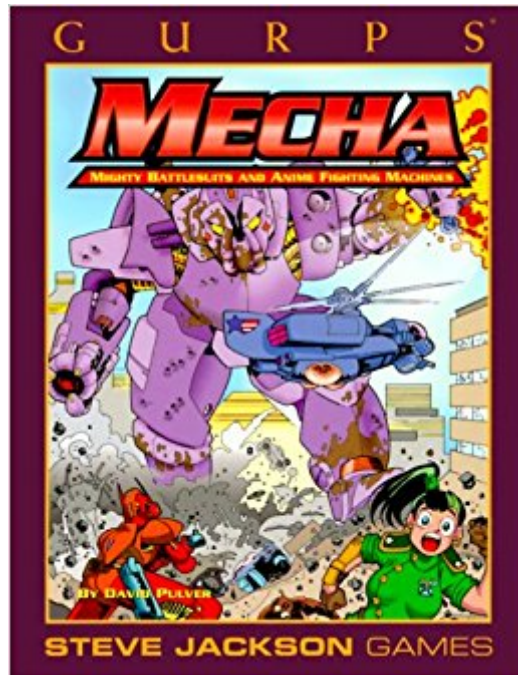




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GURPS Mecha (GURPS: Generic Universal Role Playing System)



Synopsis

Book by Pulver, David

Book Information

Series: GURPS: Generic Universal Role Playing System

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Customer Reviews

Book by Pulver, David

GURPS is well known for its flexible and seemingly limitless possibilities for plots and adventures. GURPS Mecha is a refreshing alternative to the standard "party in a dungeon fighting monsters" RPG setting. If you're a fan of Starship Troopers, Mighty Morphin Power Rangers, or such anime as Robotech, Mobile Suit Gundam, or Neon Genesis Evangelion, you will enjoy this genre of play. Be battlesuit-wearing warriors or control 200,000 pound mechs to crush your enemies. If you are a beginner, this book is easy to understand and takes you through the process of constructing your mechs and characters step by step. If you are a more advanced player, it shouldn't take you long to pick up the pace. The book covers some very innovative and fascinating character backgrounds, plot ideas, and extras (read the Bonded Mecha advantage and you will see what I mean). The potential for roleplay is great as well. You can play your characters in a classic anime style, or in a dramatic Hollywood manner. Okay, here's the bad part. First of all, you need to have the GURPS Basic Set. You knew that, right? Well, to fully enjoy your roleplaying experience I recommend getting GURPS Compendium I, GURPS Vehicles, and GURPS Ultra Tech/Ultra Tech 2. GURPS Compendium I allows for characters more suited for your campaign, and it is practically a staple for GURPS campaigns (you may have it already). GURPS Vehicles lets you have more elaborate

Mecha designs, and GURPS Ultra Tech gives you a large variety of weaponry and technology. Basically, if you are looking for a refreshing change of pace in your role playing experience, I recommend picking up GURPS Mecha.

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