

# GURPS 4e Microlite

**Campaign level:** Competent:50-75, Exceptional:75-100, Heroic:100-200, Super:200-300

**Disadvantages:** Max = 40 points (or 50% of base) plus 5 points of Quirks

ST & HT:10 points/level, DX & IQ:20 points/level

Hit Points = ST, Will & Perception = IQ, Fatigue Points = HT

Basic Lift = (STxST)/5 lds

Basic Speed = (DX+HT)/4. Keep fractions

Basic Move = BS in yards. Drop fractions

Dodge = BS +3. Drop fractions

Parry = Weapon skill/2 +3

Block = Shield skill/2 +3

**Effective skill level:** ESL = skill level +/- modifiers

**Success rolls:** 3d6, result lower than ESL succeeds.

If ESL < 14, critical success 3-4. If ESL =15, critical success = 3-5. If ESL >=16, critical success = 3-6.

If ESL <=15, critical failure = 17-18. If ESL >= 16, critical failure = 18.

**Margin of success/failure:** Difference between the result rolled and ESL. Higher difference means larger the success/failure.

**Reaction Rolls:** 0:Disastrous, 1-3:Very bad, 4-6:Bad, 7-9:Poor, 10-12:Neutral, 13-15:Good, 16-18:Very Good, 19+:Excellent

**Appearance:** Hideous (-4 Reaction):-16, Ugly (-2 Reaction):-8, Unattractive (-1 Reaction):-4, Average:0, Attractive (+1 Reaction):4, Beautiful (+4/+2

Reaction):12, Very Beautiful (+6/+2 Reaction):16

**Charisma:** 5 points/level. +1 Reaction, +1 to Leadership, Public Speaking and all Influence skills /level

**Reputation:** -5/+5 per -1/+1 Reaction

**Odious Personal Habits:** -5/-10/-15 points. -1 Reaction/level

**Voice:** 10. +2 Reaction, +2 skills involving speaking or singing

**Tech Level:** -5/+5 points per difference in Base TL

**Language:** Native speaking and literacy is free, buy others at Broken:1, Accented:2, Native:3

**Wealth:** Dead broke (0):-25, Poor (1/5):-15, Struggling (1/2): -10, Average:0, Comfortable (2x):10, Wealthy (5x):20, Very Wealthy (20x):30, Filthy Rich (100x):50

