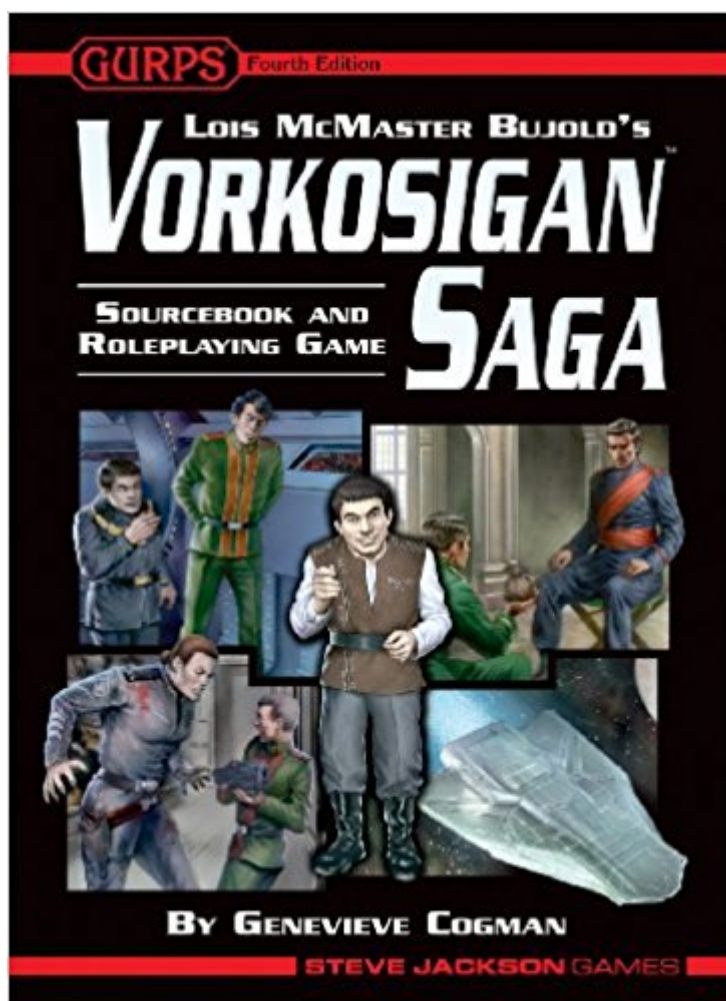


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GURPS The Vorkosigan Saga Sourcebook And Roleplaying Game



Synopsis

From the award-winning science fiction stories of Lois McMaster Bujold comes The Vorkosigan Saga Sourcebook and Roleplaying Game . . . set in a future universe of honor and betrayal, war and intrigue, great victories and great defeats. Miles Vorkosigan is brilliant, charismatic, the heir to a noble house on a warrior planet . . . and hopelessly crippled. No. Not hopelessly. A Vorkosigan never gives up. And when the fragile, dwarfed, odd-looking Miles charges headlong against the universe . . . Miles may break, but he'll pay that price, for his Emperor's honor and his own. He's used to breaking. And when Miles hits it hard enough, the universe gives way. Now gamers can enter the world of Miles Vorkosigan in this official adaptation of his universe! This book uses the GURPS system, but it's a stand-alone product. It includes GURPS Lite and separate sections on spaceship design and spaceship combat.

Book Information

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Customer Reviews

This is a beautiful tribute to the popular and long-running Vorkosigan series by Lois McMaster Bujold. The author (Genevieve Cogman, not LMB) has obviously studied the series and background material at length and has done a wonderful job of compressing the large quantities of data in the stories into comprehensive and readable sections for this roleplaying guide. She has been aided in this effort by a liberal sprinkling of GREAT quotes from the series. The artwork, always very tricky in such a long-running but rarely illustrated set of stories, is excellent and adds considerable value to the book. This book is a must-have for any roleplayer who loves the series. I'm very seriously considering starting a campaign in the Vorkosigan universe but am trying to reconcile how to even

out the experience for the two potential groups of players:1. People who have read the books until they are falling apart and know all the secrets of the universe2. People who've never read one of the books and are trying to figure out why group 1 tends to over-react at certain moments.The adventure seeds and commentary scattered throughout the book offer suggestions and useful hints about how to overcome the problem and roleplaying in this universe would truly be a wonderful experience.

