

# GURPS Lite FOR TRANSHUMAN SPACE

## WHAT IS GURPS?

**GURPS** stands for “Generic Universal RolePlaying System,” the RPG from which these rules are condensed. Why is it called that? Well . . .

“*Generic.*” **GURPS** starts with simple rules, and builds up to as much *optional* detail as you like.

“*Universal.*” The rules system is designed to be adaptable to any genre or setting.

“*RolePlaying.*” This is not just a “hack-and-slash” game. The rules are written to make true roleplaying possible

– and to encourage it. **GURPS** is a game in which you take on the persona of another character – and pretend, for a little while, to *be* that character.

“*System.*” Over 150 different books have been published for **GURPS**, in eight different languages (so far). It is one of the recognized standards for roleplaying, worldwide.

### About GURPS Lite

This is the boiled-down “essence” of **GURPS**: all the fundamental rules, but not the options and embellishments that often confuse new players. Once you’re comfortable with these rules, you can pick up the **GURPS Basic Set** and jump right into the action.

### Materials Needed for Play

To play, you will need these rules, three six-sided dice, pencils, and scratch paper.

### GURPS Rules

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### GURPS Lite Abridged Rules

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# BASICS

**GURPS** uses six-sided dice. To figure combat damage, the “dice+adds” system is also used. If a weapon does “7d+1” damage, this means “roll seven dice and add 1 to the total.” Likewise, “3d-1” means “roll three dice and subtract 1 from the total.” If you see just “6d,” that means “roll six dice.” For big numbers, dice can be multiplied; e.g., “6d×2” means “roll six dice and multiply by 2.”

**GURPS Lite** has only three basic “game mechanics”: *success rolls*, *reaction rolls*, and *damage rolls*.

## Glossary

Like any hobby, gaming has a jargon. To help you understand the concepts and terms used in **GURPS** and other *roleplaying games*, we’ll start with a few definitions:

**roleplaying game (RPG):** A game, like this one, in which a *Game Master* guides several players through an *adventure* in which they play the parts of imaginary individuals, or *characters*, in a fictional *game world*.

**Game Master (GM):** The referee, who creates the *adventure*, talks the players through it, and judges the results.

**character:** Any being played by the GM or a player in a RPG.

**nonplayer character (NPC):** Any character played by the GM. The GM may control many characters, major and minor.

**playercharacter (PC):** Any character played by one of the players. Typically, each player controls one character.

**statistics (stats):** Numbers rating a character’s abilities, used to determine what each one can and cannot do. See p. 210.

**party:** A group of PCs taking part in an *adventure*.

**game world:** A background for play and setting for an *adventure* – for example, the solar system in 2100.

**adventure:** The basic “unit” of play in a RPG, sometimes called a *scenario*. ARPG is never over until the players want to end it, but a single adventure has a beginning and an end. It may last through several sessions of play, or be done in a single evening.

**encounter:** One “scene” of an adventure; a meeting between the PCs and one or more NPCs.

**campaign:** An ongoing series of adventures, usually with a continuing cast of PCs, and the same GM.

# SUCCESS ROLLS

A “success roll” is a die roll made when you need to “test” one of your skills or abilities. Sometimes you roll; sometimes the GM rolls for you. For instance, you might test, or *roll against*, your Strength (ST) to stop a heavy door from closing.

Roll 3 dice and add them together for a success roll. If your roll is *less than or equal to* the skill or ability you are testing, you succeeded. Otherwise, you failed. For example, if you roll against Strength, and your ST is 12, a roll of 12 or less succeeds. Thus, the higher the stat you are rolling against, the easier it is to succeed.

## WHEN THE GM ROLLS

Normally, the player rolls dice for his own character. There are two exceptions:

1. A situation in which the *character* shouldn't be able to tell whether he has succeeded – especially when trying to get information. The GM rolls in secret. If the roll succeeds, the GM gives the player true information. If the roll fails, the GM lies or gives no information.

2. A situation in which the *player* shouldn't know what's going on. This includes most Sense rolls (see pp. 230-231). The GM rolls in secret, and then tells the player what his character has learned (if anything).

## MODIFIERS AND EFFECTIVE SKILL

The GM may assign *modifiers* (*bonuses* or *penalties*) to a roll. For instance, if you tried to stop a *very heavy* door from closing, you might roll against Strength at a penalty of -2 (or ST-2, for short) because it's so heavy. In that case, with ST 12, you'd need to roll a 10 or less to succeed. Likewise, for an especially easy task, you would get a bonus to your attempt. You might roll “Diagnosis+3” to identify a common illness. If your skill were 12, a 15 or less would succeed.

Your *effective skill* for a given task is your *basic skill* (your actual level in that skill) plus or minus any appropriate modifiers. In the example above, your basic skill is 12 but your effective skill is 15. You may not attempt to roll if your *effective skill* is less than 3, unless attempting a defense roll (see p. 233).

## CRITICAL SUCCESS AND FAILURE

A *critical success* is an especially good result on a skill roll; a *critical hit* is a critical success scored on an attack (see p. 232). You score a critical success as follows:

- A roll of 3 or 4 is always a critical success.
- A roll of 5 is a critical success if your effective skill is 15+.
- A roll of 6 is a critical success if your effective skill is 16+.

The GM determines what happens when you roll a critical success. This is always something good; the better the roll, the better the “bonus” he gives you.

A *critical failure* is an especially bad result on a skill roll. You score a critical failure as follows:

- A roll of 18 is always a critical failure.
- A roll of 17 is an ordinary failure if your effective skill is 16 or better, and a critical failure if your effective skill is under 16.
- Any roll of 10 greater than your effective skill is a critical failure. That is, 16 on a skill of 6, 15 on a skill of 5, and so on.

The GM determines what happens when you roll a critical failure. It's always something bad; the worse the roll, the worse the result.

## AUTOMATIC SUCCESS

Some things are totally trivial. No roll is required when common sense says that both failure and critical success are impossible. However, if there is any chance of failure, a roll is required. Finding your corner store requires no roll. Hitting a target at point-blank range, even for an experienced soldier, does – a gun can misfire due to bad ammunition or bad luck.

## REPEATED ATTEMPTS ON SUCCESS ROLLS

Sometimes, you have only one chance to do something; other times, you can try over and over until you succeed. Occasionally, you will not know whether you succeeded or failed until it's too late to try again. Finally, there will be times when you are injured by failure but can afford to fail a few times. The GM can use common sense to distinguish among these, according to the situation in which the characters find themselves, but as a rule:

- If the first failure kills them (or destroys the object of the attempt), that's that.
- If a failure causes damage of some kind, assess the damage and let them try again after a “reasonable” time passes.
- If a failure causes no damage, let them try again after a reasonable time, at a -1 penalty for each attempt after the first.

## CONTESTS OF SKILL

A *Contest of Skill* is a quick way to resolve a competition between two characters without playing it out in detail. Both characters make their success rolls in the appropriate skill. Any appropriate modifiers are used.

There are two types of Contest:

A *Quick Contest* is usually over in a second; e.g., two people grabbing for the same weapon. Each character makes his skill roll. If one succeeds and the other fails, the winner is obvious. If both succeed (or fail), the winner is the one who succeeded by the most, or failed by the least. A tie means nobody won.

A *Regular Contest* may take some time; e.g., a legal battle. Each character tries his skill roll. If one succeeds and the other fails, the winner is obvious. If both succeed or both fail, the characters' relative positions are unchanged, time passes, and they may try again. The time each attempt takes will depend on the activity, and is determined by the GM. In a combat situation, each attempt takes one second. In a library-research scenario, with the fate of the world hanging on who finds a certain obscure reference first, each attempt could represent days.

If both characters have very high skill, the Contest could go on indefinitely; therefore, shorten it as follows: if both skills are over 14, reduce the higher one to 14, and subtract the same amount from the lower one.

Eventually, one character will make his roll and the other one will miss. The one who made his roll wins the Contest.

## REACTION ROLLS

A "reaction roll" is a roll made by the GM to determine how his NPCs react to the PCs. This roll is always optional, and the GM may predetermine reactions instead; however, it can be fun to let the dice decide. If the GM decides a rolled reaction is inappropriate, he should feel free to modify it.

To check reactions, the GM rolls 3 dice and consults the *Reaction Table* (below). The higher his roll, the better the NPCs will react, and the better they will treat the PCs.

Reaction rolls are typically made in potential combat situations, during commercial transactions, in response to requests for aid or information, and to determine the attitude and loyalty of NPC hirelings.

## REACTION MODIFIERS

A *reaction bonus* is a factor that makes the NPCs more friendly; a *reaction penalty* is something that makes them less friendly. Types of reaction modifiers include:

*Personal* modifiers. For appearance, social standing, etc.

*Situational* modifiers. Offering someone a bad business deal, or trying to convince a foe not to attack when you're badly outnumbered, might give you a penalty. Offering a good deal, or dealing with an old and trusted employee, could give a bonus. This is up to the GM.

*Appropriate behavior* by the PCs should always affect reaction rolls. A good approach should be worth a +1 modifier or more; an inappropriate approach might give a -1 or -2.

## REACTION TABLE

Roll 3 dice and apply any reaction modifiers.

**0 or less: Disastrous.** The NPC *hates* the characters and will act in their worst interest. Nothing is out of the question: assault, betrayal, public ridicule, and ignoring a life-or-death plea are all possible.

**1 to 3: Very Bad.** The NPC dislikes the characters and will act against them if it's convenient to do so: attacking, offering grossly unfair terms in a transaction, and so on.

**4 to 6: Bad.** The NPC cares nothing for the characters and will act against them, if that serves his own interests.

**7 to 9: Poor.** The NPC is unimpressed. He may threaten, demand a huge bribe for his aid, or something similar.

**10 to 12: Neutral.** The NPC has no feelings for the characters, and ignores them if they do the same. Transactions will go smoothly and routinely, as long as protocol is observed.

**13 to 15: Good.** The NPC likes the characters and will be helpful within normal, everyday limits. Reasonable requests will be granted.

**16 to 18: Very Good.** The NPC thinks highly of the characters and will be quite helpful and friendly, freely offering aid and favorable terms in most things.

**19 or better: Excellent.** The NPC is extremely impressed by the characters, and will act in their best interests at all times, within the limits of his own ability – perhaps even risking his life, wealth, or reputation.

## DAMAGE ROLLS

A "damage roll" is a roll made to determine how much injury a successful attack or a mishap inflicts. Many things can affect the final damage inflicted: armor protects the wearer, certain weapons do extra damage if they penetrate armor, and some "critical hits" bypass the damage roll altogether. All of these things are explained under *Combat* (see pp. 231-236).

# CHARACTERS

Creating a character is the first part of the game. The idea of roleplaying is to take the part of another person – a "character" you create. The way to create a character is to *design* him, just as though he were a character in a story you were writing. Start by deciding what type of person you want to be. You can take inspiration from a fictional hero or heroine – or create your new "self" from the ground up. The GM may require your character to fit a particular campaign concept (e.g., "you're all cops in 2100-era New York").

*Character Story:* This is the pre-game history of a character, written by the person who plays that character. This is a great aid to roleplaying. It is optional, but recommended. You might even want to write the story first, and *then* work out your character's stats. If you write a character story, show it to the GM, but not necessarily to the other players. After all, your character probably has some secrets!

## CHARACTER POINTS

When you create a character, the GM gives you a certain number of *character points* to "spend" on your character's abilities. See *Character Points* (p. 110) for recommended point totals. These rules assume competent or heroic characters; most ordinary people have only 25-75 points.



The following sections describe things you can spend your character points on. Helpful traits (e.g., great strength, wealth, above-average appearance, and skills) *cost* points in proportion to their value. Traits that limit your options (e.g., honesty, weakness, poverty, and fear of heights) *give* you extra points that can be used to buy additional helpful traits.

## ATTRIBUTES

Four numbers called “attributes” are used to define your basic abilities:

**Strength (ST)**, a measure of “brawn” or physical muscle.

**Dexterity (DX)**, a measure of agility and coordination.

**Intelligence (IQ)**, measuring brainpower, alertness, and adaptability.

**Health (HT)**, a measure of energy and vitality. HT also stands for “hits” or “hit points” – the amount of physical damage a character can take. When you have taken “hits” equal to your Health score, you soon fall unconscious. Further injury can kill.

For each attribute, a score of 10 represents human average; anything from 8 to 12 is in the range considered “normal” for humans. An attribute of 1 is the lowest score permitted. There is *no* upper limit, but for humans, above 16 is very unusual; above 20 is superhuman!

The four attributes are considered equally valuable. The point cost for beginning attributes is given in the table to the left. A score of 10 in any attribute is *free*. Scores below 10 have a negative cost – they “give you back” some points!

### ATTRIBUTES

Level	Point Cost
1	-80
2	-70
3	-60
4	-50
5	-40
6	-30
7	-20
8	-15
9	-10
10	0
11	10
12	20
13	30
14	45
15	60
16	80
17	100
18	125
+1	+25

## IMAGE AND LOOKS

This section addresses your character’s *intrinsic* “social” traits: appearance, manner, and bearing. Traits with positive point values (e.g., above-average Appearance, Voice) are considered *advantages* (p. 215). Those with negative values (e.g., below-average appearance, Odious Personal Habits) are treated as *disadvantages* (p. 217), and obey all the usual rules for disadvantages. Still others (e.g., height and weight, handedness) are *features* that merely add “color.”

### Appearance

You are free to set the physical appearance of your character in any way you like. However, outstanding good (or bad) looks are an advantage (or disadvantage). Good looks cost points; bad looks give you bonus points to spend

### Variable

elsewhere. Reaction-roll modifiers due to Appearance apply only to people who can see you.

**Hideous Appearance:** Any sort of disgusting looks you specify: hunchback, severe skin disease, wall-eye . . . preferably several at once. -4 on reaction rolls. -20 points.

**Ugly Appearance:** As above, but not so bad – maybe only stringy hair and snaggle teeth. -2 on reaction rolls. -10 points.

**Unattractive Appearance:** You just look vaguely unappealing. -1 on reaction rolls. -5 points.

**Average Appearance:** No bonuses or penalties; you blend easily into a crowd. No point cost or bonus.

**Attractive Appearance:** You may not enter beauty contests, but you’re good-looking. +1 on reaction rolls. 5 points.

**Handsome (or Beautiful) Appearance:** You could enter beauty contests! +2 on reaction rolls made by the same sex; +4 on reaction rolls made by the opposite sex. 15 points.

**Very Handsome (or Beautiful) Appearance:** You win beauty contests. +2 on reaction rolls made by the same sex; +6 (!) on reaction rolls by opposite sex. 25 points.

### Charisma 5 points/level

This is the natural ability to impress and lead others. It affects all reaction rolls made by sapient beings. 5 points per +1 reaction bonus.

### Handedness No point cost

Decide whether you are right- or left-handed. These rules assume you are right-handed unless you decide otherwise or buy Ambidexterity. If you try to do anything significant – fire a pistol, forge a letter, etc. – with your “off” hand, you will be at a -4 penalty. This does not apply to things you *normally* do with your off hand.

### Ambidexterity 10 points

You can use both hands with equal skill, ignoring the -4 penalty for “off hand” use.

### Height and Weight No point cost

Players are free to select height and weight for their characters, within reason. Someone of ST 10 is usually about 5’10” and 150 lbs. Add 1” of height and 5 lbs. of weight per point of ST above 10 (add 10 lbs. of weight per point of ST above 14); subtract the same per point of ST below 10. These values assume a man. For a woman, subtract 2” from average height and 10 lbs. from average weight. As much as 6” variation in height and 40 lbs. variation in weight is believable, but those of above-average Appearance should have a weight within 20% of “average” for their height.

### Overweight -5 points

You are unusually heavy. Determine weight normally for ST, and then increase it by 30%. This extra weight counts as encumbrance (p. 228) that you cannot get rid of. (*Exception:* when swimming, ignore this extra weight and add +2 to Swimming skill.) Being overweight carries a reaction penalty of -1 among health-conscious societies and in areas where food is in short supply.



**Skinny****-5 points**

You are notably underweight. Figure weight and height normally, and then cut your weight by 1/3. You may not take Handsome or Very Handsome appearance, and your HT may not exceed 14. Clothes and body armor tailored for average-sized people will not fit you, and you will be at -2 to Disguise skill, or to Shadowing skill to follow someone in a crowd (unless they're *all* Skinny!).

**Odious Personal Habits****-5/-10/-15 points**

You behave, some or all of the time, in a fashion repugnant to others. The worse your behavior, the more bonus points you receive. Specify the behavior when the character is first created, and work out the bonus with the GM. Body odor might be worth -5 points, spitting on the floor would be worth -10 points; -15-point habits are left to the imagination of those depraved enough to want them. For each -5 points your habit is worth, subtract 1 from all reaction rolls made by someone in a position to notice.

