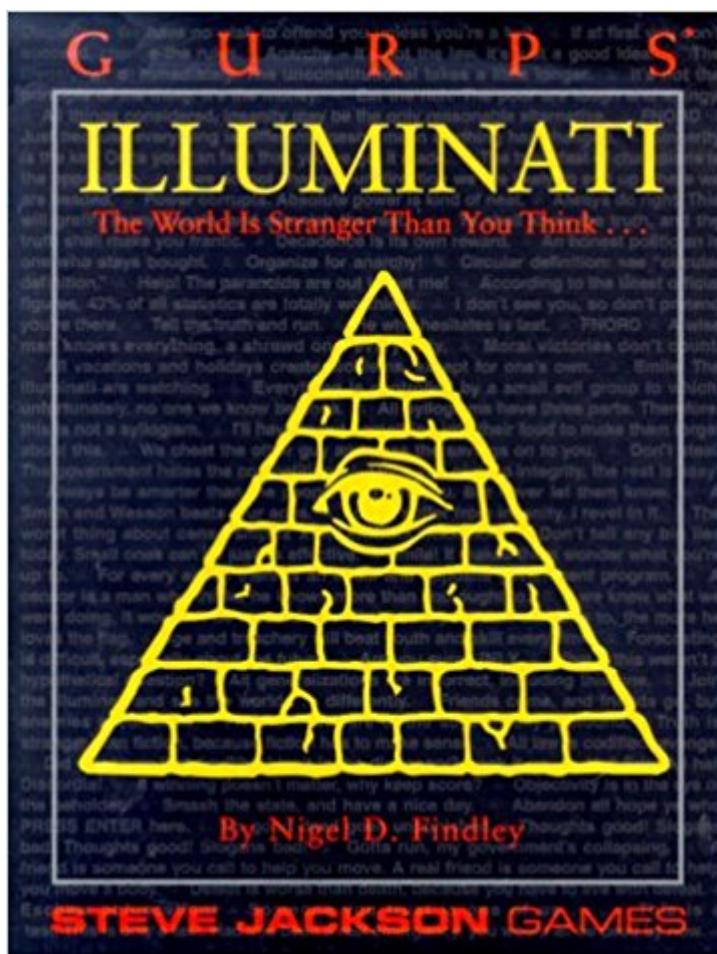


The book was found

GURPS Illuminati (GURPS: Generic Universal Role Playing System)



Synopsis

GURPS Illuminati (Rep)

Book Information

Series: GURPS: Generic Universal Role Playing System

Paperback: 128 pages

Publisher: Steve Jackson Games (January 1, 1996)

Language: English

ISBN-10: 1556342233

ISBN-13: 978-1556342233

Product Dimensions: 8.4 x 0.4 x 10.9 inches

Shipping Weight: 12.3 ounces

Average Customer Review: 3.4 out of 5 stars 5 customer reviews

Best Sellers Rank: #1,923,787 in Books (See Top 100 in Books) #98 in Books > Science Fiction & Fantasy > Gaming > GURPS

Customer Reviews

GURPS Illuminati (Rep)

GURPS Illuminati is a pretty good resource for anybody planning a game with lots of conspiracy or secret society elements. The book has lots of "facts" and details about various secret societies and conspiracy theories from the almost plausible to the completely silly. The overall tone of the Illuminati setting is meant to be humorous and the authors of the book succeed in that respect. Some of the artwork is also very funny. My major complaint with the product is that it is mostly a setting book and contained very few new rules or new options for character creation.

Old info obviously.

I have always been a fan of conspiracy theory and gaming. There is no better book available for bringing the darkness of the conspiracy into the world of RPG's. Whether you believe or not, this book contains the best. Even the cover gives you a "glimmering" of what's inside. If you want to play "X-Files" style campaigns, this book has my very highest recommendations. If you want to bring a little "light" into this type of campaign, try GURPS IOU.

This book's a fun read and "chock full of" Illuminati information, but the art is taken directly off the INWO cards, and few guidelines are given to GMs who are not already experienced in subterfuge. Long-running non-fantasy campaigns that could use a "something lurking in the background" could benefit from this book.

I found this book disappointing. It had very little hard, practical advice on HOW to GM a conspiracy type game - such as how do you plot it out? How do you gradually reveal the conspiracy to the players, how do you keep them guessing and intrigued? It was also heavily padded with large, badly-drawn 'illustrations' that added nothing to the information, or to the 'feel' of the game. The space could have been much more usefully employed fleshing out the mechanics of running the game.

[Download to continue reading...](#)

GURPS Illuminati (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 Vampire The Masquerade *OP (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](#)

FAQ & Help