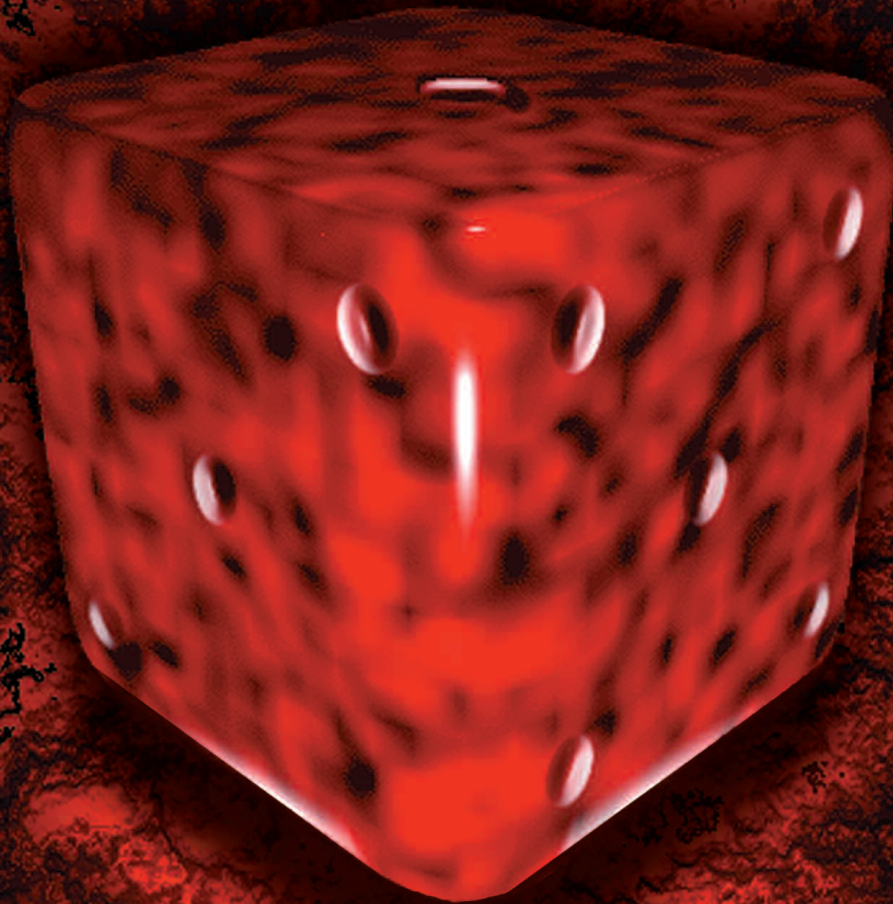


G U R P S[®]

COMPENDIUM I

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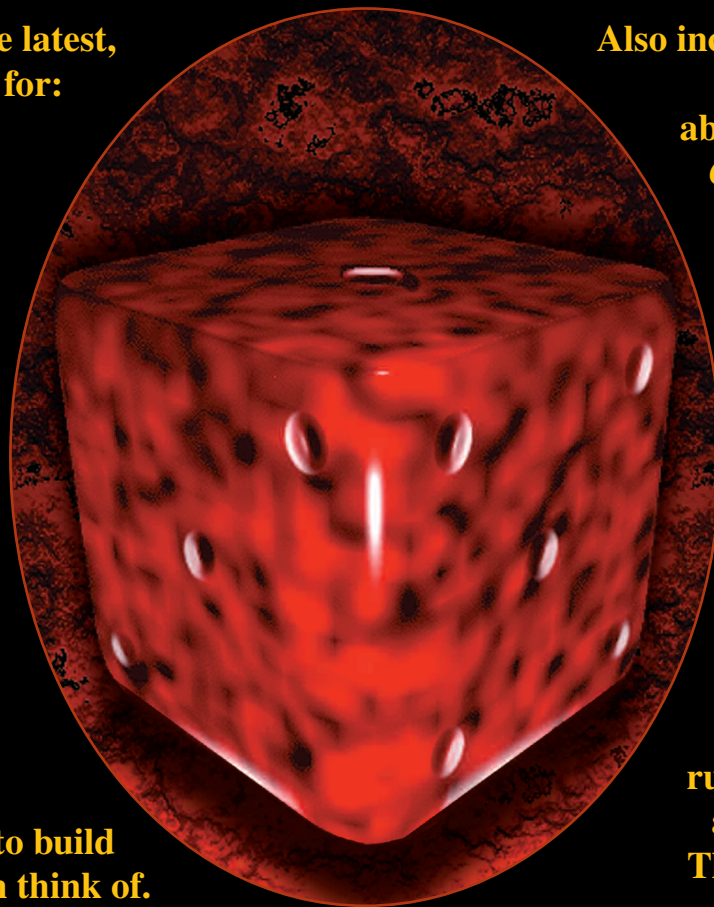
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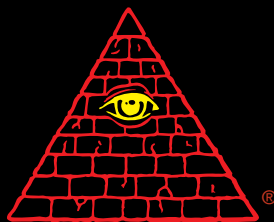
Everything you need to build any character you can think of.



