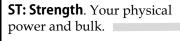# GURPS

Your Character's Name: Jennifer Bernard **Player:**

Description: Nail Tech and fitness nut by day, turns wanna-be Ghost Hunter after work

Your Basic Attributes:

ST: Strength. Your physical power and bulk. **11**

DX: Dexterity. Your agility, motor control, and coordination. **13**

IQ: Intelligence. Brainpower, creativity, reason, and memory. **8**

HT: Health. Hardiness, vitality, stamina, endurance, resistance to injury/poison/disease. **12**

Your Secondary Attributes (derived from Basic):

11 is now **HP: Hit Points**. Your ability to take damage.

7 **MOVE: Move**. How fast you travel in one second (in yards).
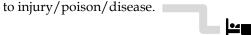
11 **WILL: Will Power**. Ability to resist temptation and fear.

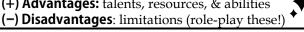**8** **PER: Perception**. All of the body's senses.

12 is now **FP: Fatigue Points**. How hard it is to exhaust you.

+2 **Reaction Modifier.** To you by others.

Things That Describe You:

(+) Advantages: talents, resources, & abilities
(−) Disadvantages: limitations (role-play these!)

+Attractive +1   -Gregarious   -Overconfident 12
+Charisma +3   -Gullible 12   -Impulsive 12
+Luck x1   +/- Big Perm
+Very Fit   -Delusion (All tales of the occult are true)
-Obsession 12 ("I will appear on the Phil Donahue Show")
+Patron (Uncle: Gives expensive recording equipment)
+Licenses (Forged/dubious press pass; Cosmetologist)
-Unflagging supporter of cute animal rescue charities
-Duty 9 (Area Vice Chair, S.P.E.C.T.R.: Society for Paranormal Extraterrestrial Cryptozoological Transmetaphysical Research)

Notable Equipment (except weapons)

Cash on hand: $3500

1982 Sony SL-3000 Betamax Video Camera with Battery and Shoulder Pack (40 lbs.)

Very elaborate beauty kit (makeup, acetone, brushes, files, creams, wipes, pads, etc.)

Things I Can Do:

Attacks and **Weapons**

Jane Fonda Workout Kick-14 1d cr
Sharpened Nails Punch-15 1d-1 cut
Eye Rake-14
Bite-14 1d-1 cr

Brawling (Graduate: Self-Defense for Single Women)-16

Skills

Bicyling-12
Carousing-12
Current Affairs (Supernatural)-12
Electronics Operation (Media)-11
Exorcism-9
Housekeeping-10
Jumping-13
Makeup-12
Nail Tech-12
Observation-12
Occultism-11
Public Speaking (Video Journalism)-11/14
Running-12
Thanatology-11
Sex Appeal-13/16

Defense:

Dodge	Block	Parry
9	7	9

DR: Damage Resistance.

Essential **GURPS** rules in one page

Three Basic Game Concepts to Know:

More Details**:**

❶ Success Roll (Can I do this?) 🦾 🎓

NOTE: Rolling **low** numbers is good. | *(It's called "roll under.")*

With *any* skill level at all, doing very easy things is automatic. Otherwise, **roll 3 ordinary dice** against your skill or attribute. Ordinary tasks succeed if you roll *__equal to or less than__* your skill level. No matter what number you're trying for, a roll of 3 or 4 is always a success and a roll of 17 or 18 is always a failure.

Modifiers: Harder tasks have penalties (-): subtract these from the level before rolling. (*You may* WANT *to make a task harder.)* In contrast, easier tasks have bonuses (+) that are added. *(You can get bonuses by changing how you do the task.)* You or the GM suggest modifiers, then the GM decides.

Contests: When competing with someone else, both people roll and the one who succeeds by the largest margin wins.

Criticals: If you roll very low or high you succeeded or failed *spectacularly*. This is called a *critical* success or failure.

❷ Combat (Did I hit him?) 💥

NOTE: Rolling **low** numbers to hit/dodge is good.

To attack make three rolls: *(The first two are success rolls.)*
(1.) Attacker rolls **3 dice** against the weapon skill **to hit**.
(2.) Defender rolls against **Dodge**, **Block**, or **Parry** to avoid.
(3.) If the attacker succeeded and the defender failed, the attacker rolls the dice listed under **damage** for that weapon.

NOTE: Rolling **high** numbers for damage is good.

Before applying damage, the defender subtracts any **Damage Resistance** (DR) due to armor, cover, etc. Next, certain types and locations of damage have multipliers (for instance, if you are *impaled*, damage is x2). Finally, the victim subtracts the total from their current **HP (hit points)**.
The GM may state further effects (e.g., victim is knocked down).

❸ Reactions (Do they like me?) 😊

NOTE: Having **positive** bonuses is good.

When you meet an **NPC**, or ask one for a favor, the GM makes a reaction roll **in secret** using a table of reactions. (*Players do not make reaction rolls.)* The higher the roll, the friendlier the reaction.

Influence Skills: You can ask to try your influence skill instead to get a better reaction: e.g., Fast-Talk, Sex Appeal, Streetwise, Diplomacy, Savoir-Faire, Intimidation... *(Note that players can't make influence rolls vs. other players: role-play it!)*

Reaction Modifier: **Advantages** (+) and **disadvantages** (-) give a bonus or penalty: Charisma, Appearance, Reputation…

(Only the GM sees reaction rolls, so watch out! A "friendly" positive reaction might also be a negative reaction so strong that they're lying.)

Levels (Am I any good?) 🦾 🎓

This level...	*...in an* **Attribute** *is:*	*...in a* **Skill** *is:*	*Chance of success:*
≤4			1-2%
5			5%
6	debilitating		9%
7	poor		16%
8	below average	untrained	26%
9		novice	38%
10	average		50%
11	above average		63%
12		professional	74%
13	exceptional		84%
14		expert	91%
15	astonishing		96%
16			99%
≥17		master	99%

Criticals (Wow, that's BAD!) ☠

Roll...	*...and this is:*
3, 4	always a critical success
5	a critical success if effective skill is 15+
6	a critical success if effective skill is 16+
…	
10+ skill	a critical failure
17	a critical failure if effective skill is 15 or less
18	always a critical failure

Damage (Am I dead yet?) 💔 🛏

This level...	*...of your* **Fatigue Points (FP):**	*...of your* **Hit Points (HP):**
≤ 1/3	very tired and slow	reeling and slow
0 or less	exhausted, immobile	serious wounds/K.O.
-1x	unconscious, hurt	dying/chance of death
-5x		immediate death

Fright Checks (Are We Scared?) 🧠

Terrifying events require a success roll against **Will** called a fright check. A roll of *14 or more always fails* a fright check, no matter the modifiers used. (This is called the **Rule of 14**.) The GM looks up the consequences of a failed fright check.