**Voice****10 points**

You have an attractive voice. You get +2 to Bard (or Public Speaking) skill, and on these Influence Skills (p. 222): Diplomacy, Savoir-Faire, and Sex Appeal. You also get +2 on any reaction roll made by someone who can hear your voice.

## SOCIAL STANDING

This section contains rules for defining your character's place in society. As for *Image and Looks*, above, traits with positive point values are advantages, while those with negative values are disadvantages.

**Clerical Investment****5 points/level of rank**

This is the social/political advantage of being invested as a cleric of your religion. Its level represents your influence within that church. You have a number of powers and privileges that a layman lacks, including a +1 reaction bonus *per level of rank* from followers of your religion and those who respect your faith. Most ordinary clerics have one level.

**Duty****Variable**

You belong to an intelligence agency, a military or police force, an emergency-rescue team, or similar organization that can order you to undertake unpleasant or hazardous activities whether you like it or not. The GM rolls once at the beginning of each adventure to see if the character (or a group of characters, if they all have the same Duty) will be "called to duty" in that adventure. The point cost of a Duty depends on the frequency with which it is demanded (all rolls are on three dice):

Almost all the time (roll of 15 or less): -15 points.

Quite often (roll of 12 or less): -10 points.

Fairly often (roll of 9 or less): -5 points.

Occasionally (roll of 6 or less): -2 points.

An ordinary job is not a Duty. If a Duty does not require you to risk your life, at least occasionally, reduce its value by 5 points, which negates Duties less frequent than "quite often."

On the other hand, an *Extremely Hazardous Duty*, where you are "on duty" all the time and risk death or serious injury, is worth -20 points. This is typical of front-line fighters in war zones.

An *Involuntary Duty*, enforced by threats to you or your loved ones, or by mind control, is worth an extra -5 points; it can also be Extremely Hazardous.

**Legal Enforcement Powers****5/10/15 points**

You are an officer of the law, with all the accompanying powers and restrictions. The rights and privileges of your branch of law enforcement determine the cost. A cop with local jurisdiction, the ability to arrest suspected criminals, the power to perform searches with an appropriate warrant, and *possibly* the right to carry a concealed weapon, has 5-point Legal Enforcement Powers. A law enforcer with national or international jurisdiction, *or* not obligated to respect the civil rights of others, *or* free to engage in covert investigations, *or* able to kill with relative impunity, has 10-point Legal Enforcement Powers. Someone with three or more of the above abilities has 15-point Legal Enforcement Powers.

**Military Rank** **5 points/level of Rank**

You have rank in a military organization. Each level of Rank gives authority over those of lower Rank. Typically, enlisted personnel are Rank 0, NCOs (like sergeants) are Rank 1-2, and officers are Rank 3+. Generals or the equivalent are Rank 7 or 8 (the maximum level of Rank).

Military Rank gives a Status bonus, which need *not* be paid for separately; see *Status* (p. 213) for more information.

Military Rank almost always involves a significant Duty (see above).

**Reputation****Variable**

Some people are so well known that their reputation actually becomes an advantage or a disadvantage. The details of your reputation are up to you; you can be known for achievement, bravery, or whatever you want. If you have a reputation, your name or your face will be enough to trigger a "reputation roll" to see if the people you meet have heard of you. Roll once for each person or small group you meet. For a large group, the GM may roll more than once if he likes.

There are three components to your reputation: *Type of Reputation*, *People Affected*, and *Frequency of Recognition*.

**Type of Reputation** affects the reaction modifier that you get from people who recognize you. For every +1 bonus to a reaction roll (up to +4), the cost is 5 points. For every -1 penalty (down to -4), the cost is -5 points.

**People Affected** modifies the value of your reputation. The larger the "affected class" (people who might have heard of you), the more your reputation is worth, as follows:

*Everyone you will meet in your campaign:* use listed value.



*Large class of people* (e.g., teen-age girls): 1/2 value (round down).

*Small class of people* (e.g., genetic engineers): 1/3 value (round down).

If the class of people affected is so small that, in the GM's opinion, you would not meet even one in the average adventure, your reputation doesn't count at all.

**Frequency of Recognition** also modifies a reputation's value. The more often you are recognized by members of the "affected class," the more important that reputation is (all rolls are on three dice):

*All the time*: no modifier.

*Sometimes* (roll of 10 or less): 1/2 value, rounded down.

*Occasionally* (roll of 7 or less): 1/3 value, rounded down.

### **Social Stigma** -5/-10/-15 points

You are of an ethnicity, race, or sex that your culture considers inferior. The "stigma" must be obvious to anyone who sees you; otherwise, it's a Reputation. The point bonus depends on the reaction penalty:

*Second-class citizen* (e.g., a bioroid in many societies): -1 on all reaction rolls except from others of your own kind. -5 points.

*Valuable property* (e.g., a cybershell): This usually takes the form of limited freedom or lack of intellectual respect. -10 points.

*Minority group* (e.g., an exotic parahuman in a region where they're rare): -2 on all reaction rolls made by anyone except your own kind, but +2 on rolls made by your own kind. -10 points.

*Outsider, outlaw, or barbarian* (e.g., an obvious combat cybershell outside of an army base or war zone): You get -3 on all reaction rolls, but +3 from your own kind when met outside your home culture. -15 points.

Anyone who takes a Social Stigma must be bound by it . . . roleplay the difficulties it causes!

### **Status** 5 points/level of Status

Status is an indication of your *class* in society. Anyone can determine your Status by looking at you, your dress, and your bearing. If you have very high Status, your *face* may be easily recognized – or perhaps your entourage will get the message across.

Status is measured in "social levels," ranging from -4 (nonperson) to 7 (head of state); the definition of each level is given on the *Status Table* (p. 128). The point cost is 5 points per level of Status; e.g., Status 5 costs 25 points, while Status -3 is a *disadvantage* worth -15 points.

**High Status**: You are a member of a privileged class. Others in your culture (only) defer to you. Because of the common relationship between Status and Wealth (see below), a wealth level of Wealthy or above lets you pay 5 fewer points for high Status: you get one level of Status free. Likewise, Military Rank gives a free +1 Status per three *full* levels of Rank.

**Low Status**: You are a homeless individual, a nonperson, etc. Note that this is not the same thing as a Social Stigma.

**Status as a Reaction Modifier**: When a reaction roll is made, the *difference* in Status between the characters involved can affect the reaction. *Higher Status usually gives you a bonus*. If you have Status 3, for instance, those of Status 1 would react to you at +2. *Negative Status usually gives a penalty*. If your Status is negative, those of higher Status will react badly to you. Take the difference between your Status and the NPC's as a reaction penalty, but no worse than -4. *Lower Status may give a penalty*. If you are dealing with an NPC who is basically friendly, your Status won't matter (as long as it's positive). But if the NPC is neutral or already angry, lower Status makes it worse.

## WEALTH

Wealth governs:

- How much money you start play with.
- How much money you earn per game month (though this depends on your specific job, too).
- How much time you must spend earning your living.

All characters get the "standard" starting wealth unless they paid extra character points for high wealth (the Wealth advantage) or took the disadvantage of low wealth (the Poverty disadvantage); "wealth levels" are explained below.

**GURPS** uses a \$ sign to indicate money, regardless of the specific currency. Standard starting wealth is \$30,000. For more on how wealth works, see *Wealth* (pp. 127-128) and *Available Wealth* (p. 137).

### **Wealth Levels**

### **Variable**

**Dead Broke**: You have no job, no source of income, no money, and no property other than the clothes on your back. -25 points.

**Poor**: You have 1/5 the standard starting wealth. You spend 25 hours per week at your job. Some jobs are not available to you, and no job you find will pay you very well. -15 points.

**Struggling**: You have 1/2 the standard starting wealth. You spend 20 hours per week at your job. Most jobs are open to you, but you don't earn much. -10 points.

**Average**: You have standard starting wealth. You spend 20 hours per week at your job, and support an average lifestyle. No point cost or bonus.

**Comfortable**: You have twice the standard starting wealth. You spend 20 hours per week at your job. You work for a living, but your lifestyle is better than average. 10 points.

**Wealthy**: You have 5 times the standard starting wealth. Your job takes only 10 hours per week. You live very well! This level of wealth, and higher, may not be chosen without the GM's permission! 20 points.

**Very Wealthy**: You have 20 times the standard starting wealth. You spend only 5 hours a week looking after business. 30 points.

**Filthy Rich**: You have 100 times the standard starting wealth. You spend 5 hours a week on business. 50 points.

**Multimillionaire:** If you have the Filthy Rich advantage, you may buy additional levels of wealth. Each increases your wealth by a factor of 10 (e.g., the first level would increase total wealth to 1,000 times standard starting wealth) and also grants a free level of Status, to a maximum bonus of +2 over the free level given for high Wealth. *25 points per level.*

The workweeks given above have been adjusted to agree with *Working Hours* (p. 137); double the length of all work weeks in earlier eras.

## FRIENDS AND FOES

Many characters have NPCs who are especially well- or ill-disposed toward them. Powerful friends you can call upon in times of need are an *advantage*; weaker friends you must defend are a *disadvantage*, as are powerful enemies.

**Frequency of Appearance:** When a character has friends or enemies like this, the GM rolls dice once per adventure to see if they will get involved. The chance on three dice of a powerful friend showing up or otherwise aiding you, or of a weaker friend or an enemy somehow complicating your life, is called his *frequency of appearance*. This adjusts the NPC's value as an advantage or disadvantage, after all other factors have been considered, as follows:

Appears almost all the time (roll of 15 or less): triple cost.

Appears quite often (roll of 12 or less): double cost.

Appears fairly often (roll of 9 or less): listed cost.

Appears rarely (roll of 6 or less): half cost (round up).

### Dependents

An NPC for whom you are responsible is a *Dependent*, and is considered a disadvantage. This may be your child, sidekick, spouse, or anyone else you feel an obligation to look after. If your Dependent is kidnapped during play, you must go to the rescue as soon as you can. If your Dependent is in trouble and you don't go to his aid immediately, the GM can deny you bonus character points (see p. 228) for "acting out of character." You never get any character points for a play session in which your Dependent is killed or badly hurt.

The Dependent is created just like any other character, but instead of the 100 points used to create a PC, you use 50 points or less. A Dependent built with 0 or fewer points is worth -16 points, one who is built with 1 to 25 points is worth -12 points, and one built with 26 to 50 points is worth -6 points. A Dependent built with 50+ points is not worth any bonus points.

The more important the Dependent is to you, the more points he is worth. For an employer, acquaintance, or other person to whom you may weigh risks in a rational fashion, *halve* the values above. For a friend you must *always* protect, unless something even more important is on the line, use the values above. For a loved one whose safety comes first, no matter what, *double* the values above.

Finally, pick a frequency of appearance (see above) that fits the "story" behind the Dependent.

### Variable

No character may ever earn points for more than two Dependents at once.

### Allies

*Allies* are loyal comrades, faithful sidekicks, or lifelong friends, competent enough to accompany you on adventures. An Ally is an advantage. Allies are usually agreeable to the suggestions of their PCs, but they are not puppets. APC should receive no character points for any play session in which he betrays, attacks, or unnecessarily endangers his Ally.

An Ally character is created just as though he were a PC. An Ally built on 51-75 points is worth no points, but must be protected like a Dependent. An Ally built on 76-100 points costs 5 points, one built on 101-150 points costs 10 points, and each additional 50 points the Ally has costs the PC an extra 5 points. However, an Ally built on over 50 points more than his PC is actually a *Patron* (see below).

An Ally with special abilities – for instance, political power out of proportion to his point value – may cost an extra 5 to 10 points, at the GM's discretion.

As for a Dependent, pick a frequency of appearance that fits the "story" behind the Ally.

Note that NPC Allies must all pay the points to have their PC as an Ally.

### Variable

### Patrons

Powerful NPC friends are known as *Patrons*. Like Allies, Patrons are NPCs, created initially by the player but controlled by the GM. A Patron may be an advisor, protector, or a more-than-usually helpful employer. Unlike an Ally, a Patron does not adventure with a PC. Instead, the Patron offers advice, knowledge, equipment, influence, etc.

A Patron's value depends on his (or its) power. A single powerful individual (usually created with at least 50 points more than the PC), or a group with assets of at least 1,000 times standard starting wealth, is worth 10 points. An extremely powerful individual (created with at least 100 points more than the PC), or a reasonably powerful organization (assets equivalent to at least 10,000 times standard starting wealth), is worth 15 points. A very powerful organization (assets of at least a million times standard starting wealth) is worth 25 points. A national government or giant multi-national organization (net worth basically incalculable) is worth 30 points.

If a Patron supplies useful equipment, this adds 5 points to the cost. If the equipment is worth more than the standard starting wealth of the campaign, it adds 10 points.

Finally, pick an appropriate frequency of appearance.

### Enemies

An NPC or organization that is working against you, or just trying to kill you, is an *Enemy*. You are responsible for determining the nature of your Enemy when you first create your character, and must explain to the GM why this Enemy is after you. The GM always has the right to veto your choice of Enemy if it seems silly or too hard to fit into the campaign. To be worth points as an Enemy, your nemesis must be personal, not simply a common foe of everyone around you.

### Variable



The point value of an Enemy is governed by his (or its) strength: the more powerful the Enemy, the more points he (or it) is worth as a disadvantage. A single above-average individual (created with about half as many points as the PC) is worth -5 points. One very formidable individual (created with about as many points as the PC), or a group of 3 to 5 "average" 25-50 point people, is worth -10 points. A medium-sized group (6 to 20 people) is worth -20 points. A large group (20 to 1,000 people), or a medium-sized group that includes some formidable or superhuman individuals, is worth -30 points. An entire government or other utterly formidable group is worth -40 points.

Once you know the base point value of the Enemy, pick an appropriate frequency of appearance.

Too many Enemies can disrupt a game; therefore, no character may take more than two Enemies, or more than -60 points of Enemies.

## ADVANTAGES

*Advantages* are innate abilities. In general, a character may only be given advantages when he is first created. After that, the only way to gain them is through technology, such as biomod transplants (p. 161) or nanosymbionts (p. 165). Each advantage has a cost in character points. For some advantages, this is fixed. Others are bought in levels, at a certain point cost for each level. A character may have as many advantages as he can afford.

### **Absolute Direction/3D Spatial Sense** 5/10 points

*Absolute Direction:* You have an excellent sense of direction. You always know which way is north, and you can always re-trace a path you have followed within the past month. Gives +3 to Navigation skill. 5 points.

*3D Spatial Sense:* You think well in three dimensions. You enjoy all the benefits of Absolute Direction, +2 to Astro-gation and Free Fall skills, and +1 to Piloting skill. 10 points.

### **Absolute Timing** 5 points

You have an accurate mental clock. You always know what time it is, down to the second. You can measure elapsed time with equal accuracy. You can wake up at a predetermined time if you choose.

### **Acceleration Tolerance** 10 points

You can withstand high-G accelerations; add +5 to HT when rolling to avoid their effects.

### **Acute Sense(s)** 2 points/level

You have above-average senses that give you a +1 bonus per level to IQ rolls made (by you, or by the GM on your behalf) to sense something. *Acute Hearing* gives a bonus to hear something. *Acute Taste/Smell* gives a bonus to notice a taste or smell. *Acute Vision* gives a bonus to see something. Each is a separate advantage.

### **Alertness** 5 points/level

A general bonus to *any* Sense roll (pp. 230-231), or when the GM rolls against your IQ to see if you notice something. This is cumulative with Acute Senses. Each level gives a +1 bonus.

### **Combat Reflexes** 15 points

You have extraordinary reactions and are rarely surprised. You get a +1 to any Active Defense in combat (see p. 233). You never "freeze up" in a surprise situation, and get +6 on any IQ roll to wake up or to recover from surprise or a mental "stun" (see p. 236).

### **Common Sense** 10 points

Any time you start to do something that the GM feels is STUPID, he rolls against your IQ. A successful roll means he must warn you, "Hadn't you better think about that?" This advantage allows an impulsive *player* to take the part of a thoughtful character.

### **Composed/Unfazeable** 5/15 points

*Composed:* You're very hard to panic: +2 on Will rolls to resist fear, except Phobias. 5 points.

*Unfazeable:* Nothing surprises, frightens, or intimidates you. You always succeed on Will rolls to resist fear. You can't take Phobias. 15 points.

### **Deep Sleeper** 5 points

You can quickly fall asleep in all but the worst conditions, and sleep through unthreatening disturbances. You always awaken feeling alert and rested.

### **Disease-Resistant/Immunity to Disease** 5/10 points

Your body naturally resists disease organisms. This protects you against bacterial, viral, and fungal infections, but not parasites (e.g., tapeworms).

*Disease-Resistant:* You get +8 to HT to avoid catching any disease. 5 points.

*Immunity to Disease:* You *never* catch any infection or disease, even if you are forcibly injected with it! You must start with a HT of 12 or better to take Immunity to Disease, but the advantage will remain if your HT is later reduced below 12. 10 points.