Also included are appendices listing page reference abbreviations for all the *GURPS* books, as well as a table cross-referencing every advantage, disadvantage and skill ever published in any *GURPS* book.

This book is designed for use with *GURPS Basic Set, Third Edition*, and includes all the rules that appear in the appendix of *Basic Set, Third Edition, Revised*.

Compiled by Sean Punch
Edited by Steve Jackson
Cover by Jeff Koke
Illustrated by Dan Smith



STEVE JACKSON GAMES

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G U R P S[®]

COMPENDIUM I

CHARACTER CREATION

compiled by sean punch



COVER BY JEFF KOKE

ILLUSTRATED BY DAN SMITH

This book could not exist without the combined efforts of all those credited previously in other *GURPS* books, as well as the authors of numerous *Pyramid* and *Roleplayer* articles, virtually all of whom have – knowingly or otherwise – contributed to this book.

The list is too long to include here, but you know who you are.

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STEVE JACKSON GAMES



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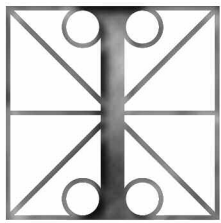
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INTRODUCTION

About GURPS

Steve Jackson Games is committed to full support of the **GURPS** system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources include:

Pyramid (www.sjgames.com/pyramid/). Our online magazine includes new **GURPS** rules and articles. It also covers *Dungeons and Dragons*, *Traveller*, *World of Darkness*, *Call of Cthulhu*, and many more top games – and other Steve Jackson Games releases like *In Nomine*, *Illuminati*, *Car Wars*, *Toon*, *Ogre Miniatures*, and more. **Pyramid** subscribers also have access to playtest files online!

New supplements and adventures. **GURPS** continues to grow, and we'll be happy to let you know what's new. A current catalog is available for an SASE. Or check out our website (below).

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata sheets for all **GURPS** releases, including this book, are available from SJ Games; be sure to include an SASE. Or download them from the Web – see below.

Gamer input. We value your comments, for new products as well as updated printings of existing titles!

Internet. Visit us on the World Wide Web at www.sjgames.com for an online catalog, errata, updates, Q&A, and much more. **GURPS** has its own Usenet group, too: rec.games.frp.gurps.

GURPSnet. This e-mail list hosts much of the online discussion of **GURPS**. To join, e-mail majordomo@io.com with “subscribe GURPSnet-L” in the body, or point your web browser to gurpsnet.sjgames.com.

The **GURPS Compendium I** web page is www.sjgames.com/gurps/books/compendium/.

Page References

This book includes a *full* list of abbreviations for all **GURPS** titles. See *Appendix I* (p. 181) for a list of the abbreviations used in this book. Future **GURPS** books will use these “official” references.

GURPS Compendium I: Character Creation is the first of two *compendia* we'll be releasing for **GURPS**. The second volume, **GURPS Compendium II: Combat and Campaigns**, will be released in November, 1996. Originally, we planned to publish just one 192-page *Compendium* that would include everything . . . back in 1994. When we finally went back and looked at all the material, though – over 100 past or present **GURPS** supplements, 30 issues of *Roleplayer* and 18 issues of *Pyramid* (more than 14,000 pages in all) – we were forced to reconsider. Our decision also had the vocal support of hordes of **GURPS** players worldwide, courtesy of the Internet. Thanks for keeping us on our toes!

This book is a collection of all the most useful rules that apply to generating characters. It includes material from published **GURPS** supplements, *Pyramid* and *Roleplayer* articles, a selection of “house rules” that have become quite popular among **GURPS** players, and a few essays and clarifications by various **GURPS** illuminati. We have made every effort to include everything except for *very* genre-specific or world-specific material that even we couldn't justify. (The Dextroboping skill will be sorely missed . . .)

It's true that some things in this book have been edited or altered from their original forms: for clarity and brevity, to make a *really* cool but world-specific trait more universal, or just because we found errata (yes, even *we* make mistakes!). In all cases, however, the original spirit of the rules has been left intact. Note that in the case of discrepancies between this book and any earlier ruling, this book takes precedence.

