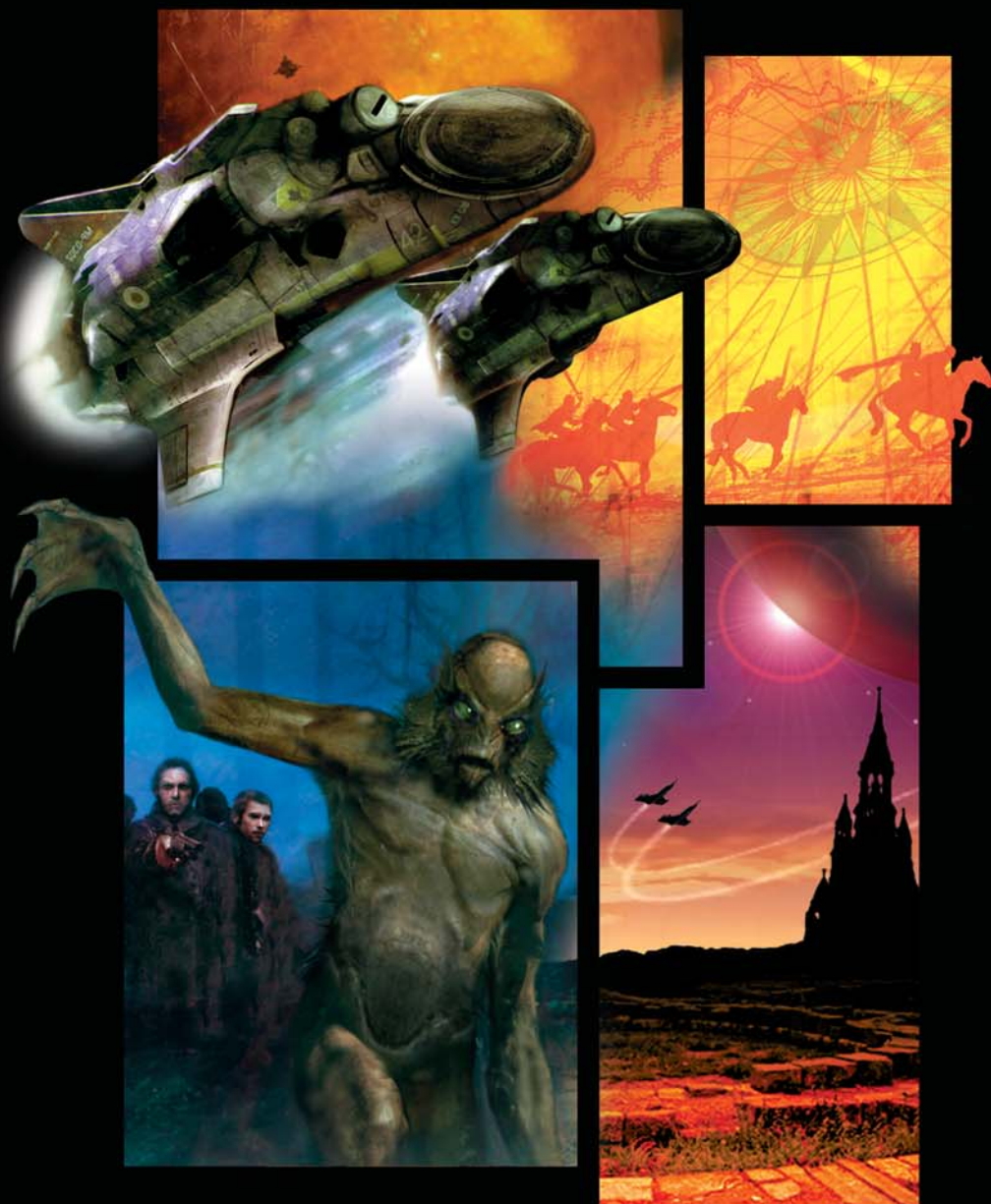


GURPS[®]

Fourth Edition

BASIC SET CAMPAIGNS



Steve Jackson Sean Punch David Pulver

STEVE JACKSON GAMES

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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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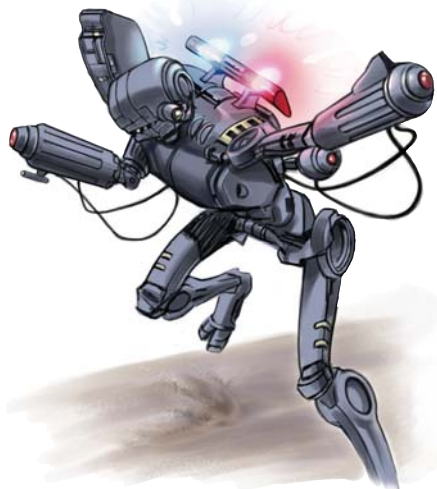
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INTRODUCTION

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

Game Masters will also find useful material in the **GURPS GM's Screen**, which includes all the tables necessary to run a **GURPS Fourth Edition** game, copies of **GURPS Lite** and the tables of advantages, disadvantages, and skills from the **Basic Set**, Book 1, as well as several variant character sheets and other useful tools.

