

## 1) Concept

*Who are you trying to create?*

Having a clear picture of the character you want to play in this adventure will help all the rest of the choices that much easier. You only need the broad strokes, things like:

- I am a human Galactic Ranger with great strength and skill in laser sidearms
  - I am an Elf wizard with an amazing intellect and the ability to cast spells
  - I am a hacker, from a race of sapient dog-sized “snails”
  - I am a robot built by the Kinzali Federation to protect colonists on the Fringe
- You can write this in the **Character Notes** section on the back of the character sheet.  
*(By the end, a complete PC should have all of these checkboxes ticked.)*

## 2) Personal Details

On the front of the character sheet (at the top-right), fill in:

- Name:** The character’s name
- Player:** How you would like to be addressed
- Point Total:** This is the amount of character points, CPs, available for building your character. In this adventure, the Point Total is **300**
- Ht:** PC’s height (or length, if not bipedal)
- Wt:** PC’s weight
- Size Modifier:** For this adventure, there are five possible **SM**.
  - **SM +2:** costs **20** points, between **9 – 15** feet tall, gives **ST +2**
  - **SM +1:** costs **10** points, between **7 – 9** feet tall, gives **ST +1**
  - **SM 0:** costs **0** points, the default, between **4.5 – 7** feet tall
  - **SM -1:** costs **-10** points, between **3 – 4.5** feet tall, gives **ST -1**
  - **SM -2:** costs **-20** points, between **1 – 3** feet tall, gives **ST -2**

A positive SM makes you easier to hit in combat, but raises your starting Strength (ST, see next step). A negative SM makes you harder to hit in combat, but lowers your starting ST. The full table is on p. 19 of *GURPS Characters*.

- Age:** PC’s age, no effect in this adventure (see p. 20 for more)
- Unspent Points:** Leave this blank for now. If you have any left over points when your character is complete, you can enter them here and use them for in-game benefits
- Appearance:** PC’s appearance to others

### 3) Attributes

*How Strong, Dextrous, Intelligent, Healthy is your character?*

This is where you will begin spending those 300 Character Points! In this step, you can spend **150 CP** maximum (half of your total).

GURPS uses four core attributes to measure a character's abilities (pp. 14-15). Each attribute defaults to 10, but can be raised or lowered by spending either 10 or 20 points per level (see below). The levels *roughly* correspond to:

- **Less than 8:** Well below average, very difficult for adventuring
- **8-9:** Below average
- **10:** Average
- **11-12:** Above average
- **13-14:** Well above average
- **15-16:** Exceptional! (usual human cap, except ST)
- **17-18:** Legendary! (absolute human cap, except ST; usual human cap for ST)
- **19-20:** Mythic! (absolute human cap for ST)

The attributes and their point costs are:

- Strength (ST)** **+/- 10 points per level**  
Physical strength. Affects your **Hit Points (HP)**, how much damage you do with muscle-powered weapons, and how much you can carry.
- Dexterity (DX)** **+/- 20 points per level**  
Physical agility and coordination. Affects movement and all DX-based skills.
- Intelligence (IQ)** **+/- 20 points per level**  
Mental fortitude/cleverness. Affects all IQ-based skills as well as **Will** and **Perception**.
- Health (HT)** **+/- 10 points per level**  
Physical fortitude/resilience. Affects your movement and **FP**.

There are also several other attributes derived from those four (p. 16). It's quickest to leave them as-is, but if you need to they can be directly modified:

- Hit Points (HP)** **+/- 2 points per +/- 1 HP**  
Defaults to **ST**, measures damage you can absorb
- Will** **+/- 5 points per +/- 1 Will**  
Defaults to **IQ**, rolled against to resist certain mental conditions/attacks
- Perception (PER)** **+/- 5 points per +/- 1 PER**  
Defaults to **IQ**, rolled against to notice/find certain things
- Fatigue Points (FP)** **+/- 3 points per +/- 1 FP**  
Defaults to **HT**, measures how quickly you tire

## 4) Secondary Characteristics

After the choices from Step 3 are written on the character sheet, there are a few values derived from those choices (and some can be modified directly, pp. 15-17). In this step, fill in:

- Basic Lift (BL):** How much you can lift over your head with one hand, in one second.

