

## Gurps Cyberworld High Tech Low Life In The One And Twenty

-- More than 250 fantasy animals and plants, organized for easy use. -- Includes a special section on everyone's favorite monster...dragons!

A sudden intolerably bright fireball lights up a remote and deserted Indian plateau. Searing heat melts rock into incandescent pools of glowing liquid. The earth heaves. A monstrous thunderclap of sound reverberates over the land. An ominous mushroom-shaped cloud boils skywards. For years afterwards, strange plants and even stranger human mutants are discovered in the area, warped spawn of a mysterious and deadly force. Just another atomic test? Not exactly. Because it was Professor Huxtable's brainchild.

And the professor is one of the most devoted and loyal servants of Queen Victoria?

A Dame Walks Into Your Office . . . A dead body, no witnesses, and a room full of suspects with perfect alibis. Can you find the killer and bring him to justice? Learn the secrets of mystery fiction - and what will, and will not, work in RPG mysteries. Become a better investigator. Discover the problems you are likely to encounter in a low-tech, magic, super-tech, or horror mystery. GURPS Mysteries covers: Creating mysteries as stand-alone adventures, as part of an existing campaign, or as campaigns in their own right, with specific discussions of the low-tech, modern-tech, future, magic, and horror settings. Setting the crime scene, including detailed forensic information on causes of death, investigation methods, and a forensics timeline. Bringing interesting villains to life, and matching their disadvantages to their motives and means of carrying out a crime. A template-based character-generation system for iconic investigators, including the genius detective, the hardboiled shamus, police detectives, investigating magicians, even "that darn kid." Sample detective and investigative agencies to hire or bedevil characters. Expanded rules for questioning and interacting with NPCs. GURPS Mysteries, by the author of GURPS Cops, is designed both for the GM who wants to create and run mystery adventures and for players who want to become investigators in any setting.

-- The book that was confiscated by the Secret Service because they thought it contained hacking secrets! (It doesn't) --

Nominated for the Origins Award for Best Roleplaying Supplement.

-- 28 different templates for quick creation of wizard characters. -- Cover by award-winning fantasy artist Rowena! GURPS Wizards is the complete guide to magical character design. It has essays on 28 wizard archetypes, accompanied by templates that let you quickly design complete and efficient characters.

Let the Games Begin! GURPS Imperial Rome takes you to a world of adventure and intrigue, gladiators and glory. The sprawling Roman Empire is full of campaign options, from orgies in the decadent Roman villas to battles with pirates off the coast of Sicily. As an adventurer in the Imperial Age of Rome, you can . . . Journey through the narrow streets of the greatest city in the world. Haggle with shop owners, debate with senators on the floor of the Forum, or run through dark alleys with the infamous Roman gangs. Fight gruesome battles as a slave gladiator in the Colosseum - clashing with other warriors or dangerous beasts. Or race your chariot around the Circus Maximus, cheating death and vying for Imperial favor. Visit exotic provinces like Greece, Egypt, and Asia; and meet traveling thinkers, merchants, soldiers, and

mysterious natives - from the barbarian Celts of northern Britain to the nomadic Berbers of Africa. March to war with the Roman legions, defending the borders against Carthaginian invaders or the savage Huns of Asia. Includes maps of Rome and its provinces, adventure ideas, and much more . . .

Now available in softcover, this GURPS Fourth Edition book combines the spells from the Third Edition GURPS Magic and GURPS Grimoire, plus dozens of all-new spells, for the ultimate tome of magic! Within these pages, crackling with mystic energies, you'll find: The core magic system for GURPS, expanding on the material presented in the Basic Set . . . rules for learning magic, casting spells, enchanting magic items, and more! Complete alchemy rules . . . creating magical elixirs, using them, and even researching new ones . . . with an extensive list of known elixirs and their powers. Alternatives to the core magic system, including complete rules for improvised magic and rune magic. There are also guidelines for the GM who wants to change how magic works in particular worlds in a multi-world campaign. Plus special material from the GURPS Magic Items series and Wizards. This is a powerful book, indeed. Use it wisely.

