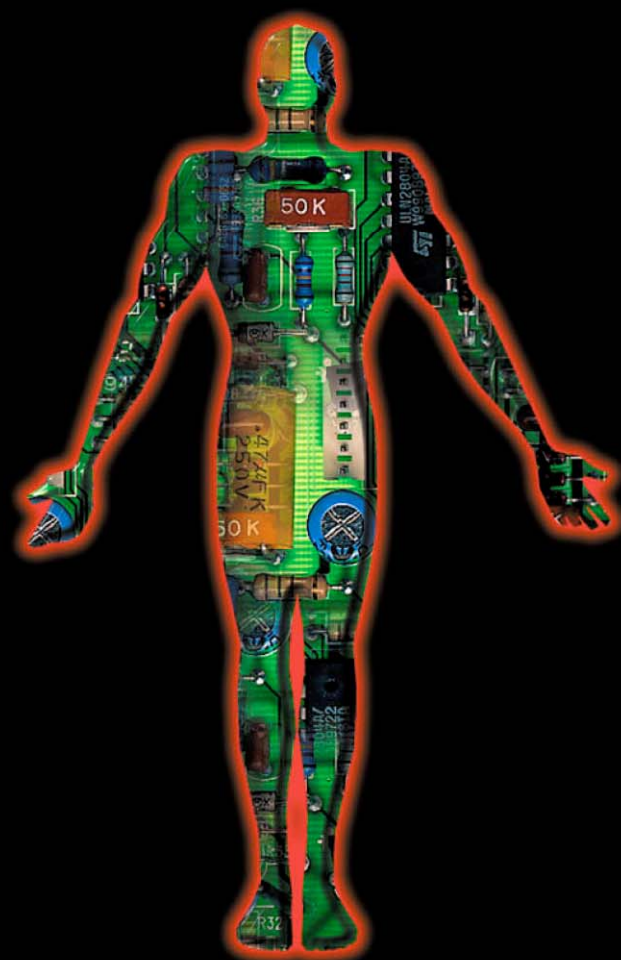


GURPS[®] CHARACTER BUILDER

User's Guide



STEVE JACKSON GAMES

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GURPS Character Builder User's Guide


This user's guide describes how to use the ***GURPS*** game system template for ***GURPS Character Builder***. For detailed information about the application and programming for it, please refer to the ***GURPS Character Builder Application Reference Manual***.

The ***GURPS*** game system template for ***GURPS Character Builder*** includes data for the ***GURPS Basic Set***, ***GURPS Magic***, ***GURPS Supers***, ***GURPS Grimoire***, ***GURPS Martial Arts***, ***GURPS Compendium I***, ***GURPS Psionics***, ***GURPS Wizards***, and ***GURPS Warriors***.



Guided Tour for Creating a *GURPS* Character

This section gives a brief introduction to creating a *GURPS* character using *GURPS Character Builder*. Remember, press the F1 key at any time to get more help specific to *GURPS*. See Keeping Help on Top (p. 176) for instructions on viewing this tutorial visible while using the application.



Click the >> button at the top of the window to proceed through each page of the Tour.

- Select the **New...** command from the **File** menu. You can also just click  on the button bar.
- Select the appropriate character sheet template (p. 108) in the New File dialog.
- Click **OK**.
- Type your character's name. The **Utilities | Name Finder...** command may help you find one.
- Setting attributes (p. 2)
- Selecting advantages (p. 3)
- Selecting disadvantages and quirks (p. 3)
- Selecting skills (p. 4)
- Selecting spells (p. 5)
- Selecting armor and weapons (p. 6)
- Adding other information (p. 7)
- Finalization (p. 8)
- Character sheet configuration (p. 8)

Saving and Printing

- Save your character sheet by selecting **File | Save**, or clicking .
- To print your character sheet, select the **File | Print | Through Template...** command, or click  on the button bar. Choose the `GURPS.prt` print template for the two-page character sheet printout, or `GURPS2.prt` for the newer two-page printout. Both will continue to print on subsequent pages if there isn't enough room for all the skills, advantages, etc.
- To print a text-only version of your character sheet select the **File | Print | Through Filter...** command. Select `GURPS.flr` for a straight-text representation, or `GURPSLargeRTF.flr` for an RTF-formatted printout that uses your word processor to print.
- To copy the text of your character sheet to the clipboard, for pasting into other applications, select the **Edit | Filter Copy...** command. In the Use Copy Filter dialog select the desired filter (as above). Click **OK**. You can now switch to another application and paste the text into it.


Setting Attributes

- Move the cursor to the ST edit box by pressing TAB, or clicking on the ST edit box with the mouse.
- Use the keyboard to change the value of ST directly. Press ENTER to register the change, or just press TAB to go to the next edit field.
- As you change ST, the value of the next edit field over (in bold) will also change. This is your Fatigue attribute. The Attributes value in the Summary box will also change, as will the TOTAL.
- The CTRL-UP and CTRL-DOWN keys add and subtract 1 from the edit field that contains the cursor. Clicking  and  will also add and subtract 1. Finally, also holding down the SHIFT key will change the value by 5.
- Press the TAB key to move the cursor to the DX, IQ and HT fields and change the values as desired.
- Fatigue and Hit Points (the edit boxes separated from ST and HT by "/") can be set separately. The values will track ST and HT until you set them explicitly. They are displayed in bold when they have their "default" values. If you set them directly, they will no longer change when you change ST and HT. To make Fatigue track ST once more, position the cursor in the Fatigue edit box and press F7. The same can be done for Hit Points and HT.

Selecting Advantages

To open the Advantages window choose the **Advantages** command from the **Data** menu. A window with the character sheet name and "Advantages" will appear.

Adding Fixed Cost Advantages

- Press the INS key (or click  on the button bar) to bring up a list of Available Advantages. If you have the Shortcuts window open, you can save a step by clicking the **Advantages** entry under **Add....**
- Double-click an advantage to add it. For example, try double-clicking Absolute Direction.
- The advantage will be added to the Advantages list, increasing the total cost in this window and in the Main dialog's Summary box. A dialog will also appear, giving you a chance to change the name of the advantage or its cost, if you desire.
- Click **OK** to make the addition of the advantage permanent, or click **Cancel** to remove it.

Numbered-Level Advantages

The second type of **GURPS** advantage is the Numbered-Level advantage, such as Alertness and Magery.

- Double-click an item in the Available Advantages list to add it to your character sheet. For example, try choosing Alertness.
- The Alertness dialog will appear. The Level is initially 1.
- To increase the Level of Alertness, type the desired value in the Level edit field, or click the up arrow beside the value.
- The Points value for Alertness will increase in the Alertness dialog, as well as in the Advantages list. If the Main dialog is still visible, you'll also notice that the Advantages subtotal and the TOTAL also change.
- Click **OK** when the advantage has the desired value.

Variable Cost Advantages

Advantages that don't have a numbered levels, such as Appearance, work a little differently.

- For example, find Appearance in the list of Available Advantages and double-click it.
- The name of the Level appears, and is initially "Attractive".
- Click the drop-down arrow by the Level. The list of possible values will appear: Attractive, Handsome, Very Handsome, etc.
- Click the desired level.
- Click the **OK** button to add the advantage. For this guided tour, be sure to add Appearance because we'll need it later. If your character is female, don't worry: the values for Appearance will be Attractive, Beautiful and Very Beautiful when we set the character's sex.

Finally, click the **Close** button on the Available Advantages dialog to close the list. Note that you can also add the explicitly named Appearance advantages if you prefer (Attractive, Beautiful, Very Beautiful, etc.).

Selecting Disadvantages and Quirks

For this demonstration you should make sure that you already have one of the Appearance advantages. When you've got it, select the **Data | Disadvantages** command to open the Disadvantages list.

Selecting Disadvantages -- Requirements

- Press the INS key to open the list of available disadvantages. You can also click **Add... | Disadvantages** in the Shortcuts window.
- Double-click the Social disadvantages sublist to open it.
- Double-click one of the Appearance disadvantages (Appearance, Ugly, Unattractive, etc.).
- The Requirements dialog will appear.
- The "Advantages:Appearance excludes this item" and the "Appearance Advantage not allowed" requirements will be marked with "*" to indicate the requirement is not satisfied.
- Click **OK** to close the Requirements dialog.

- Click **Cancel** to cancel adding the disadvantage.
- Choose other disadvantages you desire.



Selecting Quirks

- Select the **Data | Quirks** command.
- Press the INS key when the Quirks window appears.
- You can either select from the lists of existing quirks, or add your own. To do the latter, double-click Quirk.
- Type the text of your new quirk in the Name field.
- Press the ENTER key to close the new Quirk dialog.
- To add another quirk immediately, press ENTER. Another Quirk dialog will appear.
- Type the new quirk and press Enter.
- Repeat until you've added your five quirks.

Selecting Skills

- Select the **Data | Skills** command to open the Skills window.
- Press the INS key to add a skill. The Available Skills dialog will open.
- Double-click the category of skill you want, then double-click the desired skill. For future reference in this Tour, select the Broadsword skill, which is in the Combat/Weapon category.
- To increase or decrease the level of the skill, type the skill level you want, or click on the up/down buttons next to the skill level. You can also press the CTRL+UP and CTRL+DOWN keys. Holding down SHIFT as well will change the value by 5.
- To set point cost directly, type the cost in the Points edit field and click **Try It**. ***GURPS Character Builder*** will attempt to set the skill level that corresponds to the point cost you entered.
- Click **OK** to add the skill permanently.
- Add a couple of other skills for testing purposes.

Changing Skill Levels from the List

- Highlight a skill in the Skills list (you don't have to close the Available Skills list if you don't want to).
- Click  or . The level will increase or decrease by 1. You can also press the CTRL-UP and CTRL-DOWN keys. If you decrease a skill too much, you'll be notified.

Adding Skills that Default to Other Skills

- Open the Available Skills dialog if it's not already open (press INS, or click **Add... | Skills** in the Shortcuts window).
- Find the Shortsword skill and double-click it.
- In the Shortsword dialog, check the **Default** checkbox.
- Depending on the level you left Broadsword at, and your DX, the cost of the Shortsword skill will be reduced by the number of points from the default to Broadsword.
- Close the Shortsword skill.

Adding Zero-Cost Default Skills

- Double-click the Staff skill, which defaults to DX-5 or Spear-2.
- The skill dialog comes up with the skill at DX-3, at ½ point.
- Check the **Default** checkbox.
- Click the down arrow beside the level.
- The level goes to DX-5 and the cost goes to zero.
- The skill will track DX, going up and down as you change DX. The "desired level" will be the level that you actually set the skill to. ***GURPS Character Builder*** will attempt to keep the skill at that level, if possible.
- Close the Staff dialog.

- Add the Spear skill. It will come up at DX-2. At the same time, the default Staff skill will increase to DX-4 because Staff defaults to Spear-2.
- Increase Spear to see how Staff tracks it.
- If you check the **Default** checkbox on Spear and decrease it to zero cost.

Skills set to the default will automatically track the highest default.

Eliminating the Hierarchy in the Available Skills List

- Press INS to bring up the Available Skills dialog.
- Click the **Show Alphabetically** checkbox. The sublists will disappear and all available skills will be displayed.
- You can also right click the list to bring up a context menu. Select the **Show All Items Alphabetically** command from the context menu to eliminate the folder hierarchy; select **Show Folder Hierarchy** to bring the folders back.
- Spell out the name of the item you're interested in by typing it on the keyboard. As you type, the next skill that matches what you've typed will be highlighted.
- Press the ENTER key to select the item.

Displaying Certain Categories of Skills

- Press INS to bring up the Available Skills dialog.
- Click the **Display Category** drop-down list below the skills.
- Click a particular category of skills: Combat/Weapon, for example.
- The folder hierarchy will disappear and only skills in the Combat/Weapon category will be displayed.
- Click **Display Category** and click the first entry, "(All)," to display all skills. You can also right-click the skill list to bring up the context menu and select **Show All Items Alphabetically** or **Show Folder Hierarchy**.

Searching for Items

If you don't remember the exact name of an item, finding it can be a pain. ***GURPS Character Builder*** allows you to search for text in item names in the Available Skills list:

- Bring up the Available Skills list (press INS if it's not open already).
- Click the **Find** button.
- Enter the text you wish to search for in a skill name. skill name.
- Click the **Find** button.

GURPS Character Builder will highlight the item that it finds in Available Skills list. If that's the wrong one, click the **Next** button to find the next item that contains that same text.

Finding "Missing Skills"

By default ***GURPS Character Builder*** applies "selection rules" when displaying the available items. That mean, for example, that if your character is configured for TL3, the Gun skills will be suppressed. To turn off the selection rules (p. 156) uncheck the **Apply Selection Rules** checkbox in the lower right of the Available Skills dialog.

Selecting Spells

- Select the **Data | Spells** command to open the Spells window.
- Press the INS key to add a spell. The Available Spells dialog will open.
- Double-click the College of spell you want, then double-click the desired spell. For this tour, start off by opening the Fire college and choose the Ignite Fire spell.
- The spell will start off costing 1 point.
- To increase or decrease the level of the spell, type the skill level you want, or click on the up/down buttons next to the spell level. You can also press the CTRL+UP and CTRL+DOWN keys.
- Click **OK** to add the spell permanently.

Adding Spells with Prerequisites

- Double-click the Fireball spell.
- The Requirements dialog will appear. Fireball requires one Magery advantage at 1, Create Fire and Shape Fire.
- **GURPS Character Builder** can automatically satisfy these prerequisites, freeing you from having to track down and add all the various advantages and spells.
- Click the **Satisfy All** button in the Requirements dialog.
- **GURPS Character Builder** will display a list of the Magery advantages that can be used to satisfy the requirement.
- Double-click Magery.
- **GURPS Character Builder** will add Magery to the Advantages list, then it will add Create Fire and Shape Fire to the spells list. If you don't have the Advantages list open, you may not see Magery immediately.
- Click the **OK** button to close the Requirements dialog.
- Set the level of the Fireball spell to the desired value and click **OK** to add it.

GURPS Character Builder adds all spell prerequisites at a level of 12 or greater.

"Missing" Spells

If it seems that spells are missing (p. 100), you may not have the **GURPS Magic** and **GURPS Grimoire** data sheets loaded. These data sheets can be loaded with the **File | Load Data Sheet...** command. When you create a character you can also use the `GURPSMagic.cds` character sheet template, which automatically loads these data sheets.

See more information about automatically satisfying spell prerequisites (p. 60)

Selecting Armor and Weapons

To open the Equipment window select the **Data | Equipment** command.

Adding a Weapon

- Press the INS key to open the list of Available Equipment.
- Double-click the Hand Weapons sublist.
- Double-click Broadsword.
- The Broadsword dialog will appear.
- Various information about the weapon will appear in the Options list, including the price, damage, reach, ST required, Skill and Parry. The damage will be adjusted based on your actual ST.

Displaying Chosen Weapon Information on the Printed Character Sheet

You must tell **GURPS Character Builder** which weapon is to be used to display the Parry in the appropriate places on the printed character sheet. If you don't specify which skill or weapon to use, the highest parry will be displayed.

- To make the Parry for this weapon appear in the Combat dialog, click the **New** button.
- Double-click the Skills sublist in the Select Option dialog.
- Double-click the Show Parry entry to add it.
- Click **OK** to close the Edit Option dialog.
- Find the Display Damage option in the Selection Option dialog and double-click it as well.
- Click **Close** in the Select Option dialog.
- Click **OK** to close the Broadsword.

Adding Weapon Bonuses

Let's say that the sword you just added is magical, and has a +2 Accuracy. To indicate this, first make sure that you're editing the Broadsword by double-clicking it in the Equipment list.

- Click the **New** button.
- Double-click the Equipment sublist.
- Double-click the Extra Accuracy option.

- Enter 2 for the Extra Accuracy.
- The skill displayed will be 2 more than the actual skill level, and the parry will go up by 1 as well.

You can increase damage as well by adding the Extra Damage option.

Adding Armor


- Double-click the Armor sublist.
- Double-click the Ancient/Medieval Armor sublist.
- Double-click the Suits of Armor sublist.
- Double-click Chainmail Suit.
- The PD and DR for the armor is listed, as well as the PD and DR vs. impaling damage.
- Notice that the "Armor Worn" option is checked. This indicates that this piece of armor is included in the PD and DR totals in the Combat Dialog (p. 24). If the area protected by a piece of armor is already protected by another piece of armor, this option will be unchecked. This allows you to list more than one piece of armor on the character sheet and indicate which is included in the PD/DR totals.
- Click **OK** to close the Armor.
- Note that your PD and DR are now displayed in the Main character sheet dialog as PD 3/1, DR 4/2. The Move is also adjusted to account for the Encumbrance of your equipment.

Displaying Combat Information

- Select the **Data | Combat** command. The Combat window will open.
- The Encumbrance for your character will appear in the Encumbrance box. The current level will be indicated by the "*".
- Your PD and DR will be indicated in the Passive Defense and Damage Resistance boxes.
- The Parry (in the Active Defenses box) will now reflect the value for your Broadsword. The numbers after the slashes indicate your Dodge, Parry and Block after taking into account your PD and Encumbrance.
- The PD and DR for each part of your body is displayed in the Body Protection box. Note that you'll need to buy a helmet, boots and gauntlets to completely protect your character.

See more equipment help (p. 63) and other Character information (p. 7)

Adding Other Character Information

- Select the **Data | Information** command to open the Information window.
- Type your character's background story in the Story field. Press the TAB key to proceed to the Appearance field.
- Use the keyboard to describe your character's appearance and dress.
- Your character's height is automatically determined based on ST, using the formula on p. B15. You can also change it yourself.
- Enter the height as two numbers: feet and inches. **GURPS Character Builder** will only look for numbers and will discard any other characters entered, converting the value to something like 6'1".
- While the cursor is in the Height field you may click  to increase the height, or press CTRL+UP.
- The Weight will track your height, using the table on p. B15.
- You can also set the Weight directly.
- Once you set the Height and Weight directly, they will no longer track ST. If you want to restore them so that they do track ST or Height, move the cursor to the desired field and press F7 (or select **Tools | Reset Field**).
- Click the Sex drop-down list and click the character's sex.

Your Character's Picture

- Select the **Data | Picture** command.
- Click inside the picture for the Picture menu.

- Click the Picture Library command.
- In the Picture Search dialog click a keyword to find all the pictures that match that keyword. The first matching picture will be displayed in the **Preview** window.
- Click other pictures in the **Matching Pictures** list to view them.
- For more complicated picture searches enter keywords in the **Query** field and Click **Search** to find them. For example, to find pictures of women barbarians with axes, enter "woman barbarian axe".
- Click **Or** to find pictures that have any of the specified keywords. Click **And** to find pictures that match all the keywords.
- If the preview is a little small, increase the size of the Picture Search dialog by moving the cursor over the edge of the dialog and clicking and dragging when the cursor changes to a two-headed arrow.

You can also use the **Read File** command on the Picture menu to browse through the folders on your system for pictures.

Finalization

Your character should be finalized with the **Data | Finalize** command (p. 102) when it is complete and enters play.

Finalization:

- Captures height, weight, age, etc., so that they no longer "float" with attributes and skills.
- Captures attribute values so that subsequent changes are charged at the post-creation cost.
- Suspends optimization of character costs by keeping skill costs constant when attributes are changed.

Before finalization, ***GURPS Character Builder*** attempts to keep skill levels constant when you change an attribute, varying the cost accordingly. After finalization, changing an attribute changes the levels of the dependent skills and keeps the cost constant.

As your character is awarded experience points you should increase the value in the Experience edit field in the main dialog. As you increase skills and attributes the required points are added to the used experience.

Character Sheet Configuration

The Configuration dialog allows you to control the basic configuration of the character, including the Campaign Type, Base Wealth, TL, character type, etc. For more details see the Configuration Dialog (p. 21).

Setting the TL is important for displaying all the skills for the current TL. If it is not set appropriately, the item selection rules (p. 156) will suppress items that are beyond the current TL.

Menus and Shortcuts

For a complete reference to the application menus, see Menus in the ***GURPS Character Builder Application Reference Manual***. For information on the buttons in the button bar, see the Button Bar section in the ***Application Reference***.

The Shortcuts window gives you a quick way to perform some of the menu commands for ***GURPS Character Builder***. To execute a shortcut, just click it.

To close the Shortcuts window:

- Click the x in the upper right-hand corner of the Shortcuts window.

To open the Shortcuts window.

- Right-click the button bar, or the application background.
- A menu will appear.
- Click Shortcuts to toggle the checkbox for the Shortcuts command.

You can also select the **Utilities | Show Shortcuts** command to toggle the presence of the Shortcuts window.

To expand and contract the Shortcut headers:

- Click the minus (–) before a header in the shortcuts list to contract (close) it.
- Click the plus (+) before a header to expand (open) it.

Different shortcuts are displayed depending on the context. When you open a character sheet, additional shortcuts will be displayed.

Help

- Character Creation Tutorial: show the Guided Tour for creating a character sheet. If multiple game systems are installed, you'll be asked to choose the game system.
- User Guide Contents: show the contents page for this help file. If multiple game systems are installed, you'll be asked to choose the game system.
- Application Help: show the contents page for the Application Reference help file.
- Dialog Window Help: brings up the ***GURPS*** help for the current dialog window.
- List Window Help: brings up the ***GURPS*** help for the current list window.

Character Sheets

- Open Character Sheet: open an existing character sheet.
- Create New Character Sheet: create a new character sheet. You'll need to select the character sheet template to base the character on.

Printing

- Print Character Sheet: print the active character sheet.
- Preview Character Sheet: display a preview of the active character sheet.
- Print Blank Character Sheet: prints the standard ***GURPS*** two-page character sheet from a PDF file. You must have Adobe Acrobat installed for this to work. You can also print blank character sheets through the application, using the ***GURPS Character Builder's*** print templates (p. 158).
- Print Other Files: print a wide selection of ***GURPS*** material.
- Print GM Control Sheet: prints a summary of several characters' combat stats.

Utilities

- Die Roller: open the Die Roller dialog for casting dice.
- Name Finder: open the Name Finder dialog for finding character names.
- Picture Library: open the Picture Search dialog for browsing the available character pictures.

The following shortcuts will appear when a character sheet is open:

Change

These shortcuts open the named dialog, or bring it to the front. They are the same as selecting the corresponding **Data** menu commands.

- **Attributes:** bring the Main window (p. 11) to the front.
- **Configuration:** open the Configuration window (p. 21).
- **Information:** open the Information window (p. 13).
- **Combat:** open the Combat window (p. 24).
- **Notes:** open the Notes window (the same as selecting **Utilities | Notes**). You can enter short notes in this window.
- **Details:** open the Details window (the same as selecting **Utilities | Details**). You can enter long descriptions, using text formatting and fonts.
- **Open the Picture dialog** (p. 25) and bring up the Picture Search dialog.

Add

- **Advantages:** Open the Advantages list (p. 41) and bring up the Available Advantages dialog.
- **Disadvantages:** Open the Disadvantages list (p. 55) and bring up the Available Disadvantages dialog.
- **Equipment:** Open the Equipment list (p. 63) and bring up the Available Equipment dialog.
- **Quirks:** Open the Quirks list (p. 58) and bring up the Available Quirks dialog.
- **Martial Arts Style:** Open the Skills list (p. 26) and bring up the Available Skills dialog, listing only martial arts styles. The **GURPS Martial Arts** data sheet will be loaded if it isn't already.
- **Powers:** Open the Powers list (p. 51) and bring up the Available Powers dialog.
- **Psionic Powers:** Open the Powers list (p. 51) and bring up the Available Powers dialog, listing only psionic powers. The **GURPS Psionics** data sheet will be loaded if it isn't already.
- **Race:** Open the Advantages list (p. 41) and bring up the Available Advantages dialog, listing only races. The **GURPS Fantasy Folk** data sheet will be loaded if it isn't already.
- **Spells:** Open the Spells list (p. 59) and bring up the Available Spells dialog. The `GURPSMagic.cds` and `GURPSGrimoire.cds` data sheets will be opened if they aren't already.
- **Skills:** Open the Skills list (p. 26) and bring up the Available Skills dialog.
- **Super Powers:** Open the Powers list (p. 51) and bring up the Available Powers dialog, listing only super powers. The **GURPS Supers** data sheet will be loaded if it isn't already.

Commands

- **Generate New Character:** create an empty character sheet file and generate a character (p. 145) using the character templates from **GURPS Warriors** and **GURPS Wizards** to create a character.
- **Generate Character:** generate a character (p. 145) into the current character sheet.
- **Optimize Character:** optimize the character (p. 101).
- **Finalize Character:** finalize the character (p. 102).
- **Character Development:** aging, jobs and studying (p. 103).
- **GURPS Preferences:** Open the game system preferences dialog for **GURPS** (p. 132). This is the same as selecting **Utilities | Game System Preferences....**

Main Dialog

The Main **GURPS** dialog displays your character's attributes and allows you to change them. It also displays many computed values based on those attributes, as well as summary values for your character's cost. See the guided tour for setting up a character (p. 2).

You can access other dialogs and the Skills (p. 26), Advantages (p. 41), Disadvantages (p. 55), Powers (p. 51), Quirks (p. 58), Equipment (p. 63) and Additional Attributes (p. 40) lists by selecting them from the **Data** menu.

Name

Enter your character's name here. If you don't have a name in mind, you can get some hints with the **Utilities | Name Finder** command.

Experience

The number before the "/" is the number of experience points that have been "spent" to make the character balance. These points are automatically drawn from the number in the text edit field after the "/" as you add skills, advantages, etc. The latter number in the edit field is the total number of Experience points that the character has been rewarded. Whenever new Experience is awarded, you should enter the new total.



The experience points spent field will be displayed in **bold red** if you have overspent. The displayed value will never be greater than the experience awarded.

Attributes

The main part of this dialog contains the four main attributes, ST, DX, IQ and HT, and the "auxiliary" attributes of Fatigue (following ST) and Hit Points (following HT). The cost for each of these appears to the left of the name.

Changing Attributes

Move the blinking caret to the attribute you wish to change, erase the old value by pressing Backspace (or Delete) and enter the new value. When you press Enter the new value will be registered and the costs for all skills and spells that depend on that attribute will be recomputed.

