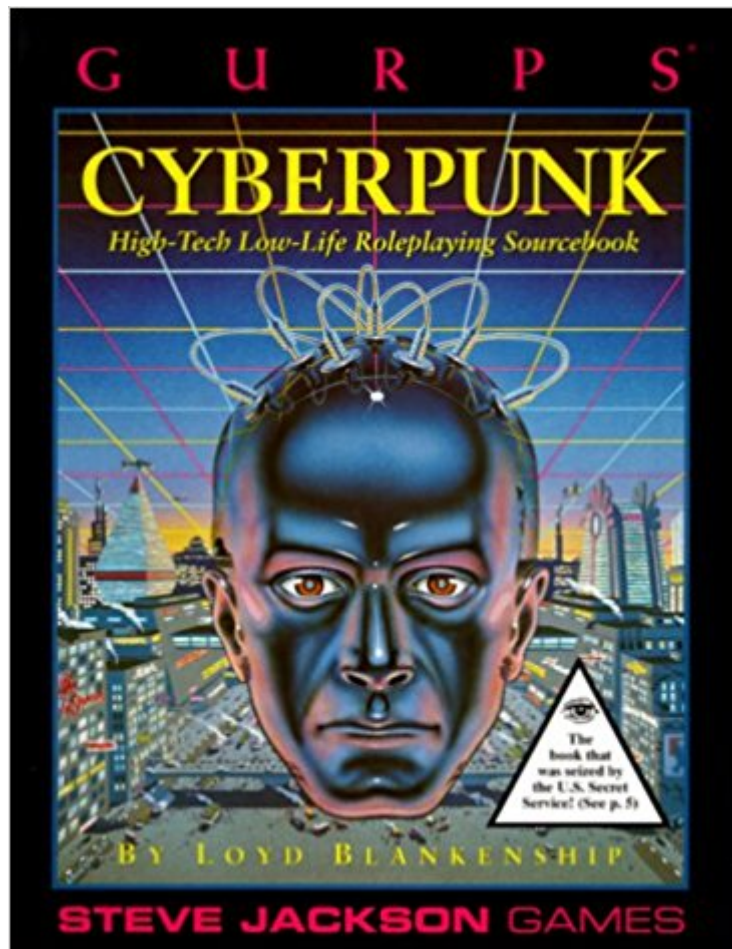




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Gurps Cyberpunk: High-Tech Low-Life Roleplaying



Synopsis

A Steve Jackson gaming system that allows you to create any character type you want. You will need the GURPS rulebook for this to be of any use to you. Like all Steve Jackson games it is as complex as you want it to be and always fun.

Book Information

Paperback: 128 pages

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Average Customer Review: 4.7 out of 5 stars 6 customer reviews

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Customer Reviews

A Steve Jackson gaming system that allows you to create any character type you want. You will need the GURPS rulebook for this to be of any use to you. Like all Steve Jackson games it is as complex as you want it to be and always fun.

It's a useful book, pretty stripped down (as GURPS books seem to be), but there's definitely enough in there to get a good campaign going. (They recommend trying Cyber Punk as a one-off, since the mortality rate can be so high.) The weakness of cyberpunk in general is, being set in the near-future, the "gee-whiz" tech of yesterday becomes the everyday stuff of today. It would be nice to make this book a bit more truly "universal" - in other words, to build in more flexibility for evolving tech. Other than that, strongly recommended if you're looking to play in this genre.

This was a great find and just as promised!

This was one book out of three that I knew of back in the early 90's. Shadowrun, Cyberspace and this Cyberpunk. Why the government raided Steve Jackson Games and not FASA or ICE quite confuses me.

This one has it all... Cyberware, campaign notes, plot hooks and an entire culture between the covers. This book SINGLEY has everything needed for a GURPS Cyberpunk campaign and so much more. It is obvious that the writers and team have a great love for the Genre and it shows through in these pages. Great plot and campaign ideas... *Fantasy Cyberpunk (ala Shadow Run) *Fantasy Punk (with Golem-like body mods where magic replaces tech) *CyberSpace (bringing and edge to the tech in your space campaign) *Super-Punk (New cyber for your supers... OR Supers as a new subset of humanity in your Cyperpunk campaign) *Cyber-Horror (Call of Cthulhu meets Count Zero) All this.. and a Marvelous bibliography (and discography) that will prepare you for any campaign idea.

When I first saw this book I thought, oh great, GURPS translated Cyberpunk 2020 into it's own system. Well I must admit it is better than that. This book is so hot it was seized by the US secret service, they raided SJ games, trashed the place and took it. That shows they know what's going on. Of course when you read it you will know it was a misunderstanding but it's quite amazing. The book has information on everything that was ever written in the cyberpunk genre and great ways to fit into a campaign. There a lot of role-playing possibilities in such a campaign, and "life is cheap" is one of several. Though characters are suggested to start off powerful (150-250 points) it still balances off. The fact that you can buy cyberwear with points is a neat thing to toy with. One of the major things I really like about it is it has a humongous bibliography of practically every book, periodical, comic book, movie and just about everything that has to do with cyberpunk from Neuromancer and 1984 to Akira and 2600. I would definitely recommend this book to anyone who wants to play cyberpunk, it has everything

I have to say that this is one of the most complete game supplements I have had the pleasure to work with. It makes me wonder how much more complete it would have been with the material they did not get back from the Feds. Freedom of speech indeed. This contains everything you need to play in a dirty, gritty, backstabbing, government conspircacy laden, mega-corp power game riddled, techno-hacking, assasin filled game....buy it...you won't regret it

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