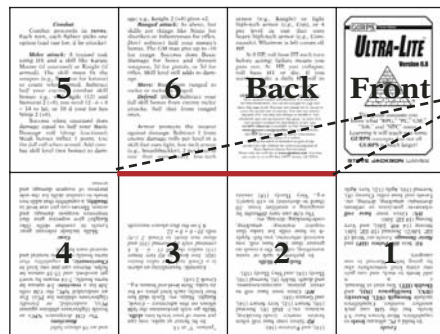


ULTRA-LITE™

INSTRUCTIONS

After you print this PDF, lightly fold the second page on the faint lines. (Make all folds in both directions to loosen the creases.) With the page folded in half in either direction, the joining edges should match; if they don't, trim the overly long edge(s). Then unfold the page and lay it flat.

Look at the sheet landscape style, so the *Ultra-Lite* cover is in the upper-right corner (see picture). Make a horizontal



Cut where indicated by the red line.

slit on the dotted line in the middle of the sheet, below pages 6 and Back and above 3 and 2; if you cut to either edge of the paper, you went too far!

Fold the paper in half lengthwise, text-side-out, and – holding the Front and page 1 in one hand and pages 5 and 4 in the other – bring your hands together, so that the pages on the top layer (6 and Back) pop up and the pages on the bottom layer (2 and 3) pop down. Looked at from a certain view, it should resemble a plus (+) sign.

Fold page 6 toward page 5, then fold page 1 toward page 2. This forms a booklet with the cover on top and the copyright page on the back; the rest of the book should now read in the correct order.

BONUS TIP

Once properly assembled, *GURPS Ultra-Lite* folds and unfolds easily. Did you notice that the other side of the sheet is blank? You can print a character sheet there, player info for your game, flyer information for your store, or anything else that suits your fancy!

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STEVE JACKSON GAMES

Stock #37-0032

Version 0.8 – January 2009



About *GURPS*

Steve Jackson Games is committed to full support of *GURPS* players. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! We can also be reached by e-mail: info@sjgames.com. Resources include:

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Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all *GURPS* releases, including this book, are available on our website – see above.

Rules and statistics in this book are specifically for the *GURPS Basic Set, Fourth Edition*. Page references that begin with B refer to that book, not this one.

GURPS Rules by STEVE JACKSON
GURPS Ultra-Lite Abridged Rules by SEAN PUNCH

Combat

Combat proceeds in *turns*. Each turn, each fighter picks one option (and one foe, if he attacks):

Melee attack: A trained task using DX and a skill like Karate Master (if unarmed) or Knight (if armed). The skill must fit the weapon (e.g., Samurai for katana) to count when armed. Subtract *half* your enemy's combat skill bonus; e.g., with Agile (12) and Samurai 2 (+8), you need 12 - 6 + 8 = 14 to hit, or 10 if your foe has Ninja 2 (+8).

Success when unarmed does damage equal to *half* your Basic Damage roll (drop fractions); Weak heroes inflict 1 point. Use the *full* roll when armed. Add combat skill level (not bonus) to damage; e.g., Knight 2 (+8) gives +2.

Ranged attack: As above, but skills are things like Ninja for shuriken or Infantryman for rifles. *Don't* subtract half your enemy's bonus. The GM may give up to -10 for range. Success does Basic Damage for bows and thrown weapons, 2d for pistols, or 5d for rifles. Skill level still adds to damage.

Move: Run from ranged to melee or melee to ranged.

Defend: Duck! Subtract your *full* skill bonus from enemy melee attacks, *half* that from ranged ones.

Armor protects the wearer against damage. Subtract 1 from enemy damage rolls per level in a skill that uses light, low-tech armor (e.g., Swashbuckler), 2 per level in one that uses heavy low-tech armor (e.g., Knight) or light high-tech armor (e.g., Cop), or 4 per level in

one that uses heavy high-tech armor (e.g., Commando). Whatever is left comes off HP.

At 0 HP, roll base HT each turn before acting; failure means you pass out. At -HP, you collapse; roll base HT or die. If you survive, make a daily HT roll to recover 1 HP.

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GURPS Rules by STEVE JACKSON

GURPS Ultra-Lite Abridged Rules by SEAN PUNCH

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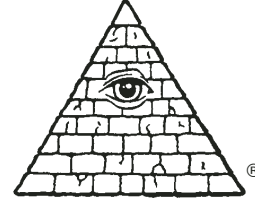
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GURPS Fourth Edition

ULTRA-LITE™

Version 0.8



This game assumes you know what "RPG," "PC," "GM," "3d6," and "NPC" mean. Learning it will teach you some GURPS concepts, but not all – GURPS is much larger!

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Skills include relevant gear. Levels in combat skills (like Knight) give superior gear that improves weapon damage and armor. Heroes can put one level in *Wealthy*, a capability that adds two levels to combat skills for the sole purpose of weapon damage and armor.

Gear

The GM designates NPCs as *hostile* (fights/uses abilities against PCs), *undecided*, or *friendly* (fights/uses abilities for PCs). For an undecided NPC, the GM rolls 3d6 for a *reaction*: 3-6 means he turns hostile, 7-14 means he won't get involved, and 15-18 means he helps. Heroes can put one level in *Charismatic*, a capability that turns hostile reactions neutral and neutral ones helpful.

Reactions

A 3 on the dice *always* succeeds and an 18 *always* fails!

Example: Neutralizing an alarm is a Crook task that takes brains (IQ). Two levels in IQ Very Smart (14) makes the roll 14 - 6 = 8. A criminal with IQ Normal (10) and those two levels in Crook 2 (+8) rolls 10 - 6 + 8 = 12.

To be better at tasks, you can put some of your levels into *skills*. Skills go with professions the GM allows on this adventure – Crook, Knight, Ninja, etc. Each skill has four levels; each level gives +4 for its tasks. Note level and bonus; e.g., Crook 2 (+8).

e.g., Very Hardy (18) resists "poison-5" at 13.

The GM can vary difficulty by assigning a modifier from -10 (hard to do/resist) to +10 (easy);

To perform a task or resist code-breaking, driving, etc. require training: attacking, -6 to base rolls for tasks that succeed; otherwise, you fail. Apply greater than your base roll, you something, roll 3d6. On a result no

Tasks and Skills

IQ: Gives your base roll when brains matter (code-breaking, science, etc.): Dull (8), Normal (10), Smart (12), Very Smart (14), and Genius (16).
HT: Gives your base roll to resist poison, unconsciousness, and death: Sickly (8), Normal (10), Hardy (14), and Very Hardy (18).

DX: Gives your *base roll* whenever precision or reflexes dominate: attacking, driving, etc. Levels and base rolls: Clumsy (8),

ST: Sets *Hit Points (HP)* and *Basic Damage*. Levels are Weak (8 HP, 1d6/2), Normal (10 HP, 1d6), Strong (14 HP, 2d6), and Very Strong (18 HP, 3d6).

Levels
To build a PC, allocate *levels* to capabilities. Most heroes have 3-5 levels, but the GM can pick another number. Capabilities include **Strength (ST)**, **Dexterity (DX)**, **Intelligence (IQ)**, and **Health (HT)**. You start at Normal, can add levels to each, and can gain one extra level somewhere else by going below Normal in one category.