<b>ST:</b>	8	9	10	11	12	13	14	15	16	17	18
<b>BL:</b>	13	16	20	24	29	34	40	45	51	58	65

- Damage:** Swing and Thrust damage you inflict with muscle-powered weapons (p. 16).

<b>ST:</b>	8	9	10	11	12	13	14	15	16	17	18
<b>THR:</b>	1d-3	1d-2	1d-2	1d-1	1d-1	1d	1d	1d+1	1d+1	1d+2	1d+2
<b>SW:</b>	1d-2	1d-1	1d	1d+1	1d+2	2d-1	2d	2d+1	2d+2	3d-1	3d

- Basic Speed** **+/- 5 points per +/- 0.25 Speed**

How quickly you act in the Initiative order (p. 17).

		HEALTH									
		10	11	12	13	14	15	16	17	18	
DEXTERITY	10	5	5.25	5.5	5.75	6	6.25	6.5	6.75	7	
	11	5.25	5.5	5.75	6	6.25	6.5	6.75	7	7.25	
	12	5.5	5.75	6	6.25	6.5	6.75	7	7.25	7.5	
	13	5.75	6	6.25	6.5	6.75	7	7.25	7.5	7.75	
	14	6	6.25	6.5	6.75	7	7.25	7.5	7.75	8	
	15	6.25	6.5	6.75	7	7.25	7.5	7.75	8	8.25	
	16	6.5	6.75	7	7.25	7.5	7.75	8	8.25	8.5	
	17	6.75	7	7.25	7.5	7.75	8	8.25	8.5	8.75	
	18	7	7.25	7.5	7.75	8	8.25	8.5	8.75	9	

- Basic Move** **+/- 5 points per +/- 1 Move**

How many hexes (yards) you can move in one turn with no Encumbrance (p. 17). Equal to **Basic Speed** without decimals.

- Dodge:** One of your three Active Defenses (p. 374). Equal to **Basic Move +3**.

## 5) Unused Rules

GURPS is a game all about choosing which rules and options to use for the adventure you want to play. For this game and setting, you will **not** need to fill in: **Encumbrance, Move, Languages, TL, Cultural Familiarities, or Reaction Modifiers.**

For now, you can also skip **DR, Parry, and Block.** These will be filled in later.

## 6) Advantages and Disadvantages

*What are some of your character's most important traits?*

In this step, you can spend **100** of your remaining 150 CP on **Advantages** and **Disadvantages** (pp. 32-166), either as (*choose one*):

- 100** points of Advantages, **0** points of Disadvantages
- 110** points of Advantages, **-10** points of Disadvantages
- 120** points of Advantages, **-20** points of Disadvantages

In the Basic Set, there are just over 250 Advantages (things you spend CP on that give your character some benefit) and nearly the same number of Disadvantages (things that give you CP to spend on other parts of the character). This is fantastic for covering all kinds of situations in all kinds of games, but can be overwhelming because of the vast number of options. It's easy to become lost just wandering through the lists. Much faster to start with the character you have in mind and restrict your choices to things that directly support that.

So, I suggest this: List below a few traits that describe important, noticeable things about your character, and I will let you know what they're called in GURPS and how much they cost. Once you hit 100 CP total for this step, we'll move on to Step 7) Skills.

Below are a few examples – there are hundreds more, and whatever you come up with, we'll make it fit somewhere. Note that negative costs are Disadvantages, and *give* you those points to spend elsewhere.

- 15 CP            Combat Reflexes (adds +1 to Dodge, Parry, and Block)
- 40 CP            Flight
- 15 CP            Perfect Balance
- 5 CP             Signature Gear (see **8) Weapons, Armor, Shields, & Possessions**, below)
  
- -15 CP           Combat Paralysis, -15 CP
- -10 CP           Cowardice, -10 CP
- -5 CP/-10 CP   Obsession (short-term goal / long-term goal)

Traits	in GURPS	Cost
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

- When your list of Advantages and Disadvantages are chosen, write them on your sheet. (You do not need to enter the costs unless you want to).

## 7) Skills

*What can your character do?*

Of your initial 300 CP total to start, you should have roughly **50 CP** left in this step for picking skills. Again, the specifics of our adventure are relevant here. A character in an ongoing, in-depth campaign could have 15, 30, even more skills that come up frequently enough to be useful. In a brief one-shot of just a few hours, though, most of the effort spent on choosing all those skills would be wasted.

