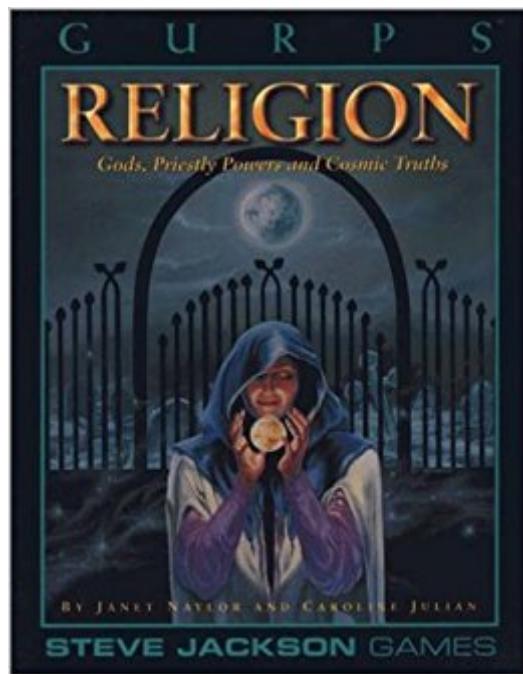


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# GURPS Religion



## Synopsis

The Universe. Some Assembly Required. So you want to dance with the gods. You want a priest who can call down bolts of power from the skies. You want to cure the diseased and dying, and you want hordes of fanatic followers to bow to your every command. What you need is GURPS Religion. GURPS Religion gives you everything you need to delve into the mysteries of creation and divine power. It opens up whole new vistas of roleplaying. Recreate gods from fantasy and myth, or create your own pantheon and answer the cosmic questions . . . Who created the universe, and why? Is there one deity or many? Are the deities wise and benevolent, or are they rash and vengeful? How do the characters get divine power? GURPS Religion allows you to design a complete cosmos. It also helps you decide what part (if any) the gods play in characters' day-to-day lives, and how to create the social institution we know as religions. There are also sections on designing clerical characters, and rules for the magical powers granted to the faithful. Power, magic, birth, death, and intrigue. The world of the gods is vast and complex. You can be a pawn of the powers that be. Or you can make the universe bend to your will. You have the knowledge. You have the power. Create the Universe!

## Book Information

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## Customer Reviews

I bought this for a reference and it's a good overview of religion, but not really in depth. At any level. It's a good book...in decent shape (bought used)...so no major issue.

This book is the one that convinced me that SJGames had things really, thoroughly on the ball. Like

most of their other sourcebooks, this book is the product of thoroughly researching a subject and distilling out the information which is needed to write immersive scenarios and stories in that context. The GURPS Religion book takes this task seriously enough that it is usable not just as a role-playing supplement but more generally as a handbook of comparative religion for storytellers. It has everything from roles of clergy to creation myths to the meaning of religious symbols, told from the perspective of how religions perceive themselves. The one caveat is that this book will not walk you through the process of designing a religion for a campaign. While the chapters are essentially a checklist for any religion's design, each chapter contains a large reservoir of ideas rather than a step-by-step instruction list. For the experienced GM who wants a steady fount of inspiration, or for anyone who wants a good introduction to the varieties of religious symbolism, this book is a valuable tool. Definitely one of the most useful items on my GM's workbench.

GURPS Religion provides a thorough (almost too thorough!) framework for roleplayers to create religions for their campaigns. Although it is very complete, it needs to have more direction for the novice campaign creator. I felt lost trying to determine the best place to start. I still recommend it for game masters creating campaigns.

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