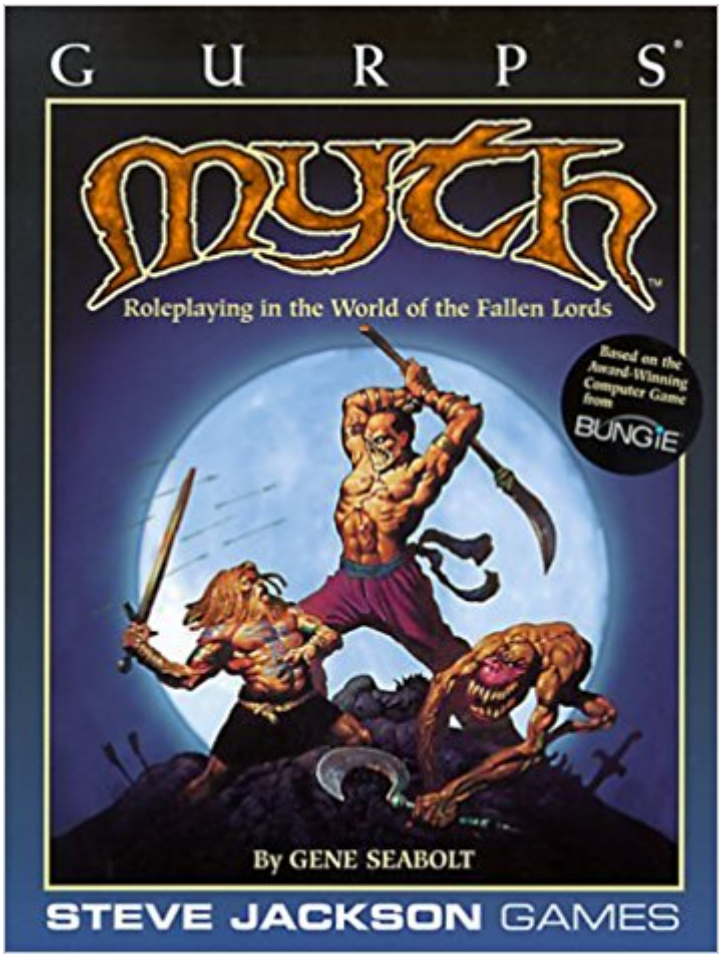
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GURPS Myth (GURPS: Generic Universal Role Playing System)



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Book Information

Series: GURPS: Generic Universal Role Playing System

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Customer Reviews

I played the first two Myth computer games in to the ground, and loved almost every minute spent doing so. The book is a good read even for those who might not GM a game. It gives you insight in to enemies in a way that some of the other GURPS books do not, being such an all in one world. The Myth world however, is very self contained. The magic system is different than what most GURPS magic uses, with mages being sometimes infinitely more powerful in one area, but at the same time extremely focused. The races are somewhat limited, and although you could bring in time travelers with alternate tech or races, a large part of what makes this interesting is the horror aspect of it. There are shambling undead of course, but one of the things this world excels at is very focused evil. The undead are sometimes ambidexterous sprinters with four foot long sharpened Escrima sticks in each hand . . . and they want to dice you just for living. All around, very good character development for the land, and its inhabitants

An awesome nostalgia trip for any Myth fan, and housing some very engaging potential for pen-and-paper role players.

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