

# Gurps fantasy folk pdf

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GURPS Fantasy Folk treats nonhuman races as unique cultures made up of individuals, not as sketchily defined "monsters." GURPS Fantasy Folk treats nonhuman races as unique cultures made up of individuals, not as sketchily-defined "monsters." Each race has its own well-defined psychology, ecology, culture, and politics, making it easy for GMs and players to create their own fully-developed nonhuman characters. Resources races. Fantasy races can also enhance campaigns set in the worlds of GURPS China, GURPS Horror, GURPS Japan, GURPS Supers, GURPS Time Travel, and even GURPS Ice Age.

endstream endobj /ProcSet [ /PDF /ImageB ] /XObject /ImR >> /ExtGState /GSR >> >> endobj /Type /OPI /Version /Color [(Black)] /ColorType /Process /CropFixed [] /CropRect [] /Size [] /FR /Position [ This book is designed to allow SJ Games, Box, Austin, TX the GURPS GM to take full advantage of the possibilities of nonhuman fantasy Please include a self-addressed, stamped envelope (SASE) any time you write us! GURPS Fantasy Folk is really two books in one It includes new, expanded versions of such fantasy "standards" as Elves, Dwarves, Orcs, and Halflings, as well as exotic creatures such as savage Minotaurs, four-armed Insect Warriors, and magical, mischievous Leprechauns. GURPS Dungeon Fantasy – This series reduces GURPS to the essential GURPS Fantasy and GURPS Fantasy II a r e not necessary, but Fantasy Folk can enr i c h r o l e playing both on the world of Yrth and in the Mad Lands. Also included are campaign notes, adventure seeds, and Includes sample characters, background, culture, psychology, and Get templates for four different types of goblins and two different types of hobgoblins, ranging from omnipresent threats for would-be GURPS Dungeon Fantasy adventurers CONTACTS Chamberger Freeway Apt. Port Orvilleville, ON H8J-6M9 () x [email protected] GURPS Fantasy Folk: Elves – Everything you wanted to know about elves but were afraid to ask! GURPS Fantasy Folk treats nonhuman races as unique cultures made up of individuals, not as sketchily-defined "monsters." Each race has its own well-defined psychology, GURPS Fantasy Folk is a guide to nonhuman characters that can be incorporated into any GURPS game.

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# Sommaire

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Étape 1 -  
Commentaires

Matériaux

Outils

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Étape 1 -

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