CHOICE Outstanding Academic Title for 2009 "This ground-breaking resource is strongly recommended for all libraries and health and welfare institutional depots; essential for university collections, especially those catering to social studies programs." —Library Journal, STARRED Review Children and adults spend a great deal of time in activities we think of as "play," including games, sports, and hobbies. Without thinking about it very deeply, almost everyone would agree that such activities are fun, relaxing, and entertaining. However, play has many purposes that run much deeper than simple entertainment. For children, play has various functions such as competition, following rules, accepting defeat, choosing leaders, exercising leadership, practicing adult roles, and taking risks in order to reap rewards. For adults, many games and sports serve as harmless releases of feelings of aggression, competition, and intergroup hostility. The Encyclopedia of Play in Today's Society explores the concept of play in history and modern society in the United States and internationally. Its scope encompasses leisure and recreational activities of children and adults throughout the ages, from dice games in the Roman Empire to video games today. With more than 450 entries, these two volumes do not include coverage of professional sports and sport teams but, instead, cover the hundreds of games played not to earn a living but as informal activity. All aspects of play—from learning to competition, mastery of nature, socialization, and cooperation—are included. Simply enough, this Encyclopedia explores play played for the fun of it! Key Features Available in both print and electronic formats Provides access to the fascinating literature that has explored questions of psychology, learning theory, game theory, and history in depth Considers the affects of play on child and adult development, particularly on health, creativity, and imagination Contains entries that describe both adult and childhood play and games in dozens of cultures around the world and throughout history Explores the sophisticated analyses of social thinkers such as Huizinga, Vygotsky, and Sutton-Smith, as well as the wide variety of games, toys, sports, and entertainments found around the world Presents cultures as diverse as the ancient Middle East, modern Russia, and China and in nations as far flung as India, Argentina, and France Key Themes Adult Games Board and Card Games Children's Games History of Play Outdoor Games and Amateur Sports Play and Education Play Around the World Psychology of Play Sociology of Play Toys and Business Video and Online Games For a subject we mostly consider light-hearted, play as a research topic has generated an extensive and sophisticated literature, exploring a range of penetrating questions. This two-volume set serves as a general, nontechnical resource for academics, researchers, and students alike. It is an essential addition to any academic library.

A stylish, street smart, frighteningly probable parable of the future from the visionary, New York Times bestselling author of Neuromancer and Agency. A corporate mercenary wakes in a reconstructed body, a beautiful woman by his side. Then Hosaka Corporation reactivates him, for

a mission more dangerous than the one he's recovering from: to get a defecting chief of R&D—and the biochip he's perfected—out intact. But this proves to be of supreme interest to certain other parties—some of whom aren't remotely human...

-- Ties in with current Hollywood hits...aliens and conspiracy! -- A fan favorite: a whole book with hundreds of Weird Things which the government is supposedly keeping from us all. -- Launched a whole online feature: [www.warehouse23.com/basement/Adventure In The Shadows](http://www.warehouse23.com/basement/Adventure%20In%20The%20Shadows) . . . Assassins, saboteurs, and terrorists have been with us all through history. Sometimes their deeds have changed the course of empires. If you want to change history -- or stop those who would -- then GURPS Covert Ops is the book you're looking for. GURPS Covert Ops features: A comprehensive catalog of the tools of the trade, from guns and bombs to disguises and forged documents. A guide to defenses and countermeasures that operatives must defeat to accomplish their mission. Covert operations for historical, science-fiction, and fantasy settings. Templates for agents in any setting, from the street-corner thug to the secretive poisoner, from the mercenary to the religious fanatic. Profiles of organizations that can be used as sponsors . . . or adversaries. GURPS Covert Ops can be used in any roleplaying game that involves assassins, saboteurs, or terrorists, either as the heroes - or the enemy. Come play in the shadows . . .

