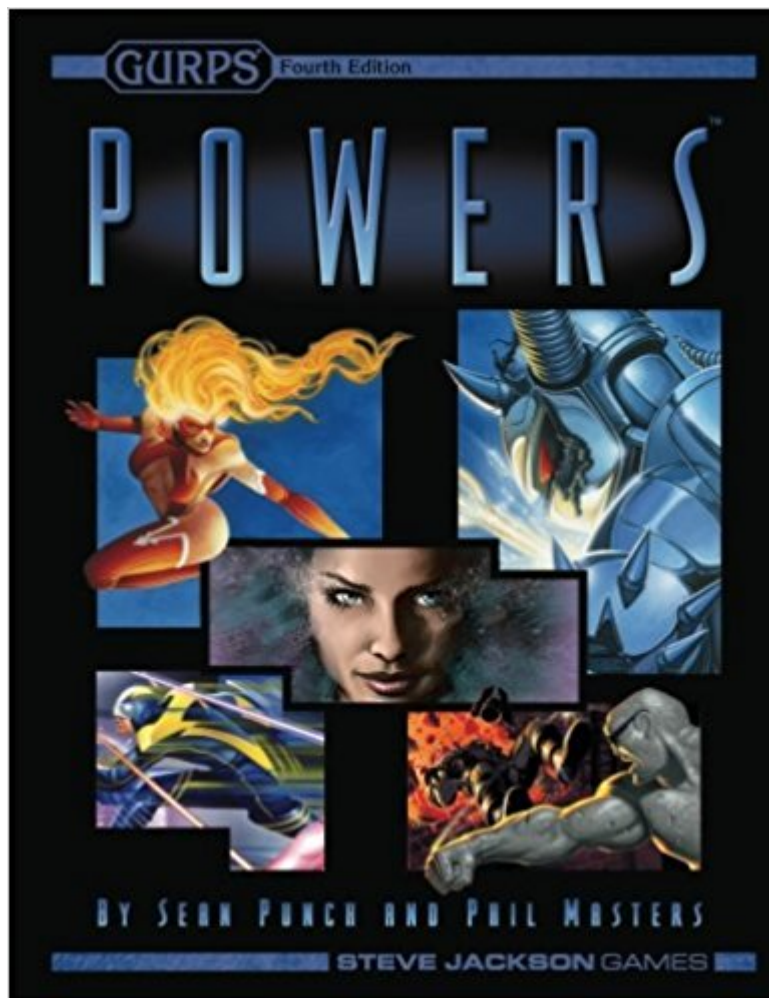


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GURPS Powers



Synopsis

Save the World . . . or Destroy It! GURPS Powers is the ultimate book for the ultimate characters in the new Fourth Edition of GURPS! Here's everything you need to create every kind of amazing, off-the-chart superhero you can imagine . . . as well as amazing wizards, wuxia fighters, shamans who command spirits . . . even gods! Written by GURPS Line Editor and Fourth Edition co-author Sean Punch, GURPS Powers introduces some new rules, but it is mostly about using the rules that are already in the GURPS Basic Set to cover superpowered characters, megawizards, and earth-shattering psionics. GURPS Powers also includes guidelines for "special effects" and several different ways to vary a power on the fly. It's a two crucial concepts for comic-book superheroics. GURPS Powers is a Fourth Edition GURPS book that completely replaces the Third Edition books GURPS Supers and GURPS Psionics. If you've got a high-powered campaign or high-powered players or high-powered players you want GURPS Powers!

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