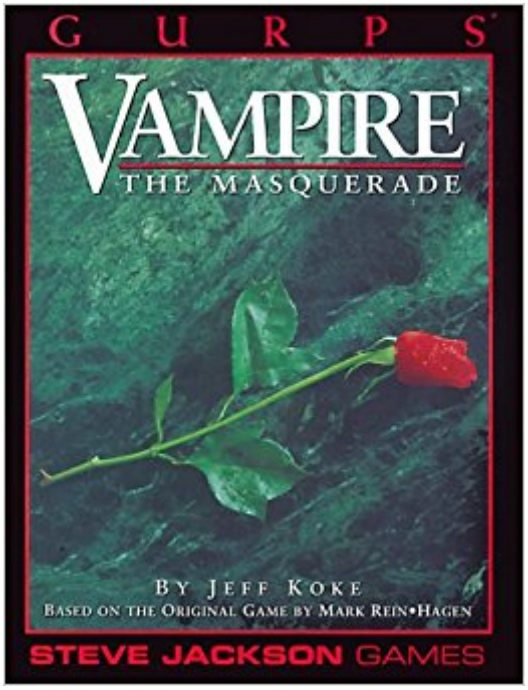
Ebook Directory
the best source of ebook

The book was found

GURPS Vampire The Masquerade *OP (GURPS: Generic Universal Role Playing System)



PDF
Adobe
DOWNLOAD EBOOK

Synopsis

Monsters We Are . . . Imagine what it would be like to live forever - to be immortal. You feel the blood-hunger that drives the hunt. Your mouth waters in anticipation of the kiss. Your need washes over you and pushes you to the edge of frenzy. Are you strong enough to keep the Beast at bay within your dark soul? Within this book, a world of darkness awaits. A world where ancient vampire lords use their subtle machinations to control their unsuspecting minions . . . while within the bleak cities, Kindred princes flaunt their power, and the elders sway the prince. Little do they know that they are but pawns in the Jyhad - the invisible war that has raged for centuries. You are a member of this hidden society. You are Kindred, childe of the Blood - one of the Damned. You will never grow old, but your unending existence is a constant struggle to control your Beast, to feed your hunger for the blood of mortals, and in the end to keep some measure of humanity. Whether you are of the noble Ventrue, the insane Malkavians, the brutal Brujah or the clanless Caitiff, you are of a select breed. And endless adventure waits . . . just beyond the coming of the night. . . . Lest Monsters We Become.

Book Information

Series: GURPS: Generic Universal Role Playing System

Paperback: 192 pages

Publisher: Steve Jackson Games (June 1993)

Language: English

ISBN-10: 1556342756

ISBN-13: 978-1556342752

Product Dimensions: 8.5 x 0.4 x 10.9 inches

Shipping Weight: 1.2 pounds

Average Customer Review: 4.0 out of 5 stars 4 customer reviews

Best Sellers Rank: #1,033,027 in Books (See Top 100 in Books) #38 inÃ Â Books > Science Fiction & Fantasy > Gaming > World of Darkness > Vampire #47 inÃ Â Books > Science Fiction & Fantasy > Gaming > GURPS

Customer Reviews

Monsters We Are . . . Imagine what it would be like to live forever - to be immortal. You feel the blood-hunger that drives the hunt. Your mouth waters in anticipation of the kiss. Your need washes over you and pushes you to the edge of frenzy. Are you strong enough to keep the Beast at bay within your dark soul? Within this book, a world of darkness awaits. A world where ancient vampire

lords use their subtle machinations to control their unsuspecting minions . . . while within the bleak cities, Kindred princes flaunt their power, and the elders sway the prince. Little do they know that they are but pawns in the Jyhad - the invisible war that has raged for centuries. You are a member of this hidden society. You are Kindred, childe of the Blood - one of the Damned. You will never grow old, but your unending existence is a constant struggle to control your Beast, to feed your hunger for the blood of mortals, and in the end to keep some measure of humanity. Whether you are of the noble Ventrue, the insane Malkavians, the brutal Brujah or the clanless Caitiff, you are of a select breed. And endless adventure waits . . . just beyond the coming of the night. . . . Lest Monsters We Become.

For some reason the reviews for the GURPS version of Vampire the Masquerade here are reviews for the original White Wolf product. The two games use completely different rule systems and are, well, completely different.The White Wolf version of VtM is stand alone, you buy the book, some 10 sided dice (from a hobby store or White Wolf's website)and you're ready to play. The "Storyteller" rule system is pretty simple and has been revised and improved. There are many other White Wolf products that use the same Storyteller system (Werewolf, Demon, Mage and so on) so your World of Darkness can grow and expand. White Wolf's emphasis on Role Playing instead of dice rolling and complex rules probably make this a great choice for someone new to RPGs. Be warned however, White Wolf's products and website can be very, very dark and profane. Probably not a good choice for children in my opinion. The game itself is very original, imaginitive and popular.GURPS (Generic Universal Roleplaying System) by Steve Jackson Games is a fairly detailed RPG system. The GURPS version of VtM is NOT a stand alone product. You must first own a copy of "GURPS Basic Set" (availabe here at .com) to play GURPS VtM. One difference is that GURPS uses 6 sided dice which are readily available (bonus). The GURPS system was developed as sort of an answer to everything thing that was annoying about the grandaddy of RPGs, Dungeons and Dragons. D&D was an immense rules system that spaned many tomes and modules, required many types of dice and was stuck in sword and sorcery mode. GURPS allows you to play any type of character, in any type of setting imaginable all from one book (GURPS Basic Set and some six sided dice). The GURPS rules system is going to be a larger investment in time to master than Storyteller, but it is detailed and logical. I personally like it.Two last thoughts, you don't necessarily have to play a Vampire character in the GURPS version of VtM. You could play a Psychic or Combat Specialist who gradually learns about the Vampires and begin to unwravel the Masquerade. Eventually the characters could be embraced by Sabbat Vampires or attacked by the