There are two basic reasons for releasing this book. First, we hope that with **Characters** and the **Basic Set** in hand, you should be able to generate over 90% of your characters without cracking open another book. (The only major exceptions to this are spells, psionic abilities and martial arts styles.) Second, this book is an “official” second volume to the **Basic Set**. Things that appear here will no longer be reprinted in worldbooks. This means that you have paid for your last copy of the Secret disadvantage . . .

The general rule we followed when compiling this book was, “If it costs points, it goes into **Compendium I**.” This means that rules for combat, equipment and campaigns will *not* be found here . . . they will be in **Compendium II**. We hope that this will not disappoint anyone, because by doing it this way, we'll get to give you *twice* as much good stuff!

– Sean M. Punch, March 1996

About the Compiler

Sean Punch is the Line Editor and overall system “guru” for **GURPS**. Aside from editing, his job occasionally includes developing **GURPS** products. His past endeavors in this regard include co-authoring **GURPS Fantasy Folk**, *Second Edition* and developing a new edition of **GURPS Martial Arts**. He hopes to one day write a few **GURPS** books of his own, but first he needs to find the time.

Sean does *not* live in Austin, but “telecommutes” to SJ Games by Internet. Those who also use the Net may know him better as “Dr. Kromm.” Before becoming an editor, he was a particle physicist, but he's better now. His present interests include tigers, military technology and being a cinemaphile. He has also been a fanatical gamer since 1979.

Sean and his wife, Bonnie (who is a nanny, and a gamer as well), presently live in Montréal, Canada with four cats and one parrot.

Contests of ST for Very Weak or Very Strong Creatures

When resolving a Contest of ST between two very strong or very weak beings, their *relative* ST should be what matters, not the absolute difference (which may be huge for large ST scores that differ by only a few percent, or negligible for small ST scores that differ by a large percentage).

When both characters have ST scores of less than 6 or greater than 20, their *effective* ST scores (for the purpose of the Contest) should be determined by multiplying both contestants' ST by a constant scaling factor. To do this, simply set the effective ST of the weaker character to 10 and multiply the higher strength by $(10/\text{lower ST})$, rounding down. These "effective" ST scores should be used in the Contest in place of true ST.

Example 1: A ST 50 being is wrestling a ST 60 being. The GM sets the effective ST of the weaker fighter to 10 and scales the ST of the stronger wrestler by $10/50 = 0.2$ to get an effective ST of $0.2 \times 60 = 12$. This makes the Contest a lot closer (ST 10 vs. ST 12), which makes sense for beings whose ST differs by only 20%.

Example 2: A ST 2 being is wrestling a ST 1 being. Again, the GM sets the effective ST of the weaker fighter to 10. He scales the ST of the stronger wrestler by $10/1 = 10$ to get an effective ST of $10 \times 2 = 20$. This makes the Contest almost a sure thing (ST 20 vs. ST 10) for the stronger being – which makes sense, since he is twice as strong.



Optional Rule: Treating Figured Quantities as Attributes

GURPS has only four attributes; however, several attribute-like quantities are normally figured from them (Basic Speed, Fatigue, Hit Points, etc.). Some GMs feel that these should be treated as separate attributes that can be raised and lowered normally with earned points. In this case, lowering a figured quantity by two levels or less does *not* count as a disadvantage. However, a figured quantity that is lowered to three or more levels below its base value should be treated like an attribute of 7 or less, with the points beyond the first two levels being treated as disadvantage points.

Introducing this optional rule effectively gives the players extra disadvantage points to play with, and the GM should carefully weigh the effects of this on character creation *before* introducing this optional rule.

The rules for several such figured quantities are listed below. Remember, attributes cost *double* after character creation!

Basic Speed

This starts at $(DX+HT)/4$, but can be raised (and, optionally, lowered) at the cost of 25 points per level, as per *Increased Speed*, p. 26.

Fatigue

Fatigue starts out equal to ST (or HT, if the optional *Redefining Hit Points and Fatigue* rule is being used), but can be raised (and, optionally, lowered) at 3 points per level, as per *Extra Fatigue*, p. 24.

Hit Points

Hit Points start out equal to HT (or ST, if the optional *Redefining Hit Points and Fatigue* rule is being used), but can be raised or lowered for ± 5 points per level, as per *Extra Hit Points*, p. 24 and *Reduced Hit Points*, p. 83.

Sense Roll (or "Perception")

A character's base Sense Roll starts out equal to his IQ, but can be raised (and, optionally, lowered) at 5 points per level, as per *Alertness*, p. B19.

Note that not everyone agrees that "Perception" should be based upon IQ. GMs who feel this way may wish to start sense rolls at 10 for all characters, allowing PCs to raise or lower their Sense Rolls at the costs above (5 points per level). If this is done, consider giving players 5 or 10 more points to spend to compensate for reducing the value of IQ.

