

## Chapter 1 : List of GURPS books | GURPS Wiki | FANDOM powered by Wikia

*In August , Steve Jackson Games released GURPS Fourth Edition, starting with the two-volume Basic Set. In addition to the regular Basic Set books, we did a special, one-time Deluxe Edition. We printed only as many as were pre-ordered, and we set aside a few for sale at GenCon and for retail stores that asked very nicely.*

Formatting titles according to date of release takes the mystery out of the list which is what I think were all looking for in a simple format. Editions and printings are getting confused with other editions when the whole point of GURPS is it generically makes all editions nearly compatible with each other and other systems. Collectively, we can put something together that does justice to Steve Jackson Games. Collector connection talk Multiple coverage from reliable sources should be sufficient, as should winning a notable award. Or whose reviews are acceptable. We might not even want an article on a given book with reviews and awards available. For instance, do we consider RPGnet a reliable source, even if the reviews are submitted by users? Be more than just a few paragraphs in length. Be neither a puff piece nor an attack piece. Moreover, the coverage and the critical reception for role-playing games, board games and the like follows different patterns than for usual books and films. For those other two, my first impulse is to say that they too, do not qualify, though I would need to look closer to make a final determination. A review from Dragon Magazine, Games, Games Quarterly, Knucklebones or any number of gaming publications should be satisfactory, though. The Cyberpunk book is obviously notable as well. I do believe that there are some "staff writers" at RPG. Clearly any review meeting the appropriate criteria, i. Also, ideally we in the collective sense will also do this as soon as possible so that all this time spent on the AfDs and the future AfDs will be avoided. Cheers --Craw-daddy T

Separate sections, or links to coverage elsewhere? I might look that up. I think that leaving them where they are is fine, though a separate section for "Licenced Properties. Also in this category would be the Humanx Commonwealth and Wild Cards. The key thing is that we want to avoid "transferring" any concern about notability from the other article to this list. So any somewhat dubious claim might want to be avoided here. This page is now a ghetto, sooner or later when the majority of GURPS book articles have been transfered to this page the AfD nomination is going to come. Normally lists serve a purpose, e. To survive as much of the detail from the transfered articles as possible must be integrated into this list. I welcome every contribution, of course! I do not share your pessimism. Please add authors, years, bibliographical details and other material, within those limits that will not allow this page to be accused of " fancruft ". Happy editing, Goochelaar That would make it a little more difficult to peruse the list. Perhaps something like this: Included are a bestiary of Witch World creatures, details on the non-human races, a history and geography of the planet, and a color-based system of magic. What do you think? This could be implemented as a separate template. On the other hand, this format seems to somewhat belittle the importance of the authors, which is perhaps not desirable. What about something more on the lines of the following? Included are a bestiary of Witch World creatures, details on the non-human races, I think this strikes a balance between not belittling the authors, but makes for improved readability. Before starting, I have one last doubt. Do you know whether doing it "by hand" rather than using a template makes a difference apart from it being more or less practical or time-saving? I mean, are templates machine-readable? Do they allow, say, to automatically compile bibliographies or something? But I have no idea if they have been used in that manner. So perhaps something like this? Can you create a template? As for the "brief commentary": I have begun formatting and adding data for a few books with the new template. I notice the image page specifies that the image is being used under fair use but there is no explanation or rationale as to why its use in this Wikipedia article constitutes fair use. In addition to the boilerplate fair use template , you must also write out on the image description page a specific explanation or rationale for why using this image in each article is consistent with fair use. Please go to the image description page and edit it to include a fair use rationale. Using one of the templates at Wikipedia: Fair use rationale guideline is an easy way to insure that your image is in compliance with Wikipedia policy, but remember that you must complete the template. Do not simply insert a blank template on an image page. If there is other fair use media, consider checking that you have specified the fair use

