

GUARDS

Fourth Edition

BASIC SET CHARACTERS



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Gurps Players Character Design Rules From The Gurps Basic Set

**Kelly Maloni, Derek Baker, Nathaniel
Wice**



Gurps Players Character Design Rules From The Gurps Basic Set:

GURPS For Dummies Adam Griffith, Bjoern-Erik Hartsfvang, Stuart J. Stupple, 2006-03-21 Let the adventure begin with this straightforward guide to GURPS This is it the key that unlocks the riches of GURPS Generic Universal Role Playing System and gives you a wealth of information on how to create your character and fine tune your play Produced in partnership with Steve Jackson Games the game's creator GURPS For Dummies is the ideal companion to GURPS Basic Set 4th Edition that explains the rules It gives you insight into the choices you'll make in everything from creating a fun dynamic character using the allotted number of points to playing in an adventure to becoming a GM Whether you want to be an Amazon princess or a stalwart warrior an old fashioned swashbuckler or a modern investigator a tough cop or a cat burglar a sorcerer casting spells or a cosmic ranger fighting lawlessness in the asteroids this guide will help you Determine your character's basic attributes IQ DX dexterity ST strength and HT health Figure out your character's secondary characteristics Choose advantages including powers and perks and disadvantages including quirks and disadvantages with a self control roll modifier Optimize your points by using talents Select your skills based on functional area or the campaign setting Enhance your character with spells magic items magic staves and powerstones Strategically purchase equipment for different characters tech levels and campaign types Create and manage a character sheet write a character background keep a character log and more all with samples Choose good combat techniques and play with your character If you want to become a GM this guide gets you going with advice on creating the adventure managing the character creation process managing combat and interpreting the rules There's even a handy Cheat Sheet tear out GM screen in the front of the book There are tips throughout plus advice on how to Create your very own GURPS universe for your campaign whether it's dungeon crawl high adventure combat focused puzzle focused or masquerade type Provide a basic write up of the world for your players including technology level supernatural and supernormal abilities and powers races setting character templates cultural and social information and limitations Create an electronic combat grid a battle log a tactical map and more with samples Do mapping planning and plotting Create memorable NPC nonplayer characters both good guys and bad guys GURPS For Dummies helps you create more detailed exciting and interesting characters and take your game to the next level That's important whether you're saving a princess or saving the planet searching for hidden treasure or for secrets to eliminate disease fighting crime or combating armies of evil robots casting spells in medieval castles or destroying terrorist cells in modern day milieus With GURPS the only limitation is your imagination **Role-Playing Game Studies** Sebastian

Deterding, José Zagal, 2018-04-17 This handbook collects for the first time the state of research on role playing games RPGs across disciplines cultures and media in a single accessible volume Collaboratively authored by more than 50 key scholars it traces the history of RPGs from wargaming precursors to tabletop RPGs like Dungeons Dragons to the rise of live action role play and contemporary computer RPG and massively multiplayer online RPG franchises like Fallout and World of Warcraft

Individual chapters survey the perspectives concepts and findings on RPGs from key disciplines like performance studies sociology psychology education economics game design literary studies and more Other chapters integrate insights from RPG studies around broadly significant topics like transmedia worldbuilding immersion transgressive play or player character relations Each chapter includes definitions of key terms and recommended readings to help fans students and scholars new to RPG studies find their way into this new interdisciplinary field

GURPS Lite Sean Punch,2000 **GURPS Supers** Loyd Blankenship,1991 *Playing with Power* Michelle Nephew,2003-05-01 This study examines roleplaying games RPGs as both a literary and cultural phenomenon in which the text s producers take the role of an authorial multiplicity

ABSTRACT

Authorship has undergone drastic revision in the twentieth century A fundamental transformation in literature wherein the author has become a multiplicity of voices is evinced by the development of roleplaying games as both literary and cultural texts The literary roots of roleplaying games are self evident as they draw on writers such as H P Lovecraft and J R R Tolkien However a consequence of the development of the roleplaying game has been a subsequent departure from these authorial beginnings roleplaying games have irrevocably transformed the role of the writers who inspired them altering the authorial position to become a border blurring multiplicity Not only do roleplaying game designers reinterpret literary texts as literary games often borrowing rules material from other designers in the process in modifying the function of the author from a single creative entity to an empowered storytelling among groups roleplaying games further complicate previous distinctions between author and audience Players create a fictional world as a group endeavor authoring a complex structure of fantasy that addresses Freudian concepts of dreams and wish fulfillment In this way roleplaying becomes a locus for issues of identity including questions of performance spectatorship and gender construction And by allowing play in regard to identity roleplaying games are able to transgressively navigate expressions of difference encouraging players to subtly work against the traditional split between spectacle and narrative The thriving fan subculture surrounding roleplaying only emphasizes the transgressiveness of the hobby this is a social formation that aggressively utilizes new technology such as the internet through which fans are able to explore culturally subversive methods of authoring in the face of hostility from the surrounding cultural environment They too are active producers and manipulators of meanings rather than passively accepting dominant ideology By fusing the broader perspectives of literary and cultural criticism with personal experiences this study examines the development of roleplaying games from the fiction of individual writers to the interactive roleplaying based on them wherein fiction writers the hobby s creators designers editors publishers fans players and the cultural environment are all invested with the creative power to contribute meaningfully to the narrative

