GURPS

Fourth Edition

GENERAL THREAD

/tg/

From the blighted womb of your worst nightmare, quivering on legs innumerable, soaked in the black ooze of your greatest fears. I rear back my heavy head, and howl:

GURPS

ONE SYSTEM
FOR EVERYONE AND EVERYTHING?

Steve Jackson   Sean Punch   David Pulver

GURPS

'Why GURPS?'

1) The splatbooks/worldbooks are universally written by people who know what they're talking about. The **Fantasy** book is written by archaeologists and historians, the **Space** book is written by astrophysicists, the **Guns** book is written by gun experts, etc. The factual mistakes are few and far between, and almost always acknowledged later. They give great advice on how to make believable worlds, how FTL affects society, how magic changes warfare, how real supernatural elements change secret societies... or how to ignore all realism and make whatever setting you want in a way that players can't take advantage of. They're great reads, even if you don't use the system.

2) **GURPS** has rules to handle anything. You don't need to use them all (why bother with rules for asphyxiating in a vacuum in a game about biker gangs?) but they're there. So if a game doesn't go where you expect, and your party of adventurers buy a wagon and start managing a merchant caravan company, there are books to support that style of play in a systemic way, integrated with the core rules in a way that makes sense. This also makes it great for crazy blends of game. Dungeonpunk with automatic firearms? Yes.

3) **GURPS** by default uses "heroic realism". This is when the odds on the heroes sides but reality doesn't bend for them. Two bullets will knock a human unconscious (but not immediately kill him - this is fairly realistic) but hitting a moving target more than 100m away in a firefight is hard as hell. It suits games that go for a realistic or gritty feel and gives a break from the slightly cartoony damage sponges in games like D&D but can be customised with optional rules to change the feel from "Fuck You, There Are No Heroes and the World is Shit" right up to "The Heroes are Good and Always Triumph Over Evil". Incidentally, what makes it heroic realism also makes it the best game on the market to play a game about Operators Operating Operationally.

WIKIS

gurps.wikia.com

gurpswiki.wikidot.com

GURPS Character Sheet

www.gurpscharactersheet.com

How to use GCS:

- Create a character sheet using 'file – new character sheet'.
- Open a trait library by clicking in the menu on the left.
- Select a trait you want to add to the character from the menu on the right.
- Copy it to the character sheet by using 'item – copy to character sheet'.
- Edit it by double clicking on the character sheet.
- Traits and items can be placed in 'containers', to group them.
- Create a new container by using the item menu.
- Existing traits and items can be dragged and dropped into containers.

MEGA Archive

https://mega.nz/#F!yxFxlD4I!CGTYsnTE_8XAmcJxdMehAQ

If you have any PDFs you want to add to the archive, you can access the account using the following details:

E-Mail: hobekalot@yhg.biz

Password: 4chanGURPS

Miscellaneous Links Combat Examples. Very useful for new players and GMs! Check out how different options effect things.

http://www.themook.net/rpg/examples/

GURPS Murder Simulator, a fun tool to simulate shooting people in GURPS.

https://dl.dropboxusercontent.com/u/40207800/MiscDev/MurderSim2015.exe

What Skills should every PC have? Good idea, moderate execution.

http://forums.sjgames.com/showpost.php?p=369148&postcount=22

http://forums.sjgames.com/showpost.php?p=676097&postcount=4

Combat Cheat Sheet

https://dl.dropboxusercontent.com/u/10971026/Combat%20Maneuvers%20Cheat%20Sheet%202.04.pdf

Random utility

www.gurpscalculator.com

Magic System comparisons

http://pastebin.com/4Wk6gB2D

Planet and star generator:

http://higarashi.big-metto.net/upload/CeleNavigation/CelestialNavigation_x86.zip

Innate Attack Calculator, missing some modifiers:

www.sjgames.com/gameaids/gurps/g4innatecalc.html

GURPS Font with advantage type symbols (numerals 1-5)

http://www.4shared.com/file/59074378/f21c2229/GURPSymbols.html