rationale on the other images used on this page. Note that any fair use images uploaded after 4 May, , and lacking such an explanation will be deleted one week after they have been uploaded, as described on criteria for speedy deletion. If you have any questions please ask them at the Media copyright questions page. JPG[ edit ] Image: JPG is being used on this article. In UK English the correct adjective is "alternative" except when used to mean "every other". I tried to make it more readable, following the wp: Does anyone else agree with me or am I on my own? Alternate history Propose move to Alternative history and its archives. I made some changes in other phrases to avoid the issue. Note that any fair use images lacking such an explanation can be deleted one week after being tagged, as described on criteria for speedy deletion. Please try to resolve these issues through discussion and the dispute resolution process. Relevant discussion at Wikipedia talk: Non-free content Edit-warring and elsewhere; please participate there instead of risking further page locks and user blocks. Wikipedia firstly, is not a shopping catalog. Based off my interpretation of NFCC 8, non-free images must either be directly of the subject of the article, or the content depicted in it must be discussed critically within the article. Of course, Wikipedia is not a shopping catalog: Secondly, there have been, and are, elsewhere debates about the interpretation of NFCC8 and related topics, so I do not understand the "forget that" part. Could you be less succinct? But one or two group shots, I think, would be appropriate for this list. One was published in rpg. I think that should be the criterion for using rpg. I prefer to fix things up rather than delete. I can sketch out the article, but someone with RPG expertise should be involved to make sure coverage can actually relate to the RPG audience. Anyway, would anyone care to go along? This is referred to as an important book in Hellboy. Is there no 4th edition version? Is it legal to use 3rd Edition books in 4th Edition games? We do not list that on this page. It would also be good if we could input template: Please take a moment to review my edit. If you have any questions, or need the bot to ignore the links, or the page altogether, please visit this simple FaQ for additional information. I made the following changes:

## Chapter 2 : GURPS Basic Set

*User summary and info from the web site: A boxed set of the first two books for GURPS Fourth Edition. Contains: GURPS Basic Set: Characters (Fourth Edition) and GURPS Basic Set: Campaigns (Fourth Edition) in a slipcase Both books come with dust jackets.*

GURPS was designed to be a game system that transcended genre. Where there existed fantasy, sci-fi, horror, and even super-hero role playing games, GURPS went in the direction of being all of those and more; saw both the 1st and 2nd editions of the system. Traits are purchased with points. Traits come in four basic flavors: This became the definitive edition of the game for many years. The rules were extensively cross-referenced and well written. Supplements were released like clockwork; over the years, more than source books would be written for this edition of the game. Although it never cracked into the top three for RPG sales, GURPS 3rd Edition became -- and remains -- one of the most successful lines of role-playing material ever published. The core rules, called the Basic Set, contained a fixed set of advantages, disadvantages, and skills. This book left all of the material in the front of the book alone. In the very back, in a 32 page area that originally held a sample fantasy adventure, a mini-supplement of material they wished could be in the core was included. But this was far from extensive. Together, these books included everything that would have been in the Core Book had it been possible to expand it without breaking down all of the indexing of the system. GURPS 3rd edition was approaching 15 years of age; the sheer volume of material written for the system had created a level of cruft -- piled on specialized sub-systems -- which detracted from the streamlined beauty of the system. Steve Jackson announced that the system would be extensively supported with premium product. This fell apart quite quickly. The books were to be released in August of that year with an aggressive release schedule through the end of the year. A web-chat took place to answer questions. It would seem GURPS would have an aggressive release schedule; books would all be long see below , full-color, hard-cover books -- what I will call premium books. These points are important to many fans of the system. Steve Jackson -- the man and his company -- were promising to bring premium production to their already premium content. If the fans were to be enticed to come over to the new system -- as opposed to using the 3rd edition with what-ever house rules they had developed over the years -- they needed: They needed to rebuild their library. An aggressive release schedule handled 1; premium books were unusual for Steve Jackson Games. It seemed to be an enticing carrot that could bring the old-guard over. The so-called gorgeous artwork was almost universally regarded as anything but gorgeous. Since this is entirely an aesthetic issue, the good folks at Steve Jackson Games took this as stride and asked their fan base: The answer was yes. The finalists in the contest and the original designs are still available for viewing. All appeared to be going well. In fact, for all intent and purpose, it was. Announcements for the new system included: The aggression of the schedule was not in question. The ability for Steve Jackson to deliver on this schedule most certainly was. But more importantly, the ability for Steve Jackson to deliver on this schedule the premium production values was being tested early on. The original covers with the sub-standard artwork and flat, bland look were gone and replaced with the puzzle-look that had won the covers contest. These were seen as a great step forward and resulted in beautiful books. This book was considered a universal success. The choices for advantages and skills to include in the trimmed list was suspect e. Given that this was a PDF and free-print product, it was given some slack. In the end, it was considered a success. This was exacerbated by the fact that the initial announcement and follow-up web chats indicated that virtually no conversion would be needed. Explanations were offered indicating that the document focused mostly on adjusting the point values of characters rather than adjusting capability. Response to this was mixed. It is about this time that some of the old-guard GURPS fans were starting to question choices made in the new edition. For a line that was touting itself as premium production, this fell flat. Fantasy was seen as a good, fresh look at the genre with few miss-steps. The issues that had been well documented were not corrected. The optional systems -- those things that make GURPS the flexible tool-kit that it is -- were left out completely. Magic, it was said, is where multiple systems and flavors of magic would be discussed and fleshed out. Left unsaid was the fact that the baseline system presented in the Basic Set was