GURPS Compendium I Jackson, Steve, Games Staff,1994-12 The top selling rules supplement for the GURPS system GURPS Compendium I collects in one volume all the new rules that have been added to the GURPS character creation system since the GURPS Basic Set 3rd Edition was released in 1988 Compendium I contains hundreds of advantages disadvantages and skills and other rules

for character creation all in one place The Routledge Handbook of Role-Playing Game Studies José P. Zagal, Sebastian Deterding, 2024-06-27 This Handbook provides a comprehensive guide to the latest research on role playing games RPGs across disciplines cultures and media in one single accessible volume Collaboratively authored by more than 40 key scholars it traces the history of RPGs from wargaming precursors to tabletop RPGs like Dungeons Dragons to the rise of live action role play and contemporary computer RPG and massively multiplayer online RPG franchises like Baldur s Gate Genshin Impact and World of Warcraft Individual chapters survey the perspectives concepts and findings on RPGs from key disciplines like performance studies sociology psychology education economics game design literary studies and more Other chapters integrate insights from RPG studies around broadly significant topics like worldbuilding immersion and player character relations as well as explore actual play and streaming diversity equity inclusion jubensha therapeutic uses of RPGs and storygames journaling games and other forms of text based RPGs Each chapter includes definitions of key terms and recommended readings to help students and scholars new to RPG studies find their way into this interdisciplinary field A comprehensive reference volume ideal for students and scholars of game studies and immersive experiences and those looking to learn more about the ever growing interdisciplinary field of RPG studies **The World of Fallout** Kenton Taylor Howard, 2023-07-20 Examining the four main single player games in the franchise and its related spinoff games this book explores the world of the popular role playing video game Fallout Kenton Taylor Howard examines the maps of the games the design of their worlds and how the franchise has been expanded through fan created video game modifications and tabletop games This book highlights the importance of worldbuilding in the Fallout franchise examining the extensive alternate history the game creates diverging from real world history in the early 1900s and resulting in a world that is destroyed by nuclear apocalypse in 2077 and exploring how the series builds this detailed world over the course of many games The book also examines how the franchise has served as an extended commentary on American militarism and expansionism The series is closely examined through the lens of critical media studies as well as relying on theoretical frameworks relating to video game design and world design This book will be of interest to students scholars and enthusiasts of video game studies video game design media fandom and fan studies transmedia studies and imaginary worlds Interactive Storytelling Mei Si, David Thue, Elisabeth Andre, James Lester, Joshua Tanenbaum, Veronica Zammitto, 2011-11-14 This book constitutes the refereed proceedings of the 4th International Conference on Interactive Digital Storytelling ICIDS 2011 held in Vancouver Canada in November December 2011 The 17 full papers 14 short papers and 16 poster papers were carefully reviewed and selected from 72 paper and poster submissions In addition the volume includes 6 workshops descriptions The full and short papers have been organized into the following topical sections interactive storytelling theory new authoring modes virtual characters and agents story generation and drama managment narratives in digital games evaluation and user experience reports tools for interactive storytelling **GURPS For Dummies** Adam Griffith, Bjoern-Erik Hartsfvang, Stuart J.

