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### Gurps Cyberworld High Tech Low

Gurps Cyberworld: High-Tech Low-Life in the One-And-Twenty Paperback – June 1, 1993 by Paul Hume (Author), Jeff Koke (Editor), Dan Smith (Illustrator) & 0 more

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G U R P S CYBERPUNK High-Tech Low-Life Roleplaying By Loyd Blankenship Edited by Steve Jackson and Creede Lambard Additional Material by Brian Edge, Cheryl B. Freedman, Steve Jackson, Mike Nystul, Creede Lambard, David Pulver, Alexander van Thorn and Harl Wu Cover by David Schleinkofer Illustrated by Dan Smith, Paul Mounts, Carl Anderson, Angela

### G U R P S - TDBD.net

Tech Levels are a crucial part of GURPS system, and of the Infinite Worlds setting. Very simply, they can be listed on a scale from Tech Level 0 (Stone Age) through Tech Level 8 (Digital Age) to Tech Level As High as the Game Master wishes (sci-fi) which represents a general rating of a...

### Tech Level | GURPS Wiki | Fandom

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Discover the problems you are likely to encounter in a low-tech, magic, super-tech, or horror mystery. GURPS Mysteries covers: Creating mysteries as stand-alone adventures, as part of an existing campaign, or as campaigns in their own right, with specific discussions of the low-tech, modern-tech, future, magic, and horror settings.

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Cyberpunk-Fantasy is one of the most popular "genre jams" in roleplaying: the juxtaposition of magical fantasy against the high-tech, low-life future. GURPS Technomancer presents an alternate 20th century Earth

where the Trinity nuclear test unleashed magic on an unsuspecting world.

### **Pyramid: Zauberpunk**

CYBERWORLD High-Tech Low-Life in the One-and-Twenty By Paul Hume ... In GURPS Cyberworld, the world at large - where you and I live ... HT means GURPS High-Tech, a UT refers to GURPS Ultra-Tech, and a C refers to GURPS Cyberpunk. About the Author Paul Hume is a freelance author who

### **CUR P S®**

Books compatible with GURPS third edition rules. GURPS Basic Set (GURPS Third Edition), GURPS Compendium I: Character Creation, GURPS Compendium II: Camp...

### **GURPS Third Edition Series by Steve Jackson**

GURPS Low-Tech covers the basic tools used by historical adventurers from the Stone Age to the Age of Sail -- and still used by modern survivalists and post-apocalypse survivors when the high-tech toys fail.

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### **List of GURPS books - Wikipedia**

GURPS has a profusion of advantages and disadvantages which enable players or Game Masters to customize their characters. The myriad options available and the rewards the system provides players for carefully creating their characters are attractive to gamers who enjoy a high degree of flexibility in character design.

### **GURPS - Wikipedia**

GURPS High-Tech - April 2, 2009; GURPS High-Tech Weapon Tables - February 26, 2008; GURPS Infinite Worlds - June 11, 2008; GURPS Infinite Worlds: Britannica-6 - March 26, 2008; GURPS Lite - January 26, 2007 - The contents of this page are subject to change. The latest version of the PDF file can be downloaded for free at e23.

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