Cyberspace, the cyborg and cyberpunk have given feminists new imaginative possibilities for thinking about embodiment and identity in relation to technology. This is the first anthology of the key essays on these potent metaphors. Divided into three sections (Technology, Embodiment and Cyberspace; Cybersubjects: Cyborgs and Cyberpunks; Cyborg Futures), the book addresses different aspects of the human-technology interface. The extensive introduction surveys the ways cyborg and cyberspace metaphors have been used in relation to current critical theory and indicates the context for the specific essays. This is an invaluable guide for students studying any aspects of contemporary theory and culture.\* Brings together in a unique collection the work of key authors in feminist and cyber theory\* Demonstrates the wide range of contemporary critical work\* Challenges constructions of gender, race and class\* An extensive introduction surveys the ways cyborg and cyberspace metaphors have been used in relation to current critical theory\* Brief section introductions indicate the context for the specific essays

-- Adds many new mental powers to GURPS...lets players create more powerful characters. -- By one of the GURPS system's most popular authors.

The Student's Guide to Ultimate Power GURPS! A game with infinite possibilities. Even those familiar with this award-winning system may not feel they've mastered the fundamentals . . . and those just starting with this game may feel lost amid the possibilities. You want help. You could use a guide. You need How to Be a GURPS GM. For the player, this supplement offers insight into how to create the perfect character to fit your vision, plus three examples of character creation and two new fantasy templates. The chapter dedicated to customizing combat and using various options can be particularly helpful for new and veteran players in making aggressive altercations even more exciting. For the Game Master, the supplement discusses everything needed to run a campaign: how to prepare the game setting, assist the players with the creation of their heroes, create challenging and engaging encounters, and design and run the first adventure. The included overview of the Fourth Edition line, plus recommended resource lists for eight popular genres, can help the GM decide which supplements will be most helpful to craft a new campaign. This supplement also provides canonical insight from Sean "Dr. Kromm" Punch, who draws on decades of experience answering questions and providing clarifications as the GURPS Line Editor. Throughout, it follows a group of example players new to GURPS, from when their GM first opens the Basic Set through the starting session of their inaugural adventure. How to Be a GURPS

GM is an invaluable aid for getting started with GURPS, bridging the previously perilous step between reading the Basic Set and participating in your first game. Half of power is knowing how to use it. With *How to Be a GURPS GM*, you'll be on your way to unleashing the full potential of GURPS like never before!

*Understanding Video Games* is a crucial guide for newcomers to video game studies and experienced game scholars alike. This revised and updated third edition of the pioneering text provides a comprehensive introduction to the field of game studies, and highlights changes in the gaming industry, advances in video game scholarship, and recent trends in game design and development—including mobile, casual, educational, and indie gaming. In the third edition of this textbook, students will: Learn the major theories and schools of thought used to study games, including ludology and narratology; Understand the commercial and organizational aspects of the game industry; Trace the history of games, from the board games of ancient Egypt to the rise of mobile gaming; Explore the aesthetics of game design, including rules, graphics, audio, and time; Analyze the narrative strategies and genre approaches used in video games; Consider the debate surrounding the effects of violent video games and the impact of "serious games." Featuring discussion questions, recommended games, a glossary of key terms, and an interactive online video game history timeline, *Understanding Video Games* provides a valuable resource for anyone interested in examining the ways video games are reshaping entertainment and society.

Adventure in any world you can think of, with GURPS, the Generic Universal RolePlaying System - the most flexible roleplaying system you can use. If you haven't yet upgraded to the Fourth Edition . . . you're a completist . . . or you're looking for a dose of nostalgia, here's the previous edition! It's easy to learn - you can jump right in with the included quick-start rules, pre-designed characters, and an easy-to-play solo adventure. The Basic Set is designed to be "Game Master-friendly," with Table of Contents, Glossary, Appendix, and Index, as well as lots of examples.

"GURPS is the most flexible roleplaying system ever created. With just this book, you can adventure in any world you can imagine"--Cover. We have experienced such enormous developments in different fields of science and technology, sending Space Shuttles to outer space and discovering the microscopic germs hidden in the textures of the elements; *A Melody Called Peace* is here to make such progresses in the very core of our hearts and to remind us once more that literature and art can bridge the souls of strangers and bless them with the sweet taste of peace and love. This book is the result of a massive international collaboration between poets, authors and artists from different parts of the world who answered the invitation call of the messengers of peace and civilization, we, the authors and participants, believe that peace is the result of the reconciliation of the opposites and poetry - in its simple but rich form - and has the ability to convey the genuine and common concerns of all humankind living in different parts of the world while they hold different beliefs. *A Melody Called Peace*, like a big and glamorous lantern, shines the light once more on the shadows which have tarnished the beloved peace; the melody of dozens of poets and authors will fondle the hearts of the residents of the world, reminding them of this famous phrase: Nil Desperandum! And finally, Gloria in altissimis Deo et in terra pax hominibus bonae voluntatis!