Continued on next page . . .

Optional Rule: Treating Figured Quantities as Attributes (Continued)

Purely perception-based skills that are modified by Alertness (such as Body Language and Tracking) can, optionally, be based on this new "Perception" attribute instead. Where a skill also involves a body of knowledge, it should remain IQ-based, but receive a bonus equal to (Perception-10).

Will

This starts out equal to IQ, but can be raised at 4 points per level, as per *Strong Will*, p. B23, or lowered for -8 points per level, as per *Weak Will*, p. B37.

As suggested in *The Much-Maligned Will* (sidebar, p. 8), Will can also be treated as a fifth attribute, starting at 10 for all characters. It is then raised or lowered using the costs above (+4/-8 points per level). As for Perception (above) the GM may wish to consider giving players 5 or 10 more points to spend, since there are now more attributes to spend them on.

Where Strong or Weak Will would have modified another attribute (such as a HT roll to remain conscious), apply the difference (Will-10) as a modifier to the roll. Skills that are modified by Will (such as Mental Strength) can, optionally, be based on this new Will attribute instead of IQ.

Encumbrance Rules for Superhumans and Nonhumans

The encumbrance levels on p. B76 assume ground movement by normal human beings, or at least beings with humanoid frames. For very fast beings, beings with four or more legs, or for those who fly using wings, these levels are inappropriate. Instead, use the following encumbrance rules:

Encumbrance Rules for Very Fast Beings

To more accurately reflect the effects of encumbrance on *very fast* movement, use the following system to figure Move based on weight carried.

For Moves of 9 or less, use the standard system from the *GURPS Basic Set*. For moves of 10 or greater:

Encumbrance	Move
Light.....	Move × 0.8, round down, never lower than 8
Medium.....	Move × 0.6, round down, never lower than 7
Heavy.....	Move × 0.4, round down, never lower than 6
X-Heavy.....	Move × 0.2, round down, never lower than 5

Encumbrance Rules for Four-Legged Beings

No Encumbrance (up to 2 × ST): Move is unaffected.

Light Encumbrance (up to 6 × ST): Move is reduced by 2.

Medium Encumbrance (up to 10 × ST): Move is reduced by 4. Most races will find carrying more than this *extremely* uncomfortable.

Heavy Encumbrance (up to 15 × ST): Move is reduced by 6.

Extra-Heavy Encumbrance (up to 20 × ST): Move is reduced by 8, but never to less than 2.

Maximum Encumbrance (up to 30 × ST): Move is reduced to 1.

Encumbrance Rules for Winged Beings

No Encumbrance (up to 2 × ST): Move is unaffected.

Light Encumbrance (up to 6 × ST): Move is reduced by 4.

Medium Encumbrance (up to 10 × ST): Move is reduced by 8. If Move would be 0 or less, the individual cannot fly.

Heavy Encumbrance (up to 15 × ST): Move is reduced by 12. If Move would be 0 or less, the individual cannot fly. No being can fly with greater than Heavy encumbrance.



LEARNING SKILLS

Mastery – High Skill vs. Diversity

Handling character concepts that call for mastery of a skill can be a problem. On the one hand, skill rolls rely upon the “bell curve” generated by 3d, which means that the skill system works well for effective skills below 18, adequately for skill rolls as high as 24, and breaks down for skill levels beyond that point. On the other hand, *GURPS* is universal, so it should be capable of handling such character concepts. In order to resolve this apparent conflict, one must look at what mastery of a skill actually represents.

Mastery of a skill has two essential implications in the game. First, the character should have a highly-detailed understanding of all aspects of his field. Second, the character should possess the ability to carry out even the most difficult tasks with apparent ease. The key point is to recognize that neither of these capabilities is necessarily well-represented by extremely high skill levels. In fact, the real solution lies in giving the character a broad selection of related abilities.

In *GURPS* terms, this means that a highly-detailed understanding is much better represented by a high level (18 to 25) in the character’s “central” skill, and moderately high levels (16 to 18) in a variety of “subsidiary” skills, than it is by an extreme level (like 30 or so) in the central skill. In other words, mastery is best handled using decent levels in *many* related skills (i.e., through adequate breadth) and not using bell-curve-busting skill levels in just *one* skill (i.e., through excessive depth).