### **Double-Jointed** 5 points

Your body is unusually flexible. Gives +3 on any Climbing or Escape roll, or on any Mechanic roll (to reach into an engine, etc.).

### **Eidetic Memory** 9/18 points

You remember everything you see or hear.

*Level 1:* You remember the general sense of everything. If exact recall is important, the GM rolls vs. your IQ (or IQ+4, if a normal person could recall it on an IQ roll). 9 points.

*Level 2:* You have photographic recall; no need to roll. *18 points.*

These costs and descriptions *include* the limitation on p. 129.

### **Fit/Very Fit** **5/15 points**

You are in peak condition for someone of your HT.

*Fit:* You lose fatigue points (see pp. 237-238) to exertion, heat, etc. at the normal rate, but recover them at twice the normal rate. Gives +1 on all HT rolls. *5 points.*

*Very Fit:* You lose fatigue points at *half* the normal rate, and regain them at twice the normal rate. Gives +2 on all HT rolls. *15 points.*

### **G-Experience** **10 points**

You suffer only half DX penalty for gravity other than your home gravity.

### **Hard to Kill** **5 points/level**

You are incredibly difficult to kill. Add +1 per level to HT rolls to avoid death when you are wounded to -HT or worse (see p. 236).

### **High Pain Threshold** **10 points**

You are as susceptible to injury as anyone else, but you don't *feel* it as much. If you are hurt in combat, you are not stunned and do not have a "shock" penalty (p. 236) on your next turn. If you are tortured physically, you resist at +3.

### **Language Talent** **2 points/level**

You pick up languages quickly. Whenever you learn any Language skill (see p. 224), add your level of Language Talent to your IQ.

### **Less Sleep** **3 points/level**

You can stay awake and alert longer than most people. For you, a full night's sleep is 8 hours minus your level of this advantage, to a maximum of five levels (3 hours' sleep). A half-night's sleep is half this. See *Fatigue* (pp. 237-238).

### **Lightning Calculator** **5 points**

You can do complex math in your head, instantly, as if you had a calculator.

### **Luck** **15 points**

You were born lucky! Once per hour of play, you may re-roll a single bad die roll twice (this must be the last roll you made) and take the best of the three rolls! If the GM is rolling (e.g., to see if you notice something), you may tell him you are using your Luck, and he must roll three times and give you the best result. Your Luck only applies on rolls for your character to try to do something, OR on outside events that affect you or your whole party, OR when you are being attacked (in which case you may make the attacker roll three times and take the *worst* roll!). Luck cannot be shared.

Once you use your Luck, you must wait an hour of real time before using it again. Luck cannot be saved up.

You cannot play for hours without using Luck and then use it several times in a row!

### **Manual Dexterity** **3 points/level**

You get a +1 bonus per level to effective skill for non-combat tasks requiring fine motor skills, such as intricate mechanical repairs or surgery.

### **Mathematical Ability** **10 points**

You get +3 on Mathematics and Computer skills (except Computer Operation), and +2 on Engineering skills.

### **Night Vision** **10 points**

Your eyes adapt rapidly to darkness. You cannot see in *total* darkness – but if you have any light at all, you can see fairly well. Whenever the GM exacts a penalty because of darkness, except for total darkness, this penalty does not apply to you.

### **Rapid/Very Rapid Healing** **5/15 points**

You recover rapidly from all kinds of wounds. These advantages are only available if your basic HT is 10 or above.

*Rapid Healing:* Whenever you roll to recover lost HT (p. 236), you get +5 to the roll. This does not help you get over stunning or similar incapacities. *5 points.*

*Very Rapid Healing:* As above, but when recovering lost HT, a successful HT roll heals *two* hit points, not one. *15 points.*

### **Resistant to Poison** **5 points**

Poisons and drugs affect you less. You get +3 on HT rolls to their effects.

### **Sensitive/Empathy** **5/15 points**

You have a "feeling" for people. When you first meet someone, or when you are reunited after an absence, you may ask the GM to roll against your IQ. He will then tell you what you "feel" about that person (a failed roll means he may *lie* to you). This talent is excellent for spotting imposters and determining the true loyalties of NPCs. You can also use it to determine whether someone is lying . . . not what the truth is, but whether they are being honest with you.

*Sensitive:* The IQ roll is made at -3. *5 points.*

*Empathy:* The IQ roll is made against unmodified IQ. *15 points.*

### **Single-Minded** **5 points**

When you put your mind to something, you *concentrate!* You get a +3 bonus when working on lengthy tasks, but you may ignore other important tasks while obsessed (make a Will roll to avoid this). Roll at -5 to *notice* interruptions.

### **Strong Will** **4 points/level**

You have much more "willpower" than the average person. Your level of Strong Will is added to your IQ when you make a Will roll (p. 231) for *any* reason.

# DISADVANTAGES

These are problems acquired before the character first comes into play. As a rule, a character may only be given disadvantages when he is created.

Each disadvantage has a *negative* cost in character points – the worse the disadvantage, the higher this cost. Thus, disadvantages give you extra character points, which will let you improve your character in other ways. Besides, imperfections make your character more interesting and realistic, and add to the fun of roleplaying.

It is possible to “buy off” certain disadvantages and get rid of them in play by spending points equal to the value of the disadvantage; see p. 229.

*“Good” Disadvantages:* Within the framework of the game, several virtues, such as Honesty and Truthfulness, are treated as “disadvantages” because they limit your freedom of action.

*Limiting Disadvantages:* The GM should be careful how many disadvantages he allows players to take; too many disadvantages can turn your game into a circus. A suggested limit: disadvantages (other than those in racial/model templates) should not total more than -40 points. Negative social traits (bad Reputation; below-average Appearance, Status, and wealth; etc.), Dependents, Enemies, and points gained by reducing an attribute to less than 8 count against this limit. However, if only a single severe disadvantage is taken, it may have *any* cost.

*Mental Problems:* Many mental disadvantages let the afflicted character make IQ or Will rolls to avoid their bad effects. In these cases, any roll of 14 or over *still fails*.

## **Amnesia** **-10/-25 points**

You’ve lost your memory and can’t remember your past life, including your name. Pick a level:

*Partial:* You design the character, but the GM may reserve up to 30 points for use as he sees fit. You may have enemies, friends, or skills of which you are unaware! -10 points.

*Total:* You only design those elements of your character (other than Amnesia) that you can see in a mirror; the GM designs the rest! The GM makes all your mental skill rolls in secret, at a -2 penalty. -25 points.

## **Bad Temper** **-10 points**

In any stressful situation, you must make a Will roll. A failed roll means you lose your temper, and must insult, attack, or otherwise act against the cause of the stress.

## **Bloodlust** **-10 points**

You want to see your foes *dead*. This only applies to actual enemies, not to friends with whom you argue, etc. You must make a Will roll to avoid a guard instead of attacking him, accept a foe’s surrender, etc. If you fail, you attempt to kill your foe – even if it compromises other objectives.

## **Bully** **-10 points**

You like to push people around whenever you can get away with it. This may take the form of physical attacks, social harassment, etc. Make a Will roll to avoid gross bullying when you know you shouldn’t – but to roleplay your character properly, you should bully anybody you can. Nobody likes a bully – others react to you at a -2.

## **Callous** **-6 points**

You are not necessarily *cruel*, but you care little about the pain of others. You ignore lost, crying children and push aside beggars. You get -2 on all rolls made for social interaction. This includes Diplomacy, Fast-Talk, Leadership, and Sex Appeal skills.

## **Chummy** **-5 points**

You work well with others and seek out company. When you are alone, you are unhappy and distracted, and suffer a -1 penalty to your mental skills. NPCs with this disadvantage react to the PCs at +2.

## **Compulsive Behavior** **-5 to -15 points**

You have a habit (usually a vice) you feel compelled to indulge on a daily basis, even though it wastes time or money, or gets you in trouble. Examples include gambling, attraction to another person, virtual-reality games, arguing, excessive curiosity, or even fighting. A Will roll is required to avoid the compulsion in a specific instance (or for a specific day) – but it is bad roleplaying to attempt to avoid the compulsion often!

The point value depends on what the behavior is, how much money it costs, and how much trouble it gets the PC into. The GM is the final judge.

## **Cowardice** **-10 points**

You are extremely careful about your physical well-being. Any time you are called on to risk physical danger, roll against Will (at -5 if you risk death). If you fail, you refuse to endanger yourself – unless threatened with *greater* danger! Soldiers, police, etc. react to a known coward at -2.

## **Fanaticism** **-15 points**

You believe so strongly in a country, organization, political philosophy, or meme that you put it ahead of *everything* else, even life! If the object of your fanaticism demands obedience to a certain code of behavior or loyalty to a leader, you give this unquestioningly. Roleplay your fanaticism.

## **Greed** **-15 points**

You lust for wealth. Any time riches are offered – as payment for fair work, gains from adventure, spoils of crime, or just bait – you must make a Will roll to avoid temptation. The GM may modify this roll if the amount of money involved is small or large relative to your own wealth. *Honest* characters (see p. 218) roll at +5 to resist a shady deal and +10 to resist outright crime.



**Hidebound****-5 points**

You find it very hard to come up with an original thought. You get -2 on all rolls made for tasks that require invention or creativity (GM's decision).

**Honesty****-10 points**

You *must* obey the law, and do your best to get others to do so as well. You are compulsive about it. This will often limit your options! Faced with unreasonable laws, roll against IQ to see the "need" to break them, and against Will to avoid turning yourself in afterward! You can lie if it does not involve breaking the law. Note that AIs with Reprogrammable Duty will not generally consider the restrictions on them to be "unreasonable."

**Impulsiveness****-10 points**

You hate talk and debate. You prefer action! When alone, you act first and think later. In a group, when your friends want to stop and debate, put in your two cents' worth quickly – if at all – and then act! If it is absolutely necessary to wait and ponder, you must make a Will roll to do so.

**Intolerance****-5/-10 points**

You dislike people who are different from you, reacting to them at -3. On a "good" or better reaction, you force yourself to tolerate them, coldly but civilly. On a "neutral" reaction, you tolerate their presence, but are openly disdainful. On a worse reaction, you will walk out, drive them off, attack them, etc. Members of the disliked group will sense your intolerance and reciprocate, reacting to you at -1 to -5.

Point value depends on the group affected. Intolerance of *anyone* not of your ethnic background is worth -10 points, as is intolerance of anyone who does not share your religion. Intolerance of one particular ethnic or religious group you routinely encounter is worth -5 points. Intolerance of a group you will rarely encounter is treated as a -1-point quirk (see p. 219). See p. 133.

**Jealousy****-10 points**

You have a bad reaction toward anyone who seems smarter, more attractive, or better-off than you! You resist any plan proposed by a "rival," and *hate* it if someone else is in the limelight. If an NPC is Jealous, the GM will apply from -2 to -4 to his reaction rolls toward the target(s) of his jealousy.

**Laziness****-10 points**

You are violently averse to physical labor. Your chances of getting a raise or promotion in *any* job are halved. If you are self-employed, your weekly income is halved. Avoid work – especially hard work – at all costs. Roleplay it!

**Low Empathy****-15 points**

You have trouble understanding emotions. You may not take Empathy or Sensitive, and have a -3 penalty to use skills where understanding emotions would be important, especially Acting, Carousing, Criminology, Fast-Talk, Leadership, Merchant, Politics, Psychology, and Sex Appeal.

**Miserliness****-10 points**

Like *Greed* (p. 217), except you are more concerned with holding on to what you already have. You may be both greedy *and* miserly! Make a Will roll when called on to spend money, and hunt for the best deal possible. If the expenditure is large, the Will roll may be at -5 (or worse). Failure means you refuse to spend the money – or, if it *must* be spent, haggle and complain!

**Overconfidence****-10 points**

You think you are far more powerful, intelligent, and competent than you really are, and you act that way. Any time (in the GM's opinion) you show too much caution, roll against IQ. A failed roll means you can't be cautious . . . act as though you were able to handle the situation. An overconfident character gets +2 on reaction rolls from the young or naive, but -2 from experienced NPCs. This requires roleplaying. You may be proud and boastful, or just quietly determined.

**Pacifism****-15 points**

You are opposed to violence. There are two different forms:

*Self-Defense Only:* You will only fight to defend yourself or those in your care, using minimum necessary force (no preemptive strikes!). Do your best to discourage others from violence, too. **-15 points.**

*Cannot Kill:* You may fight freely, but will never do anything that seems likely to kill another. This includes abandoning a wounded foe to die. Do your best to keep your companions from killing, too. If you kill (or feel responsible for a death), you suffer a nervous breakdown. Roll 3 dice: you're totally morose and useless (roleplay it!) for that many days, and during that time must make a Will roll to offer any violence toward *anyone*, for *any* reason. **-15 points.**

**Phobias****Variable**

A "phobia" is a fear of a specific item or circumstance. Many fears are reasonable, but a phobia is an unreasonable, unreasoning, morbid fear. The more common an object or situation, the greater the point value of a fear of it.

Roll against Will when faced with the object of your fear. If you succeed, you will be at -2 IQ and -2 DX while the cause of your fear is present, and you must roll again every 10 minutes to see if the fear overcomes you. If you fail, you will react badly, running away, screaming, or freezing. Roleplay it!

Some common phobias: blood (hemophobia; **-10 points**); darkness (scotophobia; **-15 points**); dead bodies (necrophobia; **-10 points**); enclosed spaces (claustrophobia; **-15 points**); fire (pyrophobia; **-5 points**); heights (acrophobia; **-10 points**); loud noises (brontophobia; **-10 points**); open spaces (agoraphobia; **-10 points**); strange and unknown things (xenophobia; **-15 points**). See also p. 133.

**Secret**      **-5/-10/-20/-30 points**

A Secret is an aspect of your life that you must keep hidden. The GM rolls three dice before every adventure. On a 6 or less, your Secret appears. It is not automatically made public; you will have the chance to keep the Secret from being revealed, although this might mean caving in to blackmail or extortion, stealing the incriminating evidence, silencing someone who knows the Secret, etc.

If you succeed, you get to keep your Secret. The solution, however, is only temporary; the Secret will appear again and again until you finally buy it off.

If you fail, and your Secret is made public, replace the Secret disadvantage with new disadvantages worth *twice* as many points as the Secret itself! The disadvantages acquired must be appropriate to the Secret, and are determined with the GM's assistance. Secrets usually turn into Enemies, bad Reputations, or Social Stigmas, or reduce your Status or wealth (going from Filthy Rich to Very Wealthy is effectively a -20-point disadvantage).

The point value of a Secret depends on the consequences if revealed: serious embarrassment (-5 points), utter rejection by society (-10 points), imprisonment or exile (-20 points), or possible death (-30 points).

**Sense of Duty**      **-5/-10/-15/-20 points**

You suffer from a self-imposed feeling of duty. If you feel a sense of duty toward someone, you'll never betray him, abandon him when he's in trouble, or let him suffer if you can help. If you go against your sense of duty, the GM will penalize you for bad roleplaying.

You define the group toward which your character feels a sense of duty, and the GM sets its point value. *Examples:* close friends and companions (-5 points); a nation or other large group, such as "all humans" or "all AIs" (-10 points); everyone you know personally (-10 points); all sapient beings (-15 points); all life, digital or organic (-20 points).

**Stubbornness**      **-5 points**

You always want your own way. Make yourself generally hard to get along with – roleplay it! Your friends may have to make a lot of Fast-Talk rolls to get you to go along with reasonable plans. Others react to you at -1.

**Truthfulness**      **-5 points**

You hate to tell a lie – or you're just bad at it. To keep silent about an uncomfortable truth (lying by omission), make a Will roll. To *tell* a falsehood, roll at a -5 penalty! A failed roll means you blurt out the truth, or stumble so much that your lie is obvious.

**Weak Will**      **-8 points/level**

You are easily persuaded, frightened, tempted, etc. Each level gives you a -1 to IQ when you make a Will roll (p. 231). This includes attempts to resist distraction, seduction, torture, etc. If your IQ is over 14, treat it as 14 *before* subtracting Weak Will; e.g., IQ 14+ and 3 levels of Weak Will would result in a Will roll of 11.

You cannot have both Strong Will and Weak Will.

**Workaholic**      **-5 points**

You always work at least 50% more hours than normal. This often results in missed sleep (see *Fatigue*, pp. 237-238). As well, you cannot relax, and prioritize work over people. This gives a -1 or -2 to reaction rolls in situations where it would be apparent (GM's discretion).

**Youth**      **-2 to -6 points**

You are 1 to 3 years "legally underage," at -2 points per year. You suffer a -2 reaction roll when you try to deal with others as an adult; they may like you, but they don't fully respect you. Laws may prevent you from signing contracts, voting, using drugs/nano/alcohol, owning/operating vehicles or weapons, etc. "Buy off" Youth when you reach "legal age" (usually 18).