-- Hundreds of different science fiction devices...weapons, computers, armor, exotic medicine, and much more. -- By one of the GURPS system's most popular authors.

*Fantasirollespil*.

*Infinite Worlds . . . Infinite Adventure!* The good news is, there are other Earths. Maybe an infinite number. The bad news is, somebody out there doesn't like us. The shuttles of Infinity Unlimited jump between parallel Earths, seeking adventure, profit, knowledge, and even

entertainment. But a parallel called Centrum has also developed the technology to hop between the worlds . . . and it wants to rule them all. The Infinity Patrol must deal with their ruthless rivals, as well as with world-jumping criminals, and with the possibility that the secret of dimension travel might escape to some of the really nasty alternate worlds like Reich-5. Welcome to the core setting of GURPS Fourth Edition! Every other GURPS setting is on one of the Infinite Worlds timelines . . . whether they know it or not! GMs can use this to create a whole meta-campaign, or just as an excuse to move characters between worlds when the plot requires it. Compiled by Kenneth Hite, the master of alternate histories, GURPS Infinite Worlds combines and updates material from GURPS Time Travel, GURPS Alternate Earths, and GURPS Alternate Earths 2 into one volume, and gives dozens of new worlds to explore as well! This is the complete genre book on both alternative-world gaming and time travel. It offers detailed advice on the unique challenges of running this type of campaign, and on designing and playing characters who regularly cross between settings. It also provides a wide variety of suitable threats and hazards - from evil cross-time Nazis and cosmic conspiracies to "ordinary" monsters and disasters. And it gives guidelines for building alternate worlds from the perspectives of the setting, the story, and the rules. Whether you're playing accidental travelers or the hardened troops of the Infinity Patrol, this book is your gateway to adventure. Infinite adventure.

The land we call Greece was the home of one of the greatest cultures the world has ever known. With GURPS Greece, you can experience the challenges of the heroes of myth: Contend with the love and the wrath of the gods as you set out on epic quests. Fight for loot and honor, or earn a bitter death on the plain before the gates of fabled Troy. Win prestige as a statesman in the city Assembly - or lose everything as the people turn against you and send you into exile. GURPS Greece includes detailed timelines and maps describing the world as the Greeks knew it, information on their religion, rules for the magic of the Hellenic myths, and a Bestiary describing the monsters and animal foes faced by Greek heroes.

The Future is Alive "Who needs chrome, pal? Meat is where it's at now. Mother Nature always did it best -- she just needed a little help. Get down to the black clinic, old-timer, and you can be 15 again. That is, if you still want to be human at all." It's the technology of the posthuman age: biotech! Upgrade your old body with steroids and smart drugs, transplants, and viral nano . . . or just get a new one. Maybe you don't think being human is so great? Then improve on nature with eugenics and gene-fixing. Or just go parahuman: if you love cats, become one! The technology's changing fast, but you'll have lots of time to get used to it -- death is only a temporary inconvenience with cryonics and immortality drugs. And who needs silicon and steel? Vatbrain biocomputers are where it's really at! But it's not just about the future. GURPS Bio-Tech includes a full range of 19th, 20th, and 21st-century medical equipment, from early vaccines to surgical robots, along with game stats for the world's most deadly diseases. GURPS Bio-Tech also includes a complete set of character templates for biotech professions, rules for biotech magic, and two original campaign settings: an alternate Earth ruled by a clone of Alexander the Great, and a living starship on its way to colonize an alien world! Say goodbye to your old body. Have you upgraded your genetics this year? This is the second edition of GURPS Bio-Tech. It has been revised to the GURPS Fourth Edition rules and expanded to cover medicine, drugs, magic, and new technologies. Some entries were introduced in GURPS Space, GURPS Robots, and the Transhuman Space series.

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