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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. To ...

~~GURPS Russia - Steve Jackson Games~~

GURPS Russia is a 1998 role-playing game supplement published by Steve Jackson Games for GURPS.. Publication history. Shannon Appelcline noted that after publishing In Nomine, Steve Jackson Games decided to try broader experiments with GURPS: "GURPS Russia (1998), which released on February 28, was the most controversial experiment. Because retailers were unwilling to order a game on medieval ...

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~~GURPS Russia by Steve Jackson Games (9781556342585)~~

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.

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~~GURPS Russia: Ross, S. John, Staff, Steve Jackson Games ...~~

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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. Written by S. John Ross

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GURPS Russia suggests various worlds and crossovers. Russian Historical Fantasy Russian Traditional Fantasy Mythic Russia GURPS Horror GURPS Supers GURPS Bunnies & Burrows

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GURPS Classic: Russia. From Steve Jackson Games. ADD TO WISHLIST > PDF. \$7.99.
From Russia, With Blood. Enter a land of white snow, red blood and black humor. Explore the of Russian folklore and fairy tales, where all of interesting - and often chillingly malevolent - creatures dwell. Visit the many seats of Russian power, where a slip of the tongue won't lose an emissary his head - for that ...

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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. GURPS Russia is a flexible tool. Game masters have a choice as to the type of adventures they would like to run. The GM can decide whether to keep the setting grounded in reality, making heavy use of Russian terminology and history, or whether to make ...

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GURPS Russia is a very beautiful sourcebook, describing a setting which is almost completely unknown to the "average" RPG player and Game Master. Inside this book you will find the details of a rich history, together with the description of very foreign, mysterious customs and beliefs, such as a forced coexistence of ancient pagan cults with Orthodox Christianity. Perhaps most important, you ...

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GURPS Russia is the first book in Steve Jackson Games' "Straight Line" books. These are not available in stores because the people at SJ games figured that they liked the book enough to print it, but were afraid that the audience would be too small to mass market it, so they only ran off 2,000 copies and posted advertisements all over the Net saying that you could only order these books through ...

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