

# Basic Roleplaying Quick Start Edition The Chaosium System

Elric!  
 Alien RPG  
 Fantasy AGE Basic Rulebook  
 Advanced Sorcery  
 Root: the Roleplaying Game  
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 Call of Cthulhu Rpg Keeper Rulebook  
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 The Chronicles of the Future Earth  
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 The Expanse Roleplaying Game  
 SCP The Tabletop RPG  
 Marvel Heroic Roleplaying  
 Rickety Stitch and the Gelatinous Goo  
 Magic World: Fantasy Roleplaying in Worlds of Epic Adventure  
 Call of Cthulhu 7th Ed. Quickstart  
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*Basic Roleplaying Quick Start Edition  
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## IBARRA TURNER

*Elric!* Chaosium

Magic pervades many worlds of the Basic Roleplaying game system, for in the game every adventurer -- every character -- has the capacity to manipulate invisible powers. Though the beliefs of the user shape his or her approach to magic, all magic works by certain principles which stem from the life force of the user. Life force flows in natural currents throughout the universe. Its different forms and shapes are determined by perception. This book explains the mechanics of three independent magic systems (spirit magic, divine magic and wizardry) and details ritual magic, a system common to shamans, priests and wizards.

**Alien RPG** Cubicle 7 Entertainment

A walking, talking, singing skeleton minstrel who has mysteriously retained his soul within the confines of the dungeon where he has been imprisoned departs with his sidekick, a gelatinous monster, to investigate clues about his identity in snippets of a song he hears in his dreams.

**Fantasy AGE Basic Rulebook** Chaosium

The Earth we know is gone, forgotten in the depths of time. In its place is the Urth a world of mystery and danger, steeped in a thousand centuries of history and legend, where humankind brushes shoulders with beings and creatures strange and monstrous. The Venerable Autocracy of Sakara, the greatest and oldest Empire on Urth, rules over half the world, led by an immortal God-Emperor whose very word is law. It's a world of deep, dark forests, brooding mountains, timeworn ruins haunted with the ghosts of the past and the weird monsters of the future. Arcane sorcerers explore strange dimensions, terrible priests wield powers from extradimensional beings known as Gods, mighty soldiers forge new histories from the ruins of the past. It's a time of danger, reckoning, and adventure. Welcome to The Chronicles of Future Earth.

**Advanced Sorcery** Chaosium

In one of the most well-known and well-loved fantasy epics of the 20th century, Elric is the brooding, albino emperor of the dying Kingdom of Melniboné. After defeating his nefarious cousin and gaining control over the epic sword, Stormbringer, Elric, prince of rains, must decide what he's willing to sacrifice in a fight against Armageddon.

*Root: the Roleplaying Game* Chaosium

A BASIC ROLEPLAYING GAME: The Nordic and Celtic peoples who settled Iceland in the 9th century came from lands with rich traditions of folklore, where the mythical and supernatural were part of daily life. They found an island of striking beauty, with

inland valleys, richly grassed and forested lowlands, massive glaciers, and impressive volcanic mountain ranges. They also found the land to be teeming with spirits of nature and mythic creatures. This book aims to bring to life the world of the Icelandic Sagas and fairy tales, using the Basic Roleplaying system.

**Basic Roleplaying: Universal Game Engine** Chaosium Core Rulebook

*Call of Cthulhu Rpg Keeper Rulebook* Wildside Press LLC  
 IN DECAY. Melniboné is an island, an archipelago set amidst the Oldest Ocean. Ruler of the Young Kingdoms for the past 10,000 years, Melniboné has seen the might of its once-powerful dragon wane. Their terrifying flights are no longer common, and the dragons sleep longer after each foray. ELRIC! is a roleplaying game set in the fantasy world of the Young Kingdoms.

*Leverage: The QuickStart Job* Knopf Books for Young Readers

*RuneQuest Classic* scenario

*Pulp Cthulhu* Free League Publishing

Most people don't believe in monsters, but you know the truth. They're real, and it's your task to bring them down. This revised edition of *Monster of the Week* brings that adventure to life. *Monster of the Week* is a standalone action-horror RPG for 3-5 people. Hunt high school beasties a la Buffy the Vampire Slayer, travel the country to bring down unnatural creatures like the Winchester brothers of Supernatural, or head up the government investigation like Mulder and Scully. This book contains everything you need to tackle Bigfoot, collar a chupacabra, and drive away demons. In this revised edition, you'll find:

*The Magic Book* GURPS: Generic Universal Role

revised (2nd) edition of the *Call of Cthulhu* Starter set, for the *Call of Cthulhu* 7th edition rules.

**Runequest: Roleplaying in Glorantha** Chaosium

*Call of Cthulhu* RPG 1930s

*Punktown* Chaosium

*Call of Cthulhu* is a tabletop roleplaying game based upon the worlds of H. P. Lovecraft. It is a game of secrets, mysteries, and horror. Playing the role of steadfast investigators, you travel to strange and dangerous places, uncover foul plots, and stand against the terrors of the Cthulhu Mythos. You encounter sanity-blasting entities, monsters, and insane cultists. Within strange and forgotten tomes of lore you discover revelations that man was not meant to know. You and your companions may very well decide the fate of the world.