## QUIRKS

A "quirk" is a minor personality trait – not necessarily a disadvantage, just something unique about your character. For instance, Greed is a disadvantage. But if you insist on being paid in U.S. dollars, even in China, that's a quirk.

You may take up to five "quirks" at -1 point each. These do *not* count against the maximum number of disadvantage points allowed in your campaign.

A quirk *must* be something that can be roleplayed, or that will influence others' reactions in a significant way. If you take the quirk "dislikes heights," but blithely climb trees or cliffs whenever you need to, the GM will penalize you for bad roleplaying. Beliefs, goals, strong likes and dislikes . . . these *might* be quirks; "Likes VR games" is not a quirk, but "Talks constantly about VR games" can be.

## SKILLS

A "skill" is a particular kind of knowledge. Karate, genetic engineering, and the English language are all skills.

Each of your skills is represented by a number called a *skill level*; the higher the number, the greater the skill. When you try to do something, you (or the GM) will roll 3 dice against the appropriate skill, modified as the GM sees fit for that particular situation. If the number you roll is *less than or equal to* your (modified) score for that skill, you succeed! But a roll of 17 or 18 is an automatic failure.

## LEARNING SKILLS

To learn or improve a skill, you must spend character points. Skills are either *mental* or *physical*. The tables below show the point cost to learn each skill.

The first column shows the skill level you are trying to attain, *relative to the controlling attribute*. This is usually DX for physical skills and IQ for mental ones; exceptions are noted in individual skill descriptions. If your DX is 12, then a level of "DX-1" would be 11, "DX" would be 12, "DX+1" would be 13, and so on.

The remaining columns show the point costs to learn skills of different *difficulties* – *Easy, Average, Hard,* and *Very Hard* – at that level. Harder skills cost more character points to learn!

**Physical Skills**

Your Final Skill Level	Difficulty of Skill		
	Easy	Average	Hard
DX-3	–	–	1/2 point
DX-2	–	1/2 point	1 point
DX-1	1/2 point	1 point	2 points
DX	1 point	2 points	4 points
DX+1	2 points	4 points	8 points
DX+2	4 points	8 points	16 points
DX+3	8 points	16 points	24 points
DX+4	16 points	24 points	32 points

**Mental Skills**

Your Final Skill Level	Difficulty of Skill			
	Easy	Average	Hard	Very Hard
IQ-4	–	–	–	1/2 point
IQ-3	–	–	1/2 point	1 point
IQ-2	–	1/2 point	1 point	2 points
IQ-1	1/2 point	1 point	2 points	4 points
IQ	1 point	2 points	4 points	8 points
IQ+1	2 points	4 points	6 points	12 points
IQ+2	4 points	6 points	8 points	16 points

Further increases follow the same progressions: 8 additional points per level for physical skills, 4 per level for Very Hard mental skills, 2 per level for other mental skills.

**LIMIT ON BEGINNING SKILLS**

The *maximum* number of points a starting character can spend on skills depends on his age; see *Skills*, p. 136. This doesn't apply to skills gained in play (see *Character Improvement*, pp. 228-229). PCs built with *GURPS Lite* should not be over 70 (excluding time spent frozen, etc.); for aged PCs, see *GURPS Basic Set*.

**SKILL DEFAULTS**

Most skills have a “default level” at which you perform the skill *without training*. Nobody can know every skill; a default roll can save your life. Askill has a default level if it's something anybody can do . . . a little bit.

For instance, the “default” for Camouflage is IQ-4. If your IQ is 11, and you must conceal yourself, you do it on a roll of 7 or less. Why? Because 11 minus 4 is 7, so 7 is your “default” skill at Camouflage. You smear dirt on your face and tie twigs to your hat; it may work!

Some skills (especially Very Hard ones) have *no* default.

**LIST OF SKILLS**

The entry for each skill gives the following information: *Name*. Its name; e.g., “Armoury.”

*Type*. Its class (mental or physical) and difficulty (Easy, Average, Hard, or Very Hard). Sometimes abbreviated; e.g., “M/A” for “Mental/Average.”

*Defaults*. The attribute(s) to which the skill defaults if not known; e.g., “DX-6”. If there's more than one possible default, use the one that gives the highest level.

*Description*. A *brief* description of what the skill is used for and when (or how often) to roll. The GM should permit routine tasks to be performed on a straight skill roll; more or less difficult tasks, or adverse or favorable conditions, will result in modifiers to skill (GM's discretion).

**Acrobatics (Physical/Hard) DX-6**

The ability to perform acrobatic and gymnastic stunts, roll, take falls, etc. A separate skill roll is required for each trick you attempt.

**Acting (Mental/Average) IQ-5**

The ability to counterfeit moods, emotions, and voices, and to lie convincingly over a period of time. Roll a Quick Contest versus the IQ of each person you wish to fool.

**Administration (Mental/Average) IQ-6**

The skill of running a large organization. Askill roll lets you deal with a bureaucracy quickly and efficiently.

**Animal Handling (Mental/Hard) IQ-6**

The ability to train and work with all types of animals. Daily rolls are required when training an animal.

**Area Knowledge (Mental/Easy) IQ-4 for area residents only**

The skill of familiarity with the people, politics, and geography of a given area. Roll for each piece of knowledge required.

**Armoury (Mental/Average) IQ-5**

The ability to build and repair weapons. Each class of weapons – e.g., artillery, small arms, and vehicular weapons – requires its own Armoury skill.

**Bard (Mental/Average) IQ-5**

The ability to speak extemporaneously and to tell stories. Also called *Public Speaking*. Roll once per speech or story.

**Battlesuit (Physical/Average) DX-5 or IQ-5**

The ability to wear a battlesuit (p. 160). If making DX rolls or using DX-based skills in a battlesuit, your effective DX or skill can't exceed Battlesuit skill.

**Beam Weapons (Physical/Easy) DX-4**

The ability to fire beam-projecting small arms. Each type of weapon requires its own Beam Weapons skill; see p. 136 and p. 156. Add 1 to skill for an IQ of 10-11, or 2 for an IQ of 12+.



**Brain Hacking (Mental/Very Hard)****Will-6**

The ability to use specialized software to edit, interrogate, and modify captive digital minds. Roll once per attempt; failure may damage the mind.

**Brawling (Physical/Easy) No default**

The skill of unscientific unarmed combat. Roll against Brawling to hit with a punch, or Brawling-2 to hit with a kick, and add 1/10 your skill (round down) to damage. You may parry *barehanded* attacks at 2/3 skill.

**Camouflage (Mental/Easy) IQ-4**

The ability to use natural material or paints to disguise yourself, your equipment, your position, etc. Roll once per person, vehicle, or position hidden.

**Carousing (Physical/Average) HT-4**

The skill of drinking, partying, etc. A successful skill roll gives you +2 reaction rolls in such circumstances; failure gives a -2 instead. This skill is based on HT, not DX.

**Climbing (Physical/Average) DX-5 or ST-5**

The ability to climb mountains, ropes, the sides of buildings, trees, etc. Roll once to start a climb; long climbs may require more rolls. See p. 229.

**Computer Skills (Mental/Varies) Defaults vary**

Skill in using computers. Roll once per important programming, hacking, or data-recovery attempt. No roll is needed for routine use.

*Artificial Intelligence (M/H):* The ability to train or design AIs. No default.

*Computer Hacking (M/VH):* The ability to break into computer systems. This is often *impossible* unless *some* clues (partial passwords, "back doors," etc.) are known. No default.

*Computer Operation (M/E):* The ability to call up or recover lost data, use common operating systems, play games, etc. Defaults to IQ-4.

*Computer Programming (M/H):* The ability to write and debug computer programs. No default.

**Cooking (Mental/Easy) IQ-4**

The ability to prepare a pleasing meal from basic ingredients. Roll once per meal.

**Criminology (Mental/Average) IQ-4**

The study of crime and the criminal mind. Roll to find and interpret clues, guess how criminals might behave, etc.

**Demolition (Mental/Average) IQ-5**

The ability to blow things up with explosives. A Demolition roll is necessary to safely use explosives.

**Diagnosis (Mental/Hard) IQ-6**

The ability to tell what is wrong with a sick or injured person, or what killed a dead person. Roll once per diagnosis.

**Disguise (Mental/Average) IQ-5**

The ability to make yourself look like someone else. Roll a Quick Contest of Skills (Disguise vs. IQ) for each person (or group) that your disguise must fool.

**Electronics Operation (Mental/Average) IQ-5**

The ability to *use* electronic gear. No skill roll is required for normal, everyday use of equipment, only for complex or emergency situations. Each category of gear – communications, medical, security systems (includes electronic lock-picking), sensors – requires its own Electronics Operation skill.

**Engineering Skills (Mental/Hard) No default**

The ability to design and build electronic apparatus (Electronics skills) or complex machinery (Engineer skills). Each class of electronic equipment (communications, sensors, etc.) is a separate Electronics skill; each field of engineering (civil, computers, mining, etc.; see p. 136) is a separate Engineer skill. A successful roll will let you identify the purpose of a strange device, diagnose a glitch, perform a repair, or design a new system.

**Escape (Physical/Hard) DX-6**

The ability to get free from ropes, handcuffs, and similar bonds. The first attempt to escape takes one minute; each subsequent attempt takes 10 minutes.

**First Aid (Mental/Easy) IQ-5**

The ability to patch up an injury in the field (see p. 236). Roll once per injury.

**Forensics (Mental/Hard) No default**

The general science of "laboratory" criminology. Roll to analyze each piece of physical evidence.

**Forgery (Mental/Hard) IQ-6 or DX-8**

The ability to produce fake passports, identity papers, or similar documents. Roll once per forgery. See p. 136.

**Free Fall (Physical/Average) DX-5 or HT-5**

The ability to handle yourself in zero- or microgravity; see pp. 54-56.

**Freight Handling (Mental/Average) IQ-5**

The ability to load and unload cargo quickly and efficiently. A successful skill roll will reduce the time required for such tasks by 25%.

**Gambling (Mental/Average) IQ-5**

The skill of playing games of chance. A successful Gambling roll can tell you if a game is rigged, identify a fellow gambler in a group of strangers, or “estimate the odds” in a tricky situation.

**Genetics (Mental/Very Hard) No default**

Skill in genetics theory or genetic engineering. Each genetic science is a separate skill; see p. 136. Roll once per research or engineering task.

**Gunner (Physical/Average) DX-5**

The ability to fire vehicular or tripod-mounted heavy weapons. Each type of weapon requires its own Gunner skill. Options include beams (lasers and particle beams), cannon (autocannon and tank guns), guided missile, machine gun (heavy automatic weapons), and railgun (including coilguns). Add 1 to Gunner skill for an IQ of 10-11, or 2 for an IQ of 12+.

**Guns (Physical/Easy) DX-4**

The ability to shoot projectile-firing small arms. Each type of weapon requires its own Guns skill; see p. 136 and p. 156. Add 1 to Guns skill for an IQ of 10-11, or 2 for an IQ of 12+.

**Hand Weapon (Physical/Varies)  
Defaults vary**

Each class of hand weapons requires a separate physical skill; roll against this skill when attacking. Most hand weapons may also *parry* (p. 233); this is done at 1/2 skill unless noted. Assume that P/E weapon skills default to DX-4 and P/A ones default to DX-5. Skills include:

*Knife (P/E)*: Any kind of fighting knife or short, unfixed bayonet.

*Shortsword (P/A)*: Any 1- to 2-foot balanced, one-handed weapon, such as a police baton or a machete.

*Two-Handed Axe/Mace (P/A)*: Any long, unbalanced, two-handed weapon, such as a shovel, or a heavy rifle or machine gun gripped by the barrel.

**Holdout (Mental/Average) IQ-5**

The skill of concealing items on your person or on others, or finding such hidden items. Roll once per item.

**Humanities (Mental/Hard) IQ-6**

Each academic “humanities” or “arts” subject (such as History, Literature, Philosophy, or Theology) is a separate Mental/Hard skill that defaults to IQ-6. Roll versus skill to recall references, perform critical analysis, etc.

**Influence Skills (Mental/Varies)  
Defaults vary**

There are several ways to influence others; each is a separate *influence skill*. A successful roll will result in a “good” reaction from an NPC. Failure results in a “bad” reaction

(except for Diplomacy, which is always safe). To actually coerce or manipulate an NPC, you must win a Quick Contest of your skill versus his Will. Methods of influencing others include:

*Diplomacy (M/H)*: Negotiation and compromise. Defaults to IQ-6.

*Fast-Talk (M/A)*: Lies and deception. Defaults to IQ-5.

*Intimidation (M/A)*: Threats and violence. Defaults to ST-5.

*Savoir-Faire (M/E)*: Manners and etiquette. Mainly useful in “high society” situations. Defaults to IQ-4.

*Savoir-Faire (Military) (M/E)*: Military protocol and the “old boy” network. Only useful in military situations. Defaults to IQ-4.

*Sex Appeal (M/A; based on HT, not IQ)*: Vamping and seduction, usually of the opposite sex. Defaults to HT-3.

*Streetwise (M/A)*: Contacts and (usually) subtle intimidation. Only useful in “street” and criminal situations. Defaults to IQ-5.

**Intelligence Analysis (Mental/Hard) IQ-6**

Interpreting intelligence reports and analyzing raw reconnaissance data. On successful roll, the GM might grant you additional information about enemy actions, provided the data was reliable.

**Interrogation (Mental/Average) IQ-5**

The ability to question a prisoner. To do so, you must win a Contest of Skills: your Interrogation skill vs. the prisoner’s Will.

**Judo (Physical/Hard) No default**

Formal training in locks and throws. If you have empty hands and no more than light encumbrance, you may parry attacks (even weapons) at 2/3 skill. On the turn after a successful parry, you may attempt to throw your opponent. This counts as an attack, and is rolled against Judo skill. If your foe does not dodge or parry, he is thrown to the ground.

**Karate (Physical/Hard) No default**

The skill of *trained* punching and kicking. When you punch or kick, use Karate skill rather than DX to determine the odds of hitting, and add 1/5 of your skill level (round down) to damage. You may also parry attacks (even weapons) at 2/3 skill. Your encumbrance must be light or less to use Karate.

**Law (Mental/Hard) IQ-6**

A successful Law roll lets you remember, deduce, or figure out the answer to a question about the law. An actual trial is handled as a Contest of Law skills.

**Leadership (Mental/Average) ST-5**

The ability to coordinate a group in a stressful situation. Roll to inspire NPCs to follow you into or to endure danger (e.g., combat).



**Mathematics (Mental/Hard) IQ-6**

Formal training in higher mathematics. A successful skill roll will let you answer the sorts of mathematical questions likely to matter on an adventure.

**Mechanic (Mental/Average) IQ-5**

The ability to diagnose and fix ordinary mechanical problems. Roll once per diagnosis or repair. Each category of machine requires its own Mechanic skill; see p. 136.

**Merchant (Mental/Average) IQ-5**

The ability to act as a “trader,” buying and selling merchandise. A successful skill roll lets you judge the value of common goods, locate markets, etc.

**Meteorology (Mental/Average) IQ-5**

The study of the weather and the ability to predict it, given the appropriate instruments. Roll once per prediction.

**Musical Instrument (Mental/Hard)  
No default**

The ability to play a musical instrument. Each instrument is a separate version of this skill. Roll once per performance.

**Natural Sciences (Mental/Varies)  
Defaults vary**

Each specialty (e.g., Astronomy, Botany, Chemistry, Ecology, Geology, Physics, or Zoology) is a separate Mental/Hard skill that defaults to IQ-6, with the exceptions of Biochemistry and Nuclear Physics, which are Mental/Very Hard skills with no default. Roll versus skill to recall general knowledge within the field, analyze data, perform lab work, and so on.

**Navigation (Mental/Hard) No default**

The ability to find position by the stars, ocean currents, etc. Whether you are on land, at sea, or in the air, a successful roll will tell you where you are.

**NBC Warfare (Mental/Average) IQ-5**

Expertise with the gear used in nuclear, biological, or chemical (NBC) warfare or biohazard environments. If proper equipment is available, roll against skill to safely detect and neutralize contaminants. See also p. 136.

**Parachuting (Physical/Easy)  
DX-4 or IQ-6**

The ability to parachute jump. Failure means a drift off course or dropped gear. A critical failure is potentially fatal! A second roll is required to dodge trees, avoid injury, etc. in a rough landing zone.

**Physician (Mental/Hard) IQ-7**

The general professional ability to aid the sick, prescribe drugs and care, etc. This is the skill to use if the GM requires a single roll to test general medical competence or knowledge.

**Pickpocket (Physical/Hard) DX-6**

The ability to steal a small object (purse, knife, etc.) from someone’s person. Roll once per theft; if the target is alert, treat this as a Quick Contest vs. the target’s IQ.

**Politics (Mental/Average) IQ-5**

The ability to run an election campaign, stay abreast of politics, and get along with politicians. A successful roll will give you a +2 reaction from a politician. A campaign will involve Contests of Politics skills.