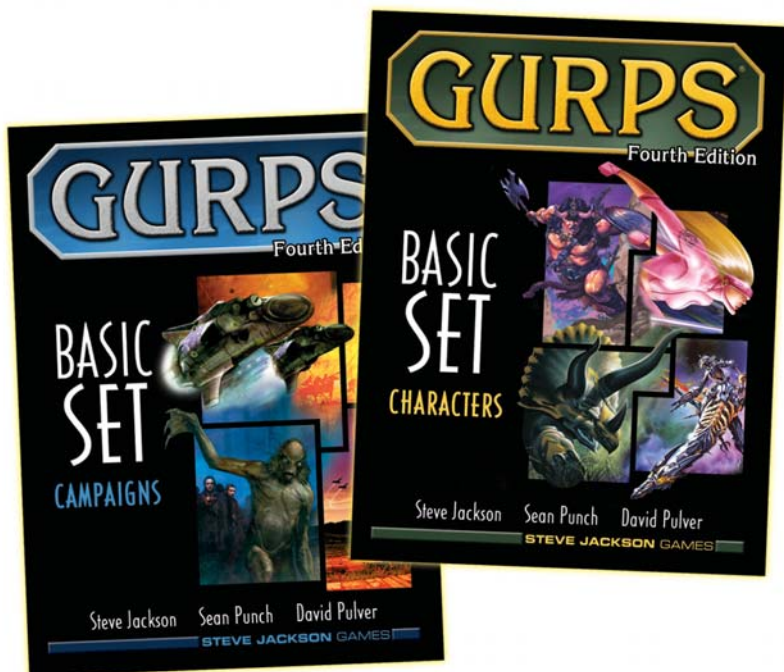
If you have access to the Internet . . . and nowadays that's almost a given . . . there's a great deal of support available, including:

- The free SJ Games web forums at forums.sjgames.com.

- **Pyramid**, our monthly PDF 'zine for **GURPS**. Each month's edition is a mini-sourcebook that provides abilities, items, NPCs, adventures, and even settings that support a particular theme. And unlike old-time magazines, **Pyramid** back issues are always available!

- **e23** is our electronic publishing division. Browse over to e23.sjgames.com and see what you find. We've already released more than 100 PDFs for **GURPS**, ranging from short adventures to whole sourcebooks, and we publish more every month. This means you can always purchase the latest **GURPS** item in PDF format just as soon as it's ready!

- And, of course, the **GURPS** website itself (gurps.sjgames.com) is constantly being updated with information about all **GURPS** products in and out of print. One brand-new feature will be implemented for many **GURPS** books by the time you read this: the book's complete bibliography will be online, and every book that's currently in print will have a hotlink to amazon.com!



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

With rare exceptions, *traits* (advantages, disadvantages, skills, spells, and so on) are *not* listed in this index. Instead, they have their own alphabetical listings. See the *Trait Lists* on pp. 297-306.

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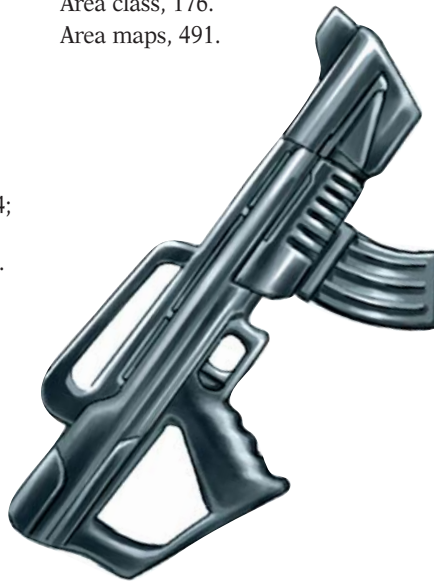
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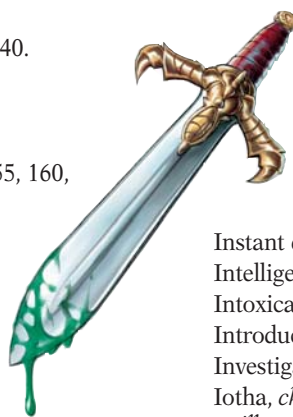
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