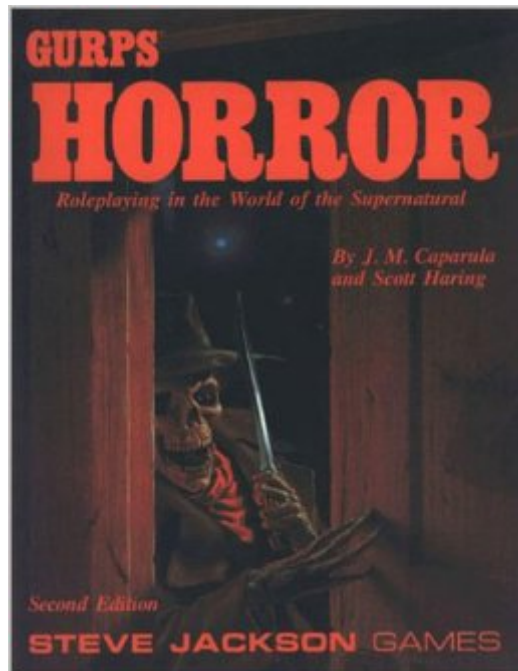


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# Gurp's Horror: The Complete Guide To Horrific Roleplaying



## Synopsis

What's that behind you? The new revision of GURPS Horror is an exciting approach to any kind of adventure: old-fashioned Gothic horror; classic supernatural horror; Lovecraftian cosmic horror; and modern-day J-horror, survival horror, torture horror, and splatter. Horror offers the Game Master spooky monsters and powers; rules for corruption, fear, and madness; and tricks for running scary-but-fun adventures. Players can create and equip all kinds of heroes, from screaming victims to fearless monster-slayers. And everyone gets tips on cooperating to tell a memorable story – even if the characters don't make it. Whether you're playing a one-shot zombie battle or a full-scale campaign against Things Man Was Not Meant To Know . . . GURPS Horror can jolt your game to unnatural life. --This text refers to the Hardcover edition.

## Book Information

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## Customer Reviews

I bought GURPS Horror 2nd edition a long time ago and was very impressed with how it spiced up my gaming sessions with great advice. But a lot of the book was given over to introducing the new (at the time) GURPS Magic system and an insanity system. Both of those systems are now part of the core rules so I wondered what the author would do with the extra space if Steve Jackson Games ever republished the book for 4th edition. The answer: Amazing things!!! My sole argument with the author is how he describes horror. My definition of horror is defined by all things gross and disgusting, Cthulu crossed with a thousand slasher movies. His definition is much broader and covers any sort of situation that causes a strong emotional response. This means that suspense situations (very common in roleplaying) most mysteries, most well-done dramas, and most combat

situations (some campaigns are nothing but combat) all fall into this area. I wondered how the author could handle such a broad range of topics well. I shouldn't have worried, this IS Ken Hite we are talking about here. At the heart of the book, he recognizes that Horror is all about the emotions. From there he simply starts by describing how to generate each of the emotions he is trying to reach. From there it surprisingly simple to build out the rest of the book. At 176 pages, I was originally concerned that this book wouldn't be a good value for my money. But the opposite turned out to be the case instead, I had a serious case of information overload by the time I was done with this book and the beginnings of an absolutely BRILLIANT campaign concept that I will start running in the next few months.

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