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GURPS Planet Of Adventure



Synopsis

Tschai is a world where four alien species compete to see who will rule . . . and where humans have been bred to be slaves. Jack Vance's classic Planet of Adventure series has thrilled science fiction fans for decades, and now Tschai is a hot new roleplaying setting! In GURPS Planet of Adventure, play one of the strange alien beings inhabiting Tschai, or play a man fighting to return to Earth and warn humanity of the peril it faces.

Book Information

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Customer Reviews

i own all of Vance's sci fi novels, and probably a dozen GURPS game books. This one was a great read - as always with GURPS you have to wonder how often the gamebooks turn into actual games, but with this one I will say that if i ever get the opportunity to play it i will jump at the chance. The one caveat is that per Vance's request as a concession to the limeys the name "Wankh" became the "Wannek" in this game book, which is a little strange to a longtime reader of the original yankee version of the novels but easily ignored. Otherwise the game book is true to the novels, and provides a wonderful gazetteer of Tschai. The adventure ideas are good, and the game play is typical GURPS (which is to say, fairly easy to understand and seems easy to play - but the book is worth a buy/read even if you never play it). All in all a great read for any fan of the novels. EDIT: So years after I bought this, I have to say that it has really great artwork too. I can't read the novels without imagining the alien races looking exactly like they are depicted in this book, and I find myself pulling it out all the time when I start thinking about the Pnume, etc. If anyone ever plays it, please invite me! :-)

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