

Gurps Russia

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Gurps Russia

GURPS Russia presents the Russian world from its beginnings in the 10th century to its new beginnings in the early 18th. In this book, the GM will find complete details on the history, folklore, and daily life not of the Soviet Union or of the Imperial Age, but of medieval Russia - a culture that seems all but forgotten in the twentieth century, overborne and overshadowed by the U.S.S.R.

GURPS Russia - Steve Jackson Games

GURPS Russia is a 128-page book designed by S. John Ross, with additional material provided by Romas Buivydas, Graeme Davis, Steffan O'Sullivan, and Brian J. Underhill, with interior art by Heather Bruton, Eric Hotz, and Ramon Perez, and cover art by Gene Seabolt. SJG published it in 1998.

GURPS Russia - Wikipedia

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Within, you'll find the history, folklore, and daily life not of the Soviet Union or of the Imperial Age, but of medieval Russia - a culture all but forgotten in the 20th century. GURPS Russia offers a unique opportunity to explore these forgotten times and people from the mundane to the magical.

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Written by S. John Ross

Warehouse 23 - GURPS Classic: Russia

GURPS Russia offers a unique opportunity to explore these forgotten times and people from the mundane to the magical. (This is a digital reprint of a GURPS Third Edition product.)

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Hedge Magic: Rural Sorcery for GURPS Russia Sabledrake Magazine (Issue 6 - Jun 2000) Introducing a new advantage, Hedge Magic, whose powers are of life and fate.

GURPS Russia | RPG Item | RPGGeek

Bibliography for GURPS Russia Any good library has dozens of books on Russia, but the overwhelming majority are on such arcana as Soviet economics or the poets of the 1917 revolution. Once the remaining books on the latter tsars and the life of Catherine the Great have been discounted, the eager reader is lucky if he finds a single book about the periods covered here.

GURPS Russia - Bibliography

designer) - wikipedia, the mygurps - a resource page for gurps fourth edition vault 13: a gurps post-nuclear adventure - the gurps russia - rpgnet rpg game index amazon.co.uk: gurps: books steve jackson games gurps gm apos screen new from steve jackson games - official site GURPS Russia by Steve

GURPS Russia By Steve Jackson Games

Not only does GURPS Russia allow to to play in Russia anytime from when the Vikings first imposed their rule on the Slavs to the reign of Peter I, you can also choose to play a strictly historical campaign, add in a bit of Russian folklore for a dark fantasy/horror feel, or go wild with a campaign for bogatyri, Russian characters whose best parallel might be the American tales of characters like Paul Bunyan or Pecos Bill.

Review of GURPS Russia - RPGnet RPG Game Index

broader experiments with GURPS : " GURPS Russia (1998), which released on February 28, was the most controversial experiment. GURPS Russia - Wikipedia GURPS Russia presents the Russian world from its beginnings in the 10th century to its new beginnings in the early 18th. In this book, the GM will

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GURPS Russia is dense with colourful descriptions of medieval Russia and contains enough information to start a good many exciting campaigns.

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GURPS Russia is a flexible tool. Game masters have a choice as to the type of adventures they would like to run.

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Gurps Singh Rai is another of these forward-thinking leaders who also strongly believe in giving back to society. A financial advisor by profession, Gurps Rai has already undertaken several laudable philanthropic enterprises in his short career. He hosted the UN's COP 17 international environmental summit by the age 29.