*RuneQuest II* Chaosium

"Space is vast, dark, and not your friend. Gamma rays and neutrino bursts erupt from dying stars to cook you alive, black holes tear you apart, and the void itself boils your blood and seizes your brain. Try to scream and no one can hear you - hold your breath and you rupture your lungs. Space isn't as empty as

you'd think, either - its frontiers are ever expanding. Rival governments wage a cold war of aggression while greedy corporations vie for valuable resources. Colonists reach for the stars and gamble with their lives - each new world tamed is either feast or famine. And there are things lurking in the shadows of every asteroid - things strange and different and deadly. Things alien. This is the official ALIEN tabletop roleplaying game - a universe of body horror and corporate brinkmanship, where synthetic people play god while space truckers and marines serve host to newborn ghoulish creatures. It's a harsh and unforgiving universe and you are nothing if not expendable. Stay alive if you can"--Back cover.

*Red Book of Magic* Chaosium

"The Expanse created by James S.A. Corey."

*Fate* *Call of Cthulhu* Roleplaying

Experience all of the pulse-pounding action and nail-biting drama of the Marvel Universe at your gaming table. This rulebook includes an operations and hero manuals.

**Glorantha Sourcebook** Independently Published

*Call of Cthulhu* is Chaosium's classic roleplaying game of Lovecraftian horror in which ordinary people are confronted by the terrifying and alien forces of the Cthulhu Mythos. All you need to play is this guide, some polyhedral dice, imagination, and your friends.

*Apple Lane* Chaosium

Any game master who wishes to run realistic campaigns set during the ancient Roman Republic will be thrilled with the lavish resource that this game offers. These painstakingly researched rules not only provide a staggering array of historically accurate details, but, more importantly, they succeed in evoking that sense of otherness we feel when we come into contact with a culture very different from our own. It brings republican Rome to life as a dangerous setting ripe for adventure, often stepping modestly aside, providing juicy excerpts from ancient manuscripts and letting the Romans themselves describe their world to us directly. Riots, bribery, mythical creatures and spectacular chariot crashes - it's all here! This book is designed for Basic Roleplaying, but is easily adapted to any game system. It contains all the setting information needed to play in Rome from its foundation to Caesar's death, and additional rules for city riots, chariot races and political power games. It also includes more than one hundred scenario seeds that can be easily bound together to form complete campaigns.

*Basic Roleplaying Quick-Start Edition* Createspace Independent Publishing Platform

This book comprises a roleplaying game system, a framework of rules aimed at allowing players to enact a sort of improvisational radio theater only without microphones and with dice determining

whether the characters succeed or fail at what they attempt to do. In roleplaying games, one player takes on the role of the gamemaster (GM), while the other player(s) assume the roles of player characters (PCs) in the game. The gamemaster also acts out the roles of characters who aren't being guided by players: these are called non-player characters (NPCs).

*Mindjammer* Steve Jackson Games

Grab your plasma rifles, spell components, and jetpacks! Name your game; Fate Core is the foundation that can make it happen. Fate Core is a flexible system that can support whatever worlds you dream up. Have you always wanted to play a post-apocalyptic spaghetti western with tentacle monsters? Swords and sorcery in space? Wish there was a game based on your favorite series of books, film, or television, but it never happened? Fate Core is your answer. Fate Core is a tabletop roleplaying game about

proactive, capable people who lead dramatic lives. The type of drama they experience is up to you. But wherever they go, you can expect a fun storytelling experience full of twists...of fate. GAME INFORMATION Number of players: 3-6 Age of players: 12+ Length: 2-8 hours Type of Game: Roleplaying Game Languages Available: English Suggested Retail: \$25.00 Game Designers: Leonard Balsera, Brian Engard, Jeremy Keller, Ryan Macklin, Mike Olson

*Monster of the Week* Chaosium

Welcome to Chaosium's Basic Roleplaying Quick-Start Edition, a booklet that collects the essential rules for BRP and presents them in abbreviated form. This book comprises a basic roleplaying game system, a framework of rules aimed at allowing players to enact a sort of improvisational radio theater, only

without microphones, and with dice determining whether the characters succeed or fail at what they attempt to do. In roleplaying games, one player takes on the role of the gamemaster (GM), while the other player(s) assume the roles of player characters (PCs) in the game. The gamemaster also acts out the roles of characters who aren't being guided by players: these are called non-player characters (NPCs). From its origin, Basic Roleplaying was designed to be intuitive and easy to play. Character attributes follow a 3D6 curve, and the other Basic Roleplaying mechanics are even simpler. Virtually all rolls determining success or failure of a task are determined via the roll of percentile dice. This means that there's less fiddling with dice of different types, and the concept of a percentile chance of success is extremely easy for beginners and experienced players to grasp.