Camarillan Vampires. You could play a Vampire who goes into Torpor for a few centuries and wakes up in a post apocalypse future. Only the Game Master would be allowed to use the Vampire book as a source, and the game would run from the Basic Set. The players would gradually be drawn into the shadowy, secretive World of Darkness. Also the GURPS version is toned down a bit and is more appropriate for young people.

Full of gothic and modern intrigue with detailed and fascinating details about different vampire families and vampire abilities. A good setting for any RPG system

What's the best reason to play Gurps? The totally fluid rules system. It's the best . . . and it supports the neatest feature of all: You can CROSS OVER! Once you know one setting, you know 'em all. There's a reason that the word 'Universal' appears in the name - and it's paid off again.White Wolf makes a fine game in Vampire, with a wonderful setting, a super-cool premise, and some of the best writing on the market in the realm of role-playing. But not everybody likes the White Wolf rules system, including my friends and I. That's when we turned to the good folks at GURPS. They've delivered with flying colors again.The best part, of course, is that you can now play a Brujha Vampire in a superhero or medieval fantasy setting - or bring an unsuspecting space traveler right into the thick of Kindred poitics. The rules should be your friends - and Gurps rules can't be beat.All in all, this is a great addition to any Gurps players' library. Even if you don't have an interest in Vampire, this might make you change your mind - and you'll be sure to appreciate the smooth transition from White Wolf's rules to Gurps.If you're a plain old conneseuir of Vampire, though, or a White Wolf rules purist, don't waste your cash - there's nothing here to really interest you.

This is not a white wolf book, rather it is the conversion rules for people who are interested in playing vampire but not in learning a new system and who are already competent with the GURPS rules. If you are new to role playing and want to play a vampire then I suggest you find the world of darkness rules for this game as they are more expansive and complex.However, if you already know GURPS and are interested in playing a vampire then I strongly suggest this book. The rules are clearly laid out for people to read and understand. Though it is not a stand alone product, it's not trying to be. And it allows people who like WOD but who don't want to learn a new system to use a system they already know to play it.For those unfamiliar with vampire I'll do my best to give a rough over view. There are many different types of vampires known as Clans. Each clan has separate special powers which give them an edge up on one another. Some people find this system to be

stereotype based, I have found, however, that the point is not to play a typical Brujah, Tremere, Venture, Lasombra or Toreador (just to name a few), but rather to create one who falls with in the lines of the clan but also is a unique individual. The Storyteller then guides the players though an advanture just like any other roleplaying game.As for the format of the book it is a bit confusing for those who aren't used to the way White Wolf sets up books. Unlike most WOD books, however, the index is surprising useful and can be used to find just about everything that is needed in the book. I do suggest the use of sticky notes for some sections as quick reference or your can write in the margins if you don't mind writing in books.One last thing for those with young children, Vampire is an intense rather dark game. It's not happy or light and fluffy. The plays are playing vampires who do kill people, and it is a horror based game. The book is dark and intense and probably not suitable for children under the age of 14.

Download to continue reading...

GURPS Vampire The Masquerade *OP (GURPS: Generic Universal Role Playing System) GURPS Vampire Companion *OP (GURPS: Generic Universal Role Playing System) GURPS BASIC SET Campaigns (GURPS: Generic Universal Role Playing System) GURPS Psionics reprint (GURPS: Generic Universal Role Playing System) GURPS Black Ops (GURPS: Generic Universal Role Playing System) GURPS High-Tech (GURPS: Generic Universal Role Playing System) GURPS Magic Items 2 (GURPS: Generic Universal Role Playing System) (No. 2) GURPS Werewolf The Apocalypse (GURPS: Generic Universal Role Playing System) GURPS Compendium I *OP (GURPS: Generic Universal Role Playing System) GURPS Horror 4th Edition (GURPS: Generic Universal Role Playing System) GURPS Mecha (GURPS: Generic Universal Role Playing System) GURPS Mage The Ascension *OP (GURPS: Generic Universal Role Playing System) GURPS Old West *OP (GURPS: Generic Universal Role Playing System) GURPS Time Travel (GURPS: Generic Universal Role Playing System) GURPS Myth (GURPS: Generic Universal Role Playing System) GURPS Compendium II (GURPS: Generic Universal Role Playing System) GURPS Imperial Rome (GURPS: Generic Universal Role Playing System) GURPS Fantasy Bestiary reprint (GURPS: Generic Universal Role Playing System) GURPS Celtic Myth (GURPS: Generic Universal Role Playing System) GURPS Martial Arts (GURPS: Generic Universal Role Playing System)

Contact Us

DMCA

Privacy