Example: Learning the Area Knowledge skill for a nation at level 30 or 40 does not give one a cultural understanding of the nation’s people, a linguistic understanding of their languages, or a practical understanding of the area’s native species and terrain types. Area Knowledge is exactly what it claims to be – general geographical knowledge of a region – and nothing more. To understand the region in other ways, one should first buy Area Knowledge at a high level (say 18) and then use the rest of the points that one wishes to dedicate to the effort to buy some combination of Anthropology, Naturalist, Savoir-Faire, Streetwise, Survival and perhaps a language skill or two.

Continued on next page . . .

Normally, skills are learned at the rate of 1 point per 200 hours of study, as stated on p. B82. The two optional rules that follow deal with *exceptions* to this rule. When player characters are thrown into a hostile environment where their very survival depends upon using skills they don’t know, use the *Quick Learning Under Pressure* rules to see how quickly they pick those skills up. When the PCs are tasked with training incompetent NPCs, or are themselves being intensively drilled in the use of a specific skill by an instructor, use the *Intensive Training* rules instead.

Quick Learning Under Pressure: Optional Learning Rules

This article (by Ann Dupuis) originally appeared in a slightly different form in Roleplayer magazine, issue #18.

The following rules are meant to augment the *Improvement Through Study* and the *Adding and Improving Skills* procedures (pp. B82-83). Use them during an adventure when a character needs a skill *now* and can’t wait until the end of the adventure to earn the points to buy it.

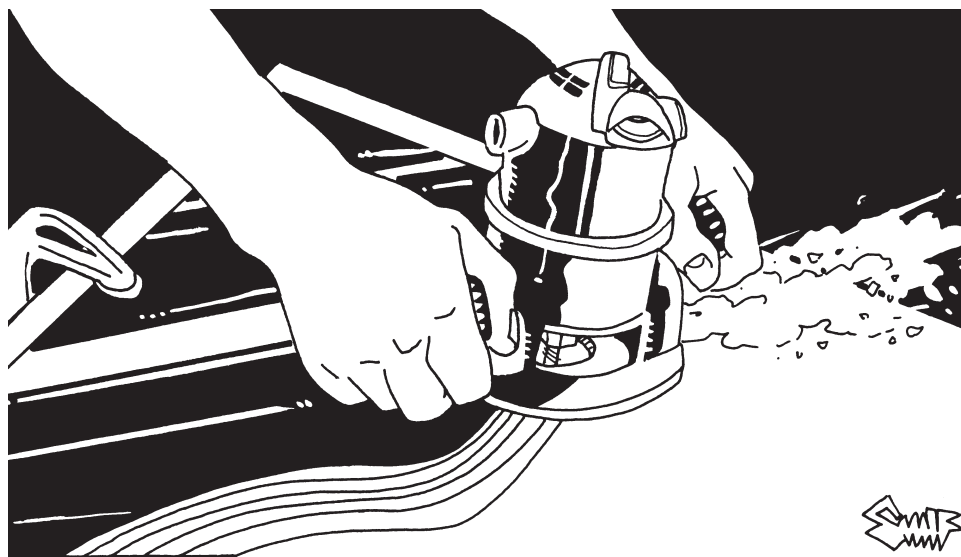
A character under stress may be able to learn skills in much less than the “usual” time. This is the theory behind such institutions as military basic training. It is known as *Quick Learning Under Pressure*, and significantly reduces the time it takes to learn a skill through study. It also provides level-by-level advancement from the default level to the level at which the skill is normally learned.

When Quick Learning is Possible

In order to use the Quick Learning rules, the following circumstances must apply:

(1) The skill(s) to be learned must normally have a default level. It is essential to the Quick Learning process that the trainee is able to start *trying* to use the skill immediately. With a skill such as Nuclear Physics, this is not possible.

(2) The skill(s) must be directly related to the immediate survival and well-being of the character and/or the character’s companions. In a situation such as basic training, the ferocity of the instructors is deliberately planned to convince the trainees that their immediate survival *does* depend on their learning!



(3) The skill(s) must be used *extensively* during the learning period. (“Extensively” is defined by the GM; the suggested measure is the requirement of two or more Success Rolls against the applicable skill per day, especially if the student’s survival and well-being are directly affected by each roll of the dice.)

(4) Someone present must be qualified, willing, and able to teach the skill. (If there is no teacher, but all the other factors are favorable, the GM can allow Quick Learning at half speed.)

The GM, of course, rules on whether or not all the appropriate circumstances exist.

The Learning Period

The *Learning Period* is the length of time which can, with luck, allow an improvement of one skill level. This depends on the difficulty of the skill:

Easy skill: Two days.

Average skill: Four days.

Hard skill: Eight days.

Very Hard skill: 16 days.



General Procedure

At the end of each Learning Period, apply appropriate modifiers and have the player roll against the character’s IQ to determine whether or not he successfully improved his skill during that period. Success is rolled against IQ for both Physical *and* Mental skills. This reflects the student’s attempt to apply maximum attention to the learning process. If the roll is successful, the character’s skill advances one level.