**Status:** 5/level. Range from -2 (serf) to 8 (emperor)

**Acute Senses:** 2/level. +1 to Sense roll /level

**Ambidexterity:** 5

**Animal Empathy:** 5

**Catfall:** 10. Subtract 5yds from fall

**Combat Reflexes:** 15. +1 Parry/Block/Dodge, +2 Fright Check, +6 recover from Stun

**Danger Sense:** 15

**Daredevil:** 15

**Empathy:** 15

**Enhanced Defences:** +1 Block:5, +1 Dodge:15, +1 Parry:5 (one)/10(all)

**Fearlessness:** 2/level

**Flexibility:** 5/15 (double-jointed)

**Hard to Kill:** 2/level

**High Pain Threshold:** 10

**Jumper:** 100

**Language Talent:** 10

**Luck:** 15/30/60

**Night Vision:** 1/level

**Perfect Balance:** 15

**Resistant:** Disease (+3/+8):3/5, Poison (+3):5

**Talent:** Variable

**Bad Sight:** -10/-25

**Bad Temper:** -10

**Bloodlust:** -10

**Code of Honour:** -5/-10/-15

**Curious:** -5

**Delusions:** -5/-10/-15

**Gluttony:** -5

**Greed:** -15

**Hard of Hearing:** -10

**Honesty:** --10

**Impulsiveness:** -10

**Intolerance:** Variable

**Jealousy:** -10

**Lecherousness:** -15

**Obsession:** -5-10

**Overconfidence:** -5

**Pacifism:** -5/-10

**Phobia:** Variable

**Sense of Duty:** Variable

**Truthfulness:** -5

**Unluckiness:** -10

**Vow:** -5/-10/-15

ST	Damage	
	Thrust	Swing
1	1d-6	1d-5
2	1d-6	1d-5
3	1d-5	1d-4
4	1d-5	1d-4
5	1d-4	1d-3
6	1d-4	1d-3
7	1d-3	1d-2
8	1d-3	1d-2
9	1d-2	1d-1
10	1d-2	1d
11	1d-1	1d+1
12	1d-1	1d-2
13	1d	2d-1
14	1d	2d
15	1d+1	2d+1
16	1d+1	2d+2
17	1d+2	3d-1
18	1d+2	3d
19	2d-1	3d+1
20	2d-2	3d+2

Starting Wealth		
TL 0	Iron Age	250
TL 1	Bronze Age	500
TL 2	Iron Age	750
TL 3	Medieval	1k
TL 4	Age of Sail	2k
TL 5	Industry	5k
TL 6	Mechanised	10k
TL 7	Nuclear	15k
TL 8	Digital	20k
TL 9	Microtech	30k
TL 10	Robotic	50k
TL 11	Exotic Matter	75k
TL 12	Ultratech	100k

**Quirks:** Minor personality traits. -1 each, maximum -5.

**Acrobatics:** DX/H : DX-6  
**Acting:** IQ/A : IQ-5  
**Animal Handling:** IQ/A : IQ-5  
**Area Knowledge:** IQ/E : IQ-4  
**Armoury:** IQ/A : IQ-5  
**Brawling:** DX/E : None  
**Camouflage:** IQ/E : IQ-4  
**Carousing:** HT/E : HT-4  
**Climbing:** DX/A : DX-5  
**Computer Operation/TL:** IQ/E : IQ-4  
**Computer Programming/TL:** IQ/H : None  
**Crewman/TL:** IQ/E : IQ-4  
**Criminology/TL:** IQ/A : IQ-5  
**Diagnosis/TL:** IQ/H : IQ-6  
**Disguise/TL:** IQ/A : IQ-5  
**Electronics Operation/TL:** IQ/A : IQ-5  
**Electronics Repair/TL:** IQ/A : IQ-5  
**Engineer/TL:** IQ/H : None  
**Environment Suit/TL:** DX/A : DX-5  
**Escape:** DX/H : DX-6  
**Explosives/TL:** IQ/A : IQ-5  
**First Aid/TL:** IQ/E : IQ-4  
**Forgery/TL:** IQ/H : IQ-6  
**Gambling:** IQ/A : IQ-5  
**Hiking:** HT/A : HT-5  
**Holdout:** IQ/A : IQ-5  
**Humanities:** IQ/H : IQ-6  
**Influence:Diplomacy:** IQ/H : IQ-6  
**Influence:Fast-talk:** IQ/A : IQ-5  
**Influence:Intimidation:** IQ/A : IQ-5  
**Influence:Savoir-Faire:** IQ/E : IQ-4  
**Influence:Sex appeal:** HT/A : HT-3  
**Influence:Streetwise:** IQ/A : IQ-5  
**Interrogation:** IQ/A : IQ-5  
**Jumping:** DX/E : None  
**Karate:** Dx/H : None  
**Law:** IQ/H : IQ-6  
**Leadership:** IQ/A : IQ-5  
**Lockpicking/TL:** IQ/A : IQ-5  
**Mathematics/TL:** IQ/H : IQ-6  
**Mechanic/TL:** IQ/A : IQ-5  
**Melee:Rapier:** DX/A : DX-5  
**Melee:Smallsword:** DX/A : DX-5  
**Melee:Flail:** DX/H : DX-6  
**Melee:Axe/Mace:** DX/A : DX-5  
**Melee:Polearm:** DX/A : DX-5  
**Melee:Spear:** DX/A : DX-5  
**Melee:Staff:** DX/A : DX-5  
**Melee:Broadsword:** DX/A : DX-5  
**Melee:Knife:** DX/E : DX-4  
**Melee:Shortsword:** DX/A : DX-5  
**Merchant:** IQ/A : IQ-5  
**Missile:Beam:** DX/E : DX-4  
**Missile:Cannon:** DX/E : DX-4  
**Missile:Machine gun:** DX/E : DX-4  
**Missile:LAW:** DX/E : DX-4  
**Missile:Pistol:** DX/E : DX-4  
**Missile:Rifle:** DX/E : DX-4  
**Missile:Shotgun:** DX/E : DX-4  
**Missile:SMG:** DX/E : DX-4  
**Missile:Flamethrower:** DX/E : DX-4  
**Missile:Blowpipe:** DX/H : DX-6  
**Missile:Bow:** DX/A : DX-5  
**Missile:Crossbow:** DX/E : DX-4  
**Natural Sciences/TL:** IQ/H IQ-6  
**Naturalist:** IQ/H : IQ-6  
**Navigation/TL:** IQ/A : IQ-5  
**Observation:** IQ/A : IQ-5