**Prospecting (Mental/Average) IQ-5**

The skill of finding valuable minerals by on-site examination or via instruments.

**Research (Mental/Average) IQ-5**

General skill at library research. A successful Research roll in an appropriate place of research will let you find a useful piece of data, if that information is to be found.

**Scrounging (Mental/Easy) IQ-4**

The ability to find or salvage useful items. A successful skill roll will locate the item desired, if the GM rules that it is there in the first place.

**Shadowing (Mental/Average) IQ-6**

The ability to follow another person through a crowd without being noticed. Roll a Quick Contest of Skill every 10 minutes: your Shadowing vs. the subject’s Vision roll. If you lose, you lose the target – or he spots you!

**Social Sciences (Mental/Hard) IQ-6**

Each “social science” (e.g., Anthropology, Archaeology, Economics, Psychology, or Sociology) is a separate Mental/Hard skill that defaults to IQ-6. Roll versus skill to recall general knowledge within the field, identify traits that characterize an individual, culture, or society (as applicable), and so on.

**Stealth (Physical/Average)  
IQ-5 or DX-5**

The ability to hide and to move silently. Roll a Quick Contest of Skills between your Stealth and the Hearing roll of anyone you’re trying to hide from.

**Surgery (Mental/Very Hard) No default**

The ability to perform operations (including installing/removing implants). Roll once per operation; failure may inflict 1d to 3d damage!



**Survival (Mental/Average) IQ-5**

The ability to “live off the land,” find food and water, avoid hazards, build shelter, etc. A different Survival skill is required for each terrain type. Roll once per day in a wilderness situation.

**Swimming (Physical/Easy) ST-5 or DX-4**

This skill is used both for swimming and for saving a drowning victim. Roll once per swim, dive, or lifesaving attempt.

**Tactics (Mental/Hard) IQ-6**

The ability to plan small battles, with up to a few dozen combatants. A skill roll may give insight into enemy plans (GM’s option).

**Teaching (Mental/Average) IQ-5**

The ability to instruct others. The GM may require one or more skill rolls to teach another character a skill.

**Throwing (Physical/Hard) No default**

The ability to throw whatever you can pick up. It helps both accuracy (roll against Throwing skill to throw anything you can lift) and distance (add 1/6 of Throwing skill to ST when determining distance). Roll once per throw.

**Thrown Weapon (Physical/Easy) DX-4**

The ability to throw any one type of *throwable* weapon. This skill is different for each type of weapon: Grenade Throwing, Knife Throwing, etc.

**Tracking (Mental/Average) IQ-5**

The ability to follow a man or an animal by its tracks. Make one Tracking roll to pick up the trail, and one further roll per 5 minutes of travel.

**Vacc Suit (Mental/Average) IQ-6**

The ability to don a spacesuit quickly, work comfortably in it, and swiftly patch any holes.

**Vehicle Skills (Physical/Varies) Defaults vary**

Each class of vehicle requires its own operation skill. Roll once to get under way and again each time a hazard is encountered, or during a high-speed chase. Failure indicates lost time, or an accident. Vehicle skills default to DX at -4 (Easy) or -5 (Average); *motor* vehicles also default to IQ, at similar penalties. Available types include *Bicycling (P/E)*, *Boating (P/A)* (for rowboats and sailboats), *Driving (P/A)* (separate versions for cars, tanks, trucks, etc.), *Motorcycle (P/E)*, *Piloting (P/A)* (separate versions for light and heavy propeller craft, jets, helicopters, vertical-takeoff air cars, gliders, and spacecraft; see p. 137), and *Powerboat (P/A)* (for motorboats and mini-sub).

**Writing (Mental/Average) IQ-5**

The ability to write in a clear or entertaining manner. Roll once per article, or daily for long works.

**Xenobiology (Mental/Average) No default**

Knowledge of extraterrestrial biochemistry; each specialty (see p. 137) is a different skill. Roll to recall general knowledge within the field, analyze data, do lab work, etc.

**LANGUAGES**

Languages are treated as skills. The *Language Talent* advantage (p. 216) makes it easier to learn languages.

**Language Skills (Mental/Varies) No default**

Each language is a separate mental skill. Your native language skill starts out equal to your IQ, and costs only 1 point per level to improve. Other languages are improved like any other skill. Difficulty of languages varies:

*Easy:* Pidgins and the like.

*Average:* Most languages – French, German, Mandarin Chinese, etc.

*Hard:* Arare few languages, such as Basque or Navajo.

Any conversation depending on a language not native to all parties requires a roll against skill to understand or be understood.

**RACIAL TEMPLATES**

The character-creation rules described up to this point apply to ordinary “baseline” humans; however, many characters in a *Transhuman Space* game will be more than human. To create such a character, select a *racial template* (or *two* templates, if an infomorph) from those detailed on pp. 114-126.

A racial template is a package of attribute modifiers (see below), advantages, disadvantages, and features (0-point traits). Each template has a racial point cost listed, which is the sum of the individual point costs for the traits listed as making up the template. (These individual costs are listed in the template, in brackets – [ ] – for reference.) For example, the Alpha Upgrade on p. 115 has a racial point cost of 35 points.

If you choose a racial template (or two templates, if you are an infomorph), you treat the template’s point cost as if it were an advantage (if positive) or disadvantage (if negative). If it’s a disadvantage, it doesn’t count against the disadvantage limit for your campaign.

When you take a racial (or model) template, all the attribute modifiers, advantages, and disadvantages in the template apply automatically to your character. Don’t take any advantages or disadvantages that duplicate them!

*Attribute Modifiers:* Most racial templates have one or more *attribute modifiers*; e.g., DX +2 or IQ -1. After

you buy your character's attributes (p. 210), you apply the attribute modifiers in your template(s). This may raise or lower your attributes, but you don't pay any points (or get any points back) for this, since the cost was already included in the cost of the template. For example, if you buy DX 13 for 30 points and your template gives DX +2, you would have DX 15 at no additional cost.

*Racial Advantages and Disadvantages:* These can include normal advantages and disadvantages (pp. 210-219), as well as special "racial and super" advantages and disadvantages that are not found in ordinary humans (see below). They also include the occasional *racial skill bonus* (e.g., "Free Fall +3") that gives a bonus to a specific skill if at least 1/2 point is paid to learn that skill.

## RACIAL AND SUPER ADVANTAGES

Brief descriptions are given here; for more detail, see *GURPS Compendium I*. Point cost is noted for reference.

*Amphibious:* You are at home in the water, and can swim at full Move without Swimming skill. *10 points.*

*Catfall:* You subtract 5 yards from any fall. A DX roll halves all damage taken from a fall. *10 points.*

*Chameleon:* You blend into your surroundings: +2/level to Stealth if still, half that if moving. *7 points/level.*

*Claws:* You have claws that give +2 damage with a punch or kick. *15 points.*

*Clinging:* You can climb walls and ceilings like an insect. *25 points.*

*Damage Resistance:* You have one or more points of DR. *3 points/level.*

*Discriminatory Smell:* You have a bloodhound's olfactory abilities, and +4 to smell Sense rolls. *15 points.*

*Doesn't Breathe:* You cannot drown or be poisoned by inhaled gas. *20 points.*

*Drug Factory:* Your body manufactures drugs. You can dispense up to (HT/2) doses daily by bite or claws. *20 points (first drug) + 10 points/extra drug.*

*Early Maturation:* Each level halves the age at which you reach maturity (normally 18). *5 points/level.*

*Enhanced Move:* Each level increases Move by your original Move score in one means of locomotion, if moving in a relatively straight line and not dodging. *10 points/level.*

*Enhanced Time Sense:* You process information inhumanly fast. You get Combat Reflexes, and automatically have initiative in combat (if an opponent has this advantage also, break ties by highest Basic Speed). The GM will give you extra time to think about an action, rather than requiring rapid decisions. *45 points.*

*Extended Lifespan:* Each level halves the rate at which you age. *5 points/level.*

*Extra Arms:* You have multiple arms, or "feet manipulators" that can double as arms. You can still only make one attack per turn. *10 points/arm.*

*Extra Fatigue:* Increase your ST by +1/level for the purpose of taking fatigue (only). *3 points/level.*

*Extra Flexibility:* You have tentacles or similar limbs with a larger movement arc than human arms. *10 points.*

*Extra Hit Points:* Increase your HT by +1/level for the purpose of determining how many hits you can sustain (only). *5 points/level.*

*Extra Legs:* You have extra legs; you can lose some and still walk. *Cost varies.*

*Extra Life:* You can return from the dead . . . once. *25 points.*

*Faz Sense:* You can sense moving objects via air motion at short range (e.g., in the same room). *10 points.*

*Filter Lungs:* You can safely breath airborne toxins or contaminants. *5 points.*

*Flexibility:* Similar to Double-Jointed (p. 215), but more extreme: +5 to Climbing, Escape, or Mechanic. *15 points.*

*Flight:* You can fly at twice your Move. *40 points.*

*Fur:* You stay warm and have DR 1. *4 points.*

*Hermaphromorph:* You can voluntarily change sex (takes six hours). *2 points.*

*Hyper-Reflexes:* You can "activate" Combat Reflexes and a +1 Speed bonus (if you already have Combat Reflexes, double its benefits) at a cost of 1 fatigue point/turn. *15 points.*

*Hyper-Strength:* You can "activate" a +50% ST increase at a cost of 1 fatigue point/turn. *30 points.*

*Immunity to Poison:* Drugs and poisons do not affect you. *15 points.*

*Increased Speed:* Gives +1/level to Basic Speed and Move. *25 points/level.*

*Infravision:* You can see in the dark using thermal imaging. The shapes of people and objects stand out against cooler or warmer backgrounds. Gives +2 to see (or +3 to track) living beings. *15 points.*

*Injury Tolerance:* You lack a specific brain (No Brain), or don't bleed (No Blood), or can't be strangled (No Neck). *5 points each.*

*Microscopic Vision:* Your eyes magnify tiny, close-up details. Each level doubles magnification. *4 points/level.*

*Move Through Ice:* You melt or burrow through ice at your full Move. *10 points.*

*Oxygen Storage:* You can store an hour's worth of oxygen in your body. *14 points.*

*Passive Defense:* Your body gives 1 PD per level (up to PD 6), if you don't wear armor. *25 points/level.*

*Penetrating Vision:* You can see through 6" of solid matter/level. *10 points/level.*

*Perfect Balance:* You can move like a squirrel and run along branches, high wires, etc. with ease. Gives +1 to Acrobatics, Climbing, and Piloting skills. *15 points.*

*Polarized Eyes:* Flashes or bright light don't blind you. *5 points.*

*Radar Sense:* You have built-in radar that lets you see objects all around you, ignoring penalties for darkness, smoke, etc. *50 points + 1 point/yard of range.*

*Radio Speech:* You can communicate by radio (see p. 130). *25 points.*

*Sanitized Metabolism:* You never have body odor, acne, or bad breath. Gives +1 to reaction rolls, where appropriate. *5 points.*



*Secret Communication:* You have an undetectable, unjammable means of communication. *20 points.*

*Sensitive Touch:* Your fingers can recognize faces, read newsprint, etc. *10 points.*

*Sharp Claws:* Your kicks or punches do cutting damage. *25 points.*

*Sharp Teeth:* You can bite for thrust/cutting damage in close combat. *5 points.*

*Silence:* You add +2/level to Stealth if still, +1/level if moving. *5 points/level.*

*Sonar Vision:* You “see” by emitting sound waves, with a range of 100 yards in air or 1/2 mile in water. *25 points (0 if instead of vision).*

*Special Rapport:* You can sense what a specific individual is feeling, or if he’s in pain. *10 points/individual.*

*Spectrum Vision:* You can detect radio, radar, and other electromagnetic emissions. Includes Infrared Vision, above. *40 points.*

*Super Flight:* Each level *doubles* flying speed. Requires Flight. *20 points/level.*

*Telescopic Vision:* You can see as if using binoculars. Each level doubles magnification. *6 points/level.*

*Tunnel:* You can move through earth or rock at the listed speed in yards per second. *40 points + 10 points/yard per second.*

*Unaging:* You don’t age. *15 points.*

*Vacuum Support:* You can survive in space, underwater, or without oxygen as if wearing a vacc suit with an unlimited air supply. *40 points.*

*Visualization.* By visualizing success at a noncombat task, you can improve your odds. Concentrate for one minute, describe the task, and make a Will roll. You get +1 to the actual task per two points by which you beat your Will. *10 points.*

## RACIAL AND SUPER DISADVANTAGES

*Dependency (Maintenance):* You need periodic tune-ups or refueling, or you’ll stop working. *Cost varies.*

*Extra Sleep:* You need more hours of sleep each night. *-3 points/hour.*

*Inconvenient Size:* You are substantially larger (over 8’ tall) or smaller (under 2’) than a human. *-10 (larger) or -15 (smaller) points.*

## OTHER ADVANTAGES, DISADVANTAGES, AND SKILLS

Some advantages, disadvantages, and skills referenced in *Transhuman Space* don’t appear in *GURPS Lite*. These are detailed in *GURPS Basic Set* and *Compendium I*. When using *GURPS Lite*, the GM may adjudicate their effects, or substitute others of similar cost from those included here.

*Invertebrate:* You can squeeze into small spaces, but your lifting/dragging ST is 25% of normal. *-20 points.*

*No Manipulators:* You have no arms. *-50 points.*

*One Fine Manipulator:* You have only one functional arm, and you can’t do things that need two hands. In borderline cases, the GM applies a -4 penalty. *-15 points.*

*Parasite:* You are dependent on a host to live, and die if he dies. *Cost varies.*

*Reduced Hit Points:* Reduce your HT by -1/level for the purpose of determining how many hits you can sustain (only). *-5 points/level.*

*Reprogrammable Duty:* You can be programmed to obey a particular master. *-25 points.*

*Sessile:* You cannot move under your own power! *-50 points.*

*Slave Mentality:* You show no self-initiative at all. Role-play it! *-40 points.*

*Sterile:* You cannot reproduce. *-3 points.*

*Unhealing:* You cannot heal without physical repairs. *-20 points.*

## ENHANCEMENTS AND LIMITATIONS

*Enhancements* increase a given advantage or disadvantage’s effect, and also increase point cost by a listed percentage; the reverse is true of *limitations*. Most are self-explanatory; others are covered in Chapter 4.

## EQUIPMENT

Now you need to decide what equipment you have. See Chapter 5 for available gear. Weapons and armor are a special case, however, since their use involves more intricate game mechanics. This section will give you enough information to let you choose your combat gear intelligently.

*A Note on Buying Things:* You start with money equal to the standard starting wealth, modified by your wealth level (see pp. 213-214). Subtract the price of each item you buy from your starting wealth to determine how much money you have left. In some cases – e.g., a military or spy campaign – equipment will be *issued*. This means it does not have to be paid for out of your pocket; however, it does not really belong to you, and can always be taken away.

## ARMOR

Armor protects you in two ways (in both cases, higher numbers are better):

*Passive Defense (PD):* Adds to your defense roll while you wear the armor, and represents the fact that some attacks are deflected by the armor’s shape. PD ranges from 1 to 6.

*Damage Resistance (DR):* The number of hits subtracted from an attack that strikes you. For instance, if you are hit while wearing DR 15 armor, and the attacker rolls 19 points of damage, only 4 hits affect you.



## HAND WEAPON TABLE

Weapons are listed in groups, according to the skill required to use them. Weapons that can be used in two ways (for instance, a saber can either cut or impale) have two lines – one for each type of attack.

*Type* is the type of damage the weapon does (see below).

*Damage* is the die roll (p. 207) for the damage done to the target.

Weapon	Type	Damage	Reach	Cost	Weight	Min ST	Special Notes
<b>KNIFE (DX-4)</b>							
Bayonet or Combat Knife	cut	sw-2	C, 1	\$40	1 lb.	–	Maximum damage 1d+2.
	imp	thr	C				Maximum damage 1d+2.
<b>SHORTSWORD (DX-5)</b>							
Baton	cr	sw	1	\$20	1 lb.	7	
	cr	thr	1				
Machete	cut	sw+1	1	\$75	3 lbs.	10	Atool; -1 to hit as a weapon.
<b>TWO-HANDED AXE/MACE (DX-5)† Requires two hands.</b>							
Shovel	cr	sw+2	1, 2*	\$30	6 lbs.	13	1 turn to ready. Tool; -1 to hit as a weapon.
	cut	sw+2	2*				1 turn to ready. -3 to hit with sharp edge.
Swung Rifle, Pipe, etc.	cr	sw+2	1	–	–	12	1 turn to ready. Arifle used as a club.

\* Must be *readied* for one turn to change from long to short grip or vice versa.

† Becomes unready if used to parry.

*Reach* indicates the distance in yards at which the weapon can be used; *C* indicates a close-combat weapon. Reach is not used in *GURPS Lite*, but GMs may find it useful when judging what can and cannot be hit with a hand weapon.

