Football Leagues to Turn Profitable Seasons GURPS Traveller Interstellar Wars (GURPS Traveller Sci-fi Roleplaying) GURPS Mage The Ascension \*OP (GURPS: Generic Universal Role Playing System) GURPS Werewolf The Apocalypse (GURPS: Generic Universal Role Playing System) GURPS Black Ops (GURPS: Generic Universal Role Playing System) GURPS Magic 2nd ed \*OP (GURPS: Generic Universal Role Playing System) GURPS Horror 4th Edition (GURPS: Generic Universal Role Playing System) GURPS Vehicles (GURPS: Generic Universal Role Playing System) GURPS Space Fourth Edition (GURPS: Generic Universal Role Playing System) GURPS Infinite Worlds (GURPS 4th Edition Roleplaying) Fantasy Football Draft Guide July/September 2016 (The Fantasy Greek Fantasy Football Draft Guide) Fantasy Football: 12 Ways To Take Your Fantasy Football Performance to the Next Level (Fantasy Sports) Gruhn's Guide to Vintage Guitars 2nd Edition (Softcover) 2009 International Plumbing Code: Softcover Version (International Code Council Series) 2009 International Fuel Gas Code: Softcover Version (International Code Council Series) ScienceSaurus: Handbook Softcover 2005 Understanding Basic Electronics (Softcover) Theory & Practice of Therapeutic Massage, 6th Edition (Softcover)

[Dmca](#)