A critical success improves the character’s chance of making the next roll, as described below. A critical failure means that the character learned something wrong and made a bad mistake. Treat the result as though he had made a critical failure on an ordinary attempt to *use* that skill.

The character rolls once at the end of each Learning Period. When the skill is learned to the level where the skill would normally be purchased for 1/2 character point (see below), Quick Learning is no longer possible. Upon the successful completion of the last Learning Period, 1/2 character point should be spent to learn the skill. Any adventure in which a character is forced to Quick Learn a skill is surely worth at least that many points!

Further advances in skill level are accomplished by the normal rules governing character improvement.

Modifiers to the IQ roll:

-4 on the first attempt to Quick Learn the skill.

-2 on the second attempt to Quick Learn the skill.

-2 for each *Major New Circumstance* facing the student during that Learning Period. A Major New Circumstance is any significant difference in the environment or conditions directly affecting the use of the skill. An example would be a non-fighter, trying to Quick Learn the Broadsword skill while being forced to compete in gladiatorial games, one day being faced with an opponent with multiple weapons – or tentacles. Ignore this modifier on the first attempt; everything encountered at this stage is a Major New Circumstance. It is strongly suggested that no more than two Major New Circumstances be thrown at a character within a Learning Period.

+1 for a Critical Success on the learning roll for the skill’s previous Learning Period.

+1 for Eidetic Memory (first level), on Mental skills only.

+2 for Eidetic Memory (second level), on Mental skills only.

Mastery – High Skill vs. Diversity

(Continued)

As for being able to carry out difficult tasks with apparent ease, this again does not require extreme skill levels. While *GURPS* requires moderate skill levels to overcome moderate adversity, and high skill levels to overcome high adversity, there is a limit to the progression – extreme skill is not what is required to overcome extreme adversity. Instead, one should combine an already high skill with the appropriate “skill enhancers”: advantages, maneuvers and other skills that negate the penalties that apply to the skill in question under adverse conditions. In this way, spectacularly difficult obstacles can be overcome without resorting to huge skill levels that will break the bell curve.

Example: A mythological hero should be able to skewer foes even if fighting from his back, with the wrong hand and while dealing with poor lighting and injuries. Although one could conclude that such a hero would need a combat skill level of 40 or more, that is not the best way to handle it.

Instead, the warrior should be reasonably highly-skilled (skill 20 to 25), but also possess abilities such as the Blind Fighting skill (which negates darkness penalties), the High Pain Threshold advantage (which negates penalties for Shock) and the Ground Fighting, Hit Location and Off-Hand Training maneuvers (which remove penalties for position, hit location and off-handedness respectively). This solution is both more flavorful *and* leaves the bell curve intact, since these abilities cancel penalties without increasing skill levels.

The essential point here is that highly-skilled character concepts can be realized in *GURPS* through the artful use of reasonable skill levels that do not break the system. In light of this fact, the GM may wish to consider “capping” skill levels at around 20 to 25, requiring his players to represent extreme levels of competence by expanding into skill enhancers and other skills. This is the whole philosophy behind *GURPS Martial Arts*, for example, where instead of a master learning Karate-30, he uses his character points to learn a whole *style*, perhaps with Karate at 20, Judo, Philosophy and one or two weapon skills at 18, and dozens of maneuvers at levels 18 to 20. This represents masterly skill without breaking the 3d system.

Extraordinary Diligence to Maintain High Skill

Realistically, experts in many fields (especially dangerous or competitive ones) have to hone their skills constantly in order to stay in top form. The following optional rule reflects this.

The GM may require any character with a Combat/Weapon skill of higher than DX+10 to set aside an hour every day for practice, or else make a DX roll, with the skill going down 1 point on a failure. "Practice" can be as simple as an hour on the shooting range, or as complex as practicing martial arts *kata* at the *dojo*. Non-lethal combat, or competition with the related Combat/Weapon Art or Sport skill, *does* count as practice for this purpose.

The GM may also require practice to maintain high levels in other physical skills (e.g., Acrobatics, Dancing, Piloting, Running), and for those mental skills which involve actually performing a task (e.g., Lockpicking, No-Landing Extraction, Orienteering) or maintaining an "edge" (e.g., Computer Hacking, Streetwise). This rule probably should *not* be used for most other mental skills.

Note that practice to maintain a high skill level does *not* count as study of that skill!

Success rolls against the skill(s) being Quick Learned are handled normally in the course of the adventure. Use the current skill level. Critical failures and successes in the use of the skill have their own rewards and punishments, and do not affect the IQ-based success roll.

