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GURPS Space, 3rd Edition



Synopsis

The Future is Yours! GURPS Space is the star-spanning sourcebook for GURPS - now revised and expanded for its third edition. In the 176 pages of GURPS Space you'll find: Scientifically accurate and up-to-date rules for creating star systems and planets . . . either randomly or to fit a specific campaign. Detailed guidelines for creating futuristic and alien governments and societies. An informed look at the technologies of tomorrow: what will be, what might be, and beyond!

Character-creation resources for space campaigns, featuring 24 character types, three variant human races, and four alien races. A full science-fiction equipment list, including weapons, gadgets, and medical technology. Realistic treatments of the dangers of noxious atmospheres, crushing gravity, vacuum, radiation, and other hazards of space travel and exploration. A self-contained, GURPS Vehicles - compatible starship construction system, covering TL8 (just around the corner) to TL13+ (superscience). Complete ship combat rules - no ship counters, just roleplaying - for playing out ship-to-ship battles. GURPS Space does not tie your game to a single background. Rather, it is designed for the creative GM who wants to develop his own universe! This book presents a wide variety of choices and background information to let you recreate your favorite science-fiction background - or build your own. Years in the making and now extensively revised and updated, GURPS Space is a survey of the whole space-adventure genre as it relates to roleplaying. If you're ready to create your own future . . . it's yours.

Book Information

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Customer Reviews

Ahem ...This is one of the best roleplaying books I have ever read and certainly among the best for GURPS. If you want to create a pace-based science fiction campaign, this is the book for you

whether you play GURPS or not. Everything is in here: spaceship design, alien races, solar systems, planetary governments ... all organised in a take-it-or-leave-it fashion. If something seems to techy to you - leave it out! If you want hard sci-fi with colony ships and no aliens, GURPS can oblige. If you prefer Flash Gordon to Carl Sagan, GURPS has the reactionless thrusters (scientifically divided into slow and fast) primed and ready for take off. If you are desperate for a REAL hard sci-fi setting, then GURPS Traveller maybe a better purchase but if you're itching to create your own strange new worlds, this is the book. Generic in the best possible sense.

GURPS Space is one of the many competent supplements for Steve Jackson's Generic Universal Role Playing system. Or, handy when you want to go haring around in spaceships and that sort of fun stuff. Mostly we used it as an adjunct to the other games we were playing at the time, but worth a look.

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