Stuple,2006-03-06 Let the adventure begin with this straightforward guide to GURPS This is it the key that unlocks the riches of GURPS Generic Universal Role Playing System and gives you a wealth of information on how to create your character and fine tune your play Produced in partnership with Steve Jackson Games the game s creator GURPS For Dummies is the ideal companion to GURPS Basic Set 4th Edition that explains the rules It gives you insight into the choices you ll make in everything from creating a fun dynamic character using the allotted number of points to playing in an adventure to becoming a GM Whether you want to be an Amazon princess or a stalwart warrior an old fashioned swashbuckler or a modern investigator a tough cop or a cat burglar a sorcerer casting spells or a cosmic ranger fighting lawlessness in the asteroids this guide will help you Determine your character s basic attributes IQ DX dexterity ST strength and HT health Figure out your character s secondary characteristics Choose advantages including powers and perks and disadvantages including quirks and disadvantages with a self control roll modifier Optimize your points by using talents Select your skills based on functional area or the campaign setting Enhance your character with spells magic items magic staves and powerstones Strategically purchase equipment for different characters tech levels and campaign types Create and manage a character sheet write a character background keep a character log and more all with samples Choose good combat techniques and play with your character If you want to become a GM this guide gets you going with advice on creating the adventure managing the character creation process managing combat and interpreting the rules There s even a handy Cheat Sheet tear out GM screen in the front of the book There are tips throughout plus advice on how to Create your very own GURPS universe for your campaign whether it s dungeon crawl high adventure combat focused puzzle focused or masquerade type Provide a basic write up of the world for your players including technology level supernatural and supernormal abilities and powers races setting character templates cultural and social information and limitations Create an electronic combat grid a battle log a tactical map and more with samples Do mapping planning and plotting Create memorable NPC nonplayer characters both good guys and bad guys GURPS For Dummies helps you create more detailed exciting and interesting characters and take your game to the next level That s important whether you re saving a princess or saving the planet searching for hidden treasure or for secrets to eliminate disease fighting crime or combating armies of evil robots casting spells in medieval castles or destroying terrorist cells in modern day milieus With GURPS the only limitation is your imagination

Monsters, Aliens, and Holes in the Ground, Deluxe Edition Stu Horvath,2023-10-10 A richly illustrated encyclopedic deep dive into the history of roleplaying games When Gary Gygax and Dave Arneson released Dungeons Dragons in 1974 they created the first roleplaying game of all time Little did they know that their humble box set of three small digest sized booklets would spawn an entire industry practically overnight In Monsters Aliens and Holes in the Ground Stu Horvath explores how the hobby of roleplaying games commonly known as RPGs blossomed out of an unlikely pop culture phenomenon and became a dominant gaming form by the 2010s Going far beyond D D this heavily illustrated

tome covers more than three hundred different RPGs that have been published in the last five decades Monsters Aliens and Holes in the Ground features among other things bunnies ghostbusters soap operas criminal bears space monsters political intrigue vampires romance and of course some dungeons and dragons In a decade by decade breakdown Horvath chronicles how RPGs have evolved in the time between their inception and the present day offering a deep and gratifying glimpse into a hobby that has changed the way we think about games and play The deluxe edition will include a foil stamped cover and slipcase with a cloth binding a ribbon gilded edges and an 8 5x11 inch card stock poster of the regular edition

Monsters, Aliens, and Holes in the Ground Stu Horvath, 2023-10-10 A richly illustrated encyclopedic deep dive into the history of roleplaying games When Gary Gygax and Dave Arneson released Dungeons Dragons in 1974 they created the first roleplaying game of all time Little did they know that their humble box set of three small digest sized booklets would spawn an entire industry practically overnight In Monsters Aliens and Holes in the Ground Stu Horvath explores how the hobby of roleplaying games commonly known as RPGs blossomed out of an unlikely pop culture phenomenon and became a dominant gaming form by the 2010s Going far beyond D D this heavily illustrated tome covers more than three hundred different RPGs that have been published in the last five decades Monsters Aliens and Holes in the Ground features among other things bunnies ghostbusters soap operas criminal bears space monsters political intrigue vampires romance and of course some dungeons and dragons In a decade by decade breakdown Horvath chronicles how RPGs have evolved in the time between their inception and the present day offering a deep and gratifying glimpse into a hobby that has changed the way we think about games and play

Third Person Pat Harrigan, Noah Wardrip-Fruin, 2017-03-03 Narrative strategies for vast fictional worlds across a variety of media from World of Warcraft to The Wire The ever expanding capacities of computing offer new narrative possibilities for virtual worlds Yet vast narratives featuring an ongoing and intricately developed storyline many characters and multiple settings did not originate with and are not limited to Massively Multiplayer Online Games Thomas Mann s Joseph and His Brothers J R R Tolkien s Lord of the Rings Marvel s Spiderman and the complex stories of such television shows as Dr Who The Sopranos and Lost all present vast fictional worlds Third Person explores strategies of vast narrative across a variety of media including video games television literature comic books tabletop games and digital art The contributors media and television scholars novelists comic creators game designers and others investigate such issues as continuity canonicity interactivity fan fiction technological innovation and cross media phenomena Chapters examine a range of topics including storytelling in a multiplayer environment narrative techniques for a 3 000 000 page novel continuity or the impossibility of it in Doctor Who managing multiple intertwined narratives in superhero comics the spatial experience of the Final Fantasy role playing games World of Warcraft adventure texts created by designers and fans and the serial storytelling of The Wire Taken together the multidisciplinary conversations in Third Person along with Harrigan and Wardrip Fruin s earlier collections First Person and Second Person offer essential insights into how fictions are constructed and maintained