Average Time for Quick Learning

Page B44 states that: "As a general rule, any Easy skill has a default of DX-4 (if physical) or IQ-4 (if mental). Average skills default to DX (or IQ)-5; Hard skills default to DX (or IQ)-6." Normal default skill levels *for most skills* are three levels below the level at which the skill is purchased when 1/2 character point is spent. (Skills with defaults based on other skills, rather than attributes, are exceptions to this general rule.) Thus, *with most skills*, a character who successfully makes an IQ roll at the end of each Learning Period will have "learned" a skill (to the 1/2 point level) in six days for an Easy skill, 12 days for an Average skill, and 24 days for a Hard skill.

Intensive Training

Adventurers often need to *quickly* teach or learn a skill during the course of an adventure. The following guidelines are for intensive, military-style instruction in a *single, practical skill*. These rules should *not* be used for academic skills, social skills, or in any situation where the students are receiving less than a full eight hours of training per day. They also shouldn't be used for military "basic training" – that's training in *many* skills, and is really a lifestyle, not classroom learning. For "basic training" and learning "on the job" rather than in a classroom, use the *Quick Learning* rules, above.

Teaching *anything* is a long task, and requires the Teaching skill (defaults to IQ -5). Ideally, a single person may teach up to ten students a P/E skill, such as Guns. For a P/A or P/H skill, or an ultra-tech P/E skill such as Beam Weapons, up to five individuals can be trained by a single teacher. Mental skills are best taught on a one-to-one basis. If the student-to-teacher ratio is increased, increase all the time periods in these rules by the same amount. Having fewer students does not accelerate the learning process, though – a minimum amount of time is always necessary to teach the basics.

The teacher states how long he will spend instructing his charges. A minimum of eight hours is required for the training to be of any value at all. This is a full-time job for everyone involved – neither the teacher nor the students may do other things during this time. For each individual or group of individuals being taught a skill, the instructor then makes a Teaching skill roll, at +1 for each *full* eight hours of instruction the students receive over the first (e.g., +1 for 16 hours, +2 for 24 hours, etc.).



PERSONALITY TRAITS

Stefan Jones originally created this optional system to help define a new race's personality for *GURPS Uplift*.

Traits represent basic categories of behavior, which may give rise to specific mental advantages or disadvantages. They may be the result of diet, social systems, reproductive behavior and other factors. A creature's final balance of traits will govern its instincts.

There are eight basic traits: *Chauvinism*, *Concentration*, *Curiosity*, *Egotism*, *Empathy*, *Gregariousness*, *Imagination* and *Suspicion*. Each trait has between five and eight levels, starting at 0,

Chauvinism

This is a measure of the whole species' "ego," and its tendency to bond into in-groups.

Level	Description	Point Cost	Page Reference
0	Strong Xenophilia	-15	p. 95
1	Xenophilia	-5	p. 95
2	Undiscriminating	-1	p. 94
3	Broad-Minded	-1	p. 86
4	Human Norm	0	—
5	Chauvinistic	-1	p. 87
6	Intolerance: Racial	-5	p. B34
7	Xenophobia	-15	p. B36

Concentration

This is a measure of how much the species' individuals can concentrate on a single action, plan ahead, and think "deep thoughts."

Level	Description	Point Cost	Page Reference
0	Short Attention Span	-10	p. 94
1	Distractible	-1	p. 89
2	Human Norm	0	—
3	Attentive	-1	p. 86
4	Single-Minded	5	p. 30

Curiosity

This is the tendency for individuals to go out of their way to investigate new things and yearn for adventure.

Level	Description	Point Cost	Page Reference
0	Obdurate	-10	p. 92
1	Incurious	-5	p. 91
2	Staid	-1	p. 94
3	Human Norm	0	—
4	Nosy	-1	p. 92
5	Curious	-5	p. 89
6	Extremely Curious	-10	p. 89

Egotism

This determines the sense of *personal* importance that the members of the species have.

Level	Description	Point Cost	Page Reference
0	Hive Mentality	-20	p. 102
1	Selfless	-10	p. 94
2	Humble	-1	p. 91
3	Human Norm	0	—
4	Proud	-1	p. 93
5	Selfish	-5	p. 94
6	Self-Centered	-10	p. 94

with higher levels indicating a greater degree of that trait in the racial personality. Each level is an advantage or a disadvantage; -1-point disadvantages can be considered quirks. *Homo sapiens* is the norm on this scale; thus, the trait cost for the human race is zero.

See the *Basic Set*, *Advantages* (Chapter 2) and *Disadvantages* (Chapter 3), for the description of each trait level. Note that most of these quirks, advantages and disadvantages can be bought and used by human characters as ordinary quirks, advantages and disadvantages.