Level	Easy	Average	Hard
Attribute-3	-	-	-
Attribute-2	-	-	1
Attribute-1	-	1	2
Attribute	1	2	4
Attribute+1	2	4	8
Attribute+2	4	8	12
Attribute+3	8	12	16
Extra+1	+4	+4	+4

Armour	DR	Cost	Weight	Shields	DB	Cst
Cloth	1	150	12	Small	1	40
Leather	2	340	19.5	Medium	2	15
Scale	3	610	49	Large	3	25
Mail	4	645	58			
Steel Lam	5	1360	64	Shield DB adds to		
Plate	6	4040	89.5	Block/Parry/Dodge		
Flak Jack	7	500	20			
Ballistic	8	400	2	Armour DR deducts from		
Tac Vest	12	900	9	damage dealt		

TL	Weapon	Damage	Cost	ST	Wt
0	Axe	sw+2 cut	50	11	4
2	Mace	sw+3 cr	50	12	5
-	Punch	thr-1 cr			
1	Sap	thr cr	20	7	1
2	Thrusting sword	sw+1 cut	600	10	3
		thr+2 imp		10	
0	Large knife	sw-2 cut	40	6	1
		thr imp		6	
4	Rapier	thr+1 imp	500	9	2.75
2	Shortsword	sw cut	400	8	2
		thr imp		8	
0	Quarterstaff	sw+2 cr	10	9	4
		thr+2 cr			
0	Longbow	thr+2 imp	200	11	3
0	Shortbow	thr imp	5-	7	2
2	Crossbow	thr+4 imp	150	7	6
5	Derringer .41	1d pi+	100	9	.5
6	9mm Auto pistol	2d+2 pi	350	9	2.4
8	.44mm Auto pistol	3d pi+	750	12	4.5

**Occultism:** IQ/A : IQ-5  
**Photography/TL:** IQ/A : IQ-5  
**Physician/TL:** IQ/H : IQ-7  
**Pickpocket:** DX/H : DX-6  
**Public Speaking:** IQ/A : IQ/5  
**Research/TL:** IQ/A : IQ-5  
**Riding:** DX/A : DX-5  
**Scrounging:** IQ/E : IQ-4  
**Search:** IQ/A : IQ-5  
**Shadowing:** IQ/A : IQ-5  
**Shield:** DX/E : DX-4  
**Social Sciences:** IQ/H : IQ-6  
**Smuggling:** IQ/A : IQ-5  
**Stealth:** DX/A : DX-5  
**Survival:** IQ/A : IQ-5  
**Swimming:** HT/E : HT-4  
**Tactics:** IQ/H : IQ-6  
**Throwing:** DX/A : DX-3  
**Thrown Weapon:** DX/E : DX-4  
**Tracking:** IQ/A : IQ-5  
**Traps:** IQ/A : IQ-5  
**Vehicle:** DX/varies : DX-4/5/6

**Combat:** roll weapon skill to hit, defender rolls defence (Block, Parry or Dodge). No defence roll if attack is a critical hit. Roll damage, deduct DR of armour. Damage taken off HP. 0HP = make HT roll or fall unconscious.