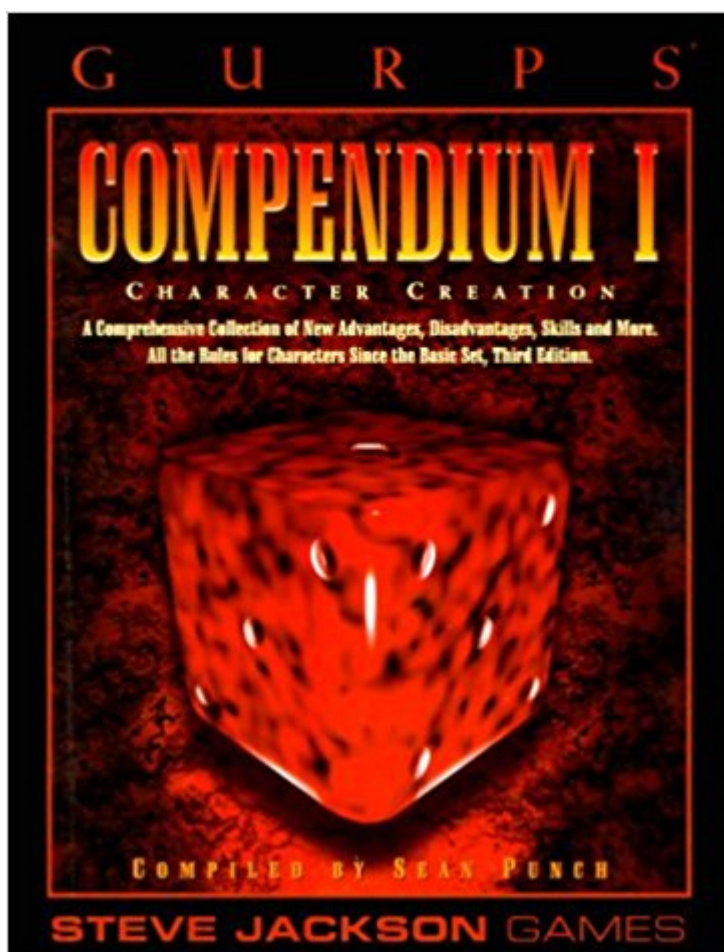


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GURPS Compendium I *OP (GURPS: Generic Universal Role Playing System)



Synopsis

Build Character! GURPS Compendium I has it all! We've searched over a hundred GURPS books and dozens of Roleplayer and Pyramid articles to bring you the most complete compilation of character generation rules ever. Compendium I includes updated and revised versions of every character-related rule that has been published since the Basic Set Third Edition - all in an easy-to-use format. With Compendium I and Basic Set Third Edition, in hand, you will be able to handle all character design without every opening another book, except to select world-specific abilities like spells or cyberwear. Compendium I is a companion volume to the Basic Set and is a must-have for any serious GURPS player or GM! This book includes the latest, most up-to-date rules for: Attributes, Advantages, Disadvantages, Enhancements, Limitations, Skills, Language Rules, Maneuvers, Racial Generation... Everything you need to build any character you can think of. Also included are appendices listing page reference abbreviations for all the GURPS books, as well as a table cross-referencing every advantage, disadvantage and skill ever published in any GURPS book.

Book Information

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Customer Reviews

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I bought this as a companion to the GURPS 3rd Edition core rules, Revised and Expanded edition. I found it to be quite useful. Unlike its counterpart, GURPS Compendium II: Campaigns and Combat (GURPS: Generic Universal Role Playing System), this supplement had more useful info within. Did I find it indispensable? No. But I did like it more than Compendium II and found it more useful.

A must have for GURPS 3rd edition, the perfect companion to the core set with greater rules for skills and character development

This book has all, or at least the vast majority of the things you need for character creation all under one cover. It has all the disadvantages, all the advantages, and a good number of skills. If you are one of those people who buys GURPS books to read for entertainment, you might not want to bother, but this book is very helpful (almost a must have) if you are actually playing the game.

It's the nature of RPG publishing to generate more books for the games published. If all you need is 1 book and every potential customer has that book, you're out of business. The drawback to this is new material tends to duplicate and even contradict older material unless the game maker keeps a tight reign over it. GURPS generally has had such supervision but even so you have rules in one book that are useful in another but not found there. In ten years of existence, a good list of new rules, character skills, advantages and disadvantages have cropped up. GURPS line Editor Sean Punch took hold of this and compiled the newer rules into one book, making it far easier for players and game masters to generate characters. Reconciling some contradictory material took some effort but not too much and Punch does invite his readers to note similar advantages, such as Universal digestion and Cast Iron stomach. The first lets you eat anything non-poisonous, the second makes

you resistant to an upset stomach and fights off poisons.Overall a must for any serious GURPS player.

With the dozens of books on the market for GURPS, it gets really tiresome to have to look through all of them to find the skill, advantage, or disadvantage you want. This book makes that worry a thing of the past. I can not imagine making a character without it anymore.

Steve Jackson Games have managed to do for GURPS 3rd edition what the D&D Rules Cyclopedia did for D&D. A literally breath taking book that expands and supplements the GURPS 3rd edition Basic Set beyond it's comparatively humble origins. Almost a decade of GURP character generation material and advice have been lovingly compiled.I recommend this book.Guy Robinson

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