Press CTRL+UP ARROW (or click ) to add one to the value. Hold down the SHIFT key to add five at a time. Press CTRL+DOWN ARROW to subtract one from the value (or click )

Dependent Attributes

Two of the editable fields in the main dialog depend on other fields: the ST attribute has a split value: the first value is your actual ST score, while the second value is your Fatigue score. Normally Fatigue is the same as ST, but you can make them be different. If you change your mind later and want Fatigue to track ST, move the caret to the Fatigue field and press F7 (**Tools | Reset Field**). This will reset Fatigue so that it is the same as ST, and will track ST when you change it. The same logic applies to the split HT score: the first value is the HT score, while the second is the number of hit points.

The costs for increased Fatigue and Hit Points add to the Advantages total. Decreased Fatigue and Hit Points add to the Disadvantages total.

The dependent attributes will be displayed in bold if they are tracking ST and HT; if they are no longer tracking those attributes they will be in the regular font.

You can also add the Extra Fatigue and Extra Hit Points advantages to the Advantages list. If you do so, you should make Fatigue and Hit Points track ST and HT as described above.

Lowered Attributes as Disadvantages

Lowered ST, DX, IQ, HT, Fatigue and Hits can count as disadvantages. **GURPS Character Builder** warns you if the total of the lowered attributes and actual disadvantages exceeds the maximum allowed (p. 21)). You may have one disadvantage of any kind that exceeds the maximum (for example, Blindness or DX 4).

ST, DX, IQ and HT below 8 count as disadvantages; unlike lowered Hits and Fatigue, they are included in the Attributes total.

Attribute Costs

The costs of attributes are displayed to the left of the attribute values. When attributes are changed after initial character creation, the cost is doubled. Half the cost is added to the actual character point total, while the other half is accrued to the experience points spent.

Damage

Your basic swing damage is indicated by "Sw". Your basic thrust damage is indicated by "Thr".

Summary

The subtotals for each part of the character sheet are displayed here, along with the total point cost for the character. Spells and skills are included in the same subtotal, as are advantages and powers.

The TOTAL for the character sheet also displays the points available in parentheses. If the character is in balance an "=" will appear after the points available.

When the disadvantages or quirks exceed the maxima specified in the Configuration Dialog (p. 21) they are displayed in **bold red** text. Lowered attributes will cause the disadvantages total to be red as well; though they are not included in the disadvantages total, they count against the maximum disadvantages. When the TOTAL exceeds the points available it is also displayed in **bold red**.

Movement

Your Basic Speed and Move are included here. Your Move is affected by your encumbrance, which is computed by summing all the items in the Equipment list (p. 63), any Fat disadvantages and Increased Density, and is displayed in detail in the Combat Dialog (p. 24).

Defenses

Your DR and PD totals are displayed here. More detail is available in the Combat Dialog (p. 24). These are the DR and PD for the whole body, or just the torso if the armor doesn't cover the whole body.

Shortcuts



or CTRL-UP: Add one (hold down SHIFT also to increase by five)



or CTRL-DOWN: Subtract one (hold down SHIFT also to decrease by five).

Some hints (p. 12) are available for modifying the behavior of the character sheet.

Hints

This topic discusses common character sheet customizations that you may wish to make. If you want to make these changes permanent for all character sheets you create, you should make a copy of the GURPS.cst character sheet template and save it in the Creator source directory (usually c:\Program Files\GURPS). Choose that template as the basis when you create new characters.

Constant Skill Costs

By default, the level of a skill will be maintained and the cost adjusted to keep it at that value. You can change this behavior by using the **Modify | Character Sheet Info...** command to bring up the Edit Character Sheet Info dialog. Check the **Constant Cost** checkbox to make the skill levels match changes in attributes and keep the costs constant.

Information Dialog

The information dialog contains information about the character: player name, character story, and appearance.

Player

Enter the name of the player to whom the character belongs.

Story

The character's background story.

Appearance

The character's appearance (eye and hair color, customary clothing, etc.).

Height

By default, your character height is set automatically depending on your ST and sex. You can change this default if you like by entering a value (in feet and inches, or centimeters if you have selected metric display) in the **Height** edit field. If you leave the field empty (or set it to 0), no height will be displayed for your character.

If you leave this field at the default, it will track your ST and will also be updated automatically when you add the Dwarfism and Gigantism disadvantages.

To restore **Height** to the default so that it will track changes in ST, click in the **Height** edit field and press F7.

When your character is complete and enters play, you should run the Finalize Character (p. 102) command so that further changes to attributes and skills don't automatically change your character's physical attributes.

See Metric Display below to view the height in metric.

Weight

By default your character weight is automatically set depending on your Height and sex. You can change this default by entering a value (in lbs, or kg if you have selected metric display) in the **Weight** edit field.

If you leave this field at the default, it will track your **Height** and will also be updated automatically when you add the Overweight, Fat, Very Fat and Skinny disadvantages. If you set your weight to 0 or leave it blank, it will not be displayed.

To restore the **Weight** to the default, click in the Weight edit field and press F7.

Metric Display

To enter and view your character's height and weight in metric:

- Close any open character sheets, saving them if necessary.
- Select the **Utilities | Preferences** command.
- Click the **Measure** dropdown list.
- Click Metric.
- Click **OK** to close the Preferences dialog.

When you reopen character sheets the height and weight will be displayed in centimeters and kilograms.

Internally, height and weight are always maintained in English measurements. This is because the basic mechanics of **GURPS** are expressed in English terms. Conversions to and from metric are made when the height and weight are displayed and entered.

Age

Set your character's age. This has an effect on the Youth and Age disadvantages, which you simply select in the Disadvantages list. The age you specify will not give you any points for disadvantages *unless* you select the appropriate disadvantage.

Your age also affects the number of points you can spend on skills (p. 26). If you want to turn that check off, you may do so in the Configuration dialog (p. 21).

To be younger than the minimum age for your race you must take the Youth disadvantage. To be older than the age at which aging rolls must be made you must take the Age disadvantage or the Longevity advantage.

Normally Age "floats" at one half the number of character points in skills. Once you set the age to a value it is fixed, and the skill points check will be in effect. To reset Age so that it floats again, click in the Age edit field and select the **Tools | Reset Field** command (or press F7). If the age floats above the Aging Age (p. 22) you should age the Age disadvantage.

When you increase the age above the Aging Age (p. 22) aging rolls (p. 149) will be made. Reducing the age after making aging rolls will reverse those rolls.

Note: you should select your race before you set the age on a character that has the Age disadvantage. This is because the race affects the age at which aging rolls are made.

Sex

Click the sex dropdown list and then click Male or Female to select the character's sex. If you leave the value at "Sex" it will not be printed.

Historically Accurate Height

Check this if you wish the character's default height to be calculated in a historically accurate fashion (see sidebar, p. B15). This subtracts 3" from character height for TLs less than 5.

Created

The date the character sheet was created.

Development Dialog

The Development Dialog contains information used for character development: the amount of time that has passed since character creation, time use profiles, character aging, jobs and development history.

The Character Development command (p. 103) works with the lists in the Development Dialog. When you perform character development, you specify the amount of time that should pass. The time spent is recorded in the **Year** and **Week** fields.

Aging

Each time a year passes, the **Age** field in the Information Dialog (p. 13) is increased. If your character fails any aging rolls, the Attributes in the Main Dialog (p. 11) are decreased accordingly. All aging failures are recorded in the **Development History** list.

Jobs

Each time a month passes, a job success roll (p. 18) is made. On critical failures the appropriate results are noted in the **Development History** list. The savings for each period are also recorded in the **Development History** list on a Savings entry. The character's cost of living is subtracted for each month that passes.

Critical successes (pay increases) are handled automatically, as are the differential monthly incomes for freelance jobs.

Study

Study are made to the character sheet and recorded in the Development History list.

Year and Week

These fields contain the number of years and weeks that have passed since character creation. You can set these to actual years and weeks. For example, if the character is in a World War II campaign, you can set **Year** to 1942.

The smallest increment of time is the week, used for skill study purposes. The number of weeks that fits into a month is not constant.

Printing Time Use and Character Development History

You can print a summary of the character's time use profiles, job and character development history.

- Select the **File | Print | Through Filter...** command.
- Double-click the `GURPSCharDev.flt` filter.
- Follow the other instructions for printing.

See Also

Time Use Profiles (p. 15)
Jobs (p. 18)
Development History (p. 20)

Time Use Profiles List

The Time Use Profiles list contains *time use profiles*, which indicate how your character spends time during a one-week period. These profiles are used in conjunction with the Character Development (p. 103) command to indicate which skills are learned during study time, on the job and foreign language exposure.

When your GM indicates that time passes, you will choose which time use profile to use for that time period. The minimum amount of time that may be spent is one week.

An adventuring sailor might have a On the Job profile that indicates how time is spent on duty at sea, a second when he is at liberty (On Holiday) and a third when he is adventuring. A student might have an At School profile, an Adventuring profile and an On Holiday profile.

The time use information is stored as options on each time use profile. To change this information, double-click an entry in the Time Use Profiles list. You can also modify profiles while you are using the Character Development (p. 103) command.

Total Hours

The Total Hours option indicates the number of hours that have been accounted for in the options and the total number of hours available in the week. It is automatically updated as you change the other options.

See Other Calendars (p. 17) for information about setting the number of hours per day and the number of days per week.

Sleep

The Sleep option indicates the number of hours spent sleeping. This is assumed to be 8 hours a night, modified by Laziness, Extra Sleep or Less Sleep.

Meals, Personal Care, etc.

This is assumed to be 20 hours/week, though you may change this. To change this value, click the option and then click the up and down arrows. You can also double-click the option and set the **Value** to a number.

Job

The number of hours spent on the job. If this is zero, or not present, then no job rolls (or income) will be made during character development. This number controls how many hours are awarded when automatic study occurs on the job.

Travel, Religious Observances, Entertainment

These are initially zero. You should set them according to your character's habits and social requirements. To change these values, click the appropriate option and then click the up and down arrows. You can also double-click the option and set the **Value** to a number.

Set the Number of Hours to Study a Skill

When the time use profile is open:

- Double-click the Study Skill option.
- Enter the number of hours to study each week in **Value**.
- Enter the name of the skill to study in **Qualifier**. This must be spelled exactly as the name appears in the Skills list.
- Click **OK**.

If a study skill is already present in the Options list, click the study skill option, then click the up and down to change the number of hours.

The Total Hours option will display the total number of hours you have specified time for.

If a skill is learned at a different rate, enter the number of hours after the skill name and a "@". For example, if your character is training for the Olympics without a coach, each 400 hours of training is actually only worth 200 hours. Set the Qualifier for the Study Skill option to "Running@400" to indicate each hour counts half as much.

Adding Study Skills

When the time use profile is open;

- Click the **New** button.
- Double-click the Study Skill option in the options list under Time Use.
- Follow the instructions above for setting the number of hours and the skill name.

Automatic Job Study

You can count one quarter of the time on the job as study of the skill used on the job. You can study one or two skills in this way. **Character Builder** allows you to specify how that time is allocated between the skills. The profile must contain a Job option with a value greater than zero for automatic job study to occur.

If the time use profile has no "Automatic Job Study" option:

- Click the **New** button.
- Double-click the Automatic Job Study option in the Time Use sublist.

If Automatic Job Study option is already present in the list, double-click it.

When the Automatic Job Study dialog is open:

- Enter the percentage of the time that counts as job study in the **Value** field. This is 100 by default. If you have two skills, you should set the percentages for the skills so that they add up to 100.
- Enter the name of the skill to study in the **Qualifier** field. This name must be spelled exactly as the name appears in the Skills list.
- Click **OK**.

If you have multiple jobs (p. 18), only one can grant Automatic Job Study. If you learn skills on the second job, add the hours from that job as a Skill Study Bonus (one quarter of the time spent on a job counts as study time).

Adding Skill Study Bonuses

If your character automatically gets a number of hours of study for free (through a second job, or magical or advanced technological means -- sleep learning, for example), add a Skill Study Bonus option instead of Study Skill option. The Hours to Study and Skill name are set the same way.

Automatic Foreign Language Study

If your character is living where a foreign language is spoken, up to four hours a day can be counted as language practice. To indicate this language study:

- Click the **New** button.
- Double-click the Automatic Foreign Language Study option under Time Use sublist.
- Enter the number of hours per day of automatic language practice for this language (typically 4).
- Enter the name of the language skill (Spanish, German, English, etc.) in the **Qualifier** field.
- Click **OK**.

Language skill cannot increase above IQ through automatic language study.

If for some reason your character speaks multiple languages throughout the day, you may wish to add multiple automatic foreign language study options, though the total number of hours should always total 4.

Studying Spells

Spells may be studied like skills. Follow the instructions for adding study skills, but choose the Study Spell option instead. The Spell Study Bonus option may be chosen if you have some magical or mechanical method that provides equivalent hours of study.

Automatic Spell Study

If you have a job that provides automatic spell study (an enchanter), add an Automatic Spell Study option to indicate this. Enter the information as for automatic job study.

Other Time Use

If your character spends time in some other pursuit not provided by the standard options:

- Click **New**.
- Double-click the Other Time Use option under the Time Use sublist.
- Enter the number of hours in the **Value** field.
- Enter a description of the time use in the **Qualifier** field (for example, "Volunteer Work").

Other Calendars

The Character Development script can use other calendars. You can set the number of hours per day, the number of days per week, the number of weeks per year and the number of months per year. These particular values are chosen because the number of days per month is extremely variable, while these numbers are more well-behaved and are required for time use.

You might wish to do this because your game world uses a different calendar (6-day or 10-day weeks), or because your campaign takes place on another planet that has a year of a different length. If this the case, you'll need to change the character's life span by adding appropriate aging disadvantages, or setting the **Aging Age** in the Configuration dialog (p. 21). If you change the number of hours per day you may also wish to add Extra/Reduced Sleep.

To set these values:

- Open one of your time use profiles by double-clicking it in the time use profiles list.
- Click the **New** button.
- Double-click the Time sublist under the Time Use sublist.
- Double-click the desired value: Days per Week, Hours per Day, Months per Year, Weeks per Year.
- Enter the desired number in the **Value** field.

Only add these options to **one** time use profiles. Adding these options sets these values for all time use profiles.

If you don't specify one of these options, the following defaults are used:

Hours per Day: 24
Days per Week: 7
Months per Year: 12
Weeks per Year 52

These options set the `hoursPerDay`, `daysPerWeek`, `monthsPerYear` and `weeksPerYear` variables.

Jobs List

The entries in the Jobs List indicate your character's salary, the skill roll required to indicate success, and the consequences of failure. This information is incorporated in options on the item.

Jobs marked with an asterisk are "free lance" jobs. These jobs receive variable income based on the quality of the job roll (see below).

To create your own job table you should create a data sheet (p. 117) and use the `job` macro (p. 164).

Job Requirements

Many jobs will have requirements, such as minimum skill levels. When a job is added, **Character Builder** will notify you of those requirements (if you've configured it to check requirements). You can have them added automatically by clicking the **Satisfy** or **Satisfy All** buttons in the Requirements dialog.

When you create your own jobs, these requirements should be expressed as "Skills:Diplomacy>=12", "Advantages:Status>=2", etc. Requirements for so many levels of skills in a specific category are also possible. For a example, 40 levels of Combat/Weapon skills would be expressed as

```
$totalItemValues('Skills:Combat/Weapon', 'level')>=40
```

Multiple Jobs

The job rules in the Basic Set indicate that a character may normally have only one job (p. B192). Multiple jobs are allowed to accommodate Independent Income (p. 20) and house rules that permit part-time jobs. If you do have multiple jobs, one should be the primary job which the hours in the time use profile apply to. If your character receives "on-the-job training" for skills used in a second job, indicate the time with Skill Study Bonus options.

Job Options

These options on jobs direct the Character Development script.

Wealth Level

The level of wealth usually associated with this job. If your character's actual wealth level is lower or higher the salary will be adjusted as described on p. B192.

Salary

The base amount of money the character receives. If the job is Freelance, the character will receive a higher income when the success roll is better (less) than the job roll, and less money when the roll is worse (greater) than the job roll. Normal salaried jobs receive the same salary regardless of failure or success on the job roll (except for critical failures and pay raises -- see below).

The salary can be one of the following:

- A constant value. A thief might make \$150 a month.

- A multiple of a skill level. Enter the formula for the salary, referencing the variable name for the skill. For example, "Diplomacy*150".
- A more complex expression. For example, a Master Artisan might make \$170 times the maximum Craft skill level. This would be expressed as

```
170*findItemValue('Skills:Craft', 'max', 'level')
```

Pay Raises and Cuts

When the character receives pay raises or pay cuts, a Pay Raises option is added to the job. The salary is adjusted by that percentage. Multiple pay raises increase the value of the Pay Raises option. Pay cuts subtract from the Pay Raises option, so if you only suffer pay cuts the value may be negative.

Freelance

Jobs with a checked Freelance option receive variable pay (see above).

Success

The value required for a success on the job roll. Typical values are:

- A constant value. For a farmer it might be 12.
- A simple expression involving an attribute. For a thief it might be DX.
- An expression involved a skill. For example, *Throwing*-1. The skill's variable name must be used, which is usually formed by removing all non-alphabetic characters from the skill name. For example, the variable for *Savoir-Faire* is *SavoirFaire*. To find the skill's variable name, add the skill then do the **Tools | Edit Properties...** command to see the variable name in the **Var. Name** field of the Basic tab of the item properties.
- A more complex expression, such as the highest Craft skill level minus four. This would be expressed as:

```
findItemValue('Skills:Craft', 'max', 'level')-4
```

Failure

The consequences of a critical failure on a job roll. There may be two parts to this option, separated by a slash ("/"). The values after the slash are for a natural 18. The basic format of the failure is described on p. B193.

The entries in a failure roll are separated by commas. For example, "LJ/-2i, LJ" indicates that the character loses the job on a critical failure, and loses two months of income *and* loses the job on a natural 18.

The possible consequences that can occur are:

LJ	Lost job.
2d	Take two dice of damage (any number of dice may be specified).
-1i	Lose one month's income (any number of months may be specified).
C	Crippling injury.
stop	An event that should stop further character development
pay cut 20%	Suffer a 20% pay cut. If the total pay cuts exceed 100%, it will not exceed 100%.
Other text	Any other text will be reported to the user (except for the add, delete and change actions below), but will not stop character development.

Character Sheet Actions

Character Builder can also add, delete and change items as a result of a critical job failure.

```
add <list>.<item>[=<level>]
```

Add an item to the character sheet. For example, if a critical failure results in the character becoming dead broke, indicate the following:

```
add Disadvantages.Poverty=3
```

If the item is already present it will not be added again. If the item doesn't take a level, omit the equal sign and number.

```
delete <list>.<item>
```

Delete the named item. For example, if the failure results in the complete loss of Status, you could indicate the following:

```
delete Advantages.Status
```

If the item isn't present, this action is ignored.

```
change <list>.<item>=<level change>
```

Change the level of the named item, increasing or decreasing it as indicated. For example, to indicate that the Status advantage decreases, enter:

```
change Advantages.Status=-1
```

To indicate that a Status disadvantage increases by 1, enter:

```
change Disadvantages.Status=+1
```

If the item to change is not present it will be added, as long as the change value is positive. Changes that result in illegal values (a Status disadvantage greater than 4, for example), will be ignored.

If the direction of the change is negative and the resulting level would be illegal (a Status advantage of zero), the item is deleted. So, if your character has Status 1 and a change of -1 is indicated, the Status will be deleted.

For examples of creating job table entries, see Sample Jobs (p. 121).

Specific Jobs

The following entries in the Available Jobs list fill particular functions.

No Job

If your character has no job, or you don't want to perform job rolls, add the No Job job. There is no salary and no success or failure roll.

Independent Income

If your character gets income independently, add this "job." The Percentage option is the percentage of your basic wealth that is received as income each month. You should only take this if you have a corresponding advantage or other special consideration.

Development History List

The Development History records all the job events (critical job roll failures, pay raises and cuts), savings accrued on the job, attribute decreases due to age, skill increases due to study, etc.

Each history list entry has a Year and a Week option to indicate when the event took place. The Result option details exactly what happened (what the skill increase was, the attribute decrease, the duration for savings, etc.). The

The Savings events also contain an Amount option, which indicates how much money was saved (discounting cost of living). This option adds to the amount of available money for the character. If your character loses these savings (through theft, loss or buying equipment that is ultimately lost), you can change the Amount option to reflect these losses, or delete the Savings event completely.

Aging Results

The Development history list tracks aging failures. If you reverse an increase in age, this information is use to reverse the attribute decreases. For this reason, it is important that you not delete aging-related entries from the history list.

Configuration Dialog

The **Data | Configuration** Dialog allows you to control aspects of the **GURPS** character sheet.

Topics

- Campaign Type (p. 21)
- Character Type (p. 21)
- Campaign Limits (p. 22)
- Character Sheet Options (p. 22)
- Initial Attributes (p. 23)
- Logo File (p. 23)

Campaign Type

Selecting the Campaign Type in the **Data | Configuration** window preselects common values for Base Wealth and Tech Level. You can also select those values directly.

Base Wealth

This value sets the Base Wealth for the campaign. When you choose Wealth and Poverty this value is used as the base to compute the actual wealth values. It is set automatically to an appropriate value for the Campaign Type, but you can also set it independently. If you wish to revert back to the default value for the campaign type, place the cursor here and press F7, or select the **Tools | Reset Field** command.

Tech Level

This value sets the Tech Level for the campaign. When you choose skills that are TL-based this value is used by default to display the TL. It is set automatically to an appropriate value for the Campaign Type, but you can also set it independently. If you wish to revert back to the default value for the campaign type, place the cursor here and press F7, or select the **Tools | Reset Field** command.

Literacy Default

This should contain the number of points that is the default for literacy in the campaign. It is 0 for pre-literate societies, 5 for semi-literate societies and 10 for literate societies. This setting affects the cost of Illiteracy, Semi-Literacy and Literacy.

Magic Rarity

This parameter controls the cost of magical items. If the value is 0, magic is common. If it is a number greater than 0, magic is uncommon. The higher the number, the rarer magic is.

If you change the Magic Rarity level, you should save, close and then reopen the character sheet to recalculate the values based on it.

Character Type

The character type in the **Data | Configuration** window sets the point limits for the character. By default it is Standard, which is the standard starting **GURPS** character with 100 points, 40 points in disadvantages and 5 in quirks. When you change this value, the values for Beginning Points and Max. Disadvantages will change accordingly (unless you've set them explicitly).

Beginning Points

The number of character points to begin with. When you choose the Character Type this is automatically set to an appropriate value. You can set it independently, however, and if you do so it will no longer track the Character Type. To make it track the Character Type, place the cursor in this field and press F7, or select the **Tools | Reset Field** command.

Max. Disadvantages

The maximum number of points of disadvantages the character may have. When you choose the Character Type this is automatically set to an appropriate value. You can set it independently, however, and if you do so it will no longer track the Character Type. To make it track the Character Type, place the cursor in this field and press F7, or select the **Tools | Reset Field** command.

When you take more disadvantages than specified here, you will be notified. You can turn off this check with the **Check Max. Disadvantages** checkbox (p. 22).

You can also make a disadvantage not count against this limit by adding a Campaign Disadvantage (p. 56) option to the disadvantage.

Campaign Limits

The Campaign Limits section of the **Data | Configuration** dialog sets various limits for the campaign.

Extra Fatigue Cost

If your campaign allows split ST/Fatigue (extra Fatigue above ST), you can set the cost of an extra Fatigue point here.

Extra Hit Point Cost

If your campaign allows split HT (extra Hit Points above HT), you can set the cost of an extra Hit Point here.

Aging Age

The human age at which the effects of age begin to take their toll. The Agedisadvantage uses this value to compute the number of points to award. Your character's age is set in the Information dialog (p. 13). When you select other Race advantages, the aging age may be increased or decreased.

Youth Age

The human age at which the effects of youth end. The Youth disadvantage uses this value to compute the number of points to award. Your character's age is set in the Information dialog (p. 13).

Character Sheet Options

The Character Sheet Options in the **Data | Configuration** dialog sets various parameters that control the behavior of the character sheet.

Adds to Dice

If checked, "adds" are converted to dice (that is, $1d+3 = 2d$, $1d+5 = 2d+2$, $1d+7 = 3d$, etc., as defined in the ***GURPS Basic Set***).

Enhanced ST

If checked, the new rules for computing strength are used. This makes high ST much cheaper. With the publication of ***Compendium I***, this is the default. To use the cost as specified in the original Basic Rules, uncheck this checkbox.

Check Skills

If your campaign uses the rule that you cannot spend more than twice your age (p. 13) in character points on skills (p. 26), check here. After your character has been created, you should uncheck this box.

You can permanently turn off this check and others like it by unchecking the Check When Adding checkbox in the **Utilities | Preferences...** dialog.

Check Max. Disadvantages

If this is checked, you will be notified when your disadvantage total is greater than the Max. Disadvantages (p. 21) limit on the Character Type.

You can permanently turn off this check and others like it by unchecking the Check When Adding checkbox in the **Utilities | Preferences...** dialog.

Check Encumbrance

If this is checked, you will be notified when your Encumbrance total is greater than your Extra Heavy Encumbrance, which is displayed in the Combat (p. 24) window.

You can permanently turn off this check and others like it by unchecking the Check When Adding checkbox in the **Utilities | Preferences...** dialog.

Fatigue/HT, Hits/ST

If this is checked, Hits are based on ST (rather than HT) and Fatigue is based on HT (rather than ST). This is described on p. 7 of ***GURPS Compendium I***. This setting should only be changed when the character is initially created. Changing it after the character has entered play, or the age has been changed, can result in character sheet inconsistencies.

Initial Attributes

This section of the **Data | Configuration** dialog contains information used for computing character point costs for attributes after initial character creation.

After a character has been created, the cost of increasing basic attributes doubles (see p. B81). That is, going from ST 12 (beginning cost 20) to ST 13 (beginning cost 30) costs 20 points after the character has already been created.

When a character is finalized (p. 102), the attributes are captured so that the cost of further increases can be computed on those initial values. The character is marked as "Established" to indicate that the post-creation cost structure should be used for attributes.

The value of each attribute is stored here. You may change these values to account for any extreme circumstance that might require the cost of your character to be based on another initial value.

This might be necessary to arrive at the correct cost should your character receive a bonus to an attribute after creation. The current attribute bonus (due to race, etc.), is used to compute the cost of the initial attribute level. Adjust the attribute level to arrive at the required cost to accommodate the difference in the bonus.

Logo File

This allows you to customize the logo printed on the character sheet without having to change the print template itself. It indicates the name of the logo graphic file to print at the top left of the character sheet. If present, this indicates the path name (relative to the ***GURPS Character Builder*** source directory, usually C:\Program Files\GURPS) of a the bitmap file to display. Supported file types include the standard Windows .bmp file, as well as JPEG and PNG files.