in very different forms of media at the beginning of the twenty first century

Building Imaginary Worlds Mark J.P. Wolf, 2014-03-14 Mark J P Wolf's study of imaginary worlds theorizes world building within and across media including literature comics film radio television board games video games the Internet and more Building Imaginary Worlds departs from prior approaches to imaginary worlds that focused mainly on narrative medium or genre and instead considers imaginary worlds as dynamic entities in and of themselves Wolf argues that imaginary worlds which are often transnarrative transmedial and transauthorial in nature are compelling objects of inquiry for Media Studies Chapters touch on a theoretical analysis of how world building extends beyond storytelling the engagement of the audience and the way worlds are conceptualized and experienced a history of imaginary worlds that follows their development over three millennia from the fictional islands of Homer's Odyssey to the present internarrative theory examining how narratives set in the same world can interact and relate to one another an examination of transmedial growth and adaptation and what happens when worlds make the jump between media an analysis of the transauthorial nature of imaginary worlds the resulting concentric circles of authorship and related topics of canonicity participatory worlds and subcreation's relationship with divine Creation Building Imaginary Worlds also provides the scholar of imaginary worlds with a glossary of terms and a detailed timeline that spans three millennia and more than 1 400 imaginary worlds listing their names creators and the works in which they first appeared

Second Person Pat Harrigan, Noah Wardrip-Fruin, 2010-01-22 Game designers authors artists and scholars discuss how roles are played and how stories are created in role playing games board games computer games interactive fictions massively multiplayer games improvisational theater and other playable media Games and other playable forms from interactive fictions to improvisational theater involve role playing and story something played and something told In Second Person game designers authors artists and scholars examine the different ways in which these two elements work together in tabletop role playing games RPGs computer games board games card games electronic literature political simulations locative media massively multiplayer games and other forms that invite and structure play Second Person so called because in these games and playable media it is you who plays the roles you for whom the story is being told first considers tabletop games ranging from Dungeons Dragons and other RPGs with an explicit social component to Kim Newman's Choose Your Own Adventure style novel Life's Lottery and its more traditional author reader interaction Contributors then examine computer based playable structures that are designed for solo interaction for the singular you including the mainstream hit Prince of Persia The Sands of Time and the genre defining independent production Fa ade Finally contributors look at the intersection of the social spaces of play and the real world considering among other topics the virtual communities of such Massively Multiplayer Online Role Playing Games MMORPGs as World of Warcraft and the political uses of digital gaming and role playing techniques as in The Howard Dean for Iowa Game the first U S presidential campaign game In engaging essays that range in tone from the informal to the technical these writers offer a variety of approaches for the examination of

an emerging field that includes works as diverse as George R R Martin s Wild Cards series and the classic Infocom game Planetfall Appendixes contain three fully playable tabletop RPGs that demonstrate some of the variations possible in the form

Playing Harry Potter Lisa S. Brenner, 2015-06-25 Through classroom activities wizard rock concerts and organizations like the Harry Potter Alliance Harry Potter fans are using creativity to positively impact the world This collection of essays and interviews examines how playful fandom from fanfiction to Muggle quidditch cosplay role playing games and even Harry Potter burlesque not only reimagines the canon but also challenges consumerism questions notions of identity and fosters participatory culture The contributors explore issues applicable to fan studies and performance studies at large such as the role of performance the nature of community and questions of representation and ownership in the digital age Presented in three parts the essays discuss discrepancies between sanctioned versions of Harry Potter and fan creations the reenactment and reinterpretation of the original narrative in fan performance and collaborative and participatory performances that break down the boundaries between actors and audiences

Sex/Machine Patrick D. Hopkins, 1998 As powerful interacting social and physical forces gender and technology shape our experiences cultures and identities sometimes in such comfortable and subtle ways that it takes effort to appreciate them sometimes in such conspicuous and explosive ways that everyone recognizes their importance Delving into these issues is an opportunity to discover how technology promises or threatens to rewrite our ideas about sex sexuality and gender identity

The War of Desire and Technology at the Close of the Mechanical Age Allucquère Rosanne Stone, 1996 Allucquere Rosanne Stone examines the interface of technology and desire from busy cyberlabs to the electronic solitude of the Internet from virtual cross dressers to the trial of a man having raped a woman by seducing one of her multiple personalities Writing eloquently of creating a text that breaks rules Stone employs elements from a wide range of disciplines and genres including cultural and critical theory social sciences pulp journalism science fiction and personal memoir

Netgames Kelly Maloni, Derek Baker, Nathaniel Wice, 1994 A slick encyclopedic guide to the 2 000 active games available online This book is completely illustrated cross referenced and formatted for easy use with a unique rating system that lets users pre screen their options experiment with new games and save time and money Entries include a description of the featured game listings of game sites and addresses playing instructions strategy tips and visual images from the nets

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New Affinities Tetlow, 2001-05

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