

# What Is This System

This is a mask for the GURPS 4e system; GURPS 4e is difficult to use but has some really great features like the Disadvantages system. In this system, players are not expected to look in any GURPS manual, nor are they expected to create their own characters using GURPS character creation. In general, they are expected to tell the GM what they would like to do; the GM might check if the player really wants to do that, tell them if and how they need to roll, and what happens.

Players are free to roleplay, create characters—that fit into the world and game—easily by using a system similar to D&D5e or WHFRP4e, and tell the DM what they want to do, getting a consistent gaming experience in return.

The GM is expected to have good knowledge of the GURPS 4e system, and most of the material in all GURPS supplements will be easily usable with this masked version of the system. There are key differences from GURPS 4e: Character creation is expected to happen differently than engaging directly with the GURPS 4e point-buy system, and Combat has been entirely recreated.

This system was created primarily because the combat system in GURPS4e is too clunky, and the character creation is too daunting. In this system, players create characters in a more streamlined fashion and engage in combat in a different way—a way that prioritizes realism and is intuitive to use for the player. In contrast, GURPS4e tends to assume that combatants have never thought to stand sideways or otherwise take a combat stance and are generally incompetent unless tons of advantages and skills are piled on to their character sheet, which would be fine if the character creation wasn't already so daunting. This is great for some games, and terrible for the games I'd like to run.

The system is mostly the same as GURPS 4e, and so players are also free to create characters using the GURPS 4e point-buy system, but GM approval is very key here. Usually, you should air on the side of using something in this system to create your character and ask the GM what it would take to add/remove certain things to/from your character.

## Character

A player typically controls one character. Player characters are pre-generated or use the character creation process detailed later.

## Dice Rolls

Roll 3d6. If a player is unfamiliar with the system and their character, that is fine; the GM will inform them if they succeeded or not and if there is any special result like a critical.

Dice rolls work just like they do in GURPS4e—sorta. More on that later—

## Do Something

If you want to perform an action, you indicate that your character is attempting to do it. The GM determines the result of the action attempt.

# Ways that the GM determines the result of an action

## 1 - Just Roll

Roll first. If you roll low, you probably succeed, if you roll high, you probably failed. Some players have high enough skills that certain actions are almost guaranteed to succeed—they only need to check for automatic/critical failures.

If the roll is too middling to tell whether or not it is an obvious failure/success, then you can do what you were going to do anyway—

## 1.5 - What Skill Would That Be?

Determine the skill being used and any relevant modifiers. Count it up. As the group gains familiarity with the player characters, this will become a more and more passive process, but especially at the beginning of a game, it is preferable to roll first and then consider the minutiae of the system afterward.

## 2 - The System Says...

The system sometimes covers certain mechanics like “how many pounds can I lift” in a roll-less fashion; you can just lift things based on your Strength Score (though certain character features can override this assumption and add in a factor in lifting technique (requiring a roll), or perhaps specialized strength training). If there isn’t anything in this doc that covers such a mechanic, including but not limited to “how many pounds can I lift”, that mechanic is likely covered in a GURPS manual. Said manuals should probably not be touched for game sessions unless the page number is known ahead of time or the rule is otherwise ready to be referenced. Your GM will likely know how to deal with you asking “how many pounds can I lift”, but often, imperfect knowledge of the system leads to another solution being preferable—

## 3 - Just Roll 2, Improvisational Boogaloo

If a rule is unknown, non-existent, and or not available to be easily referenced, the GM should make a ruling on the spot. This may include rulings such as but not limited to: “You just do it”, “Roll Dex at minus 6”, or “It’s impossible”. This doc has comments turned on for players so that they can point out references to rules from GURPS materials that they might want to use in the future; that section is later in the doc.

## 4 - GM Fiat

The GM can simply narrate what happens as the result of your character attempting to do something, no roll or game mechanics required. This is usually the least preferable approach in dramatic situations and the most preferable approach in mundane situations.