If the logo file is not set, or if the named file cannot be found, the ***GURPS*** print templates use the file name GURPS\GURPS.png.

For example, if you installed ***GURPS Character Builder*** in C:\Program Files\GURPS and you wanted to have a custom bitmap file named MyLogo.bmp, you could copy MyLogo.bmp to C:\Program Files\GURPS and set the logo graphic edit field to MyLogo.bmp.

The dimensions of the graphic file are 1.72" wide by 0.407" high. You can use any bitmap that has the same proportions and it will fill the logo area completely. Bitmaps with other proportions will be scaled to fit.

Browse

Click this button to search for graphic files. The name of the file you select will be placed in the **Logo File** edit field.

Combat Dialog

The Combat Dialog displays information used in combat.

Enc. Weight

The amount of weight used to compute encumbrance. If you are overweight or have Increased Density, that excess weight is included here. This is always expressed in pounds in this dialog. If you are using metric the weight printed on the character sheet will be in kilograms.

Passive Defense

Armor is the PD due to your armor, which is selected in the Equipment list (p. 63). If the armor doesn't cover the entire body, then this includes just the part that covers the torso.

Shield is PD due to the shield you select (also in the Equipment list). Innate is "innate" PD, acquired through special advantages, such as the Passive Defense advantage in *GURPS Supers*. Total is the sum of these three types of PD.

Damage Resistance

Armor is the DR due to your armor. If the armor doesn't cover the entire body, then this includes the portion that covers the torso.

Toughness is DR due to the Toughness advantage, or other innate DR (such as the DR in *GURPS Supers*). Total is the sum of all forms of DR.

Encumbrance

Shows your encumbrance level and the number of pounds for each level. Your current encumbrance penalty is indicated by a "***". If your encumbrance is greater than you think it should be, you probably have items in the Equipment (p. 63) list that you don't really want to be included the total. Select those items and click the "Exclude" checkbox to prevent them from being counted against your encumbrance.

If the total weight of selected items exceeds your Extra Heavy Encumbrance, your Move will go to zero.

This is always expressed in pounds in this dialog. If you are using metric the weights printed on the character will be in kilograms.

Active Defenses

Your active defenses, shown both without adjustments for Encumbrance and PD (before the slash), and with those adjustments (after the slash). The number before the slash includes Combat Reflexes and any Enhanced Defenses.

Dodge: Based on your Basic Speed, including any bonuses and penalties such as Increased Speed, racial move penalties, lameness penalties, adjustments due to Body of Metal, Combat Reflexes, etc.

Parry: Displays the highest Parry, or the parry that you specify, plus Combat Reflexes. To select a skill for the Parry (p. 36), add the Show Parry option to the skill. To select a weapon for the Parry (p. 36), add the Show Parry option to the weapon.

Block: Displays the highest Block, or the Block that you specify, plus Combat Reflexes. To select a skill for Block, add the Show Block option to the skill (for example, Shield or Buckler). To select a shield for Block, add the Show Block option to the shield.

Body Protection

This table displays the PD and DR for the parts of the body. This reflects the values that are protected by the armor chosen in the Equipment (p. 63) list.

When armor is added, check the Armor Worn (p. 66) option the armor that should be included in the PD and DR totals.

Picture Dialog

To set your character's picture, click the picture area with the left mouse button. A menu will appear.

Paste Picture

Pastes the contents of the clipboard into the picture.

Copy Picture

Copies the current picture to the clipboard.

Delete Picture

Deletes the current picture.

Read File...

Reads a bitmap file and places it in the picture. Any BMP, JPEG or PNG file may be included here.

Picture Library

Brings up the Picture Library dialog. The Picture Library contains a variety of character pictures that you can include on your character sheet. This art is for personal use only and may not be redistributed.

Save Picture As...


Saves the picture as a file. You can save the picture as a BMP, JPEG or PNG file.

Skills List

The Skills list shows the skills you have selected. By default, you cannot spend more than twice the character's age (p. 13) on skills and spells. You can change this in the Configuration (p. 21) dialog.

The following information is normally displayed for each skill in the list: skill name, difficulty (MH is Mental Hard, etc.), cost and level. To view skills by category instead of by difficulty, select the **Tools | List Format | Categories** command. Select **Tools | List Format | Default** to return to the default list format.

Adding Skills



- Open the Skills list with the **Data | Skills** command, or click the **Skills** shortcut under **Add...** in the shortcuts window.
- If the Available Skills dialog is not already open, select the **Tools | Selection Item...** command, or click the  button on the button bar. You can also press the INS key.
- Double-click a sublist to open it.
- Double-click a skill to add it.

Direct Selection

Check the **Show Alphabetically** checkbox in the Available Spells dialog to see a complete alphabetical list of all skills. This is useful when taking large numbers of skills: put the focus in the list and type the name of a skill on the keyboard to find it directly.

Changing Skill Levels

There are two ways to change skill levels. If the skill is already in the Skills list, you can change it directly:

- Click the skill to highlight it.
- Select the **Tools | Add 1** and **Tools | Subtract 1** commands, or
- Click the  and , or
- Press the CTRL-UP arrow and CTRL-DOWN arrow keys.

You can also double-click an item to open its dialog, where you can enter the level directly into the **Level** edit field, or click the up and down arrows to change the value. CTRL-UP and CTRL-DOWN also function there.

Basing Skills on Defaults

If you click the **Default** button the skill will be based on the default (see sidebars, pp. B44-45). To get the skill at the default level, reduce the level until the cost is zero. Otherwise, the cost of the skill is reduced by the cost of the skill at the default level. If a number of skills all default to one another, you should choose one that is non-default that the others default to, and uncheck its **Default** checkbox.

Not all skills have defaults. The **Default** button will be grayed out for skills such as Linguistics, Nuclear Physics, languages, etc.

For example, if you have DX 12 and Shortsword-13, Broadsword-12 costs 1 point if based on the Default, or 2 points if not.

Circular Defaults: If you have a set of circular default references -- skills that all default to each other (for example, Bard, Performance and Acting) -- *GURPS Character Builder* will ignore one of the defaults, effectively choosing the non-default skill at random. You should uncheck the **Default** checkbox on one of the skills to make that choice explicit.

Resolving circular defaults can be time-consuming, so they are best avoided. For example, the Electronics skills all default to each other at -4. Adding several Electronics or Black Powder Weapons skills all based on the default will cause delays while the circular references are resolved.

Additional Topics

- Turning Off Prerequisite Checking (p. 59)
- Adding Skills that Don't Satisfy Prerequisites (p. 153)
- Skill Specialties (p. 36)

Circumventing the Age Limit on Skills (p. 27)
Skill Bonuses (p. 27)
Specializing Generic Skills (p. 30)
Skills Tracking Attributes (p. 31)
Martial Arts (p. 32)
Selecting the Parrying/Blocking Skill or Weapon (p. 36)
Setting Skill TL (p. 37)
Languages (p. 28)
Creating New Skills (p. 31)
Custom Defaults (p. 31)
Custom Skill Bonuses (p. 29)
Hobby and Professional Skills (p. 37)
"Missing" Skills (p. 100)
Skills in Multiple Categories (p. 29)
Setting the Base Level for a Skill (p. 28)
Weapon Art and Weapon Sports (p. 31)
Adding a Skill to a Category (p. 153)
Flight Skills (p. 38)
Sports Skills (p. 38)

Age Skill Limit

Normally a beginning character cannot put more than $(2 \times \text{age})$ into skills. Initially a character's age (set in the Information dialog (p. 13)) "floats" at half the number of points in skills. If you set the character's age to a value, the limit on the points in skills will be checked. You can disable this check in several ways.

Let the Age Float Again

- Open the Information dialog by selecting the **Data | Information** command.
- Click in the Age edit field.
- Select the **Tools | Reset Field** command.
- If the age is greater than the age at which the Age disadvantage comes into play, a dialog will appear. Add an age disadvantage or click Cancel to go with the age as is.

Turn Off the Age Check

- Select the **Data | Configuration...** command.
- Uncheck the **Check Skills** checkbox to turn off the age check.

Finalize the Character

If the character is no longer a beginning character, you should finalize the character (p. 102). This turns off all the checks for beginning characters.

- Select the **Date | Finalize Character...** command.

Skill Bonuses

GURPS Character Builder applies *permanent* skill bonuses and penalties to the skill level, reducing the cost of the skill. Situational skill bonuses are not applied.

For example, if you have the Animal Empathy advantage and IQ 10, you can get Animal Handling-11 for ½ point (normally 6 points). Similarly, if you have Voice you can get Bard-12 for 2 points (normally 6).

The following skills have "automatic" bonuses. This is not a complete list, only a sampling of typical bonuses.

Guns, Gunner, Black Powder Weapons, Beam Weapons

These skills have a bonus of +1 for IQ 10-11, or +2 for IQ 12 and above.

Savoir-Faire

If you have Status 2 or higher, you get Savoir-Faire for your own culture at IQ+2 for no cost, and for other cultures at IQ.

Linguistics

Each full 10 points of Linguistics will add a +1 bonus to all your language skills.

Lip Reading

Acute Vision and Alertness bonuses are applied. Bad Vision penalties are not because they are situational -- the range of the subject can vary.

Sex Appeal

Voice gives +2 to your Sex Appeal. The Appearance advantage gives a +1, +4 or +6 bonus to Sex Appeal, .

Languages

A wide selection of languages is available. Modern world languages are in the World Languages folder, while **GURPS** fantasy languages are in Fantasy Languages.

To make a Language Your Native Language

- Select the language in the Skills list.
- Click the Native option.
- Check the Native checkbox.

A native language costs zero points at IQ, and one point per level above IQ. Non-native languages have normal skill costs based on their difficulty.

Creating New Languages

If the language you want isn't among those present, you can create your own:

- Select the "Generic Language" with the appropriate difficulty. For example, Language (MA).
- Change the name of the language.

Adding a Languages Sublist

GURPS characters frequently have several languages. These are typically listed in a sublist so that they print in separate area on the character sheet. To add a Languages sublist and languages in the fewest steps:

- Double-click the Language folder.
- Double-click the Languages sublist entry.
- Check the **Open List** checkbox.
- Click the **OK** button.
- Find the languages you wish to add to the sublist and double-click them.

Setting the Base Level for a Skill

The base level of a skill is the level at which the character gets the skill free of charge. This is used to define races who get a skill at a specific level, usually related to an attribute plus a bonus. For example, a winged race may get the Flight skill at DX for free, or a mute race might get Gesture at IQ.

To set the base level for a skill:

- Edit the skill
- Click the **Options** button if the Options list is not displayed.
- Click the **New** button.
- Double-click the Skills sublist in the Select Option dialog.
- Double-click the Base Level option.
- Enter the desired value in the **Value** field. An expression is allowed; for example, DX+1. If an attribute is referenced, it should be the same as the attribute that the skill is based on (DX for Flight, HT for Running, etc.).
- Click **OK**.

If the current value is less than the value you entered, you'll get a message telling you that the value is not allowed. Increase the skill level accordingly.

Further increases above the base level will be charged at the normal advancement rate.

If a skill has penalties or bonuses, the base level will still be displayed as defined, but costs for the actual level will be calculated including those adjustments.

A base level of 0 indicates no base level. This is useful for conditional base levels.

Conditional Base Levels

You can also specify a conditional base level for a skill. For example, Savoir-Faire is free at IQ+2 for your own culture if you have Status 2 or greater. This is indicated with the Base Level expression

`status>=2?IQ+2:0.`

Skills in Multiple Categories

Some skills appear in multiple categories. For example, the Gunner skills are both Combat/Weapon and Vehicle skills, and Tracking is both a Thief/Spy and an Outdoor skill.

When skills appear in multiple categories, the "official" location for the skill is the category in the rulebooks where the skill is defined. A reference to the skill will be located in the alternate category sublists.

When the referenced skill is just one skill (such as Tracking or Teamster), the name of referenced skill will simply be the same as the actual skill. Selecting the reference will select the skill.

When the referenced skill is another category of skills (such as Gunner or Mechanic), the actual category will be named. For example, the Gunner entry in the Vehicle sublist reads "Gunner: See Gunnery". Selecting that entry will open the named sublist.

Some skills with alternate names (for example, Hunting, which is actually Tracking), will reference the actual skill name. For example, the entry for Public Speaking is "Public Speaking: See Bard". When you select the alternate name, the actual skill will be added to the list.

References are used to avoid creating duplicate skills in the data sheet, which can lead to confusion if the multiple definitions aren't identical.

Custom Skill Bonuses

Skill bonuses are common in **GURPS**. For example, Voice gives a +2 bonus to several skills, among them Bard, Diplomacy, Performance, etc. **GURPS Character Builder** allows you to add custom bonuses to skills.

To add a custom skill bonus:

- Open the Advantages list.
- Double-click the advantage that has the bonus.
- Click the **New** button.
- Double-click the Generic sublist.
- Double-click the Adjustment option.
- Click Modify.
- Enter the value of the bonus in the **Value** field. For example, if the bonus is +2, enter 2.
- Change the name of the bonus in the **Name** field.
- The **Expr.** field describes which skill (or skills) to change. To change a single skill:
- Enter the following, replacing "Savoir-Faire" with the name of the skill that receives the bonus. The name must be spelled identically, and if there are any spaces, blanks or other non-alphabetic characters, everything before the + must be surrounded by double quotes:

`"Skills:Savoir-Faire"+x`

- You can also specify items based on the variable associated with the skill. The variable is generally the same as the *original* name of the skill, with all non-alphabetic characters removed. Doing this

allows the name of the skill to be changed and the skill will still receive the adjustment. For example:

```
Skills:SavoirFaire+x
```

One exception is the Performance skill: its variable name is "PerformanceSkill" because Performance is also a category of skills. To determine the variable name of a skill, highlight it and select the **Tools | Edit Properties...** command. The variable name is on the Basic tab.

Further information on adjustments (p. 129).

Bonuses on Classes Skills

To give a bonus to all Social skills, use the following the expression:

```
"Skills:Social"+x
```

Any category of skills can be specified this way. To see the categories that a skill belongs to, select the **Tools | Edit Properties...** command and click the Categories tab.

Penalties

To specify a penalty, use - instead of +. For example:

```
"Skills:Social"-x
```

Bonuses for Level-Based Advantages

To add a bonus that varies with the level of the advantage that the bonus is on, refer to the level of the advantage with @v@. For example, to specify that Musical Ability also contributes to the Mathematics skill:

```
Skills:Mathematics+@v@
```

Bonuses for Multiple Skills

Separate multiple bonuses with semicolons:

```
Skills:Mathematics+@v@;Skills:ComputerProgramming+@v@
```

Specializing Generic Skills

Many **GURPS** skills require specialization. For example, Musical Instruments list several skills: Musical Instrument (Plucked), Musical Instrument (Bowed), Musical Instrument (Percussion), etc. Each one of these skills is associated with the Artistic and Musical Instrument categories, and with the specified type of instrument (Bowed, Percussion, etc.).

When you take one of these skills, you should customize it to the specific instrument. To do this, just change the name. For example, Musical Instrument (Guitar).

Then, later, if you take Musical Instrument (Mandolin), the default will be set properly:

- Take Musical Instrument (Plucked).
- Change the name to Musical Instrument (Mandolin).
- Click the **Default** button.

If you have a completely new kind of skill, you should take the really generic skill Musical Instrument. If you are adding additional skills that default on this skill, you'll need to add the type of instrument to the category list (press ALT+ENTER to edit the item properties).

Then you'll need to modify the default value expression for the item that is defaulting to that skill to be something of the sort:

```
skillMax('Bowed',-3)
```

substituting your new type for 'Bowed.'

Other skills, such as Electronics and Photonics, don't require adding a new category if you add a new specialty, though you may need to create your own version of Electronics Operation to match.

Combat/Weapon Art and Sport

Combat/Weapon Arts and Sports are listed in a sublist under Combat/Weapon skills. Several forms are listed explicitly, but **GURPS Character Builder** can create any desired form.

- Double-click the appropriate Generic Combat/Weapon Art or Sport, depending on the difficulty (PE, PA or PH).
- Edit the name.
- Double-click the Default option.
- Change the default value to be relative to the variable name of the base Combat/Weapon skill. For example, if you are creating Two-Handed Sword Art, you would change the default to `TwoHandedSword-3`.
- Click **OK** to close the item.

Skills Tracking Attributes

The default behavior is for the skill level you initially select to remain constant (as much as possible) and to vary the cost accordingly. This allows point optimization during character creation ("munchkin mode"). You can have the skill levels track attributes as they are changed (which is the case for characters that are in use), by specifying a constant cost (p. 12).

Creating New Skills

GURPS Character Builder allows you to create new skills. The method described here is applicable for a one-off skill. If you want to make new skills that are generally available, you should create your own data sheet (p. 117).

Generally you should start with one of the Generic skills, though you can start with an existing skill.

- Add a Generic skill. Choose from the existing skills (MA Skill, ME Skill, PE Skill, etc.).
- Change the name of the skill.
- Set any defaults (p. 31) for the skill.

Setting the Skill's Variable Name

You should set the skill's variable name so that it can be referenced by other skills in defaults.

- Close the skill.
- Make sure that the skill is highlighted in the Skills list.
- Select the **Tools | Edit Properties** command or press ALT+ENTER.
- Set the Variable Name field to the variable for the skill. The variable name is by convention the same as the item name without any non-alphabetic characters. For example, *Savoir-Faire*'s variable name is `SavoirFaire`. The name for *Axe Throwing* is `AxeThrowing`.
- If you based the skill on an existing skill (non-generic), click the **Flags** tab and check the **Create Unique Variable** checkbox.
- Click **OK** to close the Edit Properties dialog.

Custom Defaults

Most **GURPS** skills have predefined defaults. **GURPS Character Builder** allows you to add additional defaults to existing skills, or newly created skills.

First edit the skill that you wish to add the default to.

If the Default option is already present, simply double click it. Otherwise, add the Default option with these steps:

- If the **Options** button is present, click it to display the Options list.
- Click the **New** button.
- Double-click the Skills sublist.
- Double-click the Default option.

To set the Default:

- Enter the default value in the Value field of the Default dialog.
- Use the *variable name* of the skill that is being referenced in the default value. The variable name is usually the skill name minus any spaces and non-alphabetic characters. For example, Two-Handed Sword's variable name is "TwoHandedSword". Some skills with very long names have abbreviations (such as the Black Powder Weapons). To see the name of an item's variable, add the item and select the **Tools | Edit Properties...** command.
- Separate multiple default values with semicolons.
- Close the Default option dialog.

For example, let's say you added a new Falchion skill with defaults of Broadsword-1 and Two-Handed Sword-4. The value of the Default option should be:

```
Broadsword-1;TwoHandedSword-4
```

If you create a new skill from a Generic Skill (p. 31) and you want to reference it as a default, you'll need to set its variable name.

These defaults must all be based on variables. If you wish to base a skill on a constant, use the Base Level (p. 28) option.

Martial Arts

Before you can add Martial Arts, you must load the Martial Arts data sheet, `GURPSMartialArts.cds` (p. 144).

Topics

- Adding a Martial Arts Style (p. 32)
- Deleting a Style (p. 33)
- Martial Arts Skill and Maneuver Costs (p. 33)
- Setting Skills Used with Maneuvers (p. 34)
- Creating a New Style (p. 34)
- Making Skills Part of a Style (p. 34)
- Multiple Styles (p. 35)
- Enhanced Defenses (p. 35)
- Combinations (p. 35)

Adding a Martial Arts Style

A **GURPS** martial arts style is a collection of skills and martial arts maneuvers, with rules that govern how points are spent among the various items. It has no cost in and of itself. To add a style:

- Open the Skills list (choose the **Data | Skills** command).
- Press the INS key to bring up the list of Available Skills.
- Double-click Martial Arts sublist.
- Double-click Styles sublist.
- Double-click the desired martial arts style to select it.
- **GURPS Character Builder** will add the style and all the skills and maneuvers in that style.
- If there are any choices to be made, you will be prompted for them. For example, many styles have a selection of weapon and other skills. Some maneuvers require that you choose a skill for that maneuver (p. 34) (Feint, for example).
- When the style dialog appears, all the skills in it will be displayed. If you wish to keep the style, click **OK**. Click **Cancel** to remove it.
- If there are any unsatisfied requirements after you add a style, you will be notified. Many styles will add skills and maneuvers that have minimum levels. Click **Yes** to see the requirements, or **No** to continue normally. You can always check the requirements later on with **Tools | Check Requirements**.

When there are more points to be spent on the style, the cost is displayed after the name this way: "[16 of 21]". Once you have spent the minimum number of points, only the sum of the costs of the items in that style is displayed: "[25]".

An item is considered to be in a style by the inclusion of a "Style" option in the option list for the item. An item can be in multiple styles by including multiple Style options.

Limits on Primary and Secondary skill levels relative to each other are enforced (p. 33) as you change them.

Deleting a Style

If you delete the style, all the items that were added with it will also be deleted. To avoid this, set the Auto ID of the style to 0, in the same fashion that you do when you wish to delete a template name (p. 145).

If you add a second style, it will add martial arts options (p. 33) to skills in common with the style already selected. If you then delete that style, you should also delete the options associated with the deleted style.

Martial Arts Skill and Maneuver Costs

The Style, Minimum Cost, Primary Skill, Secondary Skill, Optional Skill and Style Maneuver options control the costs and levels of martial arts skills. These options are added when these items are added via a martial arts style. To set levels that fall outside the bounds set by these options, delete the options and the items will regain the standard skill behavior. Such items will not be considered part of the martial arts style, however.

All skills and maneuvers of a style have the Style option, with the value set to the name of the style. An item may have multiple Style options, one for each style that the item belongs to.

Primary Skills: You must spend at least one point on each Primary skill. The Minimum Cost option on the Primary skill enforces this. Primary skills may not increase above 15 until at least one point has been spent on each Secondary skill. The Primary Skill option enforces this check.

The requirement that all Primary skills be within 2 levels of each other is checked when you check requirements on the martial arts style. To check all requirements, choose the **Tools | Check Requirements...** command.

Secondary Skills: All Secondary skills must remain at least one level lower than the lowest Primary skill, until all Primary skills are 15 or greater. When initially added to the character sheet via a Martial Arts style, most Secondary skills will be added at the default with zero cost, or at zero level and zero cost (i.e., you can't have them yet).

The Secondary Skill option enforces the level restriction. To set your Secondary skills to a higher level, increase all Primary skills to a level higher than that.

If you have a Secondary skill that your character should have for some other reason at a level higher than allowed (such as Japanese for a Japanese Aikido martial artist with IQ 15), delete the Secondary Skill option and the check will no longer be made.

Optional Skills: All Optional skills must remain at least two levels lower than the lowest Primary skill, until all Primary skills are 15 or greater. Other considerations are as for Secondary skills.

Cinematic Skills: Cinematic skills may not be learned until all Primary skills are at least 16. The Cinematic Skill option enforces this rule. Cinematic skills are included at zero level and cost.

Note that most cinematic skills require the Trained by a Master advantage.

Maneuvers: All style maneuvers must be bought at either 1/2 point (Average) or 1 point (Hard). The Style Maneuver option indicates this. You must spend 2 points on some maneuvers, as required by the style. These maneuvers will have a Minimum Cost option to enforce this rule.

Finding Types of Skills

When you try to increase a Primary skill above 15 and you haven't spent at least a point on all Secondary skills, you'll be notified. There are similar restrictions on how Cinematic skill levels can be set.

To see which skills are defined as Primary and Secondary:

- Select the **Tools | List Format | Categories** command (or right click the Skill list and select **List Format | Categories**).
- Skill categories will now be listed after the skill names.
- Primary skills, Secondary and Cinematic skills will be indicated by those categories, after the initial categories (Combat/Weapon, Athletic, etc.).
- To see the entire list of categories, you may need to widen the Skills window. Move the cursor over the right edge of the Skills window. When it become a double-headed arrow, click and drag to the right.

To display the Skills list normally, select the **Tools | List Format | Default** command.

Setting Skills Used with Maneuvers

Some martial arts maneuvers are specific to other skills. For example, Feint must be used with another skill such as Fencing. These are called "skill references." The referenced skill is displayed in the list in parentheses after the skill name. The value will be displayed as "--" until you set the reference. To set a skill reference:

- Edit the desired maneuver (double click it in the list).
- Double-click the Skill Reference option in the options list.
- Click the **Item Ref:** field. The drop-down list will open.
- Click the skill that you wish to reference.
- Click **OK** to close the Edit option dialog.
- Click **OK** to close the maneuver dialog.

Creating a New Style

If you wish to create a new martial arts style that you will use in other character sheets on an ongoing basis, you should create a new data sheet (p. 117) that defines the style. Pattern your styles after the examples in `GURPSMartialArts.cds`.

To make a "one-shot" martial arts style for a specific character sheet:

- Open the Skills list with the **Data | Skills** command.
- Press INS to open the available skills list.
- Double-click the Martial Arts sublist to open it.
- Double-click the Styles sublist.
- Double-click Generic Martial Arts Style.
- Change the name of the style in the **Name** field.
- Double-click the Style Cost option.
- Enter the style cost in the **Value** field.
- Click **OK**.
- Add skills and maneuvers, following the instructions for making them part of the style (p. 34).

Making Skills Part of a Style

To make a skill part of a Martial Arts style add the appropriate option. For example, to make Brawling be a Primary skill in a style:

- Open the Skills list.
- Double-click the Combat/Weapon sublist to open it.
- Double-click Brawling to add it.
- Click the **New** button.
- Double-click the Martial Arts sublist.
- Double-click the Style option.
- Enter the name of the style in the **Value** field.
- Double-click the Primary Skill option.

- Scroll to find the Skills sublist and double-click to open it.
- Double-click the Minimum Cost option.
- Enter 1 for the value.
- Click **OK** to close the Minimum Cost dialog.
- Click **Close** to close the Select Option dialog.
- Click **OK** to close the Brawling dialog.

Now Brawling will behave the same way as any other Primary skill: you cannot increase it above 15 unless you've spent 1 point in every secondary skill, and you cannot decrease its cost below 1 point.

Follow the same steps for the Secondary, Optional and Cinematic skills, adding the options required to control the levels and costs (p. 33).

