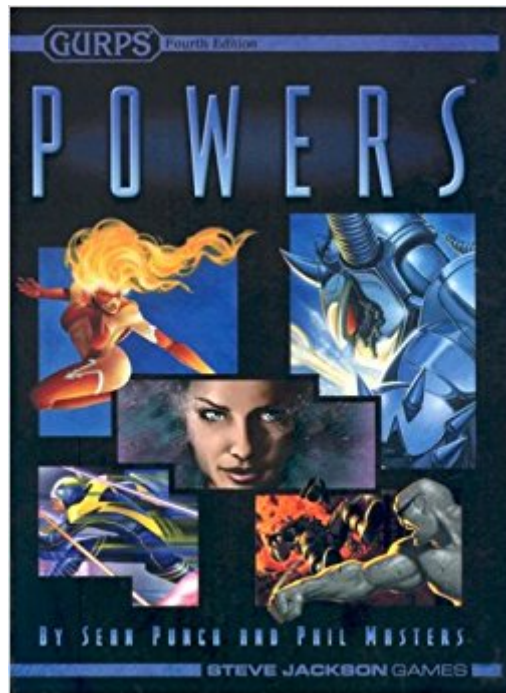




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Gurps Powers, Fourth Edition



Synopsis

Save the World . . . or Destroy It! GURPS Powers is the ultimate book for the ultimate characters in the new Fourth Edition of GURPS! Here's everything you need to create every kind of amazing, off-the-chart superhero you can imagine . . . as well as amazing wizards, wuxia fighters, shamans who command spirits . . . even gods! Written by GURPS Line Editor and Fourth Edition co-author Sean Punch, GURPS Powers introduces some new rules, but it is mostly about using the rules that are already in the GURPS Basic Set to cover superpowered characters, megawizards, and earth-shattering psionics. GURPS Powers also include guidelines for "special effects" and several different ways to vary a power on the fly - two crucial concepts for comic-book superheroics. GURPS Powers is a Fourth Edition GURPS book that completely replaces the Third Edition books GURPS Supers and GURPS Psionics. Like our other Fourth Edition supplements, it's a gorgeous 240-page, full-color hardcover. If you've got a high-powered campaign - or high-powered players - you want GURPS Powers!

Book Information

Hardcover: 240 pages

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Customer Reviews

The physical book is of high standard. The layout makes good use of color marks for better orientation, as did "Characters" before. There is an index and a small glossary for the terms used. The artwork is good, but not exceptional (as if I'd care for an artbook :)) and in color. Layout and printing are clear and well ordered, as in the basic books. First off, the book is an expansion on the Basic Characters book and not very useful without it. This is stated on the cover, but they really mean it with this book. There are many references to it, especially in chapter 2 (building powers). I don't expect people without the basic set to buy it, but I like to mention it. I found the book a complex

but interesting read. I'd say you need to have a working knowledge of the basic books to make the most of it. My own is somewhat lacking, so I needed quite some time to find how some things are supposed to work. The book allows to build theoretically all (or most) of the various superpowers shown in comics, but it is sometimes not easy to find the starting point (due to my limited knowledge of the Advantages). The examples are pretty helpful in that regard. For those who are going to play GURPS for keeps, I'd say it should almost be part of the core-rules. It is not only useful to represent super powers, but can handle several other genres as well. There is also stuff in it useful for other gaming systems because they deal with general ideas, like what powers/effects are plot-stoppers and need to be taken into account, and the various genre/campaign types.

I got this book because my play group and I really like high powered games. To the tune of several thousand points per character. Of course this book can do more than help you make the most uber awesome godly... ect ect ect. Its strong point is actually its ability to help you build poweres or to adjust them accordingly. If you like a game that is out of the "NORM" then I do really think this is the book for you.

NOW IM PLAYING WITH POWER

This book should be included by default in the GURPS basic set. If you are struggling to emulate certain powers in your characters buy this book.

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