So, much like Advantages and Disadvantages, I suggest this: List below the 5 or 10 skills that your character is *best* at, and I will let you know what GURPS calls them.

There are two things you need to know to learn a skill: How difficult it is to learn (**Easy, Average, Hard, or Very Hard**), and whether it is **Physical** (uses **DX**) or **Mental** (uses **IQ**).

The more CP you spend, the higher the resulting skill level (the modified target number you roll against to accomplish something), according to the below progression (from p. 70).

That is: With a DX of 15, spending 8 points on a Physical Average skill gives a skill level of **17** (DX +2). With an IQ of 12, spending 4 points on a Mental Easy skill gives a skill level of **14** (IQ +2).

Skill Level	Easy	Average	Hard	Very Hard
DX or IQ -3				1
DX or IQ -2			1	2
DX or IQ -1		1	2	4
DX or IQ	1	2	4	8
DX or IQ +1	2	4	8	12
DX or IQ +2	4	8	12	16
DX or IQ +3	8	12	16	20
Extra +1	+4	+4	+4	+4

- **8-9:** “Rusty” skills, remembered from the old days
- **10-11:** Most skills, including hobbies and secondary job skills for normal folks
- **12-13:** Primary job skills for normal folks, secondary job skills for adventurers
- **14-15:** *Primary skills for adventuring types*
- **16-17:** Exceptional adventuring skill
- **18-19:** Legendary adventuring skill

Skil	M/P	E/A/H/VH	Points	Level
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

When your Skills are chosen, write them on your sheet. **Name** is the name of the skill in GURPS, and **Level** is the skill level. (You do not need to enter **Relative Level** or costs.)

## 8) Weapons, Armor, Shields, & Possessions

*What does your character own?*

Almost there! By this step, the front of your character sheet should be almost complete. Turn the sheet over and on the back, enter all of your character's weapons (both melee and ranged), armor, and other possessions. I'll give you the stats to fill in the rest of the spaces – ignore **Cost** and **Weight** for these entries, as we aren't using wealth or encumbrance rules.

Remember to list weapons for weapon skills you've chosen, a shield if you took the Shield skill, lockpicks if you took the Lockpicking skill, etc. Your character can basically own anything that would make sense for them to have, and that would be easy for them to transport and to procure – so, a sword, a gun, a motorcycle, a cyberdeck, a spellbook, etc. A character will not often start with things like a jetpack, a thermal detonator, or a magic staff “for free,” but note that the advantage **Signature Gear** could allow this (costs 5 CP).

- Write down all of your possessions on the character sheet.

## 9) Non-Weapon Attacks, DR, Parry, and Block

If you have any attacks that aren't gear (laser vision, magic spell, etc), list those under your Ranged Attacks, then flip the sheet back to the front.

The last three items to fill in are:

- Damage Resistance (DR):** This is the amount you can subtract from incoming damage in combat. The DR and locations covered depends on the armor you have.
- Parry:** This is another Active Defense (like Dodge, above), usable once per turn against melee or thrown attacks if you have a ready melee weapon (or are using an unarmed parry). It is equal to half the melee skill you are using (usually your highest), +3. For example, a Karate skill of 14 lets you Parry at 10 (half of 14 is 7, +3 is 10).
- Block:** This is the final Active Defense (like Dodge and Parry), usable once per turn against most attacks except bullets or beam weapons/abilities if you have a ready shield (or similar). It is equal to half your Shield skill, +3.

And... that's it! You should now have a working, rules-legal GURPS character with which to hop in this adventure, one that I hope is fun for you to play and close to the character you wanted. Good luck in **Locus**!

# Useful GURPS Links

## **Steve Jackson Games GURPS Page**

[sjgames.com/gurps/](http://sjgames.com/gurps/)

## **GURPS Lite**(free starter rules)

[sjgames.com/gurps/lite/](http://sjgames.com/gurps/lite/)

## **Steve Jackson Games Forums**

[forums.sjgames.com](http://forums.sjgames.com)

## **Game Geekery** (my blog for new players and GMs)

[themook.net/gamegeekery](http://themook.net/gamegeekery)

## **Unofficial GURPS Discord**

[discord.gg/89yqtsx](https://discord.gg/89yqtsx)