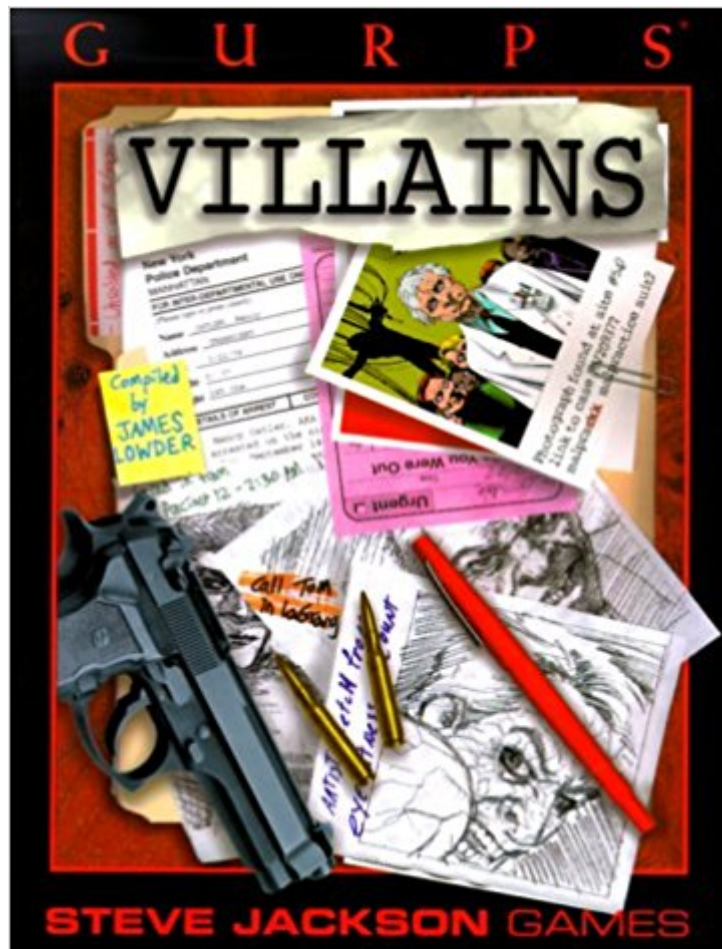


The book was found

GURPS Villains (GURPS: Generic Universal Role Playing System)



Synopsis

A pirate said to Alexander the Great, "Because I have only one ship, I am called a pirate. Because you have a great navy, you are called an Emperor." Villains. Where would the heroes be without them? Probably unemployed. The hero may be the star of his story, but it takes a prize villain to bring out the best in him! GURPS Villains is a compilation of dastardly foes from all ages, genres, and backgrounds. Crackpot spy-movie masterminds, backstabbing patricians, grim undead overlords, hard-bitten crime bosses . . . they're all here! Each villain is described both biographically and in game terms, and is accompanied by "bits" like fiendish plots, evil henchmen, devious deathtraps, and secret strongholds. GURPS Villains also includes a GM's guide to dramatic villain design and use. After all, everybody loves a "good" bad guy! GMs can use this book for instant opponents, or choose a villain they like and build a whole campaign around him! There are over 50 villains (and villainous groups) with complete stats and writeups, including details of their "evil plans," in this survey of fiends and foes from all times and climes.

Book Information

Series: GURPS: Generic Universal Role Playing System

Paperback: 128 pages

Publisher: Steve Jackson Games (January 1, 2000)

Language: English

ISBN-10: 1556344147

ISBN-13: 978-1556344145

Product Dimensions: 8.4 x 0.3 x 10.8 inches

Shipping Weight: 13 ounces

Average Customer Review: 2.9 out of 5 stars 3 customer reviews

Best Sellers Rank: #1,963,184 in Books (See Top 100 in Books) #102 in Books > Science Fiction & Fantasy > Gaming > GURPS

Customer Reviews

This is 3rd edition so they will need upgrading. The book offers chapters of villain categories.1) Sneaks & Weasels 2) Monomaniacs 3) Reasonable Madmen 4) Forces of Chaos5) Noble Thieves & Ignoble Cops 6) Jekyll & Hides 7) Masterminds 8) GroupsEach category offers samples for various game genres. From fantasy to Traveller. More than a brief list of stats. Each villain is shown with the expected strength through quirks and skills. Also included are character descriptions. Both appearance and psychological as well as history. What motivates the bad-guy? Who are his or her

followers? (Yes, "her." Female villains as well!) You might find yourself sympathizing with a villain's cause. Try to save a planet species that is threatened because of valuable minerals available. (An earlier version of the, "Avatar," storyline.) More than a list of villains, this book motivates the imagination. Creating a good villain requires more than numbers and skills. This book offers excellent examples of what else is required. Bwa-ha-ha.

When I got this book, I was expecting an average "use this in your campaign and shut up" resource book. But what I got was an extremely flexible campaign saver. Are your villains more stupid than evil? Are the suspense parts not really suspense, but boredom? Use these great examples in this book. They can be adjusted perfectly for your campaign and setting (some seamlessly, some... eh... not quite) Every villain has an "alternate-setting" version, and a couple of adventures that could spawn off him. This book includes everything, since the "low-key" thug that appears in every adventure to "evil syndicates" that span all over the globe. Very handy. The illustrations in this book are one of the greatest in any RPG book you'll ever find. There are many variations, and it has to be seen to be believed. Every chapter has its own mini-covers with various photographs in it. They really add to the theme of the book. Great job. I look forward to seeing this style in more Gurps books. However, the only flaw I could find here is that there aren't enough tips on how to make your OWN villain. Sure, there are two pages or so every chapter, but quite honestly, that's not enough. And there are some worlds that aren't covered either by the "alternate-setting" section or the main settings. Sure, some of the more "obscure" settings are covered (Bunnies and burrows, etc...) but many rather interesting books aren't (Russia, Aztecs, etc...) So all that I want to say is that if there is one thing would radically improve this book, is increasing its size, putting more villains and more details into making your very own. Highly recommended. If you like rpgs, or you're the kind that always roots for the bad guys, get this book. It's definitely worth it.

If you're the typical GM who creates and populates his own world, then this book is not for you. It does a wonderful job of listing pre-made villains, but presents very little to help you make your own. So, if you're only interested in cut-and-paste villains, this is perfectly fine, but if you like to create and flesh out your own villains, don't even bother with this one.

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