Multiple Styles

Multiple martial arts styles may be chosen. Generally **GURPS Character Builder** will add each skill or maneuver only once, though it may be part of more than one style. Maneuvers that require references to auxiliary skills (Feint, Hit Location, etc.) are always added in order to allow characters that have Feint (Karate) and Feint (Fencing). Feel free to delete duplicate maneuvers that reference the same skill.

The points spent on each style's maneuvers and skills are displayed for each style. Skills may be included in each style's total.

The rules on skill levels are enforced within each style. Conflicts about allowable levels are resolved by evaluating all the level requirements for Primary, Secondary, Optional and Cinematic options that are present on the skill. If any of the requirements is satisfied, the skill level is allowed.

For example, the Judo skill is a Secondary skill for the Karate style and a Primary skill for the Judo style. Using these rules, a character may have Judo-14 and Karate-14. Normally a Secondary skill may not equal the Primary skill until all Primaries are 15 or greater. But since Judo is also a Primary skill for the Judo style, Judo may have the same level as Karate.

Enhanced Defenses

The Enhanced Defenses (Block, Dodge, and Parry) increase the appropriate defensive values automatically. The Enhanced Defenses are advantages, and are kept in the Available Advantages list, but they are often added to the Skills list for martial arts styles.

Enhanced Parry

The first two types of Enhanced Parry (Bare Hands and All Weapons) automatically add to all weapon and hand-to-hand (Karate, Judo, etc.) combat skills.

The Enhanced Parry (Weapon Skill) advantage requires that you set the associated weapon skill:

- Add or edit the Enhanced Parry (Weapon Skill) by double-clicking it.
- Double-click the Skill option.
- Change the value "Weapon Skill" to the name of the skill that has the Enhanced Parry. For example, if you've added the Fencing skill and renamed it "Fencing (Smallsword)" you should change Weapon Skill to "Fencing (Smallsword)".
- Click **OK** to close the Enhanced Parry item.

Combinations

Martial arts combinations are described on p. 54 of **GURPS Martial Arts**. To create a combination in **GURPS Character Builder**:

- Open the Skills list with the **Data | Skills** command.
- Double-click the Martial Arts sublist.
- Double-click Combination.
- Double-click the first Maneuver option.
- Enter the name of the first maneuver of the combination in the Maneuver value.

- Click **OK**.
- Double-click the second Maneuver option.
- Enter the name of the second Maneuver.
- Click **OK**.

If the combination includes a third maneuver:

- Click **Copy**.
- Click **Paste**.
- Double-click the third Maneuver option.
- Change the name to the third maneuver.

According to the rules in ***GURPS Martial Arts***, only two or three maneuvers may be included in a combination, for a cost of 4-6 points. ***GURPS Character Builder*** allows you to override this.

Selecting the Parrying/Blocking Skill or Weapon

Combat skills may have a Parry option associated with them, as well as Weapons. Normally ***GURPS Character Builder*** displays the highest parry and block, but you can specify which skill or weapon parry or block should be displayed in the Combat (p. 24) dialog and on the printed character sheet.

Choosing a Weapon for Your Parry/Block

- Open the weapon in the Equipment list you wish to have displayed for your Parry.
- Click the New button to select an option.
- Double-click the Skills folder in the list,
- Double-click the Show Parry (or Show Block) option.

Choosing a Skill for Your Parry/Block

If you want to use a skill for your Parry (Karate or Brawling, for example):

- Open the desired skill.
- Click the Options button (if the options aren't already displayed)
- Click the New button.
- Double-click the Skills folder in the options list.
- Double-click the Show Parrying (or Show Block) option.

If you have a Show Parry or Show Block option on more than one item, the highest value will be displayed.

Skill Specialties

GURPS Character Builder provides many of the specialties required for certain types of skills (Driving, Guns, Survival, etc.). If a specialty doesn't exist, you can create it by simply changing the name of the skill accordingly. For example, you can change the "generic" Mechanic skill to "Mechanic (Hyperdrive Shunt)".

Optional Specialization

Optional specialization, as described on p. B43, gives a +5 bonus to one or two specialties on a skill, while giving a -1 or -2 penalty on the general skill. ***GURPS Character Builder*** will display the specialty and general skill levels separated by a slash. The editable level of the skill will remain at the value prescribed by the cost.

For example, if you have Physics-14 with a specialization in Newtonian Mechanics, your skill level will be displayed as Physics (Newtonian Mechanics)-13/19.

Science skills already have the Specialty option present. To add a specialty to other skills:

- Edit the skill.
- Click the **Options** button if the options list is not already present.
- Click the **New** button.
- Double-click the Skills sublist in the Select Option dialog to open it.

- Double-click the Specialty option.
- Type the name of the specialty in the Value field.
- Click the **OK** button to close the Edit Option dialog.
- Click the **Close** button to close the Select Option dialog.
- Click the **OK** button to close the skill dialog.

If you add a second specialization, the level of the general skill will be at -2.

Setting the TL for Skills

Normally the TL for a skill reflects the Tech Level of the character (p. 13). To set the TL to a different value, double-click the TL option. Enter the desired value for the TL.

Adding TL to a Skill that Doesn't Have One

- Edit the skill.
- If the Options list isn't present, click the **Options** button.
- Click **New**.
- Double-click the Skills list.
- Double-click TL.
- Close the Select Option dialog.

Follow the previous procedure if the skill TL is different from the character's home TL.

The Value of Skill TL

The value of TL is an expression. By default, this value is $tl+tl$, or the TL of the character plus any bonus or penalty (due to advantages and disadvantages such as High Technology or Primitive).

When you set the TL of a skill to a constant value, it will no longer "float" with the character's TL. To restore the TL to the default, delete the current TL option and add back the TL option:

- Click the **New** button.
- Double-click the Skills sublist.
- Double-click the TL option.

Hobby and Professional Skills

Hobby and Professional skills are often special one-shot cases, and are often not likely to be present in the skill list.

Hobby Skills

Hobby skills are the same as regular skills, except the GM may allow them to be bought at half price. There are two ways to create Hobby and Professional skills: make an existing skill a Hobby skill, or customizing a generic Hobby skill.

Making a Normal Skill a Hobby

- Add the skill you wish to claim as a hobby.
- Click the **Options** button to open the Options list.
- Click the **New** button and then double-click the Skills list.
- Double-click Hobby.
- The cost will be cut in half.

Creating a Hobby Skill from the Generic Hobby Skill

If the skill you want doesn't exist as a hobby, you can customize a generic skill:

- Open the Available Skills list.
- Double-click the Hobby sublist to open it.
- Double-click the Hobby Skill entry to add it.
- Double-click the Specialty option. Enter the name of the Hobby skill and click **OK**.

- If the skill's difficulty is different from MA, click the Difficulty option and click the arrows to select the desired difficulty.
- If the skill is based on something other than IQ or DX, click the Base Attribute option and click the arrows to select the desired attribute. Normal indicates IQ for Mental difficulty skills and DX for Physical difficulty skills.
- If the skill is Mental and you want it to be affected by Eidetic Memory, check the Affected by Eidetic Memory checkbox.
- If the skill has a default different from IQ-5, double-click the Default option and enter the default according to Custom Defaults (p. 31).

To set the TL of the hobby, add the TL option.

Professional Skills

A professional skill can be added by adding one of the generic skills (MA Skill, PA Skill, etc.) and renaming it, or you can create a professional skill from the generic professional skill:

- Open the Available Skills list.
- Double-click the Professional sublist to open it.
- Double-click the Professional Skill entry to add it.
- Double-click the Specialty option. Enter the name of the professional skill and click **OK**.
- If the skill's difficulty is different from MA, click the Difficulty option and click the arrows to select the desired difficulty.
- If the skill is based on something other than IQ or DX, click the Base Attribute option and click the arrows to select the desired attribute. Normal indicates IQ for Mental difficulty skills and DX for Physical difficulty skills.
- If the skill is Mental and you want it to be affected by Eidetic Memory, check the Affected by Eidetic Memory checkbox.
- If the skill has a default different from IQ-5, double-click the Default option and enter the default according to Custom Defaults (p. 31).

To set the TL of the skill, add the TL option.

Flight Skills

The various flight skills -- Flight, Flight (Winged), Flight (Unwinged), Flight (Gliding) -- can be used by characters that have some kind of flying ability. Characters with wings should use the Flight (Winged) or Flight (Gliding) skill, while characters who fly with a spell or psionic Levitation should use Flight (Unwinged). You can also choose the Flight skill without a specialty if you prefer.

Certain spells and powers give a bonus to Flight skill. For example, the Flight and Hawk Flight spells and psionic Levitation all give a bonus of level/8 to Flight. To add the bonus for one of these spells to Flight:

- Add the desired spell or psionic skill.
- In the options list, check the Add to Skill option.
- The bonus will be added to any of the Flight skills.

You should only check this for one of the spells or skills (because you'll only be using one of them at a time).

Sports Skills

The Sports skill generally requires a specialization. A variety of specialized skills is provided, from Baseball to Volleyball.

Some sports are not listed as sports skills, but rather as separate skills. For example, Wrestling and Running are sports, but are listed as separate Athletic skills.

Sports and Depth Perception

Many sports involving balls or other fast-moving objects are affected by disadvantages that affect depth perception. If you create a sports specialization in which depth perception is very important, start with

Sport (Generic Ball Sport) or one of the ball sports skills. Otherwise start with Sport (Generic Non-Ball Sport).

Additional Attributes List

Custom attributes are used in many campaigns to broaden the four basic **GURPS** attributes. Some attributes are simply derived from existing attributes (Will and Fright Check, for example), while others are completely new attributes that are treated just like the standard four attributes.

Derived attributes have no additional cost. New attributes usually have the same cost structure as the four standard attributes, though you can set any cost structure you like.

Add an Existing Derived Attribute to the List

These steps show you how to add a derived attribute like Will or Fright Check.

- Open the Additional Attributes list with the **Data | Additional Attributes** command.
- Press the INS key to open the list of Available Additional Attributes.
- Double-click the desired derived attribute. The Attribute window will open.
- Click the **OK** button to close the Attribute dialog and make the addition permanent.

Add a New Derived Attribute

To create a completely new derived attribute that you can use in many character sheets, the best course is to create your own data sheet (p. 117) and add a definition to the Additional Attributes category using the `$$deriv` macro.

- Create a new data sheet based on `GURPS.mdt`: choose **File | New...**, click the **Data Sheet** button and double-click `GURPS.mdt`. If you already have a custom data sheet, open that instead.
- Click the Additional Attributes folder in the tree view pane.
- Select **Insert | New Item**, or press INS.
- Choose the `deriv` macro
- Add the macro for your attribute to the Additional Attributes section. It should look something like this:

```
deriv      | Fright Check      | iq*fright*0      | iq+fright      | frightCheck
```

The following line can be copy and pasted directly into the data sheet:

```
$$deriv(Fright Check, iq*fright*0, iq+fright, frightCheck)
```

- Save the data sheet in the source directory (usually `c:\Program Files\GURPS`).
- Load the data sheet with **File | Load Data Sheet...** (p. 144).

Adding a New Attribute

To create a completely new derived attribute that you can use again and again, the best course is to create your own data sheet (p. 117) and add a definition to the Additional Attributes category using the `$$custAttr` macro.

- Make a data sheet, as above.
- Add the macro for your attribute to the Additional Attributes folder. It should look something like this:

```
custAttr   | Reflexes           |           | Reflexes
```

- The following line can be copied and pasted directly into the data sheet:

```
$$custAttr(Reflexes, , Reflexes)
```

- Add skills that use the new attribute to the Skills section of your data sheet:

```
skill      | Blind Fighting     | PA        | Combat/Weapon   | Reflexes-4     |           | pa(~x,reflexes)     |
```

The following text can be copied and pasted directly into the data sheet:


```
$$skill(Blind Fighting, PA, Combat, "reflexes-4", , , "pa(~x,reflexes)")
```

- Save the data sheet in the source directory (usually `c:\Program Files\GURPS`).
- Load the data sheet with **File | Load Data Sheet...** (p. 144).

Advantages List



The Advantages list shows the advantages you have selected. The following information is displayed for each advantage: Name, cost and Level (omitted if the advantage has a constant cost).

Adding Advantages

- Open the Advantages list with the **Data | Advantages** command, or click the **Advantages** shortcut under **Add...** in the shortcuts window.
- If the Available Advantages list is not open, select the **Tools | Selection Item...** command, or click the  button on the button bar. You can also press INS.
- Double-click a sublist to open it.
- Double-click an advantage to add it.

Changing Advantage Levels

There are two ways to change advantage levels. If the advantage is already in the Advantages list, you can change it directly:

- Click the advantage to highlight it.
- Select the **Tools | Add 1** and **Tools | Subtract 1** commands, or
- Click the  and , or
- Press the CTRL-UP arrow and CTRL-DOWN arrow keys.

You can also double-click an item to open its dialog, where you can enter a value directly into the **Level** edit field, or click the up and down arrows to change the value. CTRL-UP and CTRL-DOWN also function there.

To change the cost of a fixed-cost advantage, open the advantage dialog and enter the new cost in the **Cost** edit field.

Super Advantages

If you choose super advantages you can also add limitations to make them cheaper and enhancements to make them more effective. Note that limitations cannot reduce the cost of a Super advantage below ¼ of the original cost. To add enhancements and limitations:

- Select the item from the list.
- If no options are present, click the Options button.
- Click **New** and find the desired sublist of modifiers (Super Enhancements or Super Limitations).
- Double-click the sublist to open it.
- Double-click the desired modifier to add them to the options list.

Note that you cannot reduce the cost of a super advantage below 1/4 of the original cost.

Listing Skills in the Advantages List

You may list the skills associated with powers in either the Skills list or in the Advantages list. Be aware, however: if you select items into the wrong list, *GURPS Character Builder* will not be able to find them when searching for prerequisites. Any skills listed in the Advantages list will also be included in the Advantages total instead of the Skills total.

To add skills to the Advantages list:

- Select the **Tools | Insert from Master List...** command.
- In the Select Category dialog, double-click Skills.
- In the Available Skills dialog, open the appropriate sublist to find the desired skills.

Other Topics

Information on Specific Advantages (p. 42)
 Turning Off Prerequisite Checking (p. 59)
 Races (p. 49)
 "Missing" Advantages (p. 100)

Delete a Character Template Name (p. 145)

Specific Information on Advantages

The topics below give more information on how to work with advantages

Acute Senses (p. 46)
Appearance (p. 42)
Blessed (p. 42)
Divination Talent (p. 43)
Enhanced Strength (p. 45)
Extra Money (p. 44)
Extra Fatigue and Extra Hit Points (p. 44)
Familiars (p. 44)
Growth (p. 45)
Knacks (p. 46)
Literacy, Semi-Literacy and Illiteracy (p. 46)
Magery (p. 43)
Mathematical Ability (p. 43)
Military Rank (p. 43)
Multiple Forms (p. 43)
Patrons and Allies (p. 46)
Wealth and Status (p. 47)
Weapon Master (p. 47)

Appearance Advantages

There are two types of appearance advantages: the level-based Appearance advantage, and the constant-cost named advantages (Attractive, Beautiful, Handsome, Very Beautiful and Very Handsome). You may choose whichever type suits you; they work the same way.

You may choose only one appearance advantage. If you choose an appearance advantage, you may not choose any appearance disadvantages.

The appearance advantages set the `appearance` variable. Positive levels of appearance (1 to 3) indicate an appearance advantage, while negative levels of appearance (-1 to -5) indicate an appearance disadvantage.

Blessed

The Blessed advantage comes in two levels: the first gives the ability to use a Divination spell at IQ, while the second gives +5 to Divination skill. After you add Blessed, you must select the desired Divination spell, then set the base level on the spell to IQ.

To set the base level of IQ on a Divination spell:

- Edit the spell.
- Click **New**.
- Double-click the Skills sublist.
- Double-click the Base Level option.
- Enter IQ in the **Value** edit field for the Base Level Option.
- Click **OK**.
- Close the Select Option dialog.

If the spell level is currently too low, you'll get an error message. Click the up arrow by **Level** to set the correct level.

Divination Talent

The Divination Talent advantage allows the character to take Divination spells. The character must still take any prerequisite spells, but cannot cast them except when in a high-mana area or if the character is a mage (in which case Divination Talent is redundant).

For this reason, Divination Talent is included in the Magery category. This allows it to satisfy the Magery prerequisites for any spells that might require them (which is most of the Divination spells, because most require History, which requires Trace, Seeker and Magery).

If you take multiple Divination spells you should take a specialization of Divination Talent for each of them. That is, if you take the Divination (Belomancy) spell, you should change the name of Divination Talent to "Divination Talent (Belomancy)". Depending on the number of Divination spells required, it may make more sense to take a form of Magery instead: Magery: One College (Knowledge), for example.

Magery

Magery

Magery is requirement for many spells. In order for spell requirements to be satisfied when you have an advantage such as Magery: One College, ***GURPS Character Builder*** allows a zero level of Magery.

Magery: One College

Magery is a requirement for Magery: One College. You may have Magery at zero, but it must be present to satisfy prerequisites for spells. Magery: One College may never be lower than Magery.

Magery: One College will increase the skill levels of skills in the college you choose. To choose the college:

- Edit the Magery: One College advantage.
- Click the College option.
- Click the arrows by the College option until the desired college appears.
- Click **OK** to close the item.

Mathematical Ability

This advantage provides a +3 bonus to skills in the Mathematical category, and a +2 bonus to skills in the Engineering, Electronics and Photonics categories.

According to currently published ***GURPS*** rules, the skills in the Mathematical category include Computer Programming, Computer Hacking, Mathematics, Cryptanalysis and Cyphering.

Finally, Mathematical Ability adds +5 to Accounting.

If you have a house rule that includes other skills in the Mathematical category, add the Mathematical category to the affected skills (p. 153).

Military Rank

By default, the Military Rank advantage adds one level of Status for every three levels of rank (rounding to the nearest number).

If, for some reason, Military Rank does not add Status in your campaign setting, you can turn the Status bonus off by unchecking the "Adds to Status" option.

Multiple Forms

GURPS Character Builder can track the average cost of Multiple Forms if you specify the file names for the other character sheets that represent the other forms. The Average Total option will display the average of the current character sheet and the files named in File Name options in the Multiple Forms advantage.

To specify the first file name:

- Create the other character sheet.

- Save it in the same directory as the main form.
- Open the Multiple Form advantage.
- Double-click the File Name option.
- Find the character sheet for the other form and double-click it.

To specify subsequent files:

- Click **New** to open the Select Option dialog.
- Double-click the File Name option.
- Select the character sheet as above.

When you have the Multiple Forms advantage open you can right-click the option for a context menu. Select Open File to open the character sheet.

Extra Money

The Extra Money advantage trades one character point for a month's income. This money is added to the pool of available money, displayed in the Equipment list (p. 63), along with starting money from Wealth (p. 47).

To set the monthly income:

- Open the Extra Money advantage by double-clicking it in the Advantages list.
- Double-click the Monthly Income option.
- Use the keyword to enter the number of \$ earned per month for the character's job.
- Click **OK**.
- Close the Extra Money dialog.

Extra Fatigue and Hit Points

You can add Extra Fatigue and Extra Hit Points two ways.

Increase Attributes

In **GURPS Character Builder** Fatigue and Hit Points are attributes that can be directly modified in the main dialog. Simply change the value of Fatigue and Hit Points (p. 11).

Add Advantages

Add the Extra Fatigue or Extra Hit Points advantages. If Fatigue and Hit Points are set to the default (p. 11) they will automatically track the total implied by the advantage.

Doing Both

It's also possible to change Fatigue and Hit Points directly *and* add an advantage. This is likely if your character has extra attributes as racial advantages. Note that reductions in the dependent attributes will count in the disadvantages total.

Extra Spell-Casting Fatigue

The Extra Spell-Casting Fatigue advantage increases the amount of Fatigue available for casting spells. It is accounted for only in the Advantages list; no notations are made with ST/Fatigue. You can add the Additional Attribute (p. 40) Spell-Casting Fatigue if you want to display the level prominently.

Familiars


A Familiar is a small animal or spirit that attends and serves a mage.

In **GURPS Character Builder** a Familiar is a sublist that contains advantages that may have common limitations.

Adding a Familiar

- Find the Familiar advantage in the Occult/Paranormal sublist of the Available Advantages.
- Click **OK**.

Adding Familiar Advantages

- Double click the Familiar sublist in the Advantages list to open it. The folder icon should be open: .
- While the Familiar advantage sublist is highlighted, press the INS key, or select **Tools | Select Item....**
- Double-click the Familiar advantages sublist under the Occult/Paranormal sublist.
- Double-click the Familiar advantage desired.
- If you wish to add an advantage that the Familiar bestows (such as Night Vision), double-click it.

A Demonic Familiar is indicated by checking the Demonic Familiar checkbox on the Intelligent Familiar advantage.

Limitations

The point cost of a Familiar can be reduced by adding limitations.

- Highlight the Familiar.
- Press F2 or select **Tools | Modify....**
- Click **New**.
- Double-click the familiar limitation desired.
- Close the dialogs as required.

Each item in the Familiar sublist will be reduced in cost by the limitation, within the guidelines specified on CI37: Intelligent Familiar is not reduced in cost, and Familiar ST Source does not get the Limited Range limitation.

Growth and Enhanced Strength

Growth requires sufficient ST to support the weight of the character's increased size. You may choose to satisfy this prerequisite either by increasing ST normally (in the Main dialog), or by adding the Enhanced ST advantage.

Growth

The Options on Growth display the following information:

Maximum Size	The maximum size of the character. This is the character's normal height (indicated in the Information dialog) multiplied by the Growth level + 1.
Maximum Size Only	If this is checked, the character can change between normal and maximum size only. This reduces the cost of the advantage.
Cost Reduction	The cost break for the advantage, if Maximum Size Only is checked. The cost reduction increases as the level of Growth increases, up to a maximum of -60%.
Minimum ST	The minimum ST required for this level of Growth. This can be satisfied by either setting ST in the Main dialog, or by adding the Enhanced Strength advantage.

Enhanced Strength

The Enhanced Strength advantage is needed only when you wish to limit increased ST in some fashion. It is often used in conjunction with Growth.

Note: there is a separate Enhanced ST item that is used for ST on gadgets.

The cost of Enhanced Strength is computed by subtracting the cost of the current value of ST from the cost of the level of Enhanced Strength. Thus, Enhanced Strength may not be less than ST.

The options on Enhanced Strength are:

Override ST	If this is checked, the value of Enhanced ST will be used to
-------------	--

display the Thrust and Swing values in the Main dialog, as well as other values dependent on ST (Encumbrance, weapon damage, jumping, etc.). Only one item may have this option checked.

- Activates at Growth Level If this is set to a non-zero value, the Growth level at which the Enhanced Strength activates. This value may not be greater than the level of Growth.
- Thrust and Swing The dice to roll for this level of ST.

Knacks

As described in **GURPS Magic**, knacks are advantages that are created from spells. To create a knack:

- Find the spell in **GURPS Magic** or **GURPS Grimoire** that produces the desired effect.
- Find the energy cost required to create the magic item that would give the user that power.
- Armed with the energy cost, open the Advantages list with **Data | Advantages**.
- Press INS or select the **Tools | Insert Item...** command.
- Double-click the Occult and Paranormal Advantages sublist.
- Find the Knack entry and double-click it.
- Enter the energy cost for the magic item in the **Level** edit field.
- Click **OK**.

Normally a knack costs 2% of the energy cost in character points. To change the percentage:

- When the knack is open, click the Percentage option.
- Click the up and down arrows to change the percentage.
- If you want a fractional percentage, such as 2.5, double-click the Percentage option and enter the desired percentage for the Percentage **Value**.

Literacy, Semi-Literacy and Illiteracy

These advantages and disadvantages have variable point costs depending on the Literacy Default setting in the Configuration dialog (p. 21). **GURPS Character Builder** automatically determines the cost of these items based on the social norm for Literacy:

The following table shows the costs of each item in each type of society. Semi-Literacy appears in both the advantages and disadvantages list, because it can be either.

Advantage	Illiterate Society	Semi-Literate Society	Literate Society
Literacy	10	5	0
Semi-Literacy	5	0	-5
Illiteracy	0	-5	-10

Acute Senses

The Acute Senses advantages (Alertness, Acute Hearing, Acute Vision and Acute Taste and Smell) add bonuses to the corresponding senses. If you select the Hearing, Vision and Taste and Smell skills in the Skills List (p. 26), the bonuses will be reflected.

If you wish to display these skills in the advantages list, you can add them by selecting the **Tools | Select from Master List...** command and choose the Skills list. Since they are at default, they will cost 0 and will not affect the total.

Patrons

There are several levels of Patrons. Change their cost by changing by clicking the arrows beside the Power level in the Options.

You can also change the frequency of appearance of a Patron, by adding a Frequency option. To do this, click the **New** button. The list of Patron options will appear. Double-click those you wish to add.

Wealth and Status

When you select one of the Wealth advantages, it increases the starting money for your character. This amount will be displayed in the options for the Wealth advantages. You can choose either the level-based Wealth advantage, which , or one of the named Wealth advantages: Comfortable Wealth, Wealthy, Very Wealthy or Filthy Rich.

If you select a sufficiently high level of wealth, you automatically get one level of status for free.

Multimillionaire also confers another one or two levels of Status. This Status will be added automatically when you add a Wealth advantage that qualifies for it.

Status

Status also confers the Savoir-Faire skill at a default of IQ+2 for your own culture, and at IQ for other cultures. This is equivalent to a +6 bonus to Savoir-Faire. To have this show up in the Skills list, select it there and click the Default button to get it at zero cost.

Military Rank, Wealth and Multimillionaire confer free levels of Status.

Weapon Master

The Weapon Master advantage gives the character a damage bonus equal to 1/5 the weapon skill in the selected weapon(s).

When Weapon Master is added, it is added at 20 points for One Weapon.

To Select the Skill or Weapon of Specialization

- Make sure the Weapons option is set to One Weapon. If not, click the Weapons option, then click the up and down arrow to make sure that One Weapon is selected. The cost should be 20 points.
- Click the Weapon option.
- Click the ... by the Weapon option.
- Find the skill you wish to use for Weapon Mastery and double-click it. Click **OK** to close the dialog.
- You can also enter the name of the weapon to be used. In this case, double-click the Weapon option and enter the name of the weapon in the **Value** field of the Weapon dialog. This must be spelled exactly as the name is spelled in the Equipment list. You can also enter the name of the variable associated with the skill, in which case the Class field of the weapon (on the Basic tab of the **Tools | Edit Properties...** dialog) must be set to this same variable name.
- Click **OK**.

