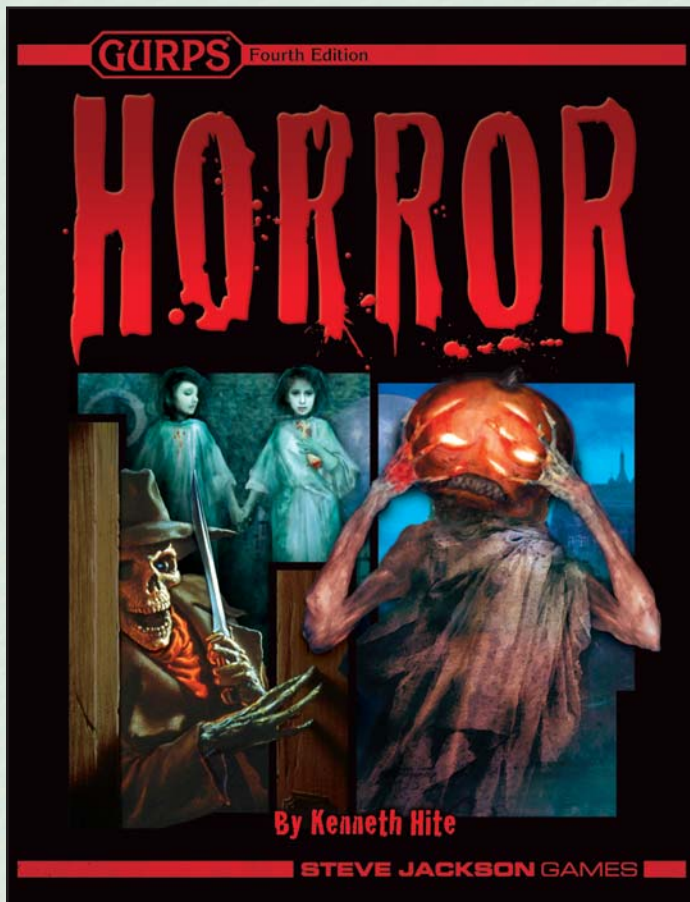


August 2011

GURPS Horror



What's that behind you?

The new revision of *GURPS Horror* is an exciting approach to *any* kind of adventure: old-fashioned Gothic horror; classic supernatural horror; Lovecraftian cosmic horror; and modern-day J-horror, survival horror, torture horror, and splatter.

Horror offers the Game Master spooky monsters and powers; rules for corruption, fear, and madness; and tricks for running scary-but-fun adventures. Players can create and equip all kinds of heroes, from screaming victims to fearless monster-slayers. And everyone gets tips on cooperating to tell a memorable story – even if the characters don't make it.

Whether you're playing a one-shot zombie battle or a full-scale campaign against Things Man Was Not Meant To Know . . . *GURPS Horror* can jolt your game to unnatural life.

Description: A *GURPS Fourth Edition* supplement with 176 hardbound, black-and-white pages.

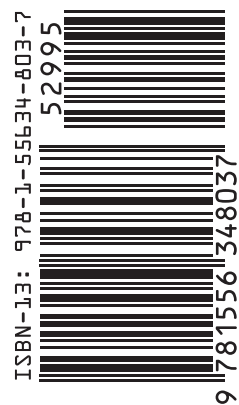
Related Products: *GURPS Basic Set, Fourth Edition*, and all *GURPS Fourth Edition* books.

Tell the Players

- Completely updated for *Fourth Edition*, and expanded with a wide variety of contemporary influences.
- A closetful of monsters – evil clowns, werewolves, undead, Things Man Was Not Meant To Know – with stats and point values.
- Two original campaign frames to get things started: *Seas of Dread* and *Blood in the Craters*.

Trade Sales Points

- By Origins and ENnie award-winner Kenneth Hite, author of *GURPS Cabal* and more than a dozen other horror games and books.
- Massively improved over the previous edition: 48 pages longer, and updated to reflect the last decade of horror films and fiction.
- In the *GURPS* tradition of *research*, this book includes a bibliography spanning 200 years and 300+ sources. Any horror buff will enjoy *GURPS Horror!*



Printed in China

ISBN 978-1-55634-803-7 • Stock # 01-1003 • \$29.95

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