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the same system that lacked flavor and feel from the older editions -- the system so many GURPS fans abandoned and created house rules for; the same system abandoned in many GURPS settings and articles dealing with magic Voodoo, Unlimited Mana, etc. Magic suffered not only from creative lapses, but editorial lapses as well. A series of charts in the book detailing the steps needed to reach a particular spell included calculations indicating how many spells were prerequisites for a given spell. This chart was intended to allow a Game Master to move a spell without making it too easy or too hard to obtain. The discussions for Magic and how this book was a failure continued for some time. This book is the one they would include alternative magical systems and corrections for Magic. In December -- four months later -- the play test seemed to be having trouble. The Basic Set devotes one-third of the space to animals as it does to magic. It went through multiple printings and revisions, it spawned several side-books Space Bestiary, Fantasy Bestiary, Creatures of the Night, Dragons, etc. Many -- myself included -- feel that a Role Playing System without a good manual of monsters is incomplete. What we got was nothing. Did We Say "Aggressive"? Books began to slip in the official schedule. The original aggressive schedule was supposed to be one premium book per quarter. The number of products -- please note, I did not say books -- that have been produced for GURPS 4th edition is nearly This is impressive; quite shy of the number of books produced for 3rd Edition by this time in its history, but respectable. This comes out to one product every three weeks. The problem is that these products consist of:

### Chapter 3 : GURPS Horseclans - The Full Wiki

*GURPS Basic Set Third Edition Revised - Steve Jackson Games Gurps 4th Edition Basic Set Deluxe Edition with Characters & Campaigns Slipcase. Pre-Owned. \$*

### Chapter 4 : [PDF/ePub Download] gurps basic set eBook

*GURPS Basic Set Deluxe contains bonded-leather foil-stamped copies of the Fourth Edition GURPS Basic Set: Characters and GURPS Basic Set: blog.quintoapp.com books have dust covers and they are contained in a heavy duty slipcase.*

### Chapter 5 : Gurps Books - PDF Free Download

*GURPS (Generic Universal RolePlaying System) is the most flexible roleplaying system ever created. With just this Basic Set, players can adventure into any world they can imagine.*

### Chapter 6 : Talk:List of GURPS books - Wikipedia

*GURPS Banestorm (GURPS 4th Edition Roleplaying) by Masters, Gurps 4th Edition Basic Set Deluxe Edition with Characters & Campaigns Slipcase. Pre-Owned. \$*

### Chapter 7 : List of GURPS books | Revolv

*GURPS fourth edition explain this in detail as well what Steve Jackson and his associates wished to accomplish in the creation of GURPS accompanied by a brief history of the game system, all this information can be found on the introduction on Page 5 of GURPS Basic Set Characters.*

### Chapter 8 : GURPS Basic Set, Third Edition

*An 80 page Adventuring book with sections on success rolls, basic and advanced combat, injuries, illness, fatigue, game mastering, background, animals, and writing your own adventures. Also includes a glossary and index.*

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### Chapter 9 : GURPS Basic Set Deluxe Edition | RPG Item | RPGGeek

*Fourth Edition Core books. These are the books necessary to play, with the core rules used in all settings (GURPS Basic Set: Characters and Campaigns), plus basic accessories.*