

# One-Page GURPS *UltraLite* Rules

## Character Abilities

*Attributes (roll against these to take actions)*

**VT:** Vitality – Overall measure of the characters physical strength, hit points, health, and resistance to injury, poison and disease.

**DX:** Dexterity – Everything from fine motor control to overall physical coordination, including punching and grabbing.

**IQ:** Intelligence – Schooling, natural aptitude, willpower, perception, and social savvy.

### Attribute Levels

7	Poor
10	Average
13	Exceptional

### Sub-Attributes

**Basic Speed:** How quickly you react and how many hexes (yards) you can travel in one second.

**Dodge/Parry/Block:** Roll under to avoid being hit.

### Other characteristics

**Advantages:** special abilities your character has.

**Disadvantages:** limitations of your character.

**Skills:** what your character is trained to do. The higher the number, the better you are.

### Skill Levels

8	Novice
10	Amateur
12	Low-Risk Professional
14	High-Risk Professional

## Skill Checks/Contests

To perform a task, roll against the appropriate skill or attribute.

Very easy tasks are automatic if you have the appropriate skill.

Ordinary tasks require you to **roll equal to or less than your skill level on 3d6**. Hard tasks may have a penalty to the roll (subtracted from the skill level, not the dice rolled), easier tasks may have a bonus to the roll (again, added to the skill level, not the dice rolled). When competing with someone else trying to do the task both of you roll against the skill and the one who makes it by the most wins.

Example: *If you have the Driving skill at 12, you can drive a car to another city with no problem. Swerving to avoid kids running into traffic requires*

*a regular roll, 12 or less on 3d6. Taking an icy curve at high speed might have a -4 penalty, so you'd have to roll (12-4 =) 8 or less. If you and another driver are racing each other, both roll against Driving; whoever makes their Driving roll by the most wins.*

Regardless of the score you're rolling against, a roll of 3 or 4 is *always* a success and a roll of 17 or 18 is *always* a failure. It's possible to succeed greatly or fail miserably by rolling a critical success or failure.

### Critical Success/Failure

Roll	Result
3-4	Critical success
5	Critical success if skill 15+
6	Critical success if skill 16+
17	Normal failure if skill 16+, Critical failure if skill 15-
18	Critical failure

## Social Interactions

When you meet an NPC, or ask one for a favor, the GM makes a reaction roll. The higher the roll, the friendlier the reaction. Your advantages may give you a bonus on this (e.g. Charisma, positive Reputation, etc.), or you may use a skill (e.g. Diplomacy, Fast-Talk, Intimidation, Savior-Faire, Sex Appeal, Streetwise) to influence them. Your Disadvantages may also give a penalty to this roll (e.g. negative Reputation, Social Stigma, etc.).

## Combat

**Attack:** Choses a combat maneuver. Roll against a skill to see if you're on target.

**Defend:** Rolls against Dodge to avoid being hit.

**Damage:** If the attacker succeeds and the defender fails, the attacker rolls the damage for the attack.

**Injury:** Subtract the total from the defender's VT.

**Death?:** Once your VT drops to 0, you must make VT checks every second to remain conscious. Once your VT drops to -VT, you must make a VT check to remain alive.

*Based on information found in GUPRS Lite.*

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