

Über RPG: Steampunk





Synopsis

Welcome to a world of mad, inspirational wonders and wild scientific theory wrapped in fog, run by gears, and lit by gaslight. Steampunk is a venue for adventure, no doubt about that, with science and technology unhindered by the laws of physics, societal norms from any culture past, present or future, and only as much historical accuracy as fits the whims of the moment. It is, simply put, a realm where anything is possible under the guise of skimming whatever we want from an idealized â " or grossly imperfect â " version of the 19th Century. Über RPG: Steampunk provides all the tools and background you need to enter this retro-futuristic universe with just as much potential for light hearted adventure as it has for deep dives into the psyche of a dark and harshly split world.

Book Information

Paperback: 160 pages Publisher: CreateSpace Independent Publishing Platform (May 11, 2011) Language: English ISBN-10: 1461163404 ISBN-13: 978-1461163404 Product Dimensions: 8 x 0.4 x 10 inches Shipping Weight: 14.9 ounces (View shipping rates and policies) Average Customer Review: 4.5 out of 5 stars Â See all reviews (4 customer reviews) Best Sellers Rank: #462,530 in Books (See Top 100 in Books) #92 in Books > Science Fiction & Fantasy > Gaming > Other Role-Playing Games

Customer Reviews

Originally posted at www.throatpunchgames.com, a new idea everyday!Product-Uber RPG: SteampunkSystem- Uber RPGProducer- Uber Goober GamesPrice- ~\$ 20 here http://rpg.drivethrustuff.com/product/100784/ber-RPG--Steampunk?site=&manufacturers_id=2798T L; DR- A dense, but good, all purpose steampunk RPG. 82%Basics-Have a steampunk idea in your head, but don't have a way to execute it? This is the RPG for you. Uber RPG: Steampunk is a generic system designed to allow players and GMs to build the Steampunk world they want. Let's dig into the individual parts.Theme or Fluff- Usually I look at the mechanics of a book first, but this RPG's theme needs a bit of an introduction First. Uber RPG: Steampunk is designed to be completely setting agnostic. If you want superhero Steampunk, then you can make this game superhero Steampunk. You want fantasy Steampunk, here you go. Magic? Same deal. That's great, but you now have to bring many more of your own ideas to the party. The book does have examples of what kind of worlds you can build, but you're the director on this one. This level of freedom is a double edged sword as now a GM and the players have to do much more of the heavy lifting instead of letting the RPG come prebuilt and prepackaged with its own world. The Steampunk is strong in this one as the author spends an incredible amount of time describing steampunk and the different forms of it. That is an excellent introduction to anyone who isn't sure what Steampunk is. But, the saying "good at everything, master of nothing" kind of creeps in as so many different ideas a brought forth with only a little focus on each one. 4.25/5Mechanics or Crunch- The system is a d6 based system.

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