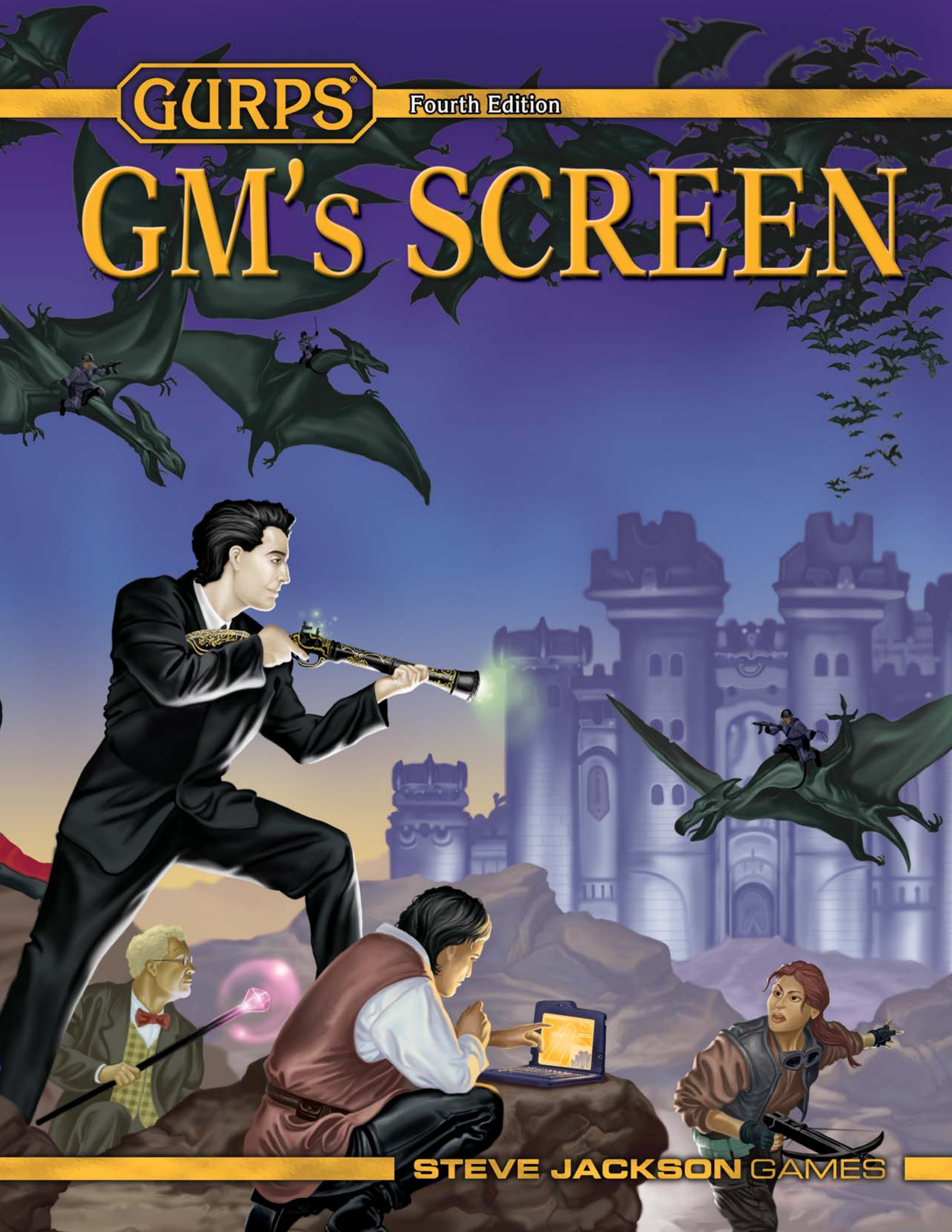
GURPS Fourth Edition

GM's SCREEN



STEVE JACKSON GAMES

GURPS Fourth Edition

CHARACTER CREATION

THIS BOOKLET INCLUDES . . .

GURPS Update

This is the official guide to translating your Third Edition character to Fourth Edition. If you have an already existing campaign, or just a favorite character, these pages will walk you through the conversion process to bring all your stats up to date.

Character Sheets

Different character concepts require different character sheets . . . so here are several choices for you. First is the standard double-sided character sheet found in the ***GURPS Basic Set*** and on our website. Next are two double-sided variants. The Template variant has boxes to note racial Attribute alterations on the front and a "Template Traits" box on the back. For warrior characters from any genre, this sheet has weapon stats on the front for quick reference, and an expanded Skill listing on the back.

Next are the one-sided variant sheets. These are intended to be combined with either a standard front or back page to form the perfect sheet for your character.

For instance, many character concepts have lots of skills. If the standard sheet doesn't have enough room, the first variant sacrifices space from the Languages, Cultural Familiarity, and Reaction Modifiers boxes to expand the Skills box. This sheet can be combined with the Standard back, or the Spellcaster Variant back pages.

Characters with numerous Advantages (such as supers and psi-users) need additional space. The next variant more than doubles the space available for Advantages, and can be used with both the Standard and the Spellcaster Variant back pages.