In previous versions of *GURPS Character Builder* the weapon name was the only way to indicate the weapon mastered, which meant that only one weapon would reflect weapon mastery. When skills are specified, any number of weapons that use that skill will display the extra damage. For example, if "Two-Handed Sword" is specified for the Weapon option on Weapon Mastery, Bastard Sword (2-handed), Greatsword and Greatsword (thrusting) will all reflect the extra damage.

To Select All Archaic Weapons

- Click the Weapons option.
- Click the up arrow by the Weapons option until it changes to All Archaic Weapons.
- The cost should be 40 points.

All archaic weapons will receive the damage bonus.

To Set Special Weapon Master Skill Defaults

When a character has Weapon Master a whole new set of defaults are in effect. To add these defaults to any skills that your character has at default:

- Double-click the skill in the Skills list.
- Click the **Default** checkbox.
- Click the **New** button to open the Select Option dialog.
- Double-click the Skills sublist.
- Double-click the Default option.

- Enter the default value for the skill. Enter "DX-1" for Physical/Easy skills, "DX-2" for Physical/Average and "DX-3" for Physical/Hard skills.
- If you want the skill at zero cost, click the down arrow by the **Level** field until the **Points** field becomes zero.

No Damage with Default Skills

If your character takes weapon skills at the default level, spending no points, no bonus damage should be allowed. To prevent weapon damage from including a bonus from a default skill:

- Open the weapon in the Equipment list by double-clicking it.
- Click the **New** button.
- Double-click the Equipment sublist in the Select Option dialog.
- Scroll down to find the No Weapon Master Damage Bonus and double-click it.
- Close the Select Option dialog.

Races

The races in Fantasy Folk are available in the Fantasy Folk data sheet, `GURPSFantasyFolk.cds`. Before the data sheet can be used it must be loaded (p. 144). Other data sheets may include races as well (such as `GURPSSpirits.mds` and `GURPSBioTech.mds`). You can also control which data sheets are loaded for the Race shortcut by adding file names to `GURPSRaces.dlist` (p. 157).

Selecting a Race

- Open the Advantages list with the **Data | Advantages** command.
- Press the INS key to open the Available Advantages list.
- Double-click the Races sublist.
- Double-click the Fantasy Folk sublist.
- Double-click the desired race and **GURPS Character Builder** will add it to the advantages.

Racial advantages are added to the Advantages list, while disadvantages are added to the Disadvantages list. A Racial Disadvantage option is added to each disadvantages so that it doesn't count against the disadvantage limit.

Note: you should select your race before you set the age on a character that has the Age disadvantage.

Racial Attribute Bonuses

The racial attribute bonuses (Racial ST, Racial DX, etc.) adjust the base value of the character's attributes. Positive values increase the base value of the attribute; negative values decrease it.

Racial ST has a number of special features. Some races, such as Giants, have more than one kind of ST. A normal Giant has ST +2 and Natural ST +13. To represent this in **GURPS Character Builder**:

- Add Racial ST +2.
- Add Natural ST +13
- Set the Base option on Natural ST to 12, to indicate that the starting level for computing the cost of the Natural ST is 12.

The following options for Racial ST allow you to customize exactly what traits are affected: No Jumping Bonus, No Fatigue Bonus, No Spell-Casting Fatigue Bonus and Doesn't Affect Skills. Choose only one of No Fatigue Bonus and No Spell-Casting Fatigue Bonus. Natural ST is essentially Racial ST with the three options checked.

Creating Your Own Races

You can create your own race simply by choosing the desired advantages and disadvantages to the character. If you want to create a racial template that can be used to create other characters, see the Race Builder (p. 90).

Generally, you should add a Sublist for the race and then add the advantages and disadvantages to the sublist. To add disadvantages to the advantages list, choose the **Tools | Select from Master List...** command and choose Disadvantages.

Custom Racial Height and Weight

If the racial height and weight are simple additions (+5" or -10 lbs), add the Racial Height and Racial Weight options to the race sublist, or add the Racial Height and Weight advantage (from the Racial sublist of the Available Advantages list) and set the options on it.

If the racial height and weight are percentages of the standard values, add the Racial Height and Racial Weight items and set the Percentage options on them to obtain the desired values.

If the racial height and weight are more complex calculations, add the Racial Height and Racial Weight items to the race sublist:

- Open the race sublist.
- Press INS to open the list of available advantages.
- Double-click the Racial sublist.
- Double-click the Racial Attributes sublist.

- Double-click the Racial Height entry.
- Double-click the Height option.
- Enter the expression required for your race.

The default value for Racial Height is:

```
max(round((min(64+max(st,5)+b_height-5,84))*(1+m_height)),min_height)-  
(sex=2?2:0)
```

To specify something simple, such as double normal height, just put parentheses around the default value and multiply it by 2:

```
(max(round((min(64+max(st,5)+b_height-5,84))*(1+m_height)),min_height)-  
(sex=2?2:0))*2
```

For further examples, see the Races defined in `GURPSFantasyFolk.cds`.

There can only be one Racial Height and Racial Weight item in the advantages list.

Powers List

The Powers list shows the super powers and Psionic powers you have selected. Press the INS key to add new powers. You must spend at least 1/2 point on the skill for a super power, and buy at least 1 level of Power.

The following information is displayed for each power in the list: power name, point cost and skill level(Power level).

For example, the entry for Absorb Matter at skill level 10, power level 5 (cost of 43 with DX 10), is

Absorb Matter 43 10(5)

When you edit a super power, the skill Level is in the Level field, and the cost for the skill is in the Points field, while the cost for the power is in the Options list. The total cost for the power is the sum of the cost of the skill and the cost of the power, including all the enhancements and limitations.

Additional Topics

- Psionics (p. 52)
- Setting the Power Level (p. 53)
- Adding Enhancements and Limitations (p. 54)
- Turning Off Prerequisite Checking (p. 59)
- Creating New Powers (p. 53)
- Setting the Base Attribute of a Power (p. 53)
- Common Enhancements for Super Powers (p. 141)
- Using Another Skill for a Powers (p. 51)

"Missing" Powers (p. 100)

Using Another Skill for Super Powers

Normally super powers have both a skill level and a power level associated with them. For some characters another skill is used for the power. For example, Nightshade from *GURPS Warriors* uses the Bow skill for all his super powers, instead of having a separate skill on each power. To do this:

- Open the Skill list.
- Add the skill that the power will use. In the case of Nightshade, Bow-18 is added.
- Open the Powers list.
- Add a power. In Nightshade's case, the first power is Bind.
- Click **New**.
- Double-click the Super Powers sublist in the Select Option dialog.
- Double-click the Use Skill option.
- Dismiss the warning that comes up.
- Enter the name of the skill exactly as it appears in the skill list, including any blanks or other punctuation.
- Click **OK**.
- Click **Close** to dismiss the Select Option dialog.
- Set the skill level to 18.
- Add other limitations and enhancements as desired.

If you change the level of the used skill, you must go to each power and readjust the skill level.

Psionics

Before you can use the **GURPS Psionics** powers you must load the `GURPSPsionics.cds` data sheet (p. 144). You can also create your character using the `GURPSPsionics.cst` character sheet template, and **GURPS Character Builder** will automatically load the Psionics.

Adding Psionic Powers

- Select the **Data | Powers** command to open the Powers list.
- Press the INS key to open the list of available powers.
- Double-click the Psionics sublist. Then double-click the sublist of interest, if any.
- Double-click the power you wish to add.
- Set the level by clicking the up and down arrows, or typing the value desired.
- Click **OK** when the level is as desired.

When you add a Psionic power, some or all of the associated Psionic skills will automatically be added to the Skills list. When you delete the power, those skills will be deleted also. If you added Psionic Skills manually, they will be left alone.

When skills are added automatically for a broad power (such as ESP), the levels for all the skills will be set to 0 (and zero cost). It's up to you to set those skills to a higher value in order for your character to be able to use them (there are no defaults for Psionic skills).

If you don't want the zero-level skills that were automatically added, feel free to delete them.

When you choose a one-skill power (such as Psychometry) the associated skill is added at a cost of ½ point. You may increase this skill normally. One-skill powers are indicated by an "*" before the level cost in the Available Powers list.

Adding Psionic Skills

- Select the **Data | Skills** command to open the Skills list.
- Press the INS key to open the list of available skills.
- Double-click the Basic Psionics sublist to open the list of skills.
- Double-click other sublists to open them.
- Double-click the desired skill to add it.

Requirements

If select a skill for which you don't have the required power, the Requirements dialog will appear. Choose the power you wish to satisfy the requirement by double-clicking it. The power will be added at level 1 (which you can increase later in the Powers list).

If you select a power that conflicts with another (for example, you choose ESP when you've already got Psychometry, or vice versa), the Requirements dialog will appear to notify you of the conflict. To satisfy the requirement, you should delete the unwanted power (either before or after adding the new one).

Pside Effects

Pside effects and drawback are not included in the standard disadvantages total, so they are included with the Psionic powers. You are limited to -5 points of Special Effects and -15 points of Drawbacks.

Psionic Limitations and Enhancements

To add a limitation or enhancement:

- Edit the power.
- Click the **Options** button if the option list is not present.
- Click the **New** button.
- Double-click the Psionics sublist.
- Double-click the enhancements or limitations sublist as desired.
- Double-click the desired enhancement or limitation.
- Close dialogs as required.

See Custom Enhancements and Limitations (p. 54).

Printing Options on Psi Skills

Psi skills from ***GURPS Psionics*** have options that display Fatigue, Range, etc. To print these in the skills list, check the Print Options and Notes on Skills (p. 132) checkbox in the ***GURPS*** Preferences dialog.

Setting the Base Attribute of a Power

A power normally has DX or IQ as the base attribute. When you buy a super power as a gadget you must buy the power as if the base attribute were 12.

To select another attribute, or set a constant value as the base by adding the base attribute option:

- Edit the power you want to set the base attribute on.
- Click the **New** button.
- Double-click the Super Powers sublist to open it.
- Double-click the base attribute to add it.
- The Edit Option dialog will appear. Set the desired value of the base attribute in the Value field. For equipment-based super powers this should be 12.
- Click the **OK** button.
- Click the **Close** button to close the list of available options.

You can set the value of the base attribute to any expression, including IQ, DX, HT, ST. Note that the cost of the power will not automatically track changes in the underlying expression: you must manually reevaluate the power if the underlying expression changes (by opening the item and clicking the **Try It** button). Closing and reopening the character sheet will also reevaluate the cost.

Creating New Super Powers

To create a new power, start with one that is similar to the power you're creating, then change it accordingly. Let's say we're creating an explosive, impaling Energy Blast power that is Ranged/Physical, and has a Level Cost of 6:

- Add the Generic Attack Power.
- Change the name.
- Set the skill and Power levels.
- Click **New** to open the list of Options.
- Double-click the Super Enhancements sublist.
- Double-click the Explosive and Impaling enhancements.

If you also want to set the base attribute for the power, follow these instructions (p. 53).

If you want to change the Power Level Cost of an existing power, follow these directions:

- Add the desired power.
- Click the **New** button.
- Double-click the Super Powers sublist of the Select Option dialog.
- Double-click the LC option.
- Click the **Close** button in the Edit Option dialog.
- Click the LC option to highlight it, then click the up and down arrows to adjust the power level cost.

Setting the Power Level

To set the Power level for super powers:

- Open the item.
- Click the "Power" option in the Options list.
- Click the up and down arrows beside the power to raise and lower the level.
- Hold down the SHIFT key to change the value by fives.

You may also click the **Edit** button to bring up a dialog that allows you to edit the value directly.

Adding Limitations and Enhancements

Let's say you want a Fireball enhanced with Explosive Effect, limited to Full Power Only.

- Select Fireball from the Available Powers list.
- Set the skill and Power levels.
- To add the enhancement, click the **New** button in the Options area of the dialog,
- Double-click Super Enhancements in the Select Option list.
- Find Explosive Effect in the list and double-click it.
- Repeat the operation for the Super Limitations folder and the Full Power Only limitation.
- The cost of the power will be adjusted as you add each enhancement and limitation.

Some powers and advantages have their own specific limitations and enhancements. In such cases, the Select Option dialog pre-opens the list to that folder.

Custom Enhancements and Limitations


If the limitation or enhancement you don't want isn't in the list, you can create your own:

- Find an enhancement or limitation that is similar to the one you wish to create. For example, if you're adding the limitation "Requires elaborate gestures, words, or focus" at -20%, you could double-click the "Unconscious Only" limitation, which is also at -20%.
- Click the **Modify** button in the dialog for the option.
- Change the text in the **Name** field.
- Close the dialogs.

Disadvantages List



The Disadvantages list shows the disadvantages you have selected. The following information is displayed for each disadvantage: Name, Level (omitted if the disadvantage has a constant cost), and cost.

Adding Disadvantages

- Open the Disadvantages list with the **Data | Disadvantages** command, or click the **Disadvantages** shortcut under **Add...** in the shortcuts window.
- If the Available Disadvantages list is not open, select the **Tools | Selection Item...** command, or click the  button on the button bar. You can also press INS.
- Double-click a sublist to open it.
- Double-click a disadvantage to add it.

Changing Disadvantage Levels

There are two ways to change disadvantage levels. If the disadvantage is already in the Disadvantages list, you can change it directly:

- Click the disadvantage to highlight it.
- Select the **Tools | Add 1** and **Tools | Subtract 1** commands, or
- Click the  and , or
- Press the CTRL-UP arrow and CTRL-DOWN arrow keys.

You can also double-click an item to open its dialog, where you can enter a value directly into the **Level** edit field, or click the up and down arrows to change the value. CTRL-UP and CTRL-DOWN also function there.

To change the cost of a fixed-cost disadvantage, open the disadvantage dialog and enter the new cost in the **Cost** edit field.

Disadvantages with Variable Costs

Many disadvantages have a variable cost based on their severity. For example, Duty has a frequency associated with it, and Enemy has the enemy's power level.

The severity of such disadvantages is listed in the Options list. To increase or decrease it, click the arrows beside the severity.

Modifying Disadvantage Costs

The costs of many disadvantages can be modified according to frequency of appearance, for example. To apply such modifiers, click the **Options** button to display the Options list. Then click the **New** button and select the modifiers. For example, if you choose the Reputation disadvantage, when you click the **New** button a list of the possible modifiers for Reputation will appear. Select those that are applicable.

Maximum Disadvantages

When your total of disadvantages exceeds the maximum allowed (p. 21) *GURPS Character Builder* will warn you. Note that disadvantages include lowered attributes. You may have one disadvantage of any cost.

Other Topics

- "Missing" Disadvantages (p. 100)
- Campaign Disadvantages (p. 56)
- Turning Off Prerequisite Checking (p. 59)

More Information on Specific Disadvantages

- Enemies and Dependents (p. 56)
- Age and Youth (p. 56)
- Poverty (p. 57)
- Phobias (p. 57)
- No Physical Body (p. 57)

Vows (p. 57)
Literacy, Semi-Literacy and Illiteracy (p. 46)
Pside Effects (p. 52)

Campaign Disadvantages

A Campaign disadvantage doesn't count against the character's normal disadvantage limit. To make a Campaign disadvantage:

- Edit the disadvantage.
- If the Option list isn't open, click the **Options** button.
- Click the **New** button.
- Double-click the Disadvantages sublist.
- Double-click the Campaign Disadvantage option.
- Close the dialogs.

Appearance Disadvantages

There are two types of appearance disadvantages: the level-based Appearance disadvantage, and the constant-cost named disadvantages (Unattractive, Ugly, Hideous, Monstrous and Horrific). You may choose whichever type suits you; they work the same way.

You may choose only one appearance disadvantage. If you choose an appearance disadvantage, you may not choose any appearance advantages.

The appearance disadvantages set the `appearance` variable. Positive levels of appearance (1 to 3) indicate an appearance advantage, while negative levels of appearance (-1 to -5) indicate an appearance disadvantage.

Enemies and Dependents

There are several levels of Enemies and Dependents. You can change the cost of an Enemy by setting the Enemy's power level, or by adding the frequency of appearance. To set the Power level, click on the arrows beside the Power option.

The cost of Dependents can be changed by choosing setting the Dependent's competency level, or by adding a frequency of appearance or a relationship.

To add the frequencies or relationships, click the **Options** button to open the item dialog up for the Options list. Then click the **New** button the list will open up to either Enemy or Dependent.

To select one of the options, double-click Appears or Relationship. You can now choose the exact level of adjustment on the Enemy or Dependent.

Age and Youth

To select the Age and Youth disadvantages, you first need to set your character's age in the Information Dialog (p. 13). Then choose the desired disadvantage. It will automatically have the desired number of points, based on your age.

If you select a race that has a different age at which the effects of aging begin (for example, Dwarf or Elf from **GURPS Magic**), selecting that race will automatically account for the differences.

You can also customize the age at which your character must make aging rolls in the Configuration Dialog (p. 21), as well as the age below which Youth becomes a disadvantage.

The Age disadvantage maintains a list of attribute decrease options. These options are essentially the same as racial attribute penalties. These options and the entries in the Development History list (p. 20) are used to track the aging roll failures. If you need to reverse the effects of aging, you should set age directly to ensure that these entries remain in synch.

Poverty

The Poverty disadvantage may be added two ways: with the level-based Poverty disadvantage, or the named poverty disadvantages: Struggling, Poor, and Dead Broke.

If you choose one of the Poverty disadvantages you may not choose any of the Wealth advantages.

No Physical Body

The No Physical Body disadvantage does the following:

- Forces ST to be 0. Other values are not allowed unless you turn off requirements checking (p. 59).
- Bases Fatigue on IQ.
- Forces HT to be 1.
- Provides a bonus to Fright Check. Other values are not allowed unless you turn off requirements checking (p. 59).


Phobias

When you select a phobia, you can choose either a mild or a severe one. The default is a mild phobia. To change it to severe, click the arrows by the Severity option. This will double the points you get for the phobia.


Vows

When you select a Vow, you can choose a trivial, minor, major or great Vow. The default is a Minor Vow. To change the seriousness of the vow, click the arrows by the Level option.

Quirks List

The Quirks list shows the quirks you have selected. Press the INS key to add new ones, or click  on the button bar.

The Quirks list contains a large number of predefined quirks, but a well-developed character has a truly unique personality. To add your own quirks:

- Press the INS key to add new ones, or click  on the button bar.
- Find a quirk similar to the one you wish to add, or find the generic Quirk entry.
- Double-click the quirk.
- Use the keyboard to edit the text of the quirk.
- Click **OK** to add it.

Spells List

The Spells list shows the spells you have selected. Press the Ins key to add new spells. You must spend at least 1 point on spells.

The following information is displayed for each spell in the list: spell name, College, Level and Cost.

Extra Spell Categories

Besides the spell colleges, there are some extra spell categories: in particular, you will find *Seek. The "*" means that the category isn't a "true" category, but it is used for classifying spells for the purpose of checking requirements.

When a spell belongs to two colleges, the other colleges are listed in the Available Spells list in braces. For example, in the Movement sublist, Blink is listed as "Blink [Gate]" while in the Gate sublist Blink is listed as "Blink [Movement]". There is only one actual definition of each spell, defined in the sublist where the spell is listed in the *GURPS* books: other occurrences of the spell are *references* to the actual spell definition. You can select either one and application will resolve to the actual definition.

Easier Selection

You may wish to toggle Show Alphabetically in the Available Spells dialog when taking large numbers of spells, especially if you know by name the spells you need to take.

Prerequisites

To see the requirements (prerequisites) for the highlighted spell, press F6. To see a list of all spells with unsatisfied prerequisites, press Shift+F6. If you're especially concerned that you take all prerequisites for spells, you should make sure that you check the appropriate Requirements controls in the Preferences dialog. If you override the requirements you run the risk of taking items that satisfy requirements on the surface, but would not have done so had been chosen in the correct order (this is most likely to occur with requirements involving numbers of spells in particular colleges). *GURPS Character Builder* will also satisfy many prerequisites automatically (p. 60).

Other Topics

- Turning Off Prerequisite Checking (p. 59)
- Alternate Spell Prerequisites (p. 61)
- Printing Spell Details (p. 109)
- Automatically Satisfying Spell Prerequisites (p. 60)
- "Missing" Spells (p. 100)
- Adding a Spell to a College (p. 153)
- College Skills (p. 61)
- Racial Spells (p. 62)

Turning Off Prerequisite Checking

GURPS Character Builder turns on all prerequisite checking by default. When this is turned on, you can't add items that don't satisfy the prerequisites unless you take the prerequisites first. This is good when you're building a character from scratch, but when you're entering a character that's already point-balanced, it's a hassle.

To turn off prerequisite checking when the Available items list is open:

- Uncheck the **Check Req.** checkbox in the lower right corner.

Otherwise you can turn it off in the Preferences dialog:

- Select **Utilities | Preferences....**
- Uncheck the **Check When Adding** checkbox.

In either case you can turn checking back on by checking the checkbox.

Turning Off Disallow If Not Satisfied

You can also check requirements for items, but have the option to add them anyway. When you select an item that has requirements the application will notify you, but you can just click **OK** to add it anyway. To do this:

- Select **Utilities | Preferences....**
- Check the **Check When Adding.**
- Uncheck the **Disallow if Not Satisfied** checkbox.

Requirements can still be checked at any time with the **Tools | Check Requirements...** command.

Turning Off Individual Spells

Prerequisite checking can also be turned off for individual spells:

- Open the Spells list.
- Highlight the spell.
- Select the **Tools | Edit Properties...** command.
- Click the **Flags** tab.
- Check the **Don't Check Requirements** checkbox.
- Click **OK**.

Automatically Satisfying Spell Prerequisites

When you add a spell that has prerequisites that are not satisfied, the Requirements dialog will appear. This dialog displays a list of the requirements for the item added, and marks unsatisfied items with an asterisk ("*").

The controls in the Requirements dialog can automatically satisfy some of the spell prerequisites. You can display a list of all unsatisfied prerequisites by pressing the SHIFT+F6 key (**Tools | Check Requirements...**).

For example, let's say you want to add Major Healing. The prerequisites for it and its prerequisites are:

Major Healing	Magery and Minor Healing
Minor Healing	Lend Health
Lend Health	Lend Strength
Lend Strength	Magery <i>or</i> Empathy.

When you select the Major Healing spell, the Requirements dialog will appear listing the requirements for Major Healing: Magery and Minor Healing. If you click the **OK** button, Major Healing will be added and the prerequisites will be unsatisfied (you can satisfy them at any later time).

GURPS Character Builder will attempt to satisfy all the prerequisites, click the **Satisfy** (or **Satisfy All**) button. In this case, the Magery advantage, the Lend Strength, Lend Health and Minor Healing spells will be added.

GURPS Character Builder can automatically satisfy the following spell prerequisites:

- Spells (Major Healing: Minor Healing)
- Advantages or skills (Major Healing)
- Attributes at a certain level (i.e., IQ>=15)

GURPS Character Builder will build a list of items to you to choose from to make the item selection fast and convenient for these types of prerequisites:

- A number of spells in a College (i.e., 6 other Fire spells for Essential Flame: **GURPS Character Builder** will let you choose spells from a list of the unselected spells in that College).
- A number of skills in a category (Gift of Letters requires three languages: **GURPS Character Builder** will build the appropriate list of skills and let you choose).
- A number of spells in a category of spells (Seek spells or Weapon Enchantment spells: **GURPS Character Builder** will build a list of the appropriate spells).

GURPS Character Builder cannot automatically satisfy the following prerequisites:

- Spells in a number of Colleges (i.e., spells in 10 Colleges for Enchant).
- A number of spells in a number of Colleges (i.e., two spells in 10 Colleges for Bless).
- The sum of two attributes greater than some value (i.e., IQ+DX >= 30 for Great Wish).

- "NOT" prerequisites (for example, Simple Illusion requires that you not have the Blindness disadvantage).

If **GURPS Character Builder** cannot satisfy the prerequisites you must do it yourself, by selecting the appropriate spells from the various colleges, setting the appropriate attributes, removing the offending disadvantage, etc.

GURPS Character Builder does not require you to satisfy prerequisites unless you check the **Disallow if Not Satisfied** checkbox in the **Utilities | Preferences...** dialog. The Requirements dialog will appear each time you add an item that is missing prerequisites, but if you click **OK** the item will be added normally. The **OK** button is inactive if you have disallowed unsatisfied items.

If you choose an item that causes a recursive prerequisite relationship, **GURPS Character Builder** will notify you and continue to attempt to satisfy further prerequisites.

If you neglect to satisfy a Number-of-Spells-in-College prerequisite when you add an item, **GURPS Character Builder** may not correctly detect interlocking prerequisites among several spells whose prerequisites should be resolved in a particular order.

To turn off prerequisite checks completely, uncheck the Check When Adding checkbox in the Utilities | Preferences... dialog.

Alternate Spell Prerequisites

Several spells list alternate prerequisites in **GURPS Grimoire**. To use these alternate prerequisites:

- Open a **GURPS** character sheet.
- Select the **Utilities | Selection Rules...** command.
- Scroll down to the Spells sublist.
- Double-click the Spells sublist if it is not open.
- Check the Alternate Spell Prerequisites checkbox.
- Uncheck the Standard Spell Prerequisites checkbox.

To return to the standard spell prerequisites, reverse the checked rules.

Since these selection rules are exclusive, be sure to check only one of them at a time. If both are checked, the duplicate spells will not appear.

How It Works

Spells with the alternate prerequisites are given the ALTS data sheet ID, overriding the data sheet ID for the data sheet where the spell is located. They also have the same name as the standard spells. The Alternate Spell Prerequisites selection rule suppresses items with duplicate names *without* the ALTS data sheet ID, while the Standard Spell Prerequisites rule suppresses duplicate items *with* the ALTS data sheet ID.

Therefore, to add your own spells with alternate spell prerequisites, add a spell with the same name as the standard spell, then add the following text line after it in your data sheet:

dsid ALTS

College Skills

College skills are used for casting improvised spells (see **M85**). You can display college skills in two ways:

- **GURPS Character Builder** will print the college skills automatically with your Grimoire if you select the Print College Skills in Grimoire (p. 132) game system preferences.
- You can add college skills directly to the Spells list and **GURPS Character Builder** will always print (not just in the Grimoires). In this case you should turn off the Print College Skills in Grimoire game system preference to avoid printing the college skills twice.

To add a college skill:

- Select **Data | Spells** to open the Spells window.