*Min ST* is “minimum strength.” If you are weaker than this, your skill is at -1 for every point of difference.

PD, DR, weight in lbs., and cost in \$ are given for each piece of armor listed on pp. 159-161. *GURPS Lite* does not include a system for assessing damage to specific body parts, but use common sense; e.g., a helmet would help against a falling brick, while a vest would not.

## WEAPONS

Guns work for anyone who knows how to use them. Hand weapons, such as clubs and knives, do more damage when wielded by a strong person.

### Basic Weapon Damage

*Basic damage* is the penetrating damage a weapon does, before any special modifiers for damage type (below). Your basic damage with hand weapons depends on your ST. Damage is shown as “dice+adds” (see p. 207). For example, “2d+1” means you roll two dice and add 1 to the result. Thus, a roll of 7 would mean 8 hits of damage.

### Hand-Weapon Attacks

There are two types of hand-weapon attack: *thrusting* and *swinging*. A swinging attack does more damage: the weapon acts as a lever to multiply your ST. The table below shows how much basic damage each type of weapon does, according to the user’s ST. The columns show the number of dice rolled to determine damage.

### Damage Types and Damage Bonus

Attacks do three basic types of damage: *impaling*, *cutting*, and *crushing*.

*Impaling* attacks include stabbing weapons and laser beams. Damage that gets through DR is *doubled*.

*Cutting* attacks strike with a sharp edge. Damage that penetrates DR is *increased by 50%*, rounded down.

*Crushing* attacks strike with a blunt surface. They score no bonus damage. *Bullets* are treated as crushing attacks (but see p. 157).

Certain hand weapons can be used in different ways. For instance, some knives can be swung for a cutting attack or thrust for an impaling attack. Before you strike with such a weapon, you must specify how you are attacking.

*Minimum Damage:* If the basic damage rolled for a cutting or impaling attack, or a bullet, is 0 or less, treat it as 1 hit. Thus, if you strike with a knife for “1d-4” damage, and roll a 2, you still do 1 hit of damage (although armor may reduce this to 0). However, crushing attacks other than bullets *can* do zero damage.

*Maximum Damage:* Some weapons, especially impaling weapons, can only do so much damage on any one blow, no matter how strong the user is.

## BASIC DAMAGE

ST	Thrusting	Swinging
4 or less	0	0
5	1d-5	1d-5
6	1d-4	1d-4
7	1d-3	1d-3
8	1d-3	1d-2
9	1d-2	1d-1
10	1d-2	1d
11	1d-1	1d+1
12	1d-1	1d+2
13	1d	2d-1
14	1d	2d
15	1d+1	2d+1
16	1d+1	2d+2
17	1d+2	3d-1
18	1d+2	3d
19	2d-1	3d+1
20	2d-1	3d+2
30	3d	5d+2
40	4d+1	7d-1
50	5d+2	8d-1

### Recording Weapon Stats

*Damage* is copied from the weapon tables. To calculate hand-weapon damage, start with your basic damage for that type of attack, and then add the damage shown on the table for your weapon. If your ST is 10, your basic swinging damage is 1d; therefore, if a weapon does “sw+1,” your damage with that weapon is 1d+1. High-tech weapons such as guns inflict damage independent of user ST.

*Cost* and *Weight* are copied directly from the weapon tables onto your character sheet.

*Minimum Strength* is the minimum ST needed to use the weapon properly. For every point of ST by which you are too weak, you will be at -1 to your weapon skill.

*Ranged Weapons Statistics:* If you have a ranged weapon, copy the stats from the appropriate weapon table (thrown weapons are given here; guns appear on p. 156). A number of specialized statistics are used for ranged combat; these are explained on p. 234.

## SPEED, ENCUMBRANCE, AND MOVE

### Speed

Your *Speed* score (or *Basic Speed*) determines your reaction time and running speed. It is figured from your HT and DX, and shows how fast you can run without encumbrance (see below). An average person has a Speed of 5 – that is, with no encumbrance, he runs about 5 yards per second.

Add your HT and DX together. Divide the total by 4. The result is your Basic Speed score; don’t round it off! For instance, if your Basic Speed is 5.25, your unencumbered movement is 5 yards per second. But there will be times when a 5.25 is better than a 5!

### Encumbrance

Your *encumbrance* is the total weight you are carrying. Encumbrance reduces your combat movement rate. It also slows long-distance travel, and makes swimming and climbing more difficult; see *Physical Feats* (pp. 229-230).

Your *encumbrance level* is a measure of that weight relative to your strength. A strong person can carry more than a weak one; therefore, the ratio of weight to strength determines encumbrance level, as follows:

*Weight up to 2×ST:* no encumbrance. You have no penalty.

*Weight up to 4×ST:* light encumbrance. Movement penalty of 1.

*Weight up to 6×ST:* medium encumbrance. Movement penalty of 2.

*Weight up to 12×ST:* heavy encumbrance. Movement penalty of 3.

*Weight up to 20×ST:* extra-heavy encumbrance. Movement penalty of 4. You cannot carry a weight more than 20 times your ST for more than a few feet at a time; 30 times ST is the absolute most you can carry.

### Move

Your *Move* is the distance (in yards) you can run in one second. To find your Move, add up the total weight of all your equipment and find your encumbrance level. Now subtract the movement penalty from your Speed score, and round down. The result is your Move score – always a whole number, never a fraction. Move controls:

1. How fast you can move.
2. When you move in combat.
3. Your Dodge defense (p. 233). This *active defense* is equal to your Move.

Your Move can never be reduced to 0 unless you are unconscious, unable to use your legs, or lifting over 30 times your ST.

## CHARACTER IMPROVEMENT

At the end of each session, the GM may award *bonus character points* for good play; these are the same kind of points used to create your character. “Good play” is anything that advances your mission or shows good roleplaying (including adhering to your disadvantages and quirks) – preferably both.

Bonus points are awarded separately to each character. A typical award is 1-3 points, with 5 points being the upper limit for *amazing* play. Bonus points are used to develop and improve your character. Record them as “unspent” on your character sheet. Spend them the same way as during character creation, with these differences:

## THROWN WEAPON TABLE

Weapons are listed in groups, according to the skill required to use them. See p. 234 for an explanation of SS, Acc, 1/2D, and Max; for now, simply note them on your character sheet.

Weapon	Type	Damage	SS	Acc	1/2D	Max	Cost	Weight	Min ST	Special Notes
<b>KNIFE THROWING (DX-4)</b>										
Combat Knife	imp thr		12	0	ST-2	ST+5	\$40	1 lb.	–	Max. dam. 1d+2.
<b>DX-3 OR THROWING SKILL</b>										
Hand Grenade	varies	varies	12	0	–	ST × 3	varies	0.1 lbs.	–	See pp. 235-236.

*Attributes:* To improve one of your attributes (ST, DX, IQ, or HT), you must spend character points equal to *twice* the beginning point-cost difference between the old score and the new one. E.g., to go from ST10 (beginning cost 0) to ST 11 (beginning cost 10) would cost 20 points.

If you improve an attribute, all skills based on that attribute also go up by the same amount.

*Advantages:* Most advantages are inborn, and cannot be “bought” later on. Exceptions include Combat Reflexes, which can be learned, and social advantages such as Military Rank, which can be earned. To add an advantage, you must pay the appropriate character points.

*Buying Off Disadvantages:* No character may get extra points by adding disadvantages after he is created. However, you may *get rid* of most beginning disadvantages by “buying them off” with points equal to the bonus earned when the disadvantage was taken, if you and the GM can agree on a *logical* explanation for this.

*Adding and Improving Skills:* Earned character points can be used to increase your skills or add new ones. Normally, these must be skills that, in the GM’s opinion, were significantly used in the adventure in which those character points were earned. When you improve a skill, the cost is the difference between the cost of your current skill level and the cost of the new skill level.

## CREATING NPCs

The GM creates all NPCs. Those who are likely to oppose or befriend the PCs should be created in advance. A group of thugs might share a single set of statistics, minor NPCs can be made up on the fly, and casual encounters might not even need stats. NPCs are built using the same rules as PCs, but often with lower point totals.

# PLAYING THE GAME

We’ve seen the rules for creating characters. Now here’s how to *do* things. Essentially, the GM describes a situation and asks each of the players what his character is doing. The players answer, and the GM tells them what happens next. At some point, the GM won’t be certain that the characters can automatically do what the players say they are doing . . . “You’re trying to reprogram the cybershell before the cops arrive?” . . . and the dice come out.

## PHYSICAL FEATS

### CLIMBING

Climbing speed on a ladder is about 3 rungs/second up, or 2 rungs/second down. To climb anything more difficult than a ladder, a Climbing roll is required. One roll is required to start the climb, with a further roll every five minutes; a failed roll means you fall. Modifiers to the roll depend on the difficulty of the climb; e.g., +5 for an ordinary tree (1 foot/second), no modifier for a typical cliff (1 foot/2 seconds), and -3 for a modern building (1 foot/10 seconds). Encumbrance level is subtracted from your Climbing skill.

### HIKING

Distance traveled on foot in one day is a direct function of encumbrance. Under ideal travel conditions, a party in good shape may plan on traveling 50 miles a day with no encumbrance. Subtract 10 miles per day per level of encumbrance above that; e.g., a party at medium encumbrance travels 30 miles/day. The party’s speed is that of its *slowest* member.

Once ideal daily mileage is determined, apply a multiplier for terrain:

*Very Bad Terrain* (deep snow, dense forest, jungle, mountains, soft sand, swamp):  $\times 0.20$ .

*Bad Terrain* (broken ground, craters, forest, steep hills, streams):  $\times 0.50$ .

*Average Terrain* (light forest, rolling hills, solid ice, dirt roads):  $\times 1.00$ .

*Good Terrain* (hard-packed desert, level plains, good roads):  $\times 1.25$ .

### JUMPING

Usually, when you want to jump over something, the GM should say “OK, you jumped over it,” and get on with play. In combat, jumping over an “ordinary” obstacle costs 1 extra yard of movement but is automatically successful. Only when the obstacle is significant should you resort to math to see if the character made the jump! Your ST score determines the maximum distance you can jump:

*High Jump:*  $(3 \times \text{ST}) - 10$  inches. Add 2 feet to this if you have 4 yards for a running start.

*Standing Broad Jump:*  $(\text{ST} - 3)$  feet.

*Running Broad Jump:* As above, but add 1 foot for every yard of “takeoff” distance, up to double your standing broad jump distance.

### LIFTING AND MOVING THINGS

In general, the GM may let characters lift whatever they need to, without die rolls; but when very heavy weights are involved, a check against ST may be needed. ST also governs the maximum weight you can lift:

*One-Handed Lift:*  $6 \times \text{ST}$  pounds.



*Two-Handed Lift:* 25×ST pounds.

*Carry on Back:* 30×ST pounds. Thus, you can carry more than you can lift by yourself. (However, every *second* you carry more than 20×ST pounds, you lose one *fatigue* point; see pp. 237-238.)

*Shove and Knock Over:* 25×ST pounds, or 50×ST pounds with a running start.

*Shift Slightly:* 100×ST pounds.

*Drag:* On a rough surface, you can drag only about as much as you can carry. If you are dragging something on a smooth, level surface, halve its effective weight.

*Pull on Wheels:* As for dragging, but divide effective weight by 10 for a two-wheeled cart, or by 20 for a four-wheeled conveyance. Halve effective weight again if it is being pulled on a good road.

*Picking Things Up in Combat:* In combat, a light item is picked up with the Ready maneuver, which takes 1 second. It takes 2 seconds to pick up a heavy item (weight in pounds greater than your ST).

rescued, or make the roll. If you recover, roll again in 1 minute. If you make that roll, roll again every 5 minutes.

To rescue a drowning person, make a Swimming roll at -5, plus or minus the difference in ST between you and the person you are rescuing.

## THROWING THINGS

Anything you can lift – i.e., anything that weighs 25×ST lbs. or less – can be thrown. To hit a target, roll against DX-3 or Throwing skill. To lob something into a general area, roll against DX or Throwing. The distance you can throw an object depends on its weight and your ST. Find the weight nearest to that of the object on the table below, then multiply the distance listed there by your ST to get the distance, in yards, that you can throw it:

*Throwing Skill:* If you have the Throwing skill, divide it by 6 (round down) and add the result to your ST to determine how far you can throw something.

*Throwing Things in Combat:* Throwing an object during combat – whether as an attack or not – requires the Attack maneuver (p. 232). You must pick it up first, as described above. To see if you hit, roll against Throwing skill or an appropriate Thrown Weapon skill.

If you are hit by a (blunt) thrown object, the damage it does depends on its weight and the ST with which it was thrown (see table, left).

A fragile object (or a thrown character) will take as well as inflict this amount of damage. Roll damage separately for thrown object and target.

Weight	Distance
1 lb. or less	3.5
1 1/2 lbs.	3.0
2 lbs.	2.5
3 lbs.	1.9
4 lbs.	1.5
5 lbs.	1.2
7 1/2 lbs.	1.0
10 lbs.	0.8
15 lbs.	0.7
20 lbs.	0.6
25 lbs.	0.5
30 lbs.	0.4
40 lbs.	0.3
50 lbs.	0.25
60 lbs.	0.2
80 lbs.	0.15
100 lbs.	0.1
200 lbs.	0.05

ST	1/2 to 10 lbs.	10+ to 50 lbs.	50+ to 100 lbs.	over 100 lbs.
5-6	1d-5	1d-4	1d-5	–
7-8	1d-4	1d-3	1d-3	–
9-10	1d-3	1d-2	1d-2	1d-3
11-12	1d-2	1d-1	1d-1	1d-2
13-14	1d-1	1d	1d	1d
15-16	1d	1d+1	1d+2	1d+2
17-18	1d+1	1d+2	2d-2	2d-1
19-20	1d+2	2d-2	2d-1	2d

## Running

In combat, running is just a series of Move maneuvers. Your running speed is your Basic Speed score, plus a one-yard-per-second “sprint bonus” if you are running in a straight line for more than one turn. This is modified downward by encumbrance (p. 228).

When figuring *long-distance* speed (i.e., for runs of a few hundred yards, as opposed to combat movement), do not round down your Speed. A Basic Speed of 5.5 would let you run 65 yards in 10 seconds, if you were unencumbered.

## Swimming

Swimming short distances, your Move is equal to 1/10 your Swimming skill (round down), minimum 1 yard per second. Over long distances, the yards you swim in 10 seconds equals your Swimming skill minus *twice* your encumbrance. Swimming long distances can cause fatigue – see pp. 237-238.

Make a Swimming roll when you enter the water, and again every 5 minutes. Subtract *twice* your encumbrance level, and add 3 if you entered the water intentionally. Overweight characters (p. 210) get a bonus here. If you fail this roll, lose one point of fatigue (pp. 237-238) and roll again in 5 seconds, and so on until you reach ST 0 and drown, get

## MENTAL FEATS

### SENSE ROLLS

Sense rolls include Vision, Hearing, and Taste/Smell rolls. All Sense rolls are made against the character’s IQ. The Alertness advantage is a bonus to *all* Sense rolls.

#### Vision

To see something small or hidden, roll against IQ plus your level of Acute Vision (if any). The GM may make this roll easier or harder for things that are more or less well hidden. Partial darkness can give from -1 to -9. Those in *total* darkness – as well as those who have been blinded – can see nothing!

## Hearing

To hear a faint sound, roll against IQ plus your level of Acute Hearing (if any). The GM may make this roll easier or harder, depending on the loudness of the sound, surrounding noises, etc. Once a sound is heard, a regular IQ roll may be required to *understand* its significance. Deaf characters can hear nothing!

## Smelling and Tasting

These are two manifestations of the same sense. To notice an odor or a taste, roll against IQ plus your level of Acute Taste/Smell (if any). The GM may also require an IQ roll to *understand* the significance of a smell or taste.

## Will Rolls

When someone is faced with a frightening situation, or needs to overcome a mental disadvantage, the GM should require a *Will roll*. Normally, Will is equal to IQ, so this is an IQ roll, but it is modified by the Strong Will advantage (p. 216) or the Weak Will disadvantage (p. 219).

On a successful Will roll, the character overcomes his fear, bad impulse, or whatever. On a failed roll, he is frightened, gives in, etc. Any Will roll of 14 or over is an automatic failure (this does *not* apply to Will rolls made to resist Influence Skills!).

# COMBAT

Combat is treated in more detail than other skill use – a split-second decision can mean the difference between life and death, and a fight can be an exciting part of an adventure.

## COMBAT TURN SEQUENCE

Characters act one at a time, until they have all taken a *turn*; then they start over. The *sequence* in which they act is set as follows:

Before combat, compare the Move scores of all characters. The highest Move goes first, the second-highest Move score goes next, and so on. In case of ties, the higher *Basic Speed* goes first; here is where a 5.25 is better than a 5, for instance. If anyone is *still* tied, roll dice to see who goes first.