The final variant sacrifices space in the Weapon boxes to include 60 slots for recording your favorite spells. This back page works well with the Standard front page, or with the Extra Skills or Supers variant front pages.

NPC Character Sheet

For those NPCs with too much information for a Record Card, but not enough for a full character sheet, we present the One-Sided NPC Character Sheet. This sheet also works well for game demos.

Character Creation Cheat Sheet

Character creation can involve a lot of flipping through the book. This two-page cheat sheet consolidates most of the charts and tables important to building a character. With these pages, and the Master List of Traits that follow, experienced players (and GMs creating NPCs) can quickly create their characters and move on to the actual game play.

NPC Record Cards

These are the same NPC Record Cards found in the ***GURPS Basic Set***, but we've arranged four blanks on a page, for easier photocopying.

GM Control Sheet

This form can also be found in the ***GURPS Basic Set*** and on our website at **www.sjgames.com/gurps/resources/**.

Campaign Planning Form

This form can be found in the ***GURPS Basic Set*** and on our website at **www.sjgames.com/gurps/resources/**, but this version adds several extra lines to take advantage of the slightly larger page area.

Master List of Traits

These pages can also be found in the ***GURPS Basic Set.***

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GURPS UPDATE

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Introduction

When the ***GURPS Basic Set***, *Third Edition* was released, we also released ***GURPS Update***, a conversion guide so that those with ***GURPS Basic Set***, *Second Edition* could play Third Edition games. Now that Fourth Edition is here, we're doing something similar. Updating *all* the new rules would require a book almost as big as the entire ***GURPS Basic Set,*** *Fourth Edition*!

This edition of ***GURPS Update*** is designed to help you convert characters from Third to Fourth Edition rules with a minimum of fuss. It doesn't go into all the new rules – you'll need the full ***GURPS Basic Set***, *Fourth Edition* for that. What it does is ease the transition for existing campaigns and characters, so you can convert the characters quickly and continue to use them with the new Fourth Edition rules. You can also use ***GURPS Update*** as a quick reference to what has changed in character creation, so you don't have to laboriously compare the Third and Fourth Edition rule books yourself.

This update only deals with material from ***GURPS Basic Set***, *Third Edition* and ***GURPS Compendium I***. It doesn't try to cover world-specific rules only published in sourcebooks, so you won't find conversion rules for the Coat of Slime advantage or Dexitroboping skill. If you really need those, there are tools and suggestions in the Fourth Edition rules to help you.

Converting a Character

To convert a character from Third Edition to Fourth Edition, you must first decide on the purpose of the conversion. Is it to produce a Fourth Edition character whose skills and abilities match as closely as possible those of the Third Edition character, or is it to generate a "quick-and-dirty" conversion so you can get playing as soon as possible?

In either case, the point value of your character is almost certain to change. Attempting to keep the same point total will be difficult and will probably distort the character concept to boot. The best approach is to convert the character's attributes and abilities, and then simply add up the new point cost. In an ongoing campaign, any differences between the point costs of existing characters should simply be ignored, as the characters have been interacting already . . . attempting to adjust them will interfere with their known abilities and the flow of the campaign.

For a *thorough conversion*, work through each of the following sections in sequence. Make sure you understand the conversions of attributes and characteristics and have them all settled to your satisfaction before moving on. Most advantages and disadvantages can be converted just by reference to the table, but be sure to read any notes and apply the advice given. Finally, work through the skills, again reading any relevant notes. Take into account any changed adjustments to skill levels caused by changes to advantages or disadvantages, as well as any changes to skill difficulties and controlling attributes. Half-point skills should either be raised to a full point or dropped to default.

For a *quick-and-dirty conversion*, follow the same process, but in a looser fashion. Boxed text in each section gives additional advice on doing the quickest possible conversion to Fourth Edition. Many of the additional notes on advantages, disadvantages, and skills can be skimmed over or ignored if a conversion is given in the tables – though you may be missing some of the finer details of the rule changes governing those abilities. These changes can be assimilated later when you have time to read through Fourth Edition and this ***Update*** in detail.

Attributes

The four basic ***GURPS*** attributes are still Strength, Dexterity, Intelligence, and Health. Strength has changed substantially and will need careful attention, but the other three attributes work the same way and have only changed in point cost.

Strength (ST)

Strength has changed considerably. The appropriate way to convert your ST score depends on whether you are a normal example of a race with a roughly human range of strength, a super with unnaturally high strength, a machine, or a massive creature with high strength largely attributable to body mass.

Human-Like Races

The basic damage done in combat uses the same progression as in Third Edition. For example, a ST 15 character in Fourth Edition does the same basic damage (1d+1 thrust, 2d+1 swing) as a ST 15 character did in Third Edition.

However, the weight a character with a given ST is able to lift has changed. For example, a Third Edition character with ST 20 could lift twice as much as a ST 10 character. In Fourth Edition, that difference is squared, so a ST 20 character can lift *four times* as much as a ST 10 character.

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