- Double-click the College Skills sublist.
- Double-click the desired college skill.
- The level of the college skill depends on the levels of the spells in each college. Spells at levels 12-15 are worth 1 point of college skill; levels 16-19 are worth 1½ and level 20+ are worth 2. The maximum college skill level is 20.

College skill names are all of the form "Sound College" to avoid having two entries in the Spells list with the same name (the Sound spell and the Sound college skill).

Racial Spells

Some races have innate spells that are granted at a specific cost (or specific level relative to IQ). Typically, this limitation allows the spell prerequisites to be waived.

The cost and level requirements are controlled by the presence of Required Cost and Required Level options on the spell. To use the spells normally, you can delete these options and set the levels to any value desired. You should also turn prerequisite checking back on for the spell if it has been turned off.

Required Cost

The value of the option indicates that the spell must have the indicated cost. To add this option:

- Double-click the spell in the Spell list to edit it.
- Set the cost of the spell to the desired value in the **Points** field and click the **Try It** button.
- Click the **New** button.
- Double-click the Spells folder in the Select Option dialog.
- Double-click the Required Cost option.
- Enter the value for the cost (be sure that it's same as the Points value you just set).
- Click **OK**.
- Close the Select Option dialog.

Required Level

The value indicates that the spell must have the indicated level. The level should be indicated by an expression of the form "IQ+2" or something similar. A "hard" constant, such as 10, does not work well because raising IQ to a level at which 10 is not legal causes an inconsistency.

To add this option:

- Double-click the spell in the Spell list to edit it.
- Set the level of the spell to the desired value in the **Level** field and click the **Try It** button.
- Click the **New** button.
- Double-click the Spells folder in the Select Option dialog.
- Double-click the Required Level option.
- Enter the level for the spell. This should be something like IQ+1.
- Click **OK**.
- Close the Select Option dialog.

Spell Prerequisites

If a prerequisite checking has been turned off for a spell, you can turn it on again so that you can change the spell level:

- Open the Spells list.
- Highlight the spell.
- Select the **Tools | Edit Properties...** command.
- Click the **Flags** tab.
- Uncheck the **Don't Check Requirements** checkbox.
- Click **OK**.

Equipment List

The Equipment list shows the equipment you have selected. Press the **Ins** key to add new items. The total at the bottom of the window is the *weight* of the items, not the point cost.

The following information is displayed for most equipment in the list: equipment name, \$ cost, and weight. If you have selected metric measurements in the application preferences, the total weight will be displayed in kilograms. Because everything is defined in terms of pounds in the English game system, the actual weights on the items are all expressed in pounds, but are displayed in the lists and on character sheets in kilograms.

Encumbrance

The total weight of your equipment is used to compute your Encumbrance. If this weight exceeds your Extra Heavy Encumbrance, **GURPS Character Builder** will notify you. To reduce your Encumbrance you can do one of the following:

- Delete some items from the Equipment list.
- Mark items (p. 64) that are not actually carried as "excluded," to prevent their weight from being included in the Encumbrance total.
- Increase your ST.
- Add the Extra Encumbrance advantage from the `GURPSRaces.cds` data sheet.

To turn off the Encumbrance Check, uncheck the **Check Encumbrance** checkbox in the Configuration Dialog (p. 21).

Additional Topics

Quantities of Items (p. 63)
 Weapon Parries (p. 67)
 Displaying Damage on the Character Sheet (p. 67)
 Weapon Quality (p. 64)
 Creating New Weapons (p. 64)
 Excluding the Weights of Equipment (p. 64)
 Excluding the Cost of Equipment (p. 65)
 Layering Armor (p. 65)
 Shields (p. 65)
 Crossbows (p. 66)
 Removing Excess PD/DR (p. 66)
 Backpacks, Banks, Things Kept at Home (p. 66)
 Equipment \$ Costs (p. 66)
 Equipment Skills (p. 66)
 Extra Damage, PD, DR, or Accuracy (p. 67)
 Ammunition (p. 67)
 Elixirs (p. 68)
 Powerstones (p. 68)
 Adding Notes and Other Details (p. 68)
 Thrown Melee Weapons (p. 69)

Quantities

To select multiple items (for example, two daggers):

- Double-click the item in the Equipment list to open it.
- Click the **New** button.
- Double-click the Equipment list.
- Select the "Quantity" option from the list.
- Change the value of the Quantity option to the number that you desire.

The price and the weight will change according to the quantity that you select.

Most missiles (arrows, sling stones, shuriken, etc.) have the Quantity option by default.

Weapon Quality

To make a weapon of a different quality (cheap, fine or very fine):

- Click the **New** button.
- Double-click the Equipment list. Select the "Weapon Quality" option from the list.
- Change the value as desired by clicking on the up and down arrows.

The price and damage will change according to the quality you select.

Creating New Weapons

GURPS Character Builder provides "generic weapons" that you can customize for exactly the effect you need. Follow the instructions here to create a "one-off" weapon. To create a weapon that can be made available to other character sheets see Creating New Data Sheets (p. 117).

To add a one-off weapon that isn't already in the equipment list:

- Find the appropriate generic weapon. These are listed in the same categories as the other weapons. For example, Generic Sword is listed with the Hand Weapons.
- Double-click the generic weapon you wish to add.
- For hand weapons:
 - Click the Swing Adds option.
 - Click the up and down arrow to adjust the additional damage.
 - Repeat for Thrust Adds.
- Double-click the Skill option.
- Edit the text inside the `max()` expression. Place the variable name for the skill that should be used for the weapon first in the comma-separated list. The variable name is the same as the skill name, with all blanks and non-alphanumeric characters removed. For example, the name for Two-Handed Axe/Mace is `TwoHandedAxeMace`.
- Follow that with any default skill values. Precede any skill variables with `~` to prevent the bonus on those default skills from being included. For example, to add a weapon that uses Two-Handed Axe/Mace and defaults to DX-6 or the Axe/Mace skill, set the Skill expression to:

```
max(TwoHandedAxeMace,dx-6,~AxeMace)+`Extra Accuracy`
```

- Change other options as desired.

Weapon Parry

By default, the Parry for hand weapons is 1/2. To set the Parry to another value (2/3, for example):

- Double-click the Parry option.
- Change the value of the multiplier as required.
- For example, to set a 2/3 parry:

```
integer(`Skill`*2/3)+wpbonus(0)
```

To set a parry of one half minus one:

```
integer(`Skill`/2)-1+wpbonus(0)
```

Excluding the Weights of Equipment

Each piece of equipment in the list is included in the weight total (which is used to compute Encumbrance), unless you specifically exclude it. To exclude item weights:

- Edit the item by double-clicking it in the equipment list.
- Click the **Exclude** checkbox.
- Click the **OK** button to close the item.

The item's weight will not be included in the weight total, but note the item's price *will* be included. Items that are excluded will be "grayed out."

Excluding the Cost of Equipment

In many military and Black Ops campaigns employers provide equipment to characters free of charge. There are two ways to indicate this:

Individual Items

To indicate that an individual item's cost is not charged to the character:

- Double-click the item in the Equipment list to open it.
- Click the **New** button.
- Double-click the Equipment sublist in the Select Option dialog.
- Double-click the Military Issue option if the military provided the item; the Company Issue option if the Company provided the item; or the No Cost option if the character received the item through some other means at no cost.
- Click the **Close** button.
- Close the item.

The cost of the item will be displayed as "--".

Multiple Items

If the military or the Company provides a large number of items, you can add a folder that makes all items within it have no cost:

- Open the Equipment list.
- Select **Tools | Select Item...** or press INS.
- Find the Military Equipment (or Company Equipment) sublist and double-click it.
- The sublist dialog will open. If you wish to change the name of the sublist that will contain your equipment, change it in the **Name** field here.
- Click **OK**.
- Double-click the folder icon for the sublist you just added.
- Select **Tools | Select Item...** or press INS to add items to this sublist.

Any items you add to this sublist will have no charge as long as you keep it in the sublist.

Be sure that you do not delete the Military Issue option or uncheck the **Children Inherit Options** checkbox on the sublist.

Layering Armor

The exact defense provided by layering armor is actually up to your GM. Usually only a portion of the DR of layered armor contributes to defense. The PD of the layered armor is usually ignored (see B72).

To add layered armor:

- Add the base armor.
- Add the second armor layer.
- In the Options list for the second layer, click the PD option.
- Click the down arrow on the PD option until it is 0.
- Click the DR option.
- Click the down arrow by DR until it is the desired value. Usually chainmail layered under plate gives DR 2.
- If you're adding an armor that has split defense, set the PD vs imp and DR vs imp options to zero as well, or to achieve whatever combination you see fit.

You can also set the Armor Worn (p. 66) option to indicate which pieces of armor should be included in the PD and DR totals.

Shields

When you select a shield, its PD is added to the Shield PD in the Combat Dialog (p. 24) if the "Shield Used" option is checked. This option is checked by default if you don't already have a shield, and is

unchecked if there's already a shield item present. This allows your character to carry multiple shields, but select which one is included in the totals.

To change the shield used to compute the character's PD, uncheck all "Shield Used" options on the shields that aren't in use, and check the "Shield Used" option on the shield to be included in the total.

Crossbows

Crossbows have an ST attribute separate from that of the character (see B114). Any character can *fire* a loaded crossbow, but if the bow's ST is greater than the character's, it will take longer to load, and may require a Goat's Foot.

To set the ST of a crossbow:

- Add the crossbow to the Equipment list.
- Click the ST option.
- Click the up and down arrows on the ST option to set the desired ST on the crossbow.

Damage, range and cocking time will change as you change the ST.

Removing Excess PD/DR

Note that if you have more than one item that adds to DR or PD, you may have more PD or DR than you intend. To get rid of this, reduce the PD/DR option to zero. See also Layering Armor (p. 65).

Setting the Armor Worn


Each piece of armor has an "Armor Worn" option. This option is checked for the first piece of armor that you add for each protected area. Subsequent pieces of armor that protect the same area are assumed to be carried by the character, but not worn.

To change this, check the Armor Worn option on the piece(s) of armor that are actually worn and uncheck all other pieces that you don't want to be included in the PD and DR totals.

Shields have a similar option, "Shield Used," which has the same function.

Backpacks, Banks, Things Kept at Home

To indicate a large number of things that you own but don't want included in your encumbrance during combat, you can create a "sublist" that represents the backpack, bank, possessions at home, whatever.

- Find the Sublist item in the list of available equipment.
- Double-click Sublist to add it.
- Change the name to "Backpack" (or whatever you like),
- Click on the Exclude from Total checkbox.
- Click **OK** to close the dialog.
- Open the sublist by double-clicking the .

You can now add items to the backpack without having their weight be included in the total used for encumbrance. Note that any items that have DR, PD or a Price will still be included in those totals.

Equipment \$ Costs

The price of equipment is indicated in the Base Price option. The total price is displayed in the Price option, and takes into account Weapon Quality (p. 64), Quantity (p. 63), Ammunition type (p. 67), etc.

If you want to get rid of the equipment cost you can set the Base Price to zero, or simply delete the Base Price option.

Weapon Skills

If you want the skill listed in the Options for weapons to be filled in properly, you need to add the corresponding skill to the Skills (p. 26) list, even if you're just using the default.

For example, if you add a Blaster to the Equipment list, you should add the skill Beam Weapons (Blaster) to the Skills list.

Extra Damage, PD, DR, or Accuracy

Items can have extra PD, DR, damage or accuracy, due to magical bonuses (Fortify, Armor, Puissance, Accuracy), or because they are of fine quality.

To indicate these qualities, select the following options from the equipment category of options. To do this, edit the equipment, then click the **New** button to create a new option. Then open the equipment option list and select the desired option.

- Extra PD** The number of additional points of PD. The extra PD will be reflected in the combat totals.
- Extra DR** The number of additional points of DR. As for PD, the extra DR will affect the DR totals in the Combat (p. 24) and Main dialogs.
- Extra Damage** The number of additional points of damage done. The extra damage will be reflected in the damage options (Cut, Impale, Crush).
- Extra Accuracy** The number of additional levels of skill. This will be reflected in the skill level shown in the equipment.

Weapon Parries

Weapons may have a Parry option associated with them, as well as skills. You can select a Parrying Weapon (p. 36) option for *one* item (skill or Weapon), and it will be printed on the character sheet.

Displaying Weapon Damage on the Character Sheet

The space for displaying damage on the graphical character sheet is small, so you must choose which items will be displayed. To make an item's damage (Weapon, skill, Power) be displayed in the Damage box, follow these steps:

- Open the item (Weapon, Power,. etc.) that you wish to display the damage for.
- The item must have a Damage option. Most weapons and powers that do damage already have a Damage option.
- Click the **New** button.
- Double-click the Display Damage option in the list of options to select from.
- Click the **OK** button on the Edit Option dialog.
- Click the **Close** button in the Select Option dialog.
- Click the **OK** button on the item to close it.

GURPS Character Builder will print this damage in the Damage box on the character sheet. Note that if you select too many items, they may not all fit in the Damage box.

Damage is displayed for all equipment, powers and advantages with Damage options on the text-only character sheets.

Ammunition

Most modern calibers of ammunition have a DMG and a Damage Modifier that can be adjusted based on the type of ammunition selected: hollow point or armor piercing. Select the type by clicking on the up and down arrows beside the Type option.

Standard

The ammunition is the standard type that can be bought in typical outlets. There is no adjustment to cost or damage.

Hollow Point

Hollow-point ammunition multiplies the price by 1½, reduces DMG by ½ and multiplies the Damage Modifier (the multiple on the damage after DR is taken into account) by 2.

Armor Piercing

Armor-piercing ammunition multiplies the price by 3, increases DMG by 2 and reduces the Damage Modifier by ½.

Elixirs

Form

The available forms of the elixir are indicated in the Form option. To change it:

- Highlight the Form option.
- Click the up and down arrows by the Form to select the desired one.

The cost of the Pastille form is double that of other forms.

Self-Made

To indicate that a potion was made by the character (so that the cost is only that of materials):

- Click the Self-Made option to highlight it.
- Check the checkbox by Self-Made.

The cost will be that of the materials option.

Costs

Elixirs can have three different costs:

- The cost of materials if you make the elixir yourself
- The cost of the purchased elixir in a common magic campaign
- The cost of the purchased elixir in a rare magic campaign

You can set the Magic Rarity level in the Configuration Dialog (p. 21). If you change the value of Magic Rarity you should save, close, and reopen the character sheet so that the equipment totals are correct.

Note that the cost of the Pastille form is twice that of other forms.

Powerstones and Gemstones

Increase the Strength of the powerstone by clicking the up arrow beside the Strength option. The price will also increase.

The typical retail price of powerstones is specified in ***GURPS Magic***. However, the actual formula used to compute the prices in the table is not given, so a "reconstruction" of that formula is used here. It does not produce exactly the same values as the table. Generally, the price computed by the powerstone function will be slightly higher than in ***GURPS Magic*** for low Strength levels, and lower for high strength levels.

Change the Markup value to get the exact price for the powerstone that matches the table. A Markup of 100 doubles the price (100% markup), and a markup of 0 is the cost to make.

Gemstones can also be purchased and enchanted later. The formula from ***GURPS Magic*** is used to compute the gemstone cost.

Adding Notes and Other Details

To add additional notes about weapons and equipment:

- Edit the item.
- Click the **Notes** button.
- Use the keyboard to enter additional text in the **Notes**.
- Click **OK** to close the Notes dialog.

Named notes and text can be added to the options list:

- Click the **New** button when the item is open for editing.
- Double-click the Generic sublist to open it.
- Double-click the Note or Text option to add it.
- Click the **Modify** button to change to the Edit Option dialog.

- Move the cursor to the **Name** field to change the name of the option as desired.
- Enter the desired text for the value of the option in the **Value** field.
- Click **OK** to close Edit Option dialog.
- Click **Close** to close the Select Option dialog.

Thrown Melee Weapons

Some weapons (knives and axes) can be used either as melee weapons or thrown. When used for these different purposes the weapons have different stats (e.g., they use different skills). Both versions of the weapons are included in the data sheets for ***GURPS Character Builder***.

To display both kinds of information without being charged double for the weapon:

- Add the first version of the weapon. For example, Knife (large). Close the dialog.
- Add the second version of the weapon. For example, Knife (large, thrown).
- Check the **Exclude** checkbox. This excludes the item's weight from the encumbrance total.
- Click the **New** button.
- Double-click the Equipment sublist.
- Double-click the No Cost option.
- Click **OK**.
- Close the weapon dialog.

The second version of the weapon will be displayed in the Equipment list in gray, indicating that its weight will not be included in the encumbrance. Also, the Cost will be listed as "--" to indicate that it has no cost.

Building Character Templates

GURPS Character Builder creates character templates similar to those defined in the **GURPS Wizards** and **GURPS Warriors**. Building a character template is similar to building a character. The main difference is that you must create various kinds of groupings (sublists) to indicate the different choices the user can make when a character is generated from the template.

For example, to indicate that a character can choose 20 points worth of advantages drawn from a specific list, add a "Choose X Points (p. 79)" grouping to the Advantages list, then add the advantages that can be chosen to the sublist.

See Also

- Building Races (p. 90)
- Building the Examples (p. 88)
- Technical Details (p. 89)

Template Builder Summary

To create a data sheet with a set of templates, such as **Wizards** or **Warriors**, you will:

- Create a group file for the templates that will be in the final data sheet.
- Build a template character sheet for each character template and add it to the group.
- Generate a Character Template Data Sheet from the group file.

The template data sheet is the final end product that rolls all the template definitions into a single file. When this data sheet is loaded (through **File | Load Data Sheet...**), the templates are made available for character generation.

The steps required are detailed below.

Create a Template Builder Group

- Select the **File | New...** command.
- Click the **Game System** dropdown list and select GURPS if it is not already selected.
- Click the **Group** radio button.
- Click the `GURPSTemplateBuilder.cst` entry in the **Template** listbox.
- Click **OK**.
- Select the **File | Save** command and save the group file in the directory where you'll be storing the template character sheets. Give the group file the same base name that you will want the data sheet to have. For example, if you want the data sheet to be named `GURPSRoguesTemplates.mds`, name the group file `GURPSRoguesTemplates.group`.
- Click the **Save** button in the Save Group File As dialog box when you have named the file and selected the desired folder.

Add Character Templates to the Group File

Make sure the template builder group file you created above must be the active window. You will perform this step for each character template you wish to include in the group file.

- Select the **File | Add New File...** command, or right-click the group file window and select the **Add New File...** command.
- Select the folder where the template file is stored. It's best to keep it in the same folder as the group file.
- Enter the name of the character template file you're creating.
- Click the **Save** button.

The character sheet file will be created and saved in the specified folder, then opened. You are now ready to add character template information.

Build a Character Template Character Sheet

- Enter the template type, name and attribute levels in the Main dialog (p. 73). The template type is very important, as it is how the user initially selects the group of templates to choose from.

- Add advantages to the Advantages list (p. 74). (See also Template Builder Techniques (p. 72).)
- Add disadvantages to the Disadvantages list (p. 76).
- Add skills and groupings (point total choices, specializations, lenses, etc.) to the Skills list (p. 77).
- If the character is a mage, add spells and any groupings (specializations, optional choices) to the Spells list (p. 78).
- Save the character template.

Repeat this and the previous step for each character template you wish to add to the group.

Template Costs

The cost of a template is computed much the same way as a normal character sheet, though it is complicated by the fact that all items in the template do not contribute to the final cost.

All required items contribute directly to the final cost of the template. This includes the required attribute values and any advantages, skills, spells, etc., that appear outside choice groupings, or appear inside normal sublists that appear in the lists.

Choice groupings such as Choose X Points and Choose N Items have a point cost that you specify directly, which is their contribution to the total cost.

The cost of an OR grouping is cost of the maximum-cost item in the OR.

The cost of a Specializations grouping is the maximum-cost Specialty grouping in the Specializations grouping. You can also set an explicit cost for everything in the Specializations grouping by setting the Points option on the Specializations to a non-zero value.

The cost of Lens grouping is the sum of all items contained within it. You should put any mutually exclusive lenses in an OR grouping so that the cost is correctly computed. In a well-designed template all the lenses will have the same cost. If they do not have the same cost, you can force the cost by creating a Choose X Points grouping, setting the cost to the desired value, and placing all lenses in that grouping.

Another technique to control costs is to check the **Exclude** button on all the groupings whose costs you do not wish to include in the template cost. Only those groupings with the **Exclude** button unchecked will contribute to the cost of the template.

Generate a Character Template Data Sheet

Once you have added a number of character templates to a group, you can create a data sheet from the group. This data sheet is the final destination for the character templates, the end goal. This data sheet must be loaded with **File | Load Data Sheet...** for the templates to be made available during the character generation process. If your goal is to create a set of templates to distribute to others, this is the file they must have and load to generate characters.

- Make sure your character template group is the active window.
- Make sure that the Shortcuts window is open. If it is not, select the **Utilities | Show Shortcuts** command to open it.
- Under the Group section in the Shortcuts window, click Save as Template Data Sheet. The Group Filter Save dialog will open. The **Files** list displays the character sheets in the group. You may add or removed files from this list as desired, though typically you will simply use the files as listed in the group. The **Filter** list has the `GURPSTemplateBuilder.flt` filter preselected. You **must** leave this filter selected, otherwise you will not generate a properly formatted data sheet.
- Click the **Save** button.
- You will be prompted for the name of the data sheet file. The proposed name will have the group file name as the base name, with an `.mds` extension. To avoid confusion, it is best to use the same base name for the group and the data sheet files.
- Click **Save**. After you have done this once, the data sheet file will exist the next time, and you will be asked if you want to overwrite the data sheet. After you ensure that it is the correct file to overwrite, click **Yes**.
- Enter the data sheet title in the next dialog. The title will be displayed when the data sheet is loaded. The previously entered title will be remembered and placed here by default.

- Enter the data sheet copyright message. This message is displayed when the data sheet is loaded. The previously entered title will be remembered and placed here by default.
- Enter plugin ID for the data sheet in the final dialog. The plugin ID should be the one- to four-character abbreviation for the **GURPS** title.
- When the files are processed the template will be ready in the source directory. Load it with the **File | Load Data Sheet...** command (p. 144).

Controlling Data Sheets Loaded for Template Generation

If you want your new template data sheet to be loaded every time you generate a character with templates, add the file's name to `GURPSTemplates.dlist` (stored in the source directory where the application is installed, usually `C:\Program Files\GURPS`). This data sheet list file contains data sheets that are loaded whenever the template script is executed, and includes `GURPSTemplates.cds` by default.

You can also remove `GURPSTemplates.cds` from the `.dlist` file if you don't want the **Wizards** and **Warriors** templates loaded (and the attendant data sheets).

If you give the generated data sheet to other **GURPS Character Builder** users, it must be placed in the source directory of their computers (usually `C:\Program Files\GURPS`).

The data sheet can also be included in the list of data sheets for a character sheet template, if you make custom character sheet templates (p. 125).

Merging Data Sheets

If you intend to use the template builder process again to generate a data sheet, you should avoid changing the data sheet by hand. Any changes you make manually will be lost the next time you regenerate the data sheet through the template builder.

Instead, you should create any hand-edited items in a separate data sheet, and then merge that data sheet and the generated data sheet into a third "distribution" data sheet which you recreate each time you regenerate the template builder data sheet.

To merge another data sheet into an open data sheet use the **File | Merge Data Sheet...** command.

Printing/Copying Character and Race Templates

To print or preview the descriptive text for a group of character templates (a word processor or application that prints RTF files must be installed):

- Make sure the group file is open.
- Select the **File | Print | Through Filter** command to print, or **File | Print Preview** to preview the output.
- Click the `GURPSTemplateRTF.flt` filter in the **Filter** list.
- Click the **Print** button.
- The text will be printed through your word processor or RTF display application.

To copy the descriptive text of several character templates to the clipboard:

- Make sure the group file is open.
- Select the **Edit | Filter Copy** command.
- Click the `GURPSTemplateRTF.flt` filter in the **Filter** list.
- Click the **Copy** button.
- Go the application where you wish to insert the descriptive text and paste it.

Template Builder Techniques

Setting Item Levels

During character generation using a template, **GURPS Character Builder** will attempt to set the level of the item (if it's a skill or level-based advantage) to the level indicated in the template. If that level is too low (because of bonuses added by items that the user selects during character creation, or the user set

the attributes of the character to a value higher than that required for the template), the lowest legal level will be set.

For example, if the template includes Voice in a Choose X Points grouping and has Singing as a required skill at 1/2 point, Singing will be added at 1/2 point, but at two levels higher.

Specifying Item Cost

Skills added by lenses may need to specify a number of points to be spent on the item, rather than a specific level. For example, the Officer lens indicates 2 points in Strategy or Tactics.

To specify a required cost:

- Set the level to obtain the desired cost.
- Click the **New** button (click the **Options** button if the **New** button isn't present).
- Double-click the Templates sublist.
- Double-click the Specify Cost option.
- Close the dialog boxes.

When a template is used that has a skill with a specified cost, the skill will be added if not already present, and the level will be increased until the cost is at least the specified cost.

Changing Item Costs

You should avoid changing the costs of fixed-cost items in character templates. For example, you shouldn't change the cost of Absolute Direction in a template. If an item is used in a character template, it should be used as defined in the original data sheet, though the name can be changed, and level-based items (such as skills, Acute Senses, etc.) can specify the desired level.

If you need new versions of items that have different costs and different names, add those new items to a data sheet, load that data sheet and use the new definitions.

Adding Two of the Same Item

If you need to add the same item to the character sheet twice, give the second instance a different name. There are two reasons for this. The first is that the user will be confused by the presence of apparently two identical entries in the character and wonder what the purpose of the two are. The second reason is technical: when the user chooses an item from the choices presented by the template script, the item is not added if an item already exists with that same name -- the user is allowed to edit the existing item to change the level or values of options. To ensure that both items are added to the character sheet be sure to give the second item a different name.

Template Builder Main Dialog

The Main dialog for a template builder character provides the name and the beginning attributes for the template. It is otherwise the same as the Main dialog (p. 11) for any other **GURPS** character.

For general instructions on how to create a character template, see Building Character Templates (p. 70).

Name

The name of the template builder character sheet should be in the form "Type: Name". The template type should be separated from name with a colon.

The template type specifies the category for the template: Wizard, Warrior, Rogue, Cliffhangers, Spirits, etc. The type is whatever word or phrase you wish to use to distinguish one set of character templates from another.

