

## Gurps Werewolf The Apocalypse Gurps Ser Generic Universal Roleplaying System

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The end of the world was both darker and more humorous than anyone could have imagined, and in the original Fallout, released for the PC in 1997, gamers got to experience the apocalypse firsthand ...

-- Based on the top-selling "World of Darkness" games from White Wolf. -- Lets players take the part of shape-changing werewolves.

-- Based on the top-selling "World of Darkness" games from White Wolf. -- Introduces a new and different magic system to GURPS.

GURPS Voodoo: The Shadow War takes the myths of the mystical religions known as Voudoun and Santeria and gives them a twist, placing the believers and practitioners of Voodoo in the middle of a cosmic struggle. Voodoo priests and the shamans of many ancient cultures have unique views in how they can shape the world; this supplement includes a magic system to replicate those beliefs. The Shadow War is a conflict fought on many fronts. Voodoo Initiates contend with the Lodges, which consist of European magicians who have kept their occult power hidden and consider themselves the secret masters of the Western world. Beneath that struggle, some Initiates have begun to realize, lies a battle between Humankind and beings that have no use for power or wealth - only destruction. Unlike many "dark" RPGs, Voodoo is not about enduring horror, but fighting it. Human Spirit Warriors, monstrous In-Betweeners, renegades, and even ghosts can join forces and stop the manipulators and deceivers. The world of the Shadow War needs heroes, however frail or flawed they may be. Your characters may just be those heroes.

-- Based on the top-selling "World of Darkness" games from White Wolf. -- Vampire roleplaying is perhaps the most popular new genre!

-- One of the best-selling roleplaying systems for more than a decade, and still getting stronger...currently ranked #3 by Comics Retailer Magazine. -- Winner of both the Origins Award and Gamer's Choice Award for Best Roleplaying Game! -- Written by Steve Jackson, one of the best-known names in roleplaying. GURPS, the Generic Universal RolePlaying System, is the most flexible roleplaying system

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you can use. One set of rules that works for all genres. Adventure in any world you can think of. It's easy to learn...you can jump right in with quick-start rules, pre-designed characters, and an easy-to-play solo adventure.

Pass through the Gauntlet, wander past the Penumbra, and encounter an infinity of worlds floating just beyond consciousness. Heavens, hells, Paradox Realms, Chantries, Umbral reflections and mysterious Zones spin in the unmappable dance of creation. Push up through the Horizon, and endless space becomes your playground. Just watch your step...

Many of today's most commercially successful videogames, from Call of Duty to Company of Heroes, are war-themed titles that play out in what are framed as authentic real-world settings inspired by recent news headlines or drawn from history. While such games are marketed as authentic representations of war, they often provide a selective form of realism that eschews problematic, yet salient aspects of war. In addition, changes in the way Western states wage and frame actual wars makes contemporary conflicts increasingly resemble videogames when perceived from the vantage point of Western audiences. This interdisciplinary volume brings together scholars from games studies, media and cultural studies, politics and international relations, and related fields to examine the complex relationships between military-themed videogames and real-world conflict, and to consider how videogames might deal with history, memory, and conflict in alternative ways. It asks: What is the role of videogames in the formation and negotiation of cultural memory of past wars? How do game narratives and designs position the gaming subject in relation to history, war and militarism? And how far do critical, anti-war/peace games offer an alternative or challenge to mainstream commercial titles?

"For use with the World of Darkness rulebook"--P. [4] of cover.

Fantasirollespil.

One player. One Gamemaster. This corebook combines the award-winning Night's Black Agents setting with the innovative GUMSHOE One-2-One rules, designed for the thrilling intensity of head-to-head play. Create your own Agent, or take on the role of Leyla Khan - an ex-MI6 officer who must confront her own half-remembered past as a thrall of the vampires. Play through three complete adventures for Leyla Khan, or use them as templates to create your own mysteries. We'll give you the tools you need to battle the undead princes and crime lords, all alone. But will it be enough? Find out, with Night's Black Agents: Solo Ops! Made in the USA.

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