

# One-Page GURPS Rules

## What's this on my character sheet?

Attributes (roll against these to take actions):

ST – Strength. An overall measure of the characters physical strength.

DX – Dexterity. Includes everything from fine motor control to overall physical coordination.

IQ – Intelligence. Including natural aptitude, schooling, and social capabilities.

HT – Health. A measure of the characters overall health and resistance to injury, poison & disease.

<u>Attribute Levels</u>	
7-	Poor
8	Below Average
9-11	Average
12	Good
13+	Exceptional

Sub-Attributes:

HP - Hit Points. How much damage you can take before being in danger of unconsciousness or death.

Will – Willpower. A measure of your ability to resist persuasion.

Per – Perception. Includes the bodies 5 senses.

FP – Fatigue Points. How much work you can do before getting tired. You may spend FP to *do* things – cast spells, activate powers, or use *Extra Effort* to gain a temporary bonus to many mundane tasks from jumping and lifting to doing more damage.

Basic Speed/Move – How fast you can travel in one second.

Dmg – How much damage you cause with a blow.

Dodge/Block/Parry – What you must roll to avoid being hit.

Other characteristics:

Advantages – special abilities your character has.

Perks – minor Advantages.

Disadvantages – limitations of your character.

Role-playing these well earns character points.

Quirks – minor

Disadvantages.

Skills – what your character is trained to do. The higher the number, the better you are.

<u>Skill Levels</u>	
8-	Untrained
10	Novice
12	Professional
15	Veteran
18+	Master

## Can I do this?

To perform a task, roll against the appropriate skill or attribute. Very easy tasks are automatic if you have the appropriate skill. Ordinary tasks require you to roll *equal to or less than* your skill level on 3d6. Hard tasks may have a penalty to the roll (subtracted from the skill level, not the dice rolled), easier tasks may have a bonus to the roll (again, added to the skill level, not the dice rolled). When competing with someone else trying to do the task both of you roll against the skill and the one who makes it by the most wins.

Example: *If you have the Driving skill at 12, you can drive a car to another city with no problem. Swerving to avoid a kid running into traffic requires a regular roll, 12 or less on 3d6. Taking an icy curve at high speed has a -4 penalty, so you have to roll (12-4 =) 8 or less. If another driver tries to ram your car, both roll against Driving and see who made it by the most.*

Regardless of the score you're rolling against, a roll of 3 or 4 is *always* a success and a roll of 17 or 18 is *always* a failure. It's possible to succeed greatly or fail miserably by rolling the following:

<u>Critical Success/Failure Table</u>	
Roll	Result
3-4	Critical success
5	Critical success if skill 15+
6	Critical success if skill 16+
17	Normal failure if skill 16+, Critical failure if skill 15-
18	Critical failure

## Can I hit him?

Resolving an attack requires three rolls:

1) The attacker rolls against weapon skill to see if he hits.

2) The defender rolls against one of Dodge, Block, or Parry to avoid being hit.

3) If the attacker succeeded and the defender failed, the attacker rolls the damage for the attack. The defender then subtracts his Damage Resistance (DR) from the damage rolled, multiplies the result based on damage type (x1.5 for cut, x2 for imp., etc.), and subtracts the total from his current HP.

## Does he like me?

When you meet an NPC, or ask one for a favor, the GM makes a reaction roll. The higher the roll, the friendlier the reaction. Your advantages may give you a bonus on this (Charisma, positive Reputation, etc.), or you can use skills (Fast-Talk, Diplomacy, Intimidation) to influence him. Your Disadvantages may also give a penalty to this roll (negative Reputation, Social Stigma, etc.).

*Based on information found in GUPRS Lite.*

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