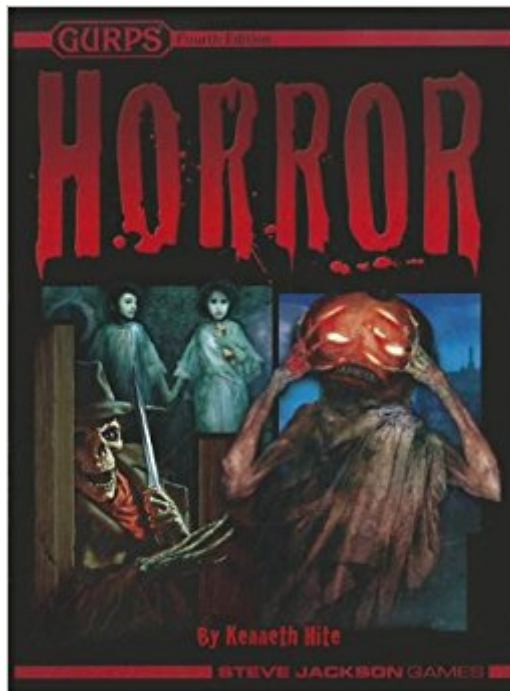


The book was found

GURPS Horror 4th Edition (GURPS: Generic Universal Role Playing System)



Synopsis

What's that behind you? The new revision of GURPS Horror is an exciting approach to any kind of adventure: old-fashioned Gothic horror; classic supernatural horror; Lovecraftian cosmic horror; and modern-day J-horror, survival horror, torture horror, and splatter. Horror offers the Game Master spooky monsters and powers; rules for corruption, fear, and madness; and tricks for running scary-but-fun adventures. Players can create and equip all kinds of heroes, from screaming victims to fearless monster-slayers. And everyone gets tips on cooperating to tell a memorable story – even if the characters don't make it. Whether you're playing a one-shot zombie battle or a full-scale campaign against Things Man Was Not Meant To Know . . . GURPS Horror can jolt your game to unnatural life.

Book Information

Series: GURPS: Generic Universal Role Playing System

Hardcover: 176 pages

Publisher: Steve Jackson Games; 4th ed. edition (September 14, 2011)

Language: English

ISBN-10: 1556348037

ISBN-13: 978-1556348037

Product Dimensions: 8.6 x 0.6 x 11 inches

Shipping Weight: 1.6 pounds (View shipping rates and policies)

Average Customer Review: 3.7 out of 5 stars – See all reviews (6 customer reviews)

Best Sellers Rank: #296,977 in Books (See Top 100 in Books) #15 in Books > Science Fiction & Fantasy > Gaming > GURPS #26447 in Books > Teens #55227 in Books > Textbooks

Customer Reviews

I bought GURPS Horror 2nd edition a long time ago and was very impressed with how it spiced up my gaming sessions with great advice. But a lot of the book was given over to introducing the new (at the time) GURPS Magic system and an insanity system. Both of those systems are now part of the core rules so I wondered what the author would do with the extra space if Steve Jackson Games ever republished the book for 4th edition. The answer: Amazing things!!! My sole argument with the author is how he describes horror. My definition of horror is defined by all things gross and disgusting, Cthulu crossed with a thousand slasher movies. His definition is much broader and covers any sort of situation that causes a strong emotional response. This means that suspense situations (very common in roleplaying) most mysteries, most well-done dramas, and most combat

situations (some campaigns are nothing but combat) all fall into this area. I wondered how the author could handle such a broad range of topics well. I shouldn't have worried, this IS Ken Hite we are talking about here. At the heart of the book, he recognizes that Horror is all about the emotions. From there he simply starts by describing how to generate each of the emotions he is trying to reach. From there it surprisingly simple to build out the rest of the book. At 176 pages, I was originally concerned that this book wouldn't be a good value for my money. But the opposite turned out to be the case instead, I had a serious case of information overload by the time I was done with this book and the beginnings of an absolutely BRILLIANT campaign concept that I will start running in the next few months.

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

GURPS Horror 4th Edition (GURPS: Generic Universal Role Playing System) GURPS Space Fourth Edition (GURPS: Generic Universal Role Playing System) 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 Vehicles (GURPS: Generic Universal Role Playing System) Deathstalkers II: The Fantasy-Horror Role-Playing Game GURPS Infinite Worlds (GURPS 4th Edition Roleplaying) Tome of Horrors *OP (d20 Generic System) Historia universal / 23 / America Latina. III: De la independencia a la segunda guerra mundial (Historia Universal Siglo XXI) (Spanish Edition) El Tono Universal [The Universal Tone]: Mi Historia en la Luz [My History in the Light] Universal Studios Monsters: A Legacy of Horror RARE HORROR 3: COMIC BOOKS WHERE ONLY 1 ISSUE WAS EVER PUBLISHED: 6 COMPLETE CLASSIC HORROR COMIC BOOKS FROM THE 1950s and 1960s (RARE COMICS) HORROR: 14 TRUE HORROR STORIES Blood Lite: An Anthology of Humorous Horror Stories Presented by the Horror Writers Association (Dark-Hunter World) The Horror! The Horror!: Comic Books the Government Didn't Want You To Read (with DVD) Ouija Board Stories: Chilling True Horror Stories Of Ouija Boards Gone Wrong (Ouija Board Stories, Ghost Stories, True Horror Stories, Ouija Board Nightmares, Haunted Places Book 1) The Game Inventor's Guidebook: How to Invent and Sell Board Games, Card Games, Role-Playing Games, & Everything in Between! Public Administration: Cases in Managerial Role-Playing

[Dmca](#)