



## GURPS Discworld: Adventures on the Back of the Turtle

*Phil Masters , Terry Pratchett , Steve Jackson (Editor) , Paul Kidby (Illustrator)*

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**GURPS Discworld: Adventures on the Back of the Turtle** Phil Masters , Terry Pratchett , Steve Jackson (Editor) , Paul Kidby (Illustrator)

Events on the Discworld have been chronicled in the best-selling works of Terry Pratchett. Fans have learned of the adventures of Rincewind the incompetent wizard, Granny Weatherwax the witch (known to trolls as "She Who Must Be Avoided"), Captain Carrot the six-foot dwarf, Archchancellor Ridcully, Susan Sto Helit (granddaughter of Death), and a cast of strange and unique characters.

### GURPS Discworld: Adventures on the Back of the Turtle Details

Date : Published August 6th 1998 by Steve Jackson Games (first published August 1998)

ISBN : 9781556342615

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Format : Paperback 240 pages

Genre : Fantasy, Games, Role Playing Games, Humor, Gaming

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## From Reader Review GURPS Discworld: Adventures on the Back of the Turtle for online ebook

### Carlos Alvarez says

Para amantes de Mundodisco y Terry Pratchett, un compendio de lugares, personajes y conceptos de la saga literaria adaptada para jugar al rol con el sistema GURP. Una de las pegadas, es que presenta toda la ambientación ANTES que el sistema de juego, con lo que muchas veces hace referencia a valores y conceptos del juego que todavía no conoces. Otra, que no vienen aventuras de ejemplo. Pero la información que acumula (sin pretender ser una enciclopedia del Mundodisco) y las ilustraciones lo convierten en un pequeño tesoro para las fans de Pratchett

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### Emilio says

Maravilla de las maravillas, obra cumbre del pensamiento contemporáneo. El pináculo dorado que alumbra la brillante torre de...

Bueno, es GURPS, un sistema de juego genérico, pero como si fuera D20 o Microlite o cualquier adaptación marranera de Runequest el sistema que elijas. Da igual, es **Mundodisco**.

Es una primera entrega, porque les quedaron ganas de más y sacaron GURPS Discworld Also, que aún no he tenido el gusto de leer, y es un compendio de todo el disco, todo. Sistema de magia, sistemas de patrones, habilidades, ventajas, desventajas, sistemas sociales, moneda, lagos de luz, agua seca, río Ankh, patricio, dragones de los pantanos, ideas de aventuras...

La suerte de que haya sido GURPS es que es el típico sistema que se lo traga todo. ¿Quieres hacer un juego de una peli, una serie, con zombis, magia, dragones, naves, superhéroes,...? GURPS tiene cabida para todo. A costa de ser un sistema muy lento de crear personajes tienes la capacidad de poder hacer ambientaciones de juego por el simple placer de hacerlas. No hace falta jugar GURPS Discworld, con tenerlo me llega.

El arte del interior es simplemente buenísimo. Toques de humor y, algo raro en GURPS, coherencia artística. El mismo dibujante (no me acuerdo de quién era) para todo el libro es algo raro para un libro de rol, y para GURPS aún más. Además que la calidad del dibujo es bastante buena.

¿Recomendable? Está en inglés, pero tiene dibujos. Y puedes aprender inglés, y es Mundodisco, y trae aventuras, y hechizos de la Universidad Invisible, y...

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### Mike says

I really like this book even though I'm kinda "meh" when it comes to GURPS(Generic Universal Role Play System). This is a good Role Play book and gives a good overview of Discworld too. It's a source book and has a tiny section in the back that lets you use just this, no other GURPS books required, to run a Discworld campaign. Since The Luggage was originally a device used by Terry Pratchett to keep his role players in the game(if they weren't paying attention it would run off and attack innocent people) I think this was almost inevitable. And I have to say that it was nicely done too.

## Veiltender says

As role-playing books go this one is top-notch. Part of this is the wise decision by Steve Jackson Games to use the art of Paul Kidby in this book. The second Discworld RPG book doesn't use his art and I believe the book suffers from it. The book is moderately useful as a guide to the Discworld books, as you have to glean the crunch from the fluff, as it were. Some people might be turned off by the fact that the system used is GURPS. That is a legitimate difficulty. The other real problem with this book is not really a difficulty with GURPS or with this book or anything. The real problem is that humour role-playing is really tough to pull off. In the end I really appreciate reading this book, but am unlikely to ever try and start a GURPS campaign.

Rating role-playing games is a difficult thing. Since they are more tool-kits than books *per se*, I tend to give them lower ratings perhaps than other books, although not always.

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## Leah says

I'm really enjoying the breakdown of my favorite satire series into to gaming terms. Unique.

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## Mark says

Does an amazing job of incorporating flavour text from the Discworld novels.

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