

GURPS[®]

Fourth Edition

ACTION[™] **8**

TWISTS



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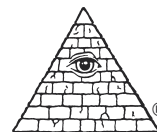
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STEVE JACKSON GAMES

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INTRODUCTION

GURPS Action ranges wide. It spans everything from martial-arts and guns-blazing mayhem, to capers, mysteries, and spy dramas that threaten to become thoughtful. Heroes can shoot, speed, demolish, investigate, snoop, steal, swindle, and more – or focus on supporting all this with technical expertise.

Yet **Action** also sticks to a mold that owes much to exploitation flicks and Cold War technothrillers. Organizations and bosses mostly supply over-the-top assignments and flashy gear. What matters is what the protagonists *do*: Tackle larger-than-life versions of modern-day challenges – solving crimes, hunting terrorists, foiling spies, perpetrating heists.

But the genre's roots were war movies whose heroes saluted and served. Gangster flicks about loyalty to the boss. Pulp that threw in the mummy's curse, and marooned explorers on islands aswarm with giant animals. Westerns whose banditos abandoned good guys in the desert without water, much less guns.

GURPS Action 8: Twists draws inspiration from these origins to mix up contemporary action.

ABOUT THE AUTHOR

Sean Punch set out to become a particle physicist in 1985 and ended up as **GURPS** Line Editor in 1995. In that capacity, he has written, edited, or contributed to hundreds of **GURPS** releases, revised the game into its fourth edition (2004), and been a regular contributor to *Pyramid* magazine. From 2008, he has served as lead creator of the **GURPS Action** and **GURPS Dungeon Fantasy** series; work on the latter led to his design of the **Dungeon Fantasy Roleplaying Game**, released in 2017. Sean has been a gamer since 1979, but devotes most of his spare time to Argentine tango. He lives in Montréal, Québec with *son amour*, Geneviève.

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