Name specifies the template name, which the user will select when generating a character. The name must be unique across all loaded templates, otherwise the template can't be uniquely identified. This may require naming the template "Wizard: Spy Wizard" instead of "Wizard: Spy". Other examples include "Warrior: Holy Warrior" or "Wizard: Alchemist".

Attributes

The attributes listed here are taken as the minimum required for the character template.

Totals

The character point total for the character is taken as the point cost for the template. It is set by selecting the advantages (p. 74), disadvantages (p. 76) and skills (p. 77) in the various lists. If the character template has more than 100 beginning points or more than -40 points of disadvantages, you should select the appropriate **Character Type** and possibly set the **Beginning Points** and **Max. Disadvantages** in the Configuration Dialog (p. 21).

Tech Level

The minimum tech level of the template is specified in the Configuration dialog (select **Data | Configuration** to open it). It's easiest to select the Campaign Type, which automatically sets the other values.

Template Builder Advantages

By default a character builder template contains a single Choose X Points grouping. You can add other groupings (p. 78) to achieve different selection effects. For more information on advantages, see Advantages List (p. 41). See also Template Builder Techniques (p. 72).

Adding Items that the User Can Choose From

- Open the Choose X Points sublist by double-clicking its folder.
- Select the **Tools | Insert Item...** command.
- Double-click items to add them to the list.

When the template is used to generate the character, the user will be prompted to select items from this list.

Adding Required Items

Simply add the advantages outside the Choose X Points sublist. Any items that occur outside a template builder grouping sublist will automatically be a required item in the template. Items in a normal sublist (based on "Sublist") will also be added to the template as required items.

Setting the Number of Points to Choose

- Double-click the name of the Choose X Points grouping. You can also click the sublist and then press F2 (or select **Tools | Modify...**).
- Enter the number of points in the **Points** field.
- Click **OK** to close the dialog.

Common Advantages

If a set of templates have several advantages in common, you can define an item list (p. 86) so that you define the actual list of items in a single location.

Adding Choices

To indicate choices that the user will make during character generation using the template, add the appropriate template grouping (p. 78).

Adding Attributes

Some templates allow points to be spent on increasing attributes. To add an attribute increase to the Choose X Points grouping:

- Open the Templates sublist in the Available Advantages dialog.
- Double-click one of the attribute increases (ST+1, DX+1, IQ+1, HT+1), etc.
- Set the level of the desired increase (usually it's only 1, but any value is allowed).
- Close the dialog.

Note that if the user selects an attribute increase, the levels and costs of some skills may be different from the template.

Adding Categories of Advantages

Sometimes a template allows the user to choose from a category of advantages (for example, Acute Senses). Rather than explicitly add each such item, you can indicate that a category be included in a grouping.

- Add an advantage that is of the category you wish to add to the grouping. For example, if you are adding "Acute Senses" as a category, choose Acute Vision or Acute Hearing.
- Close the item and leave it highlighted..
- Choose the **Tools | Edit Properties** command.
- Click the **Categories** tab. The categories for the item are listed. If the category starts with an asterisk (*) the category isn't normally displayed (it's an "internal category" used for purposes such as this). Remember this category (or copy it to the clipboard). If there's more than one category, choose the most logical one for your purposes. For example, the category for acute senses is "**Acute Sense".
- Click the **OK** button to close the Edit Properties dialog.
- Click the **Basic** tab.
- Change the **Name** field of the item to the desired text. For example, Acute Senses.
- Click the **Options** tab.
- Click the **Select** button.
- Double-click the Generic sublist in the Select Option dialog.
- Double-click the Category option. It will be added to the list of options for the item.
- Double-click the Category option.
- Enter the name of the category of the advantage in the **Value** field. For example, "Acute Sense". This must be the same text as in the Categories tab, minus the initial asterisk.
- Click **OK** to close the dialogs.

Adding Powers As Part of the Advantages Total

Sometimes a super or psionic power can be chosen as one of the options when generating a character through a template. For example, the Channeler template from **GURPS Spirits** can choose the Ectoplasmic Projection super power as one of the Advantages.

- Select the **Tools | Select from Master List** command.
- Double-click the list in which the desired item appears (usually Powers).
- Find the desired in the Available Items dialog and double-click it to add it to the Advantages list.

When a character is generated from the template, items drawn from other lists that occur in the advantages list will be counted against the point total of any enclosing Choose X Points sublist, but will be added to the proper list.

Additional Attribute Levels

Some character templates allow the user to increase an attribute level instead of choosing an advantage. To indicate this:

- Open the Choose X Points sublist to add the attribute increase to.
- Select the **Tools | Select Item...** command to open the Available Advantages dialog.
- Double-click the Templates sublist.
- Double-click the DX+1, HT+1, IQ+1 or ST+1 entry.
- Set the level for the attribute.
- Click **OK**.

Note that the value of an attribute increase will vary based on the level of the attributes of the character that is being generated. If the user presets the attribute to a value higher than the minimum required for the template, the value of DX+1, for example, may vary between 10 and 25 points.

Prohibited Items

To indicate advantages that characters generated from the template may not have:

- Open the **Data | Advantages** list.
- Press INS to open the Available Advantages dialog. Make sure that you'll be adding items outside the Choose X Points grouping.
- Find the Template Groupings sublist and double-click it.
- Find the Prohibited Items grouping and double-click it to add it.

- Check the **Open List** checkbox.
- Click **OK**.
- Select the items that should be prohibited.
- To add items from other available items lists, select the **Tools | Select from Master List...** command and double-click the desired list name to open that list's Available Items.

The prohibited items will be added to the requirements for the template. If the user attempts to add any of them to a character generated by the template, a dialog will be displayed (as long as the user has Check Requirements turned on).

Adding Races to Templates

Normally, when you add a race to a character sheet all the ancillary (automatic) items for the race are added as well. For example, when you add the Elf race to a character the racial attribute adjustments, Attractiveness, Combat Reflexes, Magery, etc., are added to the character.

When you're creating a template builder character you don't want all the automatic items for races to be added to the template character. To prevent the automatic race items from being added to the template character, add the race inside a Choose N Items or an OR grouping. The addition of automatic items is suppressed for items added to a template builder grouping.

When a character is generated from the template, race automatic items will be added as normal if the user chooses a race.

Template Builder Disadvantages

By default a character builder template contains a single Choose -X Points grouping in the Disadvantages list. You can add other groupings (p. 78) to achieve different selection effects. For more information on disadvantages, see Disadvantages List (p. 55). See also Template Builder Techniques (p. 72).

Adding Items that the User Can Choose From

- Open the Choose -X Points sublist by double-clicking its folder.
- Select the **Tools | Insert Item...** command.
- Double-click items to add them to the list.

When the template is used to generate the character, the user will be prompted to select items from this list.

Adding Required Items

Add the disadvantages outside the Choose -X Points sublist. Any items that occur outside a template builder grouping sublist will automatically be a required item in the template. Items in a normal sublist (based on "Sublist") will also be added to the template as required items.

Setting the Number of Points to Choose

- Double-click the name of the Choose -X Points grouping. You can also click the sublist and then press F2 (or select **Tools | Modify...**).
- Enter the number of points in the **Points** field. Remember that this should be a negative value for disadvantages.
- Click **OK** to close the dialog.

Adding Choices

To indicate choices that the user will make during character generation using the template, add the appropriate template grouping (p. 78).

Prohibited Items

To indicate disadvantages that characters generated from the template may not have:

- Open the **Data | Disadvantages** list.
- Press INS to open the Available Disadvantages dialog. Make sure that you'll be adding items outside the Choose X Points grouping.
- Find the Template Groupings sublist and double-click it.

- Find the Prohibited Items grouping and double-click it to add it.
- Check the **Open List** checkbox.
- Click **OK**.
- Select the items that should be prohibited.

The prohibited items will be added to the requirements for the template. If the user attempts to add any of them to a character generated by the template, a dialog will be displayed (as long as the user has Check Requirements turned on).

Common Disadvantages

If a set of templates have several disadvantages in common, you can define an item list (p. 86) so that you define the actual list of items in a single location.

Template Builder Skills

By default a character builder template contains a three sublists in the Skills list: Primary Skills, Secondary Skills and Background Skills. You can add other groupings (p. 78) to achieve different selection effects. For more information on skills, see Skills List (p. 26). See also Template Builder Techniques (p. 72).

Adding Required Skills

Add the skills to the appropriate sublist. Any skills directly inside the Primary, Secondary or Backgrounds skills sublists will be added as a required skill when a character is generated from the template.

Common Skills

If a set of templates have several skills in common, you can define an item list (p. 86) so that you define the actual list of items in only place.

Adding Choices

To indicate choices that the user will make during character generation using the template, add the appropriate template grouping (p. 78).

Selecting from a Category of Skills

Frequently templates allow a user to select skills from a broad category. For example, Combat/Weapon or Survival. This can done in two ways.

To add a skill from a category that indicates a specific skill:

- Find the Template Skills sublist in the Available Skills dialog and open it.
- Find the Skill Category that represents the difficulty of the desired skill. For example, if you're adding a Survival skill, choose "MA Skill Category".
- When the skill dialog opens, change the name in the **Name** field to the desired category. For example, if you're adding a Survival skill, change the name to "Survival". Be sure that you spell the category properly. If it does not agree with the category in the data sheets, no skills will match.
- Set the level of the skill to the level required for the template.
- Click **OK**.

The skill will appear in the Skills list as "Survival (any)" indicating that any skill in the Survival class can be chosen.

You can also add a Category option to any skill and it will indicate a selection from a category:

- Edit the item.
- Click the **New** button (you may need to click the **Options** button first to make **New** appear).
- Double-click the Generic sublist in the Select Option dialog.
- Double-click the Category option.
- Enter the name of the category of skills to select from in the **Value** field. For example, Combat/Weapon.
- Close the dialogs.

You may wish to change the name of the skill to reflect its function.

Specific Cost for an Item from a Category

To indicate that the skill chosen from a category should have a specific cost, add the Specify Cost option to it.

Template Builder Spells

See also Template Builder Techniques (p. 72).

Adding Required Spells

Simply add the spells to the spells list. Any spells that occur outside a template builder grouping sublist will automatically be a required item in the template. Spells in a normal sublist (based on "Sublist") will also be added to the template as required items.

Adding Choices, Specialties and Lenses

To indicate choices that the user will make during character generation using the template, add the appropriate template grouping (p. 78).

Common Spells

If a set of templates have several spells in common, you can define an item list (p. 86) so that you define the actual list of items in only place.

Adding a Number of Points of Spells

Some templates simply stipulate that a certain number of points be spent on spells that can't be selected through the template and must be selected by the user after creation through the template is complete.

To indicate this:

- Select the **Tools | Insert Item...** command.
- Double-click the Template Groupings sublist.
- Double-click the Choose Additional Spells item.
- Change the **Name** of the item to the desired prompt for the user. For example, "Choose spells from the god's spell list".
- Enter the number of points in the **Points** field.
- Click **OK**.

When the character is created, a note will be left in the Spells list with the message you placed in the **Name** field of the Choose Additional Spells item.

Template Builder Groupings

Template builder groupings control the selections that the user makes during the template-based character generation process. To obtain different kinds of selection effects you add different types of grouping sublists, then add items to those sublist.

Normal sublists (based on Sublist) may be renamed to more clearly illustrate the purpose of their contents, and all contained items will be added to the template as required items. For example, the Primary, Secondary and Background sublists in the Skills list are for organizational purposes only -- all skills contained directly within them will be added as required skills.

Selecting Items

Required Items (p. 79): Add items directly to character.

Choose X Points (p. 79): Choose items until specified number of points spent.

Choose N Items (p. 81): Choose indicated number of items.

Choose A or B or C (OR) (p. 82): Choose one of several items.

Lenses and Conditional Groupings (p. 82): Selection based on user choices or TL.

Specializations (p. 85): User chooses among several choices to add a number of items.

Item Lists (p. 86): Define a list of items that can be used in multiple character templates.

Append (p. 87): Append items to a choose list conditionally.

Prerequisites and Bonuses from Items in Groupings

Since items contained groupings are not necessarily part of the final character sheet, prerequisites are not checked on items contained in groupings. Also, no adjustments (bonuses and penalties) are made by items included in a grouping.

This means, for example, that a character template that has Voice in a Choose X Points grouping will not have a bonus on the Singing skill, and the level/cost of the skill will be unmodified by Voice. When the character is generated from the template by a user, however, selecting Voice will affect the level/cost of Singing, potentially changing it to a different value than it was in the template. **GURPS Character Builder** will attempt to keep the skill at the level specified in the template, but the skill will always cost at least 1/2 point.

Nesting

"Nesting" is including one grouping or sublist inside another grouping or sublist. Certain types of nesting produce useful results, while others do not.

- You may nest any grouping inside a normal sublist based on Sublist.
- You may nest an OR grouping inside any grouping, except an OR.
- Any grouping but OR overrides a previous grouping, starting a new selection grouping (with the exception of a Choose grouping nested inside a Specialty -- see below).
- You may nest one level of Choose X Points and Choose N Items groupings inside Specialty groupings. That is, you may include the Choose groupings inside a specialty, but you cannot nest another Choose grouping inside a Choose grouping nested inside a Specialty.

To indicate that a set of groupings is supposed to have a cost in the template file, include them inside a Specializations grouping. The cost will automatically be set to the highest-cost member of the Specializations grouping, or you can set the Points option on the Specializations list to a non-zero value to indicate the cost for the grouping.

Another technique to control the cost of the template is to set the **Exclude** checkbox on any items that should be excluded from the template's cost. This is useful if you have conditional groupings that have the same cost and you don't want to include them in another grouping. All groupings but the first can have their cost excluded.

Required Items in Templates

When an item occurs outside a grouping, or inside a normal sublist, it is a *required* item. It will be added automatically to the character sheet when a character is generated based on that template.

Forcing Required Items to Be Viewed During Generation

When a required item is added to the generated character, it is normally added directly without any interaction with the user. If you wish to have the user see and possibly change the item before it is added:

- Open the item.
- Click the **New** button (if it's not present, click the **Options** button first).
- Double-click the Templates sublist in the Select Option dialog.
- Double-click the Edit When Added option.
- Close the dialogs.

This is typically used for required advantages that the user may wish to increase. If you wish to have the points for a required item be included as part of a Choose X Points grouping, you should instead include the item in the grouping and set the Required option on it (p. 80).

See also Template Builder Techniques (p. 72).

Choose X Points

To add a grouping that allows the user to select a specified number of points worth of items:

- Open the list where the choices should be made.
- Select the **Tools | Select Item...** command or press INS.
- Find Choose X Points and double-click it. It is located under the Template Groupings sublist.

- Enter the number of points for the grouping in the **Points** field.
- Double-click the folder icon for the Choose X Points sublist. The folder will open.
- Press INS or select the **Tools | Select Item...** command.
- Double-click the items to add in the Available Advantages dialog.

The Choose X Points grouping accounts for the exact point cost specified for the grouping.

No two items in a Choose X Points grouping may have the same name.

Required Items

Many character templates have the idea of a required item that's included in the Choose X Points grouping, or items that are required at one level, and additional points may be spent to increase that level.

To indicate a required item in a Choose X Points grouping:

- Add the item.
- Click the **New** button on the item (click the **Options** button first if the **New** button isn't present).
- Double-click the Templates sublist in the Select Option dialog.
- Double-click the Required option.
- Close the dialogs.

When the user selects this template, the items in the Choose X Points grouping with the Required option will be added automatically, and the points for those items will be deducted from the points for the grouping. The item will be presented to the user, who has the option of increasing the value, spending additional points from the Choose X Points grouping.

To indicate that additional points may be spent to increase the level, just add the item to the Choose X Points grouping. If the user chooses the item during character generation and it's already in the character sheet, any extra points spent increasing the level will count against the grouping.

Conditional Selection

If the choices are made only under certain conditions (for certain TLs or lenses), add a Condition option. See Lenses and Conditional Groupings (p. 82).

Multiple Additions

By default, as the user selects an item from the Choose X Points grouping the choice is removed from the list of available items. Sometimes you may want the user to be able to choose multiple instances of items. For example, you may wish to have the user select 10 points worth of Contacts or Allies.

To indicate that chosen items should not be removed from further selection:

- Double-click the grouping name to open its dialog.
- Click the **New** button to open the Select Option dialog.
- Double-click the Templates sublist.
- Double-click the Multiple Additions option.
- Click the **Close** button.
- Click the **OK** button to close the Choose X Points dialog.

Dialog Prompt

To specify the prompt in the dialog displayed when the user selects items from the grouping:

- Open the grouping.
- Click the **New** button.
- Double-click the Templates sublist.
- Double-click the Prompt option.
- Enter the prompt you wish to display in the title bar of the selection dialog in the **Value** field.
- Click the **Close** button.
- Click the **OK** button to close the Choose X Points dialog.

Suppress Items Already Selected

To specify that items already in the character sheet should be suppressed from the list of choices:

- Click the **New** button.
- Double-click the Templates sublist.
- Double-click the Suppress Duplicates option.
- Enter the level of the item at which the duplicates should be selected. For example, to suppress level 18 skills from being displayed, enter 18. If all duplicates should be suppressed leave the **Value** empty.
- Click the **Close** button.
- Click the **OK** button to close the grouping dialog.

This is useful when previous selections may have added a skill, and you wish to give the user the opportunity to select that skill at a lower level, but not offer it if it has already been selected.

Choose N Items

To add a grouping that allows the user to select a number of items when a character is generated with the template:

- Open the list where the choices should be made.
- Select the **Tools | Select Item...** command or press INS.
- Find Choose N Items and double-click it. It is located under the Template Groupings sublist.
- Enter the number of points that the grouping should be worth in the template in the **Points** field.
- Click the Number option in the **Options** list and set the number of items that should be selected.
- Check the **Open List** checkbox.
- Click **Close**.
- Select the items you want to be included in the grouping.

No two items in a Choose N Items grouping may have the same name.

Conditional Selection

If the choices are made only under certain conditions (for certain TLs or lenses), add a Condition option. See Lenses and Conditional Groupings (p. 82).

Multiple Additions

By default, as the user selects an item from the Choose N Items grouping the choice is removed from the list of available items. Sometimes you may want the user to be able to choose multiple instances of items. For example, you may wish to have the user select 5 Contacts.

To indicate that chosen items should not be removed from further selection:

- Double-click the grouping name to open its dialog.
- Click the **New** button to open the Select Option dialog.
- Double-click the Templates sublist.
- Double-click the Multiple Additions option.
- Click the **Close** button.
- Click the **OK** button to close the Choose N Items dialog.

Dialog Prompt

To specify the prompt in the dialog displayed when the user selects items from the grouping:

- Open the grouping.
- Click the **New** button.
- Double-click the Templates sublist.
- Double-click the Prompt option.
- Enter the prompt you wish to display in the title bar of the selection dialog in the **Value** field.
- Click the **Close** button.
- Click the **OK** button to close the grouping dialog.

Suppress Items Already Selected

To specify that items already in the character sheet should be suppressed from the list of choices:

- Click the **New** button.
- Double-click the Templates sublist.
- Double-click the Suppress Duplicates option.
- Enter the level of the item at which the duplicates should be selected. For example, to suppress level 18 skills from being displayed, enter 18. If all duplicates should be suppressed leave the **Value** empty.
- Click the **Close** button.
- Click the **OK** button to close the grouping dialog.

This is useful when previous selections may have added a skill, and you wish to give the user the opportunity to select that skill at a lower level, but not offer it if it has already been selected.

Choose A or B or C

The OR grouping specifies a list of items that the user must choose from. The OR grouping may appear outside another grouping, in which case one of the items is required, or it can appear inside another grouping (such as Choose X Points), in which case the user will choose one of the items if that OR grouping is chosen.

The OR grouping should be considered a single item.

To add an OR:

- Open the list where the choices should be made.
- Highlight the item after which you wish to add the OR. This may be inside a Choose X Points or other grouping sublist.
- Select the **Tools | Select Item...** command or press INS.
- Find OR and double-click it. It is located under the Template Groupings sublist.
- Check the **Open List** checkbox.
- Click **Close**.
- Select the items you want to be included in the grouping.

No two items in an OR grouping may have the same name.

The point cost of the OR grouping is the cost of the item with the maximum point cost contained within the OR.

Lenses and Conditional Groupings

Lenses allow the user to pick one of several different character generation paths. Once a lens has been chosen, different sets of items and groupings will be presented to the user when a character is generated from the template.

To use lenses:

- Add a Select Lens item.
- Specify the different choices for the Lens in the options for the Select Lens.
- Add Lens groupings for the choices in the Select Lens, setting the condition for the Lens that causes it to be selected.
- Add items and groupings to each Lens. The items inside a Lens grouping will be added when that Lens's condition is met.

The sections below give details on how this is done.

Add Select Lens

The Select Lens item is used to choose a lens. When the user generates a character with a template, the Select Lens item stops and presents a list of choices. The user picks one and the selected character generation path is followed.

First, a note on the implementation is necessary to understand how lenses work. When a Lens grouping is processed, the condition on the grouping is checked to see if the items in it should be processed. The

condition is usually a comparison of the Select Lens variable and the choice the user made for the Select Lens. For example, the Select Lens variable for Barbarian is `Region`, and the choices are 'Plains', 'Northern', etc.

Because the condition on the Lens is an arbitrary expression, the Lens can be more targeted than a simple `Region = 'Plains'` kind of comparison. TL can be checked, as can other lens variables.

To add a Select Lens:

- Find the Select Lens item in the Templates sublist of the Available Items dialog.
- Double-click it to add it. It's best to add the Select Lens to the beginning of the list, but it can be added anywhere outside a grouping.
- Double-click the Variable option.
- Set the **Value** to the name of the variable to use. For example, `Region` or `Specialty`. The variable name must start with a letter and may contain only letters and numbers.
- Close the Variable dialog.
- Double-click the first Specialty option. Set the **Value** to the name of the Lens that should be selected and close it. The Specialty value may contain any text except quotation marks.
- Double-click the second Specialty option and set it.
- To add additional Specialty options, use the **Copy** and **Paste** buttons to copy and paste the previous ones, changing their values as appropriate.

If your template has different sets of lenses for different TLs, you can add multiple Select Lens items and set the Condition options for those items. For example, Naval Crew has a different set of specialties for TL5 and less, and TL 6+. For the first Select Lens you would set Condition to `TL<=5` and for the second Select Lens you would set Condition to `TL>=6`. Remember to make these conditions mutually exclusive!

Adding a Lens

The Lens grouping specifies the condition for the lens and groups together all the items and other groupings that are in effect if the lens's condition is met. Lenses should be added at the outermost level of the list, or inside a Specializations grouping that is at the outermost level.

To add a lens:

- Open the desired list.
- Select the **Tools | Select Item...** command (or press INS).
- Find the Template Groupings sublist and double-click to open it.
- Find Lens and double-click it.
- Double-click the Condition option to edit it.
- Enter the expression for the lens in the **Value** field. If the lens is based on the choice the user makes with Select Lens, enter a value similar to

`Region='Plains'`

The variable must be spelled the same as it was in the Select Lens Variable option, and the value in quotes must be identical to one of the Specialty options in the Select Lens. The quotes must be present -- if they're missing, the lens will not match. You may use either single or double quotes.

- The Condition may be any type of expression. If your lenses are based on TL, you can enter an expression such as `TL>=6` to indicate that the lens is for TL 6+.
- Close the Condition dialog box.
- Click the **Open List** checkbox and click **OK**.
- Add required items inside the lens. Items listed directly inside the lens will be added as required items when the user selects that lens.
- Add other template groupings (OR, Choose X Points, Choose N Items, etc.) inside the lens, then open those groupings and add any items controlled by *those* groupings inside them.
- Add subsequent lenses after the lens, at the same level as the other lenses -- not inside another lens.

If your template is correctly designed, all the lenses will have the same point cost. To have **GURPS Character Builder** compute that cost, put all the Lenses inside a Specializations grouping, which will take the maximum cost of the items contained within it (as is done for Naval Crew). To set a specific cost for the group of entries that overrides the individual costs of the contained items, place the lenses inside a Specializations grouping (as is done for Barbarian), but then set the Points option on the Specializations sublist to a non-zero value.

Lenses work by using the fact that the items and groupings inside them inherit the condition specified in the lens. For this reason you must leave the **Children Inherit Options** checkbox checked in a lens.

You may change the name of the lens if you wish to, though the condition is always displayed.

Conditional Groupings

Any grouping except OR (which is treated like a single item) can be made conditional by adding a Condition option to it:

- Edit the grouping by double-clicking its name.
- Click the **New** button (you may need to click **Options** first to make it appear).
- Double-click the Templates sublist in the Select Option dialog.
- Double-click the Condition option.
- Enter an expression that represents the condition that should be satisfied for the grouping to be included when the character is generated with the template. For example, if a Choose X Points grouping should be active only for characters at TL 5+, enter

```
TL >= 5
```

If the condition is the result of a selected lens, enter the variable name for the lens and check for equality (or inequality):

```
Region = 'Plains'
```

It is important that the quotes be present when checking for a lens. If they are omitted, the variable will not match and the lens will not function properly.

The expression can be arbitrarily complex, using AND and OR conditions). For more information on expressions, see the **GURPS Character Builder Application Reference Manual**. For example, to specify the condition that the region is Mountains and the TL is between 5 and 7:

```
Region = 'Mountains' and TL >= 5 and TL <=7
```

Note that OR has lower priority than AND. If you are unsure of what that means, use parentheses to group elements of your condition.

- Close the dialogs.

When an item or grouping is included inside a lens, it inherits the Condition of the lens. If you add a Condition option to an item or grouping inside a lens, it will override the lens's Condition. If you want both conditions to be in effect, you must write the new condition in the form:

```
Specialty='Deck Hand' and TL>=6
```

When a character is generated with the template, only groupings that satisfy the conditions will be included.

