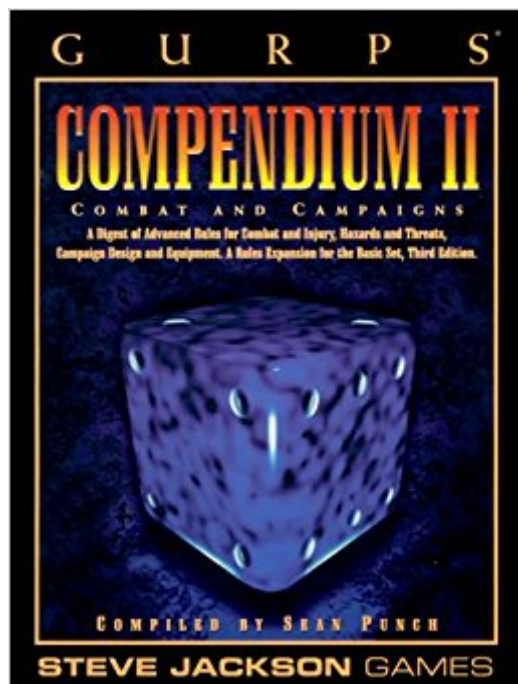




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GURPS Compendium II (GURPS: Generic Universal Role Playing System)



Synopsis

GURPS Compendium II is full of material from scores of GURPS worldbooks published in the last eight years - many of them out of print - about how to run a better GURPS game, how to handle roleplaying problems that come up (some universal, some particular to GURPS), expanded rules for character combat, injury and illness, mass combat, spaceship combat, and much, much, more!

Book Information

Series: GURPS: Generic Universal Role Playing System

Paperback: 192 pages

Publisher: Steve Jackson Games; First Edition edition (December 1, 1996)

Language: English

ISBN-10: 1556343272

ISBN-13: 978-1556343278

Product Dimensions: 8.4 x 0.5 x 10.8 inches

Shipping Weight: 1.2 pounds

Average Customer Review: 4.3 out of 5 stars 5 customer reviews

Best Sellers Rank: #439,412 in Books (See Top 100 in Books) #17 in [Books > Science Fiction & Fantasy > Gaming > GURPS](#)

Customer Reviews

I purchased this as a supplement to GURPS 3rd Edition, Revised and Expanded. There was very little to recommend it for general usage. There are a few corner cases one might find it useful for, but much of the useful bits can be found in the Revised and Expanded Edition. I got it at a good price and in very nice condition, so I count this as a good purchase, but ultimately not a must have. does not give the option of half stars or I would rate it at 2.5 stars. Not a waste, but not useful enough to be it's own supplement.

is ook as i wanted

Lots of excellent extras to flesh out and are variety to your game

If you are looking for ideas for a game, this is the book for you. Looking for advice, this is the book for you. Trying to find one of the many optional rules of GURPS, this is the book for your. Trying to find some obscure advantage or skill, sorry but that is Compendium I. This is the book for the Game

Masters out there. It is full of detailed rules from everything from poisonous gas to characters getting drunk (a necessity when the party includes dwarves). I would consider it a core book for the game, not necessary to play but very useful.

I find this volume much less required than Vol. I. It's good stuff for a GM to have around ("The PCs have really done it this time. Let's see how long it takes them to freeze to death...Oh, here's a rule for that!"), but really, really not important for players. There's a list of poisons and what they do in game terms, which might be handy, but it's largely ways for GMs to tweak their roleplaying environment toward greater/lesser realism, make up random societies (that's a table I hope to never use.) It's still worth its 4 stars, but only as a GM. There are no ads, disads, or skills, nor are there background systems or anything else like that. It's all about environment hacking via rules.

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