Your turn *starts* when you choose a maneuver and *ends* when you choose your next maneuver; i.e., after *all* other characters have acted once. Each turn represents *one second* of real time.

## MANEUVERS

Start your turn by choosing any one of the following maneuvers. You do not select a defense (p. 233) until you

## SETTLING RULES QUESTIONS

In any question of rules, the GM's word is *law*. The GM decides which optional rules will be used, and settles any specific questions that come up. A good GM will discuss important questions with the players before deciding; a good player accepts the GM's decision once made.

When a situation is not covered by the rules, there are several techniques that can be used:

**Success rolls.** Roll 3 dice to test a character's strength, dexterity, skill, or whatever. Use a success roll when a question arises about someone's ability to do some particular thing.

**Random rolls.** For a question like "is the guard asleep?" a random roll is often best. The GM decides what the chances are, and rolls the dice, leaving the rest to fate.

**Arbitrary fiat.** You don't have to use the dice at all. If there is only one "right" answer to fit the plot of the adventure – then that's the answer.

are actually attacked – but the chosen maneuver affects the defenses you can use.

## Move

Move, and do *nothing* else (except for a "free" action – see below). You may use any legal active defense. Movement and special actions are wholly abstract; no gameboard is required. If a detail is important ("How long will it take me to run across the clearing and reach cover?"), the GM decides. The number of yards you can run per second is equal to your Move score.

## Change Position

Go from standing to prone, kneeling to standing, or any other position change. (It takes two turns to go from prone to standing: first kneel, then stand.) **Exception:** You can go from kneeling to standing, or vice versa, and attack on the same turn. You can use any defense on a turn you change position.

## Ready

Ready any weapon or other item. A weapon is "unready" if it is holstered, sheathed, or slung; it takes one turn to take it out. It also takes one turn to toggle the safety switch on a gun, or to cock a fully automatic weapon. A hand grenade takes *two* turns to ready: one to grab it and one to pull the pin. An unbalanced hand weapon, such as a swung rifle, becomes "unready" when you swing it; it must be readied again before each use!

Reloading a gun by changing magazines or power packs also requires a Ready maneuver. This usually takes 3 seconds.

You can parry with a hand weapon as soon as you have readied it – that is, on the same turn! You can also use any other legal active defense on the turn when you ready an item. **Exception:** If you are reloading a gun, your only defense is to dodge – and if you dodge, you lose the benefit of that turn of reloading. Note that, even if you are ambidextrous, you cannot ready one weapon on the same turn you attack with another.

## Aim

Aim a ready *ranged* weapon. You must indicate a specific target. Your attack is at -4 if you use a ranged weapon without aiming *unless* your effective skill is at least equal to the weapon's *Snap Shot* number. If you aim for 1 turn, your attack is at your normal skill level plus the weapon's *Accuracy* modifier. You may aim for up to 3 more turns, getting a further +1 bonus per extra turn you aim. Guns get *another* +1 if they are braced (on a bipod, window sill, or the like) while aiming.

You can use any defense while aiming . . . but it spoils your aim and you lose all the accumulated benefits. If injured while aiming, you must make your Will roll or lose your aim.

## Attack

Attack any foe you can reach (or who is in range) with your ready weapon. You may parry (with a ready hand weapon) or dodge on the same turn you attack.

## All-Out Attack

Attack a foe with hands, feet, or a ready hand weapon, with no thought to self-defense. You have three choices:

1. Make two attacks against the same foe, if you have two ready weapons, or one weapon that does not have to be readied after use.
2. Make a single attack, at a +4 bonus to your skill!
3. Make one attack, at normal skill, doing +2 damage if you hit.

If you choose an All-Out Attack, you get *no active defenses at all* until your next turn!

## All-Out Defense

Defend yourself, doing nothing else this turn. If you fail your defense roll against any attack, you may try *another* (different) defense – in other words, you get two defense rolls, using two *different* active defenses against the same attack. You are limited to *two* parries per turn when you choose All-Out Defense, but you can't parry twice with a weapon that becomes unready after a parry.

## Long Action

This is a “generic” choice that allows for one second's worth of *any* multi-second action (e.g., performing first aid or defusing a bomb). The GM decides how many turns each “long action” takes. As a rule, no defense except dodging is possible during a long action, but the GM can vary this as he sees fit. Any sort of defense may also interfere with whatever you are trying to do.

## Free Actions

Things you can do during any maneuver, including talking, dropping a weapon or other object, and crouching down behind cover (not kneeling).

## MAKING AN ATTACK

If you choose the *Attack* or *All-Out Attack* maneuvers, you may try to hit a foe. You may attack any foe, unless the GM rules that attack is impossible for some reason. The GM always has the option of ruling that some combatants may not attack certain foes because they are out of range, behind cover, etc. If a fight is in extremely close quarters, rifles should only get one shot each – then the fight goes to PDWs, pistols, armguns, knives, fists . . .

You can only attack with a weapon if it is *ready*. A balanced hand weapon (e.g., a knife) is ready every turn. An unbalanced hand weapon (e.g., a swung rifle) becomes unready when you swing it, so it can only be used every other turn. A gun is ready when it is loaded and in hand with the safety off.

Each attack is resolved by three die rolls. First is your *attack roll*. If this roll is successful, your attack was a good one. Now your *foe* can try a *defense roll* to defend against your attack. If he makes this roll, he is not hit. If he misses his defense roll, your attack struck home and you *roll for damage*.

## Rolling to Attack

Your “attack roll” is a regular success roll. Figure your *effective skill* (your *basic skill* plus or minus any appropriate *modifiers*) with the weapon you are using. Applicable modifiers include:

*Attacker is Crawling or Lying Down*: -4, except with a gun.

*Attacker is Crouching, Sitting, or Kneeling*: -2.

*Attacker is in a strange position* (e.g., hanging upside down): -2 or more (GM's decision).

*Bad footing*: -2 or more (GM's option).

*Bad light*: -1 to -9 (GM's decision); -10 for total darkness.

*Blind*: -6; *blinded suddenly*: -10.

*Off-hand attack*: -4 (no penalty if Ambidextrous).

*ST under minimum ST for that weapon*: -1 for each point of difference.

*Wounds*: Penalty equal to hits you took on the preceding turn. High Pain Threshold eliminates this penalty.

See p. 234 for additional modifiers that apply only to ranged attacks.

Now roll 3 dice. If your roll is *less than or equal to* your “effective” skill, you rolled well enough to hit the foe, and he must roll to defend. Otherwise, you missed!

*Critical Hits*: No matter what your skill, a roll of 3 or 4 always hits, and is a *critical hit*. If your effective skill is 15, then any roll of 5 or less is a critical hit. If your effective skill is 16 or more, then any roll of 6 or less is a critical hit.

On a critical hit, the attack automatically hits home – your foe does *not* get a defense roll. As well, on an attack roll of 3, you do not roll for damage – your attack automatically does the *most* damage it could do. For instance, maximum damage for 3d+2 would be 18+2, or 20 hits. Other critical hits bypass the defense roll, but roll normally for damage.



*Automatic Misses:* Regardless of skill, a roll of 17 or 18 always misses. At the GM's option, a weapon may break, malfunction, or be dropped.

## DEFENSE

If you make your attack roll, your attack is *good enough* to hit your foe – *unless* he defends. *Exception:* Your foe does not get to attempt a defense roll if you rolled a critical hit!

Your foe's defense is equal to the sum of his armor's *passive* defense (PD), if any, and his *active* defense (Dodge or Parry). Passive defense always protects, but active defenses must be specifically chosen from those that are "legal" at the moment. This depends on the maneuver the defender chose on his last turn – see pp. 230-231.

The defender indicates the defense he is using and rolls 3 dice. If his roll is *less than or equal to* his total defense, he dodged or parried your attack. Otherwise, his defense was ineffective and your attack struck home. If your attack hits your foe, you can roll for damage.

A defense roll of 3 or 4 is *always* successful – even if your total defense is only 1 or 2! A roll of 17 or 18 always fails.

### Active Defense

Two *active defenses* can protect you against an attack: Dodge and Parry. Each is calculated in advance. When you are attacked, you may choose *one* active defense as part of your total defense roll. (If you took *All-Out Defense*, you may make *two* separate defense rolls, using different defenses.)

Your active defense will depend on your situation – *especially* the maneuver you chose last turn. Some attacks or maneuvers limit the active defenses you can make. Astunned character's active defense is at -4.

Sometimes you will have *no* active defense. A knife from behind, a sniper's shot, or an unexpected booby trap would be attacks against which no active defense is possible.

Combat Reflexes (p. 215) gives +1 to active defenses.

### Dodging

Your Dodge defense is the same as your Move score. You may dodge *any* attack, except one that you did not know about! You may even make a Dodge roll against a gun or beam attack made by a foe you can see (this represents the effects of evasive action – you don't actually dodge bullets!). There is no limit to the number of times you may dodge *different* attacks in one turn.

### Parrying

Hand weapons (batons, knives, etc.) and bare hands can be used for defense as well as offense, but only against unarmed, hand-weapon, and thrown-weapon attacks – not bullets or beams!

When you parry with a weapon, *half* your skill with that weapon (round down) counts as active defense. Thus, if you

have a Shortsword skill of 19, you have a Parry defense of 9 with a baton.

You cannot parry with a weapon unless it's *ready*. Parrying with an unbalanced weapon makes it "unready." For instance, you can't shoot a rifle on the same turn you parried with it; you'd have to re-ready it first.

If a weapon is used to parry anything of three or more times its own weight, it *breaks* on a roll of 1 or 2 on 1d! (The parry still counts, however.)

You may only parry one attack per turn, unless you have two weapons (in which case you may parry once with each weapon) or you chose the *All-Out Defense* maneuver (in which case you may parry twice – or twice with each weapon, if you have more than one).

If you successfully parry a barehanded attack with a weapon, you may injure your attacker. Immediately roll against your own weapon skill (at -4 if your attacker used Judo or Karate). If you hit, your parry struck the attacker's limb squarely; roll normal damage.

Some special parrying rules:

*Knives* and equally small weapons are at -1 to parry *with*.

*Rifles* used in hand-to-hand combat parry at 1/2 Two-Handed Axe/Mace skill. Roll 1d after every parry; on a 1, the gun is damaged, and will require repairs before it can fire again.

*Thrown knives* and similar small, hurled weapons are parried at -2.

*Parrying Barehanded:* You may parry a *kick* or *punch* with your hands. Your Parry is the best of 1/2 your DX or 2/3 your Brawling, Judo, or Karate skill, rounded down. If you parry a *weapon* barehanded, you are -3 unless the weapon is a thrusting weapon or you are using Judo or Karate.

### Passive Defense (PD)

If you are wearing armor (or have natural armor), you will usually have a "passive" defense factor protecting you as well. Armor PD ranges from 1 to 6; see pp. 159-161. Passive defense *always* protects you. It normally adds to a dodge or parry, but if neither is legal (e.g., you're immobile, unconscious, or unaware of the attack), you can roll against PD alone. If you have any PD at all, a defense roll of 3 or 4 will succeed for you!

## DAMAGE

### Rolling for Damage

If an enemy fails his defense roll, you have hit him and may make a "damage roll." This roll tells how much damage you did to your target. Your weapon (and, for hand weapons, your strength) determines the number of dice you roll for damage.

If the enemy is wearing armor, the armor's Damage Resistance (DR) is subtracted from the damage you roll. If you roll enough damage to exceed your foe's DR, you will injure him.

## Injury

If the total damage you roll *exceeds* your foe's Damage Resistance (armor, skin, etc.), the excess hits are taken as damage. *Example:* Your assault pod's "Damage" statistic is 3d+2. You roll 3 dice, add 2, and get a 12. The target's arachnoweave vest gives 8 points of DR, so 4 points of damage get through, and the target takes 4 hits of damage. Remember that cutting and impaling attacks get bonus damage (see *Damage Types and Damage Bonus*, p. 227).

## Effects of Injury

All injuries are assumed to be to the torso; specific hit locations are beyond the scope of *GURPS Lite*. Subtract the hits you take from your HT score. See *Injury, Illness, and Fatigue* (pp. 236-238) for more details.

## UNARMED COMBAT

Anyone can engage in unarmed combat, but certain skills – Brawling, Judo, and Karate – will make you a more effective at it.

*Punching:* Apunch is an attack. Your "skill" for a punch is the best of DX, Brawling, or Karate. It inflicts thrust-2 crushing damage, determined from your ST using the table on p. 227. *Example:* With ST 12, your thrust damage is 1d-1, so your punch does 1d-3 damage. Add +1 damage for a rock in the fist, +2 for brass knuckles.

*Kicking:* A kick is an attack at DX-2, Brawling-2, or Karate-2. It does thrust crushing damage, +1 if wearing heavy boots. If you *miss*, you must make a DX or skill roll to avoid falling down!

*Brawling and Karate:* Add the *higher* of 1/5 Karate skill or 1/10 Brawling skill, rounded down, to punching or kicking damage.

## RANGED WEAPONS

Ranged weapons work like other weapons: make your attack roll, let your foe make his defense roll, and then roll for damage if you hit. Some additional rules apply, however.

Guns, beam weapons, thrown knives, etc. can be fired at any target you can see, if nothing's blocking the line of fire. Figure your attack roll by:

1. Starting with your base skill with the weapon. In most cases, this is the Beam Weapons, Guns, or Gunner skill noted on the *Weapon Table* (p. 156). For thrown weapons, this is the general Throwing skill or the specific Thrown Weapon skill for that weapon.
2. Modifying for the target's *speed and range* (handled as a single modifier) and *size*.
3. Adding the weapon's *Accuracy* (Acc), if you took at least one turn to aim. The bonus from Acc cannot exceed your basic skill.
4. Applying situational modifiers (cover, darkness, etc.).
5. Applying an extra -4 if you have not aimed and your modified skill is less than the weapon's Snap Shot (SS) number.

The result is your *effective skill*. A roll of this number, or less, is a hit.

## Weapon Statistics

A ranged weapon has several specialized statistics; see p. 156. These numbers, and their effects on game play, are:

*Dam:* The damage it inflicts, expressed as "dice + adds."

*SS:* The Snap Shot number; see step 5, above.

*Acc:* The Accuracy number; see step 3, above.

*1/2D:* Half-Damage range. The range (in yards) past which the weapon does only half normal damage. Roll normally and divide by 2 (round down). If a target is beyond 1/2D, you do not receive your weapon's Acc bonus, even if you have aimed!

*Max:* Maximum range. The range (in yards) past which no attack is possible with the weapon.

*RoF:* Rate of Fire. How often the weapon can fire each turn. RoF 1/3 means it can fire every third turn; two turns are required to load a new shot. RoF 1 means it can fire once per turn. RoF 3~ indicates a semi-automatic weapon that can fire up to three times per turn as a single maneuver, requiring a separate attack roll each time. RoF 4 or more is an automatic weapon (see p. 235); a \* means it can fire as if RoF 3~ *instead*, if desired.

*Shots:* Shots per magazine, power pack, etc. After this many shots, the weapon won't fire again until you reload.

*Rcl:* Recoil. If a gun is fired more than once, in the same or consecutive turns, without pausing for one turn between shots, this penalty is subtracted from the *second* and subsequent shots. Double Rcl if your ST is below the "ST" listed for the weapon. Automatic weapons use Rcl differently; see p. 235.

## Situational Modifiers

In addition to the modifiers in *Rolling to Attack* (p. 232), the following situational modifiers apply to ranged attacks:

**The target is . . .**

*Behind light cover* (e.g., bushes): -2.

*Behind moderate cover* (e.g., a tree, a doorway): -3.

*Behind someone else:* -4.

*Firing a weapon from a trench:* -4.

*Crouching, sitting, or kneeling:* -2, -4 if behind cover.

*Prone or crawling:* -4, -7 if behind cover.

*Moving forward evasively (at half Move):* -1.

*Moving evasively at the cost of forward progress (Move 1):* -2.

**The attacker is . . .**

*Walking (Move 1-2):* -1.

*Running (Move 3+):* -2.

## Speed/Range and Size Modifiers

Ranged attacks take modifiers for the target's speed and range (treated as one modifier), and for its size. These are determined from the chart on the next page, as follows:

*Speed/Range:* Look up the *sum* of range to the target (in yards) and the target's speed (in yards per second) in the third column, and then read the modifier in the first column. Ignore speed (but not range) when attacking a human target.



*Size:* Look up the target's size in the third column, rounding up to the next larger size, and then read the modifier in the second column. Ignore size when attacking a human target.