Empathy

This is a measure of whether the species can sense, or comprehend, the feelings and attitudes of others.

Level	Description	Point Cost	Page Reference
0	Solipsist	-10	p. 94
1	Callous	-6	p. 86
2	Oblivious	-3	p. 92
3	Human Norm	0	—
4	Responsive	-1	p. 93
5	Sensitive	5	p. 30
6	Charitable	-15	p. 86

Gregariousness

This is a measure of the species' need (or dislike) for company.

Level	Description	Point Cost	Page Reference
0	Reclusive	-10	p. 93
1	Loner	-5	p. 91
2	Uncongenial	-1	p. 94
3	Human Norm	0	—
4	Congenial	-1	p. 89
5	Chummy	-5	p. 87
6	Gregarious	-10	p. 90

Imagination

Imaginative creatures tend to come up with new ideas and find patterns in seemingly "random" data.

Level	Description	Point Cost	Page Reference
0	Hidebound	-5	p. 91
1	Dull	-1	p. 89
2	Human Norm	0	—
3	Dreamer	-1	p. 89
4	Imaginative	-1	p. 91
5	Versatile	5	p. 31

Suspicion

This trait determines how the species reacts toward new things – with pleasure or with fear or distrust. A very suspicious creature may be paranoid by human standards!

Level	Description	Point Cost	Page Reference
0	Imperturbable	10	p. 26
1	Collected	5	p. 22
2	Cool	1	p. 23
3	Human Norm	0	—
4	Careful	-1	p. 86
5	Edgy	-5	p. 90



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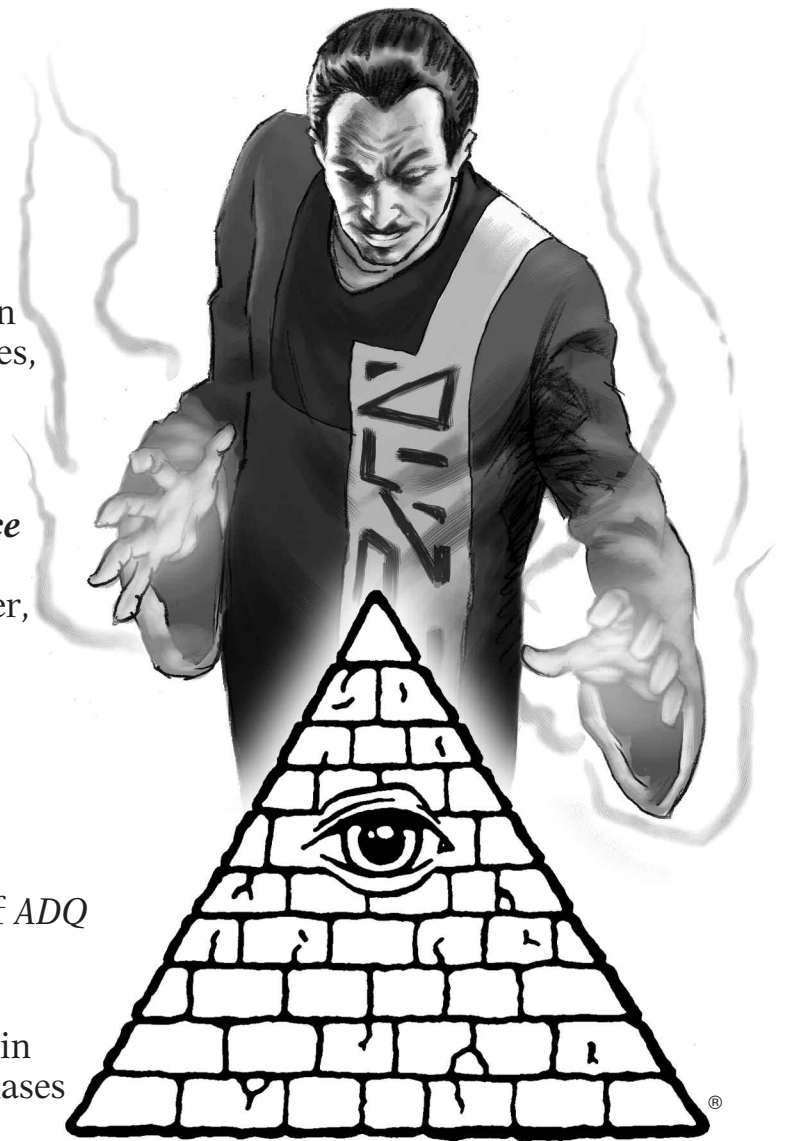
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