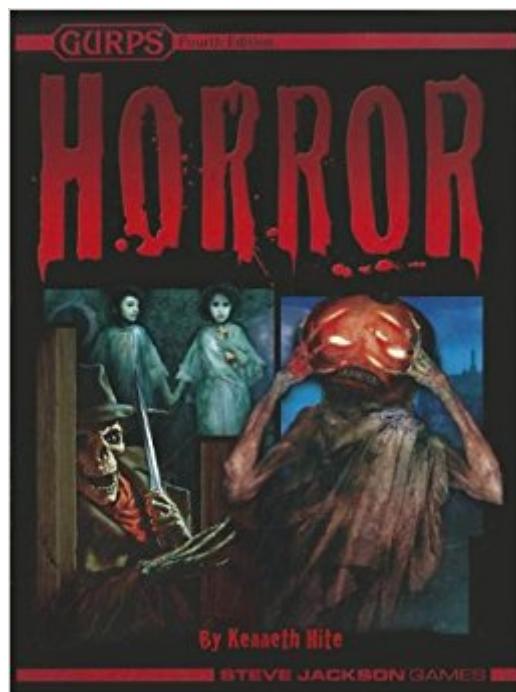


The book was found

GURPS Horror 4th Edition (GURPS: Generic Universal Role Playing System)



Synopsis

What's that behind you? The new revision of GURPS Horror is an exciting approach to any kind of adventure: old-fashioned Gothic horror; classic supernatural horror; Lovecraftian cosmic horror; and modern day J-horror, survival horror, torture horror, and splatter. Horror offers the Game Master spooky monsters and powers; rules for corruption, fear, and madness; and tricks for running scary-but-fun adventures. Players can create and equip all kinds of heroes, from screaming victims to fearless monster-slayers. And everyone gets tips on cooperating to tell a memorable story — even if the characters don't make it. Whether you're playing a one-shot zombie battle or a full-scale campaign against Things Man Was Not Meant To Know . . . GURPS Horror can jolt your game to unnatural life.

Book Information

Series: GURPS: Generic Universal Role Playing System

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Customer Reviews

I bought GURPS Horror 2nd edition a long time ago and was very impressed with how it spiced up my gaming sessions with great advice. But a lot of the book was given over to introducing the new (at the time) GURPS Magic system and an insanity system. Both of those systems are now part of the core rules so I wondered what the author would do with the extra space if Steve Jackson Games ever republished the book for 4th edition. The answer: Amazing things!!! My sole argument with the author is how he describes horror. My definition of horror is defined by all things gross and disgusting, Cthulu crossed with a thousand slasher movies. His definition is much broader and covers any sort of situation that causes a strong emotional response. This means that suspense situations (very common in roleplaying) most mysteries, most well-done dramas, and most combat

situations (some campaigns are nothing but combat) all fall into this area. I wondered how the author could handle such a broad range of topics well. I shouldn't have worried, this IS Ken Hite we are talking about here. At the heart of the book, he recognizes that Horror is all about the emotions. From there he simply starts by describing how to generate each of the emotions he is trying to reach. From there it surprisingly simple to build out the rest of the book. At 176 pages, I was originally concerned that this book wouldn't be a good value for my money. But the opposite turned out to be the case instead, I had a serious case of information overload by the time I was done with this book and the beginnings of an absolutely BRILLIANT campaign concept that I will start running in the next few months. One of the author's best ideas for hooking the players into the game is have them help write up part of the background and make sure there are plenty of plot hooks in the characters to get the players fully enmeshed in the game. Avoids the famous and semi-ridiculous roleplaying trope where the group wanders into a town and all of these adventures just happen to be waiting for somebody with their particular skill-set to come by and resolve them. The characters are intimately involved in the background and are not necessarily well-equipped to deal with the problem as it arises. This concept was worth the price of the book all by itself. My sole gripe about the production values of the book are the lack of color pictures inside this hardcover book. I understand that publishing costs are going through the roof but SJ Games has been doing a very good job of jumping over to eBooks already and color doesn't cost anything in eBooks and adds a great deal of value. This is more of a something-to-think-about situation than a reason to fail to purchase this outstanding book.

GURPS 3E splatbooks have a way of being just chock full of good information and inspiration! More, despite being a quarter-century old, they do a good job summarizing and distilling themes in the literature of a given genre as it appeared at that time; which is usually pretty resistant to becoming outdated. Most of the horror story tropes we all know and love haven't changed in centuries. What's one quarter more? If you're an Old School Grognard like me, who doesn't think game books can even become interesting until they're out of print, this one will make a good edition to your collection. In particular, GURPS: Horror gives a great overview of a Things Man Was Not Meant to Know theme for a campaign. I've long-felt the Lovecraftian stuff was dated if not outright corny for a modern audience. But this book shows how it would retain more of its original horror experience when one is a participant and not safe outside the story as an observer! Frankly, I like this book.

Always been a fan and I'm super happy to finally have a copy of this on my book shelf.

as a advid rpg gamer, since 1979 I am a old school kinda gamer. Gurps has always been one of the games that I used to run and I never grow tired of the system. My wife got me this for my birthday and I am in shock.. Gurps Horror has gotten better with age!! I suggest this supplement and the Gurps 4th edition to anyone who is into rpging or looking to get into the hobby

A good guide for the genre!

The very first sentence in the introduction to GURPS Horror sums up the problem with the book. "Horror roleplaying, or, more accurately, supernatural roleplaying..." The book spends little of its time on horror, and fails to live up to its name. Substituting for useful advice on generating an atmosphere of horror in a role-playing game, we find the "Random Monster Characteristics Table," and the equally-random "Things Man Was Not Meant to Know Description Table." Of the 128-page book, 36 pages are devoted to monsters, but unfortunately the descriptions generally do not evoke horror or excite the imagination. The low point is the inclusion of the Australian folk animal, the bunyip, described as a "very shy" creature, with apparently a bit of an environmentalist bent. Spooky! Try to ignore the reference to Orcs here. Fully a third of the book is devoted to campaign settings, with chapters on Victorian England, the "Roaring 20's," and the modern day, plus capsule descriptions of other times and places. The book would have been better with a single sample setting, with more space actually devoted to horror and not backdrop. On the whole, the gamemaster wishing to run a horror campaign in GURPS is far better served by GURPS Creatures of the Night, Blood Types, Cthulhupunk, Illuminati, or even Atomic Horror or Warehouse 23, than this lightweight treatment of the topic. Its one redeeming quality is an excellent annotated bibliography and filmography in the appendix, but that's hardly enough to save the book. GURPS deserves a first-rate general sourcebook for horror roleplaying, but this is sadly not it.

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