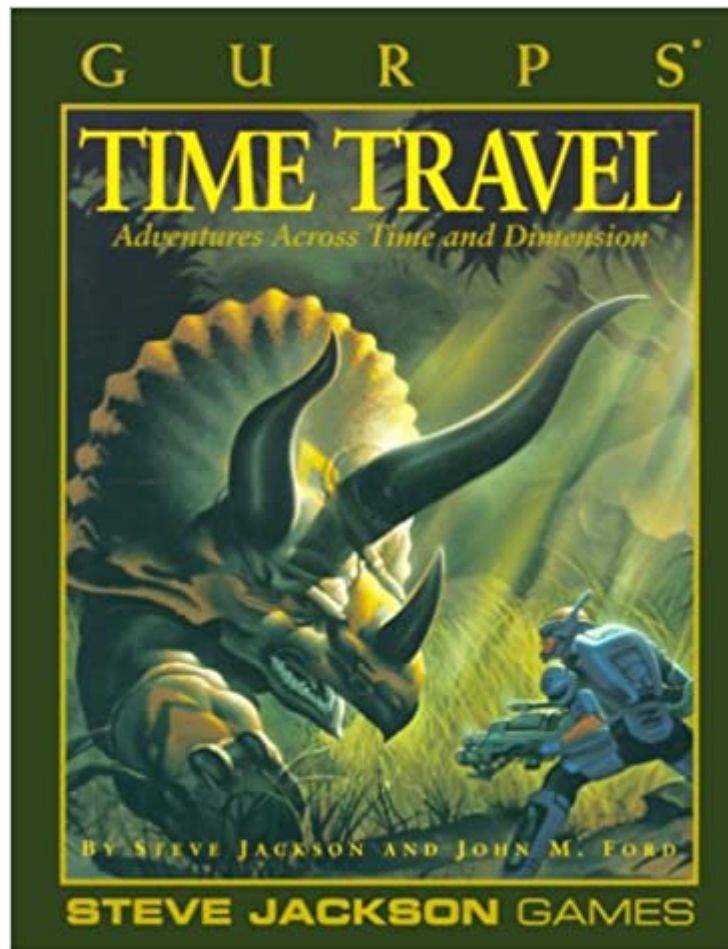




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GURPS Time Travel (GURPS: Generic Universal Role Playing System)



Synopsis

Anything Can Happen! GURPS Time Travel is the complete guide to dimension-hopping adventure. Now GURPS players can tie all their campaigns together . . . adventuring across time, or in parallel universes, to visit every GURPS worldbook ever published. Winner of the 1991 Origins Award for Best Roleplaying Supplement, this book is a collaboration between two previous winners - Steve Jackson (Illuminati, Car Wars, GURPS) and John M. Ford (Yellow Clearance Black Box Blues). GURPS Time Travel includes: A survey of time and dimension travel as presented in fiction - and current scientific thought. Travel by time machine, by dimension gate, even by powers of the mind! Six complete campaign backgrounds (and several mini-backgrounds) for travel through time or parallel worlds, or both! Each has its own rules for characters, travel, and paradoxes. A detailed discussion of the paradoxes you should consider in creating your own time-travel campaign. Is meddling with history easy? Impossible? Or just a Very Bad Idea? Parallel worlds . . . "what if" dimensions where something or everything, is different. A timeline of interesting dates in our own world's history . . . as places for time travelers to visit, or as "branch points" for parallel-world campaign. With this book, the GURPS system reaches its full potential for universal adventure. Any time, any place, any world, any genre. Anything can happen! Looking for a Fourth Edition treatment of this topic? GURPS Infinite Worlds replaces this book, but focuses primarily on the setting from Chapter 7 of Time Travel.

Book Information

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Customer Reviews

Second time I have purchased this book. It is fantastic. Would like to have a copy of it in pdf....

For all the time-travel enthusiasts, this will give you plenty of ideas on how to handle your excursions into the past

Very cool, and informative

Hey I LOVE this module for GURPS, its one of the best written and if anyone is actually WRITING a time travel novel, this should be at your right hand at all times. The campaign settings are really fantastic too: plausible and amazingly detailed. FIVE STARS for a superior product from Steve Jackson Games!

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