### Speed/Range and Size Table

Speed/Range Mod	Size Mod	Size, Range, or Speed (in yd or yd/sec)	Speed (in mph)
+2	-2	1 yd	2 mph
+1	-1	1.5 yd	3 mph
0	0	2 yd	4.5 mph
-1	+1	3 yd	7 mph
-2	+2	4.5 yd	10 mph
-3	+3	7 yd	15 mph
-4	+4	10 yd	20 mph
-5	+5	15 yd	30 mph
-6	+6	20 yd	45 mph
-7	+7	30 yd	70 mph
-8	+8	45 yd	100 mph
-9	+9	70 yd	150 mph
-10	+10	100 yd	200 mph
-11	+11	150 yd	300 mph
-12	+12	200 yd	450 mph
-13	+13	300 yd	700 mph
-14	+14	450 yd	1,000 mph
-15	+15	700 yd	1,500 mph
-16	+16	1,000 yd	2,000 mph
-17	+17	1,500 yd	3,000 mph
-18	+18	2,000 yd	4,500 mph
-19	+19	3,000 yd	7,000 mph
-20	+20	4,500 yd	10,000 mph

### Automatic Weapons

Automatic weapons are handled like other ranged weapons, except as follows. An automatic weapon will fire for as long as the trigger is held. The shots fired by one trigger pull are a *burst*. The Rate of Fire (RoF) for an automatic weapon is the number of rounds it fires *each turn*. It is rare for all rounds in a burst to hit the target. To simulate this, the burst is divided into *groups* of 4 shots (if RoF does not divide evenly by four, any remaining shots form a group of 1, 2, or 3 shots). A separate roll to hit is made for each group.

The table below shows the number of shots that hit, depending on the attack roll. Even failure by 1 can result in a hit!

A critical hit with a group of shots is a hit with all the rounds. Treat one round in the group as a critical hit, the rest as normal hits.

*Recoil:* When firing an automatic weapon, apply Rcl as a penalty to effective skill on the attack roll for the *first* group, and again on the roll for each four-round group or partial group after the first. E.g.,

Rounds in Group	Roll Made by						
	-1	0	1	2	3	4	5+
1	0	1	1	1	1	1	1
2	0	1	1	1	1	1	2
3	1	1	1	1	2	2	3
4	1	2	2	3	3	3	4

for a weapon with RoF 12 and Rcl -1, the first 4 rounds are at -1, the second 4 at -2, and the final 4 at -3. This penalty continues to accumulate over subsequent turns until the firer stops shooting for one full turn.

*Area Effect:* Aburst can be played over several targets in one turn. All these targets must be within a 30° angle. The targets must be engaged in succession, and the firer must announce, before rolling to hit, how many rounds he uses on each one. Calculate the attack separately for each target. If the targets are more than one yard apart, traversing between targets wastes some rounds: one round is lost per yard between targets.

### Grenades and Smart Warheads

These can affect an area, so even if you miss, *someone* may get hurt. Roll against Throwing skill or DX to lob a grenade (p. 159), or against an appropriate Guns skill to fire a weapon with a smart warhead. Apply all the rules and modifiers above. If you miss, you missed your target by a number of yards equal to the amount by which you failed or half the distance to the target (round up), whichever is *less*. Roll 1d for direction: on a 1, it goes long; on a 2-5, it lands to one side; and on a 6, it falls short of the target, which may endanger *you!*

### Defense Against Ranged Weapons

*Thrown Weapons:* The target of a thrown weapon may dodge, or parry at -2. Against a grenade, only a dodge is effective – and only if there's cover to duck behind.

*Guns and Beam Weapons:* The target may only dodge; he may not parry.

*Automatic Weapons:* As per guns, but the target rolls against Dodge for each *group*, regardless of how many rounds it contains. Success means the entire group misses him; failure means the entire group hits him. Roll damage separately for each round that hits and apply DR separately against each round.

## EXPLOSIONS

Explosives (see *Smart Warheads*, p. 158) do *concussion damage* and *fragmentation damage*. Both types of damage are *doubled* for anyone in contact with the explosive when it goes off. PD has no effect on either type of damage, and no active defense is possible against an explosion.

*Concussion:* Damage due to the shock wave. This is applied to *everything* nearby. For blasts up to 6d×20, apply full damage to anyone within 2 yards. More distant targets divide damage by 4 per 2 yards range (1/4 at 2 yards, 1/16 at 4 yards, and so on). Each tenfold increase in the amount of concussion damage doubles the increment at which damage is quartered. The DR of armor does not protect against concussion, unless it's sealed. The DR of sealed vehicles, cybershells with Vacuum Support, or structures is *squared* vs. concussion.



**Fragmentation:** Most explosive munitions are designed to produce lots of metal fragments. Fragmentation damage is given in square brackets after concussion damage; e.g., 2d[2d] means “2d concussion, 2d fragmentation.” An explosion projects fragments to a distance of 5 yards times the dice of concussion damage. A hit is automatic at “ground zero.” At 1 yard from the blast, a hit occurs on a roll of 17 or less. At 2 yards, the roll is 16 or less, and so on. When this roll reaches 3, it stays at 3 to the limit of fragment range. DR protect normally against fragmentation. Fragmentation damage is considered cutting damage.

## INJURY, ILLNESS, AND FATIGUE

The life of an adventurer is not all song and glory. You can get tired, *hurt*, or even *dead*.

Wounds and other injuries cause bodily damage, or “hits.” Your HT score tells how many hits you can take. A character who goes down to 0 hit points will soon fall unconscious. It is possible to survive with a negative hit-point total.

### GENERAL DAMAGE (LOST HIT POINTS)

Someone who is wounded repeatedly will eventually weaken and collapse, even if no single injury is very great. Record hits on your character sheet. The effects of lost hit points are:

*3 or less hit points left:* Your Move and Dodge are cut in half; you are reeling from your wounds.

*0 or less hit points left:* You are in immediate danger of collapse. At the beginning of each turn, roll against your basic HT, plus or minus Strong or Weak Will. A success means you may take your turn normally. A failed roll means you fall unconscious.

*-HT hit points:* You must make your HT roll (use basic HT) or die. Another roll is required after each further loss of 5 hit points.

*-5×HT:* Automatic death. You have lost a total of 6 times your original hit points; no one can survive that much injury.

### DEATH

A dead character is out of the game, unless he has an Extra Life (p. 129) or is uploaded (p. 167). If your PC dies, you can create a new character, introducing him in the next game session with the GM’s help.

### SHOCK

When you are injured, your DX and IQ, and any skills based on DX and IQ, are reduced by that amount, *on your next turn only*. Example: If you take 3 hits of injury, your

IQ, DX, and skills will be at -3 on your next turn. Active defenses are *not* reduced.

This subtraction will most often affect weapon attacks – but *any* use of IQ, DX, or skills is affected. Therefore, on the turn after you are badly hurt, it may be a good idea to try flight, All-Out Defense, or the like, rather than counterattacking instantly.

This is only a temporary effect due to shock. On your following turn, your skills are back to normal.

### KNOCKDOWN

Anyone who takes damage *greater than* half his HT (modified by any Extra or Reduced Hit Points) in one blow must immediately roll against his basic HT. If he fails the roll, he *falls* and is *stunned* (see below). If he makes his HT roll, he keeps his footing, but he is still stunned.

### STUNNING

Someone will be “stunned” if he takes damage *greater than* half his HT in one blow.

If you are stunned, all your active defenses are at -4 until your next turn. At that time, roll against basic HT. A successful roll means you can act normally *on that turn*. A failed roll means you are still stunned and stand there mindlessly . . . The “stunned” state continues until you can make your HT roll and snap out of it. You may act again on the turn you do so.

*Mental Stun:* Someone who is surprised or shocked may be *mentally* “stunned.” The effects of this sort of stunning are just the same, but you must make your IQ roll, rather than your HT roll, to snap out of it. You’re not *hurt* – you’re *confused*.

### FIRST AID

Most of the HT loss from an injury is due to shock rather than actual physical damage. Therefore, prompt treatment after a fight can restore some of the lost hit points.

*Simple Bandaging:* Basic, unskilled bandaging will restore 1 lost hit point per fight – but no more, no matter how bad the injury. This takes 30 minutes per victim.

*First Aid:* See p. 161. On a critical success, the victim regains the maximum. On a critical failure, the victim *loses* 2 hits, and bandaging will not help. Barring critical failure, 1 point is always restored. First aid is *not* cumulative with simple bandaging.

### NATURAL RECOVERY

*Natural recovery* will cure any number of hits. At the end of each day of rest and decent food, the victim may roll against his *basic HT*. A successful roll results in the recovery of 1 hit point. The GM may modify the roll downward if conditions are bad, or upward if conditions are very good.

A victim under the care of a competent physician (Physician skill level 12+) gets +1 on all healing rolls and may roll *twice* daily to recover.

## Recovering From Unconsciousness

If your HT is still positive, roll vs. HT every hour to awaken (or, if you have lost no more than 2 HT, roll every 15 minutes).

If your HT is negative, but not *fully* negative, you regain consciousness in as many hours as your HT is negative, or a maximum of 12 hours. When you awaken, you can call for help or even try to drag yourself to shelter.

If your HT has gone *fully* negative – e.g., HT of -10 or worse for someone with a basic HT of 10 – you are in bad shape. If you can make a roll on basic HT, you will awaken (as above) after 12 hours, and can try to help yourself. If you fail the roll, you stay in a coma and die unless you are helped within HT hours.

## OTHER HAZARDS

Adventurers often face other dangers: the hazards of extraterrestrial space (pp. 53-60), as well as . . .

### Falling

When you fall, roll for damage as follows:

*1 or 2 yards:* (1d-4) damage per yard.

*3 or 4 yards:* (1d-3) per yard.

*5 or more yards:* (1d-2) per yard.

If you land on something soft, subtract 1 point per yard fallen. A successful Acrobatics roll will reduce the effective distance of your fall by 5 yards. The Catfall advantage (p. 225) also reduces falling damage.

Terminal velocity – the maximum speed a falling object can achieve – varies for humans, but is normally reached after 3 or 4 seconds of falling. Therefore, treat any fall of more than 50 yards as only 50 yards.

Armor protects against falling damage at *half* its usual DR.

### Flame

Walking through fire does 1d-3 damage per second; actually *standing* in fire does 1d-1 damage per second. Armor protects completely against ordinary heat or flame for a number of turns equal to 3 times its DR. After that, it still protects against flame, but the wearer must roll vs. HT every turn to resist the heat of the fire. A failed roll costs 1 point of fatigue (below).

## ILLNESS

Anyone in a disease-ridden area, or encountering a disease carrier, is in danger of contracting the disease. (*Exception:* Immunity to Disease, p. 215, protects wholly against disease.) Most diseases allow a HT roll to resist, made in secret by the GM. Roll against HT once per day; a failed roll means you catch the disease. From the table below, choose the least advantageous roll:

*Avoided all contact with possible victims:* HT+4

*Entered dwelling or shop of victim:* HT+3

*Spoke with victim at close quarters:* HT+2

*Touched victim briefly:* HT+1

*Used victim's clothes, blankets, and so on:* HT

*Ate victim's cooked flesh (animal, we hope!):* HT

*Ate victim's raw flesh (ditto!):* HT-1

*Prolonged contact with living victim(s):* HT-2

*Kissing or other intimate contact with victim:* HT-3

The GM may require a harder roll for a virulent plague, or an easier one for a less contagious one.

### Symptoms

Disease symptoms usually appear at least 24 hours after the disease is caught. Most diseases aren't contagious until after symptoms appear. Typical symptoms include daily HT loss (which may endanger the victim) for several days; loss of ST, DX, or IQ; fatigue; sneezing, coughing, spots, sores, or a rash. Severe symptoms could include delirium, unconsciousness, blindness, etc.

### Diagnosis

When symptoms of a disease are apparent, the GM should roll against the character's Diagnosis skill, or IQ-6, in secret. Success means he identifies the disease.

### Recovery

Typically, a disease sufferer must make a daily HT roll – possibly at a penalty. This roll and the effects of failure vary with each illness. For a “generic” disease, a failed roll might mean you lose 1 HT; a success would let you regain 1 HT.

When you have recovered all HT lost to an illness, you are cured. If your illness allows HT rolls to attempt to recover, a roll of 3 or 4 means the disease has vanished (lost HT must be recovered in the normal fashion).

For some diseases, recovery will be aided by use of appropriate drugs. For most diseases, a physician's care (as for injuries) will aid attempts to recover.

## FATIGUE

Fatigue represents lost ST, just as injury represents lost HT. If your ST is 10, you can lose 10 “fatigue points” before falling unconscious from exhaustion. Keep separate track of fatigue you lose or regain. Fatigue does not affect HT at all.

You can suffer fatigue from exertion, running long distances, heatstroke, etc. You will also suffer fatigue at the end of each battle that lasts more than 10 seconds; the amount is equal to your encumbrance level plus 1.

While your ST is reduced due to fatigue, any Contest of ST, attempt to lift or throw an object, or other use of ST is made at the reduced ST score; your score in any ST-based skill is similarly reduced.

*The basic damage you do with hand weapons is unchanged. This is for playability, to avoid constant refiguring of weapon effects!*

Likewise, your Move score is not affected by fatigue until your ST reaches 3. At that point, cut your Move in half, rounding down.

If fatigue reduces your ST to 0, you fall unconscious and automatically rest until your ST reaches 1 and you awaken. You cannot have “negative” fatigue or a “negative” ST.

### Sample Fatigue Costs

**Marching:** Each hour of road travel costs fatigue equal to your encumbrance level +1. Add 1 more in hot climates.

**Running or Swimming:** After each 100 yards traveled, roll vs. HT. A failed roll costs 1 point of fatigue.

**Overexertion:** Carrying more than 20 times ST, or pushing or pulling a very heavy load, costs 1 fatigue per second.

**Losing Sleep:** A night without sleep costs 5 fatigue. A half-night of sleep costs 2 fatigue.

### Recovering from Fatigue

A fatigued character will regain his lost ST at the rate of 1 point per 10 minutes of rest. Talking and thinking are allowed; walking, or anything more strenuous, is *not* rest! The GM may allow an extra point of fatigue to be regained if you eat a decent meal *while resting*.

Fatigue due to *lost sleep* is regained only by getting a *full* night of sleep! This restores *all* lost fatigue.

# CAMPAIGNS

The following topics are liable to arise in the course of running a campaign; see pp. 26-27 for campaign ideas.

## ADVENTURES

The GM should usually prepare for an adventure before a game session. This involves determining a way to motivate and involve the PCs (e.g., a rich or interesting person hires them to solve a problem). Make notes (or diagrams) to help describe events or locations the adventurers may encounter, create a few interesting NPCs the PCs may interact with, and devise challenges or obstacles that require wit, negotiation, skill use, or combat to overcome!

## JOBS

Characters' lives may be devoted entirely to adventuring, or they may have more mundane jobs they perform in between;

see p. 138. Five things define a job:

**Description:** The job's title, and what the job entails.

**Prerequisites:** The skills or advantages needed to do the job, and the minimum required level in each.

**Success Roll:** At the end of every month in which you work, roll against the listed prerequisite skill (“PR”) for your job – or in some cases, your HT or IQ. If you roll anything but a critical success or a critical failure, collect your *monthly income* and go on. On a critical success, you get a 10% permanent raise. Results of a critical failure vary; loss of one or more months of income (-1i, -2i, etc.) or being fired is typical, but an on-the-job injury (doing 1d, 2d, etc. of damage) is also possible. The GM should interpret all results!

**Monthly Income:** The amount of money earned on a successful roll.

**Wealth Level:** Each job has a *wealth level*: *poor*, *struggling*, *average*, *comfortable*, or *wealthy*. This is the minimum level of wealth the *character* must have if he holds that job. Very Wealthy and Filthy Rich characters get “wealthy” jobs, but the Very Wealthy take home twice the listed pay for any job, and the Filthy Rich get 10 times the listed pay!

# GAME TIME

Game time is the time that passes in the game world. The GM judges how much time has passed.

### Time During Adventures

Personal combat is played out in “slow” time. One combat turn equals one second. It may take a minute or so of real time for each combat turn, especially if the players are inexperienced or the battle is large. But combat is usually life-or-death, and you need to give players time to think.

Conversations, negotiations, attempts to pick locks, and similar situations are played in “real” time. If the players spend 10 minutes debating how to best approach an NPC informant . . . their *characters* spent 10 minutes talking on the street.

Routine travel, and so on, is handled in “fast” time. When the adventurers voyage from Islandia to Mars, for instance, the GM can simply skip the month-long travel time. Tell the players when they encounter an interesting NPC, or arrive at their destination. Just compress the rest of the time.

### Time Between Adventures

In a continuing campaign, you also need to keep track of time between adventures. This can always be the same amount of time, or the GM and the players can agree on a “logical” time to pass between the end of one adventure and the start of the next. It can be a good idea to let a month or two go by, to allow for healing, “ordinary” jobs, interplanetary travel, etc.

Of course, no game time at all has to pass between *sessions*, if you can't finish an adventure in one session. If, when you quit play, the heroes have just spotted an approaching horde of devourer microbots, the cyberswarm will get no closer in the real-world week before you can play again!