

BURPS 3

The Maxwell Version

Beginner Universal Role Playing System

A simplified version of GURPS by Steve Jackson Games
Use with "GURPS LITE" for details on how to run the game.
<http://www.sjgames.com/gurps/Lite>

CHARACTER SHEET

To start: 50 points total. As game progresses, points are given by GM to distribute as player wishes.

Player Name _____ Point Total _____ Unspent Points _____

Character Name _____ Nick or Code name _____

Draw a picture of your character:

BASIC ATTRIBUTES	
<i>All players start with a 10 in each Basic Attribute. It cost 10 points to add 1 to a Basic Attribute.</i>	
STRENGTH <input type="text"/>	DEXTERITY <input type="text"/>
HEALTH <input type="text"/>	IQ <input type="text"/>
HIT POINTS total <input type="text"/> (Equals your Strength)	current <input type="text"/>

Race _____ Age _____ Height _____

Weight _____ Gender _____

Occupation _____

Advantages

Pick one. Buy more.

(includes Image, Looks, Social Background, Wealth and Influence)

Disadvantages

Pick one. Choose another and you get some points back.

Quirks

List one or two.

Skills

Generally bought as the game progresses.

Money _____

(Start with \$100)

You get Basic Supplies for free:

1 outfit (includes shoes)

1 coat

1 carrying pack

Food and water for 1 week

Fire making supplies

Write up a paragraph or more about your character's: goals, background, history,

family, home, personal triumphs, personal tragedies, childhood, morality,

spirituality, relationships, friends, etc.

(This space is fine, but one typed page = 3 extra points to spend.)

Other Items *(You may buy weapons, extra clothing, magic items, etc.)*

Pet/Sidekick

Cost 20 points + \$75

(make up separate sheet with simple stats)

Other drawings, notes, etc.

NOTES:

The Game Master (GM) should be familiar with GURPS. This is just a Character Sheet for the trepidatious player, or for kids. GURPS LITE is a perfect companion to BURPS because it is a quick reference. Use the listings for Advantages, Disadvantages, and Skills. I put a lot of characteristics under Advantages to simplify the game. This means if the player wants to speak more than one language, be gorgeous and have social status, this is all to be bought as Advantages. Generally, Advantages are purchased at the beginning of the game, Skills are bought throughout the game.

There are no dodge/parry/damage resistance rolls. Instead, the GM should make up (based on their own dice rolls) the details of how a fight goes. If the kids want more specific results for a fight, look at GURPS LITE to add damage, etc. But I advise the GM to use their judgment on damage to speed up fights. This will be heavy on the GM, but lighter on the players. The GM may allow the player to describe the fight depending on the dice rolls.

Shape-shifting can be an Advantage, but Basic Attributes for that shape must be bought-starting from 5, not 10. Then it's another 10pts to add 1 to any Basic Attribute in that shape. I mention this because the first game of BURPS had a boy who wanted to be a dragon shape-shifter. I let him be able to turn into a dragon- rolling DX for success- but he was pretty weak and stupid until he gained enough points to put into that shape.