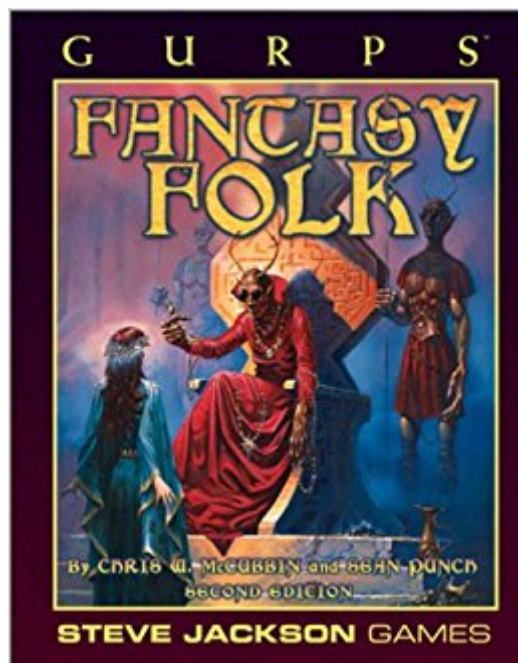




The book was found

GURPS Fantasy Folk *OP (GURPS: Generic Universal Role Playing System)



Synopsis

GURPS Fantasy Folk is a guide to 24 nonhuman characters that can be incorporated into any GURPS game. Includes sample characters, background, culture, psychology, and everything you need to know to play the character or for a GM.

Book Information

Series: GURPS: Generic Universal Role Playing System

Paperback: 144 pages

Publisher: Steve Jackson Games; 2 edition (November 2000)

Language: English

ISBN-10: 1556343094

ISBN-13: 978-1556343094

Product Dimensions: 8.5 x 0.5 x 11 inches

Shipping Weight: 1 pounds

Average Customer Review: 5.0 out of 5 stars 3 customer reviews

Best Sellers Rank: #1,649,176 in Books (See Top 100 in Books) #83 in [Books > Science Fiction & Fantasy > Gaming > GURPS](#)

Customer Reviews

GURPS Fantasy Folk is a guide to 24 nonhuman characters that can be incorporated into any GURPS game. Includes sample characters, background, culture, psychology, and everything you need to know to play the character or for a GM.

Was so glad when this book arrived. It helped me so much. I am designing a new RP world for my group and needed help designing new races. This book had all sorts of information that proved immensely useful. I definitely recommend it to anyone who is looking to create a new race for their games or just give an existing race a "tweak"

If you are planning any sort of Fantasy based game for GURPS, this book is a must. Not only does it present the classic races of elves, dwarves, gnomes, orc, halflings, and various others, but also gives them character more so than any other game I have found. Each race is given at least 2 to 3 pages of text, and that doesn't include the game mechanics. Also, because of the GURPS system, it is easy to modify and change the existing races for your personal games. Also, there is a section on creating your own races for your game, which proves invaluable to any game master wanting to put

in his own ideas. This is an award winning book, and a quick look through its pages will show you why.

This excellent source books provides a way to create fantasy races and provides some very good examples using well-chosen fantasy races. People who have read the Fantasy Trip, Tunnels and Trolls and D&D rpgs will recognise and welcome these architypal races presented in a fresh and interesting style.

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

GURPS Fantasy Folk *OP (GURPS: Generic Universal Role Playing System) GURPS Fantasy Bestiary reprint (GURPS: Generic Universal Role Playing System) GURPS BASIC SET Campaigns (GURPS: Generic Universal Role Playing System) GURPS Psionics reprint (GURPS: Generic Universal Role Playing System) GURPS Black Ops (GURPS: Generic Universal Role Playing System) GURPS Vampire The Masquerade *OP (GURPS: Generic Universal Role Playing System) GURPS High-Tech (GURPS: Generic Universal Role Playing System) GURPS Magic Items 2 (GURPS: Generic Universal Role Playing System) (No. 2) GURPS Werewolf The Apocalypse (GURPS: Generic Universal Role Playing System) GURPS Compendium I *OP (GURPS: Generic Universal Role Playing System) GURPS Horror 4th Edition (GURPS: Generic Universal Role Playing System) GURPS Mecha (GURPS: Generic Universal Role Playing System) GURPS Mage The Ascension *OP (GURPS: Generic Universal Role Playing System) GURPS Old West *OP (GURPS: Generic Universal Role Playing System) GURPS Time Travel (GURPS: Generic Universal Role Playing System) GURPS Myth (GURPS: Generic Universal Role Playing System) GURPS Compendium II (GURPS: Generic Universal Role Playing System) GURPS Imperial Rome (GURPS: Generic Universal Role Playing System) GURPS Celtic Myth (GURPS: Generic Universal Role Playing System) GURPS Martial Arts (GURPS: Generic Universal Role Playing System)

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)