

GURPS[®]

Fourth Edition

BASIC SET CAMPAIGNS



Steve Jackson

Sean Punch

David Pulver

STEVE JACKSON GAMES

Any World You Can Imagine.

This book is intended for Game Masters and advanced players. It covers physical feats, combat, vehicles and technology, animals and monsters, world design, and Game Mastering. "Toolkit" chapters let you create new creatures (and even PC races), artifacts, character abilities, and entire game worlds.

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*This is Book 2 of the two-volume **Basic Set**. Only Book 1 is necessary to play. Book 2 is required for the Game Master, and players wanting more detail will find it valuable.*

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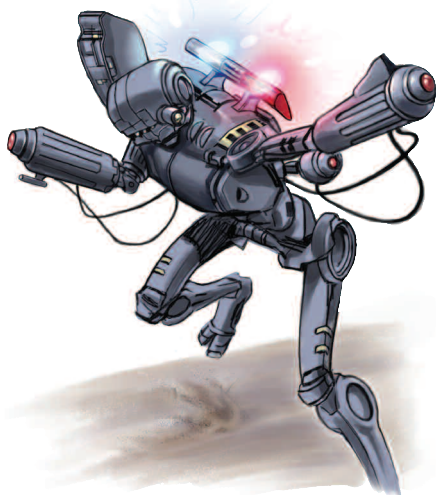
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INTRODUCTION

This is Book 2 of the *GURPS Basic Set, Fourth Edition*.

Why two books? The last edition, after all, was a single book of 256 pages, plus the Instant Characters section.

The short answer is: we added a lot of material. Which translated to a lot of pages. This new edition brings in a great deal of material that's either brand new or previously appeared in other books (especially the two *Compendiums*). This new *Basic Set* weighs in at a total of 576 pages, more than double the length of the last edition. That's quite a stack of paper.

We could still have done it as a single book. But for two reasons, we didn't. First, that would be a thick, *heavy* book, suitable for stopping bullets but just a bit unwieldy to use. And second, it would be an expensive book. Really, too expensive.

By dividing the manuscript into two parts, we were able to get everything that a player *has* to have into Book 1. That book has the basic system rules and everything for character creation. What it didn't have, in the early drafts, was any combat at all . . . so we added a section with the basics of combat. Now a player needs only Book 1 to get into the game.

Who needs this book? Well, first and foremost, the GM. This book goes into detail about physical feats and combat. It also covers vehicles and technology, animals and monsters, world design, and Game Mastering. "Tool kit" chapters let the GM create new creatures (and even PC races), artifacts, character abilities, and entire game worlds.

But it's not just for GMs. Players who enjoy detail and who want to participate in the creative side of the game will definitely find this book useful . . . and so will players who want to become GMs someday. The point is simply that it's not *required*. Nevertheless, the books *are* intended to work together. The pages and chapters are consecutively numbered, and the index covers *both* books and is repeated in both.

In the final analysis, the answer to "why two books?" is simply *accessibility*. We want the system to be easy to play, easy to learn, and easy to get into. By dividing the text into "necessary for the new player" and "everything else," we hope we've made the new *Basic Set* not just easier to carry around, but also a better introduction to the system. Let us know how we did.

– Steve Jackson

OTHER SUPPORT AND GM TOOLS

Fifteen years have passed between this book's first printing and the one in your hand. In that time, *GURPS Fourth Edition* has accumulated extensive support – much of it online. Resources include:

Free stuff. Downloadable support – including *GURPS Lite* (a 32-page distillation of the basic rules), *GURPS Update* (how to convert from Third Edition), and printable character sheets – is yours for free at gurps.sjgames.com/resources. That page also indexes essential web resources, such as the up-to-minute list of all *GURPS* publications (gurps.sjgames.com/books), answers to frequently asked questions (gurps.sjgames.com/faq), and corrections to errata in *GURPS* releases (sjgames.com/errata/gurps).

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We prefer the Internet, but you can also reach Steve Jackson Games by mail at **SJ Games, P.O. Box 18957, Austin, TX 78760**.



INDEX

This index covers both books of the *Basic Set*. The pages are sequentially numbered; Book 2 starts on p. 337.

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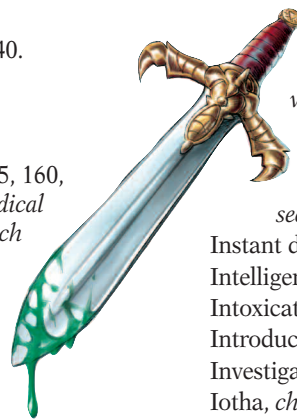
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