I'm not into roll playing games. However, I do LOVE all the Vorkosigan books by Lois McMaster Bujold. I got this as a sourcebook and love it, especially all the pictures of the characters I've only imagined in my brain for so many years. I also found its explanation of the other worlds (Cetaganda & Beta Colony) very helpful. I'm very glad I purchased it!

A vers good source to play in the universe of the Vorkosigan Saga ! The illustrations (especially the character portraits) and informations about the universe are very useful, even if you do not plan to use it "powered by Gurps". [I plan to use Fate Core]

While the market for this book might be a bit slight, as a fan of both GURPS and the Vorkosigan Saga, it was a perfect match for me. Though it can act as a standalone game, it is really best with a few other GURPS books. The book can also serve as a decent companion piece to the series.

This book took so long to come to press it ended up in the wrong edition of GURPS 80)By that, I mean that according to the introduction it was envisaged as being part of the extensive GURPS 3rd edition line of settings, but was delayed for various reasons until 4th edition had been published.And this is good, because had it been a 3rd edition book it would probably have been a perfect-bound paperback with monochrome artwork. As it is the glorious 4th edition production values have combined with the richness of the material to produce a truly awe-inspiring piece of work.Fairly encyclopedic in content, there are sections on all the major factions within the LMB Vor Universe, and as one of the other reviewers has noted it ships with GURPS Lite so you can play it as a stand-alone game.Well, so they say. Personally I feel that GURPS Lite makes more sense to someone with a passing familiarity of the full-blown GURPS rules, but that is a view not shared by others.The book is hardback, with a stitched binding that opens flat on the table without danger of falling leaves. The artwork is color, and the text is laid out in a pleasing typeface that is easy on the eye. Welcome to the new millennium of game production.The game system is GURPS, which is

good and bad. It is good because no-one can do a fiction-to-RPG port like the crowd at SJG can. The scope of what can be done in this game system boggles the mind of anyone with an inkling of just how hard that is to do. A testament to the hard work of the original GURPS design team and to that of the authors of the various supplements over the years. That goes in spades for this one. It is bad because I personally cannot abide the sheer time it takes to do things in the GURPS system. That doesn't mean the system is bad, just that I'm too old and grumpy to deal with it. Thirty years ago I'd have lapped it up. As it is I shall almost certainly port the materials in the book into another system. It wouldn't be fair to say which one. The salient point is that the task of doing so will be immeasurably easier than it might have been because of another design requirement of the original GURPS system - that GURPS materials be portable into and out of the GURPS system. A GURPS setting book is almost always all things to all systems in this way. As I said, a staggering achievement. The only complaint I have is one I have with the 4th edition line as a whole: the pages are so light in gauge that it is ridiculously easy to tear them. I've ripped up the edges of the pages my GURPS Basic book by simply holding it too close to my body so the pages caught on my shirt as I breathed. Once aware of the issue it is, of course, easy to avoid. I recommend the book highly to anyone who has always wanted to visit the Hegen Hub or Cetaganda, who has yearned to wear the uniform of ImpSec or that of the Dendarii Mercenaries or who has an occasional yen to play The Vor Game.

This book is very well produced - like all the other Gurps 4e hardbacks. One nice thing I like is that it can be played many ways, just like Gurps Traveller Interstellar Wars. I will probably play this book out as written the first time around, then use it as a Traveller module after that. Other ideas include using it as a Star Wars adventure, etc. The illustrations are stunning and the book is a good reference for the Vorkosigan fans out there as well as Gurps fans. I'm a Gurps fan and it is just as well produced as the other Gurps 4e book I own. The book is very well written and a big asset to my collection. I've gotten all the 4th edition hardbounds - this makes a nice collection now that I got the Vorkosigan book. The page count in my 4th edition hardback collection is about 5,000 pages - which is quite a nice amount. To me, the one book a month original schedule for publishing Gurps hardbounds was a bit much, however one a year is way too few. The amount of hardbacks is what they released in 2007 - four which seems to be about right. I'd STILL get those basic books - Black Ops, Cliffhangers, WW2, etc. out as 4th edition hardbacks asap. Overall, if you are a fan of the Vorkosigan Saga - get this book and if you are looking for a great Gurps adventure to play get this book for that. One last thing I like is the fact that Gurps lite is included making this a stand alone

product. Nothing else is required to play it.

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