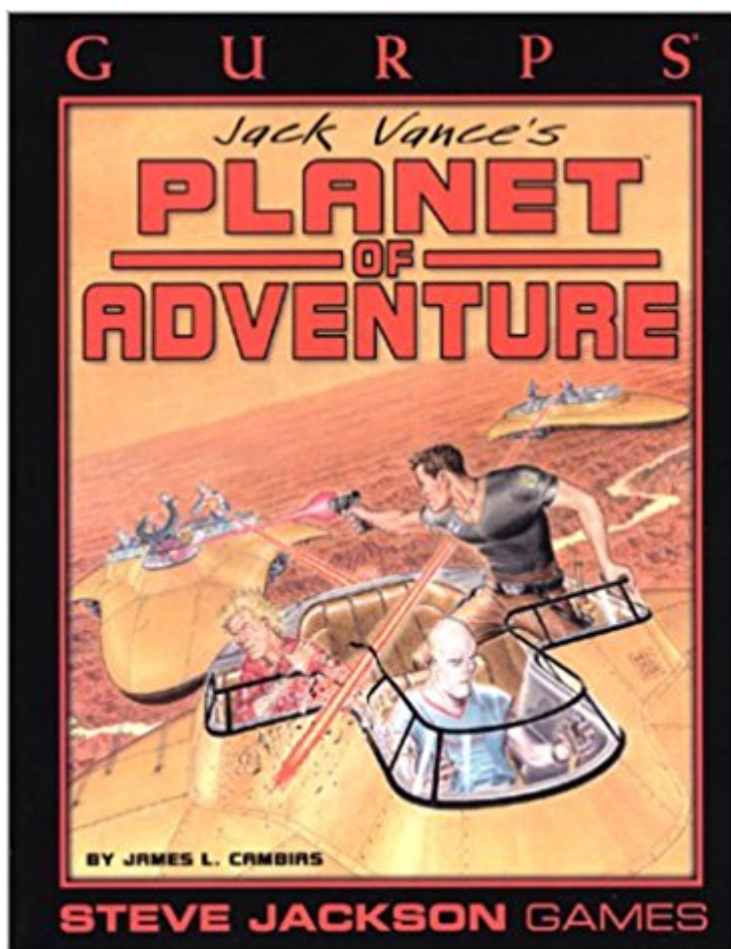


The book was found

# 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

Series: Gurps

Paperback: 128 pages

Publisher: Steve Jackson Games (September 19, 2003)

Language: English

ISBN-10: 1556344724

ISBN-13: 978-1556344725

Product Dimensions: 8.4 x 0.3 x 11 inches

Shipping Weight: 12.8 ounces

Average Customer Review: 5.0 out of 5 stars 1 customer review

Best Sellers Rank: #1,462,765 in Books (See Top 100 in Books) #69 in [Books > Science Fiction & Fantasy > Gaming > GURPS](#)

## 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! :-)

[Download to continue reading...](#)

Adventure Guide Nicaragua (Adventure Guides Series) (Adventure Guides Series) (Adventure Guides Series) (Adventure Guide to Nicaragua) GURPS BASIC SET Campaigns (GURPS: Generic Universal Role Playing System) GURPS Psionics reprint (GURPS: Generic Universal Role Playing System) GURPS Black Ops (GURPS: Generic Universal Role Playing System) GURPS Vampire The Masquerade \*OP (GURPS: Generic Universal Role Playing System) GURPS High-Tech (GURPS: Generic Universal Role Playing System) GURPS Magic Items 2 (GURPS: Generic Universal Role Playing System) (No. 2) GURPS Werewolf The Apocalypse (GURPS: Generic Universal Role Playing System) GURPS Compendium I \*OP (GURPS: Generic Universal Role Playing System) GURPS Horror 4th Edition (GURPS: Generic Universal Role Playing System) GURPS Banestorm (GURPS 4th Edition Roleplaying) GURPS Mecha (GURPS: Generic Universal Role Playing System) GURPS Mage The Ascension \*OP (GURPS: Generic Universal Role Playing System) GURPS Old West \*OP (GURPS: Generic Universal Role Playing System) GURPS Time Travel (GURPS: Generic Universal Role Playing System) GURPS Myth (GURPS: Generic Universal Role Playing System) GURPS Compendium II (GURPS: Generic Universal Role Playing System) GURPS Imperial Rome (GURPS: Generic Universal Role Playing System) GURPS Basic Set Third Edition (GURPS) GURPS Fantasy Bestiary reprint (GURPS: Generic Universal Role Playing System)

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)