Example

Let's say that you have the following template skills (from Berserker): TL 5 or less: One Axe/Mace, Broadsword, Two-Handed Axe/Mace or Two-Handed Sword (all P/A) DX+3 [16]-14, or Flail (P/H) DX+2 [16]-13. TL 6 or above: One P/A Combat Skill at DX+2 [8]-13 and either Guns/TL (light auto) (P/E) DX+4 [8]-15 or Gunner/TL (machine gun) (P/A) DX+3 [8]-14. One way of structuring this is:

Skill	Diff.	Pts	Lev
Specializations		16	
Choose 1 Item (TL<6)		16	

Axe/Mace	PA	16	14
Broadsword	PA	16	14
Two-Handed Axe/Mace	PA	16	14
Two-Handed Sword	PA	16	14
Flail	PH	16	13
Lens (TL>=6)		16	
Melee (any)	PA	8	13
OR		8	
Guns (Light Automatic)	PE	8	15
Gunner (Machine Gun)	PA	8	14

To create this structure:

- Add the Specializations.
- Add Choose N Items to the Specializations.
- Set the Points on the Choose N Items to 16 and set the Number option to 1.
- Add a Condition option to the Choose N Items and set it to "TL<6".
- Add the skills listed to the Choose N Items grouping.
- Close the Choose N Items grouping.
- Add the Lens grouping to the OR after the Choose 1 Item grouping.
- Set the Condition on the Lens to "TL>=6".
- Add a PA Skill Category item to the Lens grouping, rename it Combat/Weapon, and set its level to 13.
- Add the OR grouping to the Lens.
- Open the Lens grouping and add Guns (Light Automatic)-15 and Gunner (Machine Gun)-14.

When a character is generated from the template, the user will be offered the choice of hand weapons if the TL is less than 6. If the TL is 6 or greater, the user will be offered a choice of Combat/Weapon skills and then a choice between the Guns and Gunner skills. If you wish to further refine the choice of Combat/Weapon skills to just P/A hand weapon skills, you could explicitly enumerate those skills in an OR grouping.

Specializations

Specializations are similar to lenses in that the user makes a choice and then **GURPS Character Builder** automatically selects the items for that specialization. Specializations can also be used to explicitly control the cost of a group of items it contains.

To add specializations that the user must choose among:

- Add a Specializations grouping at the outermost level of the list.
- Enter a meaningful name for the Specializations in the **Name** field. For example, Attack Spells. If you have multiple specializations, each one must have a different name.
- If the user can choose more than one specialty, click the Number option and click the up arrow to set the number of specialties that should be chosen.
- If the Specializations should have a fixed cost (rather than taking the cost of the highest-cost item contained), set the Points option to a non-zero value.
- Check the **Open List** checkbox.
- Click **OK**.
- Add a Specialty grouping to the Specializations grouping.
- Change the name to something meaningful: for example, Body Control if the specialty contains Body Control spells, or Communications if the specialty contains a number of communications skills. Each specialty grouping **must** have a different name from all other specialty groupings in the same Specializations grouping.
- Check the **Open List** checkbox.
- Click **OK**.
- Add the items to be selected for the Specialty.
- When all items have been added, close the Specialty grouping.

- Add another Specialty grouping after the first Specialty, inside the Specializations grouping but outside the previous Specialty.

The Assassin Wizard example shows how specializations are used to choose spells.

You may nest Choose X Points and Choose N Items groupings inside a Specialty. In this case, the user will be asked to choose the items when that specialty is selected.

By default, the point cost for the Specializations grouping is the maximum of the contained specialties. The Specializations grouping therefore may be used to contain other groupings (Choose X Points, Lenses, etc.) that are mutually exclusive. For example, two conditional groupings (p. 82) (one that is for TL < 6 and another that is for TL >= 6) can be included in the same Specializations grouping in order to prevent the costs of both being included in the total for the character sheet. Since only the maximum point cost of an item in an Specializations is counted toward the total, the total point cost is correct.

To override this cost, set the Points option on the Specializations to a non-zero value.

Optional Specializations

Some character templates allow you to select additional specialization skills, or select none at all. These is set up in the same way as Specializations, except that you add the Optional Specializations grouping instead of the Specializations grouping.

Item Lists

Sets of templates often have several items in common. For example, ***GURPS Special Ops*** defines lists of desirable advantages and disadvantages that can be used in all the templates. Rather than having to define this list common items in every character template, you can define an item list in one character template and then reference that item list in other character templates.

To define an item list:

- Choose the place where you wish to add the item list. You can add item lists to Choose X Points groupings for advantages, disadvantages, etc.
- Select the **Tools | Select Item...** command.
- Double-click the Template Groupings sublist to open it.
- Double-click the Item List entry to add it.
- Rename the Item List to a unique name. You will use this name to refer to the item list from other character sheet templates. For example, "Special Ops Desirable Advantages".
- Add items to the list.
- Save the character template character sheet.
- Generate the data sheet for the template group.
- Make sure that the generated data sheet is loaded.

Item lists defined in character templates are placed in the Item Lists sublist of the Templates sublist of the Available Items for each of the lists.

Adding an item list to a character template in this way also defines an item in the template data sheet that is generated. To use the item list in another character template:

- Make sure that the data sheet that defines the item list is loaded (look with **Files | Load Data Sheet...**).
- Open the list to which you wish to add the common item list.
- Choose the location to add the item list to.
- Select the **Tools | Select Item...** command (or press INS).
- Double-click the Templates sublist.
- Double-click the Item Lists sublist.
- Find the item list and double-click it to add it to the character.

When characters are generated from this character template, the item list reference will be expanded to the full list of items as defined in the original character template.

You can also make an item list reference without having the item list definition loaded:

- Choose the location where the item list reference will be added.
- Select the **Tools | Select Item...** command.
- Double-click the Template Groupings sublist.
- Double-click the Item List Reference entry to add it.
- Change the name of the item list reference to the name of the item list definition.

Item lists can also be created manually in data sheets by using the `itemlist` macro and listing the items in the list in the second column, separated by commas.

Append

The Append grouping is used when a template adds additional item to a list of choices based on some condition. For example, you might wish to add additional skills to the Choose X Points grouping if the TL is greater than 6.

The Append grouping should be added to the list immediately after the grouping it should be appended to. The Append usually has a condition associated with it. To add an Append grouping:

- Add the grouping to which the Append grouping will be appended.
- Close the base grouping by double-clicking its folder icon.
- Select the **Tools | Select Item...** command to open the Available Items dialog.
- Find and double-click the Append grouping (under the Template Grouping folder in the Available Items list).
- Check the **Open List** check box.
- Double-click the Condition option.
- Enter the expression to check for the Append. For example, to indicate that the items should be appended for TL 6+, enter "TL>=6" for the condition's **Value**.
- Click **OK** to close the Condition dialog.
- Click **OK** to close the Edit Sublist Information dialog.
- Select the items to be included with the Append.

Multiple Append entries can follow the base grouping with different conditions.

When the template is used to generate a character, the items listed in the Append grouping will be added to the previous grouping, allowing them to be selected along with the other items in that group.

The cost contribution of an Append grouping is always zero, because it will be added to another grouping.

Example

The Combat Engineer template from **GURPS Warriors** is an example of where a TL-dependent Append is used to add additional skills to the choices for Background skills. This could be implemented by the following:

Skill	Diff.	Pts	Lev
Background Skills			
Choose 5 Points			
Carpentry	ME		
Scrounging	ME		
Administration	MA		
Leadership	MA		
Survival	MA		
Strategy	MH		
Tactics	MH		
Brawling	PE		
Knife	PE		
Stealth	PA		
Gunner	PA		
Append (TL >=1 and TL <=3)			
Blacksmith	MA	4	8
Cooking	ME	½	9
Woodworking	PA	½	8

Riding	PA	½	8.
Append (TL>=4 and TL<=6)			
Blacksmith	MA	4	8
Cooking	ME	½	9
Woodworking	PA	½	8
Riding	PA	½	8.
Append (TL>=7)			
Computer Operation	ME	½	9
Driving	PA	½	8

A different set of skills is appended to the Background list depending on the TL. This is implemented as written up in **GURPS Warriors**; it could be optimized by combining the Appends for TL 1-3 with TL 4-6, because they are the same.

If the TL is between 4 and 6, for example, the selection list will contain Carpentry through Gunner and Blacksmith through Riding. At TL 7, it will include Carpentry through Gunner, Computer Operation and Driving, but not Blacksmith, etc.

Building a Data Sheet from the Template Examples

A group file with a number of template builder and race builder character sheets can be found in the Examples\GURPS\Templates folder of the source directory (where the application is installed, usually C:\Program Files\GURPS).

To build a data sheet from the examples:

- Select the **File | Open...** command.
- Find the Examples\GURPS\Templates folder and open the GURPSTemplateExamples.group file.
- Click the Save As Template Data Sheet command in the Group section of the Shortcuts window.
- Click **Save**.
- When the Save Filtered Text As dialog appears, click **Save**.
- Enter the necessary information for subsequent dialogs.
- The data sheet will be created based on information in the example template character sheets.
- Load the example data sheet: select the **File | Load Data Sheet...** command, then find the GURPSTemplateExamples.mds file in the **Data Sheet Files** sublist and double-click it.
- The example data sheet will be loaded.

The example races and character templates will be available for use. The races have been placed in the "Example" sublist of the Races sublist of the Available Advantages list, and the Example type of the character templates.

To use one of the races:

- Open the Advantages list with **Data | Advantages**.
- Choose the **Tools | Select Item...** command.
- Double-click the Races folder of the Available Advantages list.
- Double-click the Example folder.
- Double-click one of the example races to add it.

The race and all its advantages and disadvantages will be added.

To use of the example templates:

- Create a new character based on the GURPSTemplate.cst character sheet template: choose **File | New...** and double-click GURPSTemplate.cst in the **Templates** list.
- Click the Example type and click **OK**.
- Click the example character template you wish to use, the click **OK**.

Follow the instructions for creating the character with the template.

Template Builder Technical Details

The core of the template and race builder process is the `GURPSTemplateBuilder.flt` filter script. This script processes the character sheets in the group and emits a data sheet that contains all the macro invocations that build the templates and races described by the group's character sheets.

Character templates are added to a group file to provide a simple method of processing a number of character sheets at a time. The Save as Template Data Sheet shortcut invokes the **File | Save As...** command for the group file, preselecting the `GURPSTemplateBuilder.flt` filter, the data sheet extension and the source directory as the target location where the file will be saved.

The template builder and race builder character sheets have sheet types (specified in the Character Sheet Info dialog) of Template Builder and Race Builder, respectively. The `GURPSTemplateBuilder.flt` filter script checks these values to differentiate between these two file types to determine whether to generate a race or a template. The filter will raise an error if another other sheet type (including an empty sheet type) is processed.

As each character sheet is processed, the type (for templates) and the Races sublist (for races) are derived from the character sheet name in order to classify the template and place it in the appropriate sublist of the character sheet. The appropriate category and sublist structure is built in the output data sheet to receive the macros that will be generated for the template or race. The script attempts to keep the generated data in the same sublists, if possible, by remembering the type and destination sublist for each character sheet processed, emitting the sublist structure only if it changes from one character sheet to the next.

Once the template's or race's position in the hierarchy is emitted, the character sheet itself is examined.

For templates, the Main dialog, and the Additional Attributes, Advantages, Powers, Disadvantages, Skills and Spells lists in the character sheet are examined and the appropriate macros are emitted that represent the content of the character template in terms that the `GURPSTemplate.scp` script can read.

The groupings in the template character sheet are "unwound" into the equivalent macros, or otherwise textually manipulated. For example, the Choose X Points is turned into a `$$choose` macro with the appropriate number of points specified and the contents of the list turned into a comma-delimited list of item names. The OR grouping is transformed into a list of items separated by "OR" keywords. Normal sublists and standalone items are turned into `$$req` macro invocations with their attendant lists of required items.

For races, the same general process is followed, except that a single `$$race` macro is emitted. The items in the Advantages, Disadvantages, Skills, Quirks, Powers and Additional Attributes lists are emitted as arguments to the `$$race` macro, after having been transformed into the automatic item format (which is a semicolon-delimited list of items with interspersed automatic item directives).

After the data sheet is generated in the source directory, it can be loaded like any other data sheet.

Building Races

The Race Builder is similar to the Template Builder (p. 70). The Race Builder allows you to design a race with a character sheet, and then generate a data sheet based on that (and other) character sheets, which will contain race entries in the Available Advantages list. When the user selects those race advantages, the race is added to the character sheet along with all the advantages and disadvantages the race entails.

First, a few words on the definition of races. A race generally has a fixed set of advantages, disadvantages, quirks, skills and spells, most of which are innate physical, psychological or social traits (such as attribute levels, damage resistance, Greed, Miserliness, skills taught to everyone in that society, etc.). When a race is selected, there are rarely any choices to be made -- a Dwarf is a Dwarf, and any variations on a character of the Dwarf race are handled as standard character manipulations.

As such, a race is defined as an advantage. A race can add disadvantages, skills, spells and quirks, but they are always part and parcel of the definition of the race.

This is different from a character template, which can have huge range of variations that offer any number of choices during the character creation process.

However, the process of designing a race and a character template and generating a data sheet from them are nearly identical.

See Also

- Building Character Templates (p. 70)
- Building the Examples (p. 88)
- Printing and Previewing Templates (p. 72)
- Technical Details (p. 89)

Creating a Race Builder Character Sheet

A race builder character sheet is very similar to template builder character sheet (p. 70). To create a race builder character sheet:

- First create a character group file for Race Builder character sheets: select **File | New...**, click the **Group** button, click the `GURPSRaceBuilder.cst` template, then click **OK**. You can also put Race Builder character sheets in template builder character groups.
- Create a new character sheet based on the `GURPSRaceBuilder.cst` template: select the **File | New...** command, click the `GURPSRaceBuilder.cst` entry in the **Templates** list, and click **OK**.
- Name the race. The name should be in two parts: the sublist name, followed by a colon, followed by the race name. The first part is the name of the sublist in the Races sublist of the Advantages list. For example, the sublist name for **GURPS Fantasy Folk** races would be "Fantasy Folk". The race name is the name that you wish to identify the race by. For example, "Dwarf". The full name for Dwarf would be "Fantasy Folk: Dwarf".
- Set the attributes for the race in the Main dialog (p. 91). Setting ST to 12 will add a Racial ST +2 advantage to characters that add this race. Setting the Fatigue and Hit Points to values different from ST and HT will cause the appropriate advantage (Extra Fatigue and Extra Hit Points) or disadvantage (Reduced Fatigue and Reduced Hit Points) to characters of this race. You can also add the Racial ST, Racial DX, Racial IQ and Racial HT advantages directly to the Advantages list, if you prefer. However, in order to get the points to add up properly for the race, you'll need to set the attributes to have zero cost. You may need to this for races that have special forms of ST (separate upper and lower body ST, for example).
- Add racial advantages to the Advantages list (p. 91).
- If there are racial prerequisites, add Racial Prerequisites items to the Advantages list (p. 95).
- If there are taboo traits, add a Taboo Traits or Prohibited Items item to the Advantages list (p. 95).
- Add racial disadvantages (p. 97).
- Add racial quirks (p. 99).
- Add any racial skills (p. 97).
- Add any racial spells (p. 98).

- Save the character sheet in the same directory as the group file that you'll be adding the race to.

Add the Race to the Group File

- Make sure that group file is open and switch to it by clicking on its window.
- Select the **Tools | Add Files...** command.
- Find the character sheet you just created in the Select Files dialog and click it.
- Click the **Open** button.

The race character sheet will be added to the group file.

Generate a Data Sheet

After you have added your race character sheets to the group, you can generate a data sheet that contains those races. See *Generating a Template Builder Data Sheet* (p. 71).

Using the Races

After you load the data sheet generated above you can find the races in the Advantages list in the Races sublist, in the sublist with the sublist name you specified before the colon in the **Name** field of the Main dialog.

When you select a race, all the advantages and disadvantages for the race will be added to the character. The racial attribute modifiers will adjust the costs of attributes and the character's weight and height will be based on the norm for the race (if you set a racial weight and height (p. 92)).

Race Builder Main Dialog

For an overview of Race Builder, see *Building Races* (p. 90). For more information on the Main dialog, see *Main Dialog* (p. 11).

Name

The name of the race should be specified in two parts. The first part is the name of the sublist in which the race will be placed in the Races sublist of the Available Advantages list. This is followed by a colon. The second part should be the name of the race.

For example, the Dwarf race would have the name "Fantasy Folk: Dwarf", which would list the Dwarf race in the Fantasy Folk sublist of the Races sublist of available Advantages. The name for the Vargr race would be "Traveller: Vargr".

All race names should be unique across all loaded data sheets.

Attributes

The easiest way to set the attribute modifiers is to simply set the attributes in the Main dialog to the values that the modifiers would produce. For example, to indicate Racial ST +2, set ST to 12. To indicate IQ-1, set IQ to 9. The cost of the race will automatically be calculated correctly.

When the race is generated, racial attribute modifiers will be automatically added to the Advantages and Disadvantages lists. For example, setting ST to 12 will create a Racial ST +2 advantage, and setting HT to 12 and Hit Points to 9 will create a Racial HT +2 advantage and a Reduced Hit Points 3 disadvantage.

If you require finer control over the attribute modifiers (to indicate upper and lower body strength, for example) see *Racial Attribute Modifiers* (p. 93).

See *Attribute Limits* (p. 93) for information on setting the minimum and maximum attribute levels for a race.

Totals

The totals for the character sheet will reflect the cost of the race. If you add racial attribute modifiers to the Advantages list be sure to set the attributes so that they have zero cost in order for the race cost to be computed correctly.

Race Builder Advantages

For an overview of Race Builder, see *Building Races* (p. 90). For more information on adding advantages, see *Advantages List* (p. 41).

Add advantages that you wish to be included for the race the Advantages list. These advantages will be added to any characters that include the race generated from this character sheet.

Racial Weight and Height

Many races are lighter, taller, heavier or shorter than the human norm. In the simplest case, these differences are expressed as number of inches taller or shorter and a number of pounds lighter or heavier. To specify a simple racial height or weight difference from the human norm:

- Open the Advantages list with **Data | Advantages**.
- Select the **Tools | Select Item...** command (or press INS).
- Double-click the Racial sublist.
- Double-click the Racial Height and Weight entry.
- Click the Racial Height option and click the up and down arrows on the option to set the difference in inches for the height.
- Click the Racial Weight option and click the up and down arrows on the option to set the weight difference in pounds.
- Click **OK** to close the item.

When the race advantage is generated, the racial height and weight adjustments will be placed on the race item itself; no Racial Height and Weight entry will appear in the character sheet that uses the race. The weight and height initial values and the limits on weight and height in the Information dialog (p. 13) will be modified by the values set on these options.

If the racial height and weight are percentages of the standard values, add the Racial Height and Racial Weight items and set the Percentage options on them to obtain the desired values:

- Open the Advantages list
- Press INS to open the list of Available Advantages.
- Double-click the Racial sublist.
- Double-click the Racial Attributes sublist.
- Double-click the Racial Height entry.
- Double-click the Percentage option.
- Set the value to the desired percentage (200 would make the character twice as tall, 50 would make the character half as tall).
- Close the Racial Height dialog.
- Double-click the Racial Weight entry.
- Double-click the Percentage option.
- Set the value to the desired percentage.
- Close the Racial Weight dialog.

If the computation of the race's height or weight is more complex than a simple addition or subtraction, a different approach is required. Instead, separate Racial Height and Racial Weight items must be added:

- Open the Advantages list
- Press INS to open the list of Available Advantages.
- Double-click the Racial sublist.
- Double-click the Racial Attributes sublist.
- Double-click the Racial Height entry.
- Double-click the Height option.
- Enter the expression required for the race. The default value for Racial Height is:

```
max(round((min(64+max(st,5)+b_height-5,84))*(1+m_height)),min_height)-(sex=2?2:0)
```

To specify something simple, such as double normal height, just put parentheses around the default value and multiply it by 2:

```
(max(round((min(64+max(st,5)+b_height-5,84))*(1+m_height)),min_height)-(sex=2?2:0))*2
```

- Add a Racial Weight item in the same way. Double-click the Weight option on the Racial Weight item to view and change the default expression to suit your needs.

For further examples, see the Races defined in `GURPSFantasyFolk.cds`.

There can only be one Racial Height and one Racial Weight item in the advantages list, or one Racial Height and Weight item.

Racial Attribute Modifiers

It is easiest to specify the racial attribute modifiers in the Main dialog (p. 91). Doing this will automatically generate the required advantages in the generated race, though you can add Racial ST, Racial DX, Racial IQ, Racial HT, Racial Fatigue and Racial Hits advantages to the Advantages list as well. These advantages can be found in the Racial Attributes sublist of the Racial sublist.

If you add these advantages, you will need to change the attributes in the Main dialog so that they have zero cost in order for the character point cost of the character sheet to be correctly computed for the race. For this reason it is preferable to set the attributes in the Main dialog.

However, some forms of ST can be represented only by advantages. In particular, if the race has separate Upper Body Strength and Lower Body Strength, you should add those advantages. Also, if you wish to control whether Racial ST includes a jumping bonus, fatigue bonus, etc., you should add the Racial ST advantage.

Attribute Limits

Some races have attribute limits -- minimum or maximum values that an attribute can be set to. If the character has one limited attribute:

- Open the Advantages list.
- Choose the **Tools | Select Item...** command.
- Double-click the Racial folder.
- Double-click the Attribute Limits folder.
- Double-click the desired limit: Minimum ST to indicate the minimum level that ST can be set to, Maximum ST to set the maximum ST value, etc.
- Enter the limit in the **Level** field.
- Click **OK**.

If the race has several minima or maxima:

- Open the Attribute Limits folder as above.
- Double-click the Attribute Limits item.
- Click the option for the desired limit. Click the up and down arrows to set the limit. A limit of 0 indicates that the attribute has no limit.
- Set the limits on all the desired attributes.
- Click **OK** to close the Attribute Limits item.

If the user attempts to lower any attribute with a non-zero limit below the minimum value, or raise it above the maximum, a warning message will be displayed.

You can only have one Attribute Limits item, or one of each of the minimum and maximum attribute items.

Racial Skill Bonuses

Several kinds of racial skill bonuses exist: individual skill bonuses (Merchant +2), small group skill bonuses and large group skill bonuses, and skills granted by a race at a specific level, relative to an attribute (Axe/Mace at DX+1).

Individual Skill Bonuses

- Double-click the Racial sublist in the Advantages list.
- Double-click the Racial Skill Bonuses sublist.

- Double-click the Racial Skill Bonus entry corresponding to the difficulty of the skill. For example, to add +2 Bard, double-click Racial Skill Bonus (MA).
- In the item dialog, set the Level of the bonus.
- Click the Skill option.
- Click the ... beside the option name.
- Find and double-click the desired skill in the list of Available Skills.
- Click **OK** to close the racial skill bonus dialog.

Small and Large Group Skill Bonuses

- Decide whether the group skill bonus is small or large. This is a GM call.
- Double-click the Racial sublist of the Available Advantages list.
- Double-click the Racial Skill Bonuses sublist.
- Double-click either Group Skill Bonus for a large group, or Small Group Bonus for a small group.
- Set the **Level** to indicate the number of levels of skill bonus provided.
- If the group can be identified by categories in the application, such as Craft or Melee:
 - Double-click the Group option.
 - Enter the name of the group (category) of skills. For example, Craft. To determine the groups that a skill belongs to: add the skill, select the **Tools | Edit Properties...** command, and click the **Categories** tab. Categories that begin with "*" aren't "official" categories and are used to categorize skills for various purposes within ***GURPS Character Builder***. For example, Melee and Ranged are categories that you can specify for the group.
- If the group is a list of independent skill names:
 - Click the **New** button.
 - Double-click the Racial Bonuses folder.
 - Double-click the Skill Name option.
 - Enter the name of the skill to receive the bonus, or click ... to select from the list of Available Skills.
 - Close the Skill name dialog.
 - If you have more skills, double-click the Skill Name option again in the Select Option dialog to select another option, using the same steps as above.
- Close the dialogs.

If you use a group name, skills that have the category named in the Group option will receive the bonus specified by the level for the bonus. If you use specific skill name options, then only the named skills will receive the bonus.

Racial Skills

See Racial Skills (p. 98) in the Race Builder Skills section.

Choosing Advantages When the Race is Selected

A limited form of advantage selection can be performed when the race is added. Some races, such as the Minion Ultraterrestrial from ***GURPS Spirits***, don't have a fixed set of advantages. To indicate that a number of points of advantages should be added:

- Add the Choose X Points grouping from the Template Grouping sublist: choose the **Tools | Select Item...** command, double-click Template Grouping, then double-click Choose X Points.
- Enter the number of points worth of advantages that the user should select in the **Points** field.
- Check the **Open List** checkbox.
- Click **OK** to close the dialog.
- Double-click the advantages that should be included in the choices.
- When you have selected all the advantages that the user can select from close the Available Advantages list.

When the user adds the race to a character sheet, a dialog listing these advantages will be presented. The advantages that the user selects will be added to the character sheet.

To add a number of advantages instead of a number of points worth of advantages, add the OR grouping (to choose one item) or the Choose N Items grouping (to choose more than one item) instead of Choose X Points.

Racial Prerequisites

To specify racial prerequisites:

- Open the Advantages list.
- Choose the **Tools | Select Item...** command.
- Double-click the Racial sublist.
- Double-click the Racial Prerequisites item to add it.
- Click the **OK** button to close it.
- Select the **Tools | Edit Properties...** command.
- Click the **Requirements** tab.
- Add the requirements for the race. Click the **Help** button in the Edit Properties dialog for more information on editing requirements.

The race generated will be given these same prerequisites, which will be checked when the race is added to a character.

Taboo Traits

Taboo traits are similar to Racial Prerequisites, but when you create a Taboo Traits entry it will appear as a separate line entry in the race definition (and will appear on character sheets), and an entry will be created in the generated data sheets that can be referenced by other race builder character sheets.

- Open the Advantages list.
- Choose the **Tools | Select Item...** command.
- Double-click the Racial sublist.
- Double-click the Taboo Traits item to add it.
- Change the name "Taboo Traits" to something descriptive. Since this will create an entry that will be referenced by other race character sheets, the name should be unique and easily recognized. Appropriate names might be "Taboo Trait (Genetic Defects)" or "Taboo Trait (Mental Instability)".
- Click the **OK** button to close it.
- Select the **Tools | Edit Properties...** command.
- Click the **Requirements** tab.
- Add the requirements that represent the Taboo Traits. Click the **Help** button in the Edit Properties dialog for more information on editing requirements.

The taboo trait will be placed in a sublist under the race definition in the generated data sheet. To use the taboo traits defined in one race character sheet in a different race character sheet:

- Define the taboo trait in one character sheet.
- Save the character sheet and generate a data sheet.
- Load the generated data sheet.
- Create a race builder character sheet that will use the taboo trait.
- Open the Advantages list.
- Select the **Tools | Select Item...** command.
- Double-click the Races sublist.
- Double-click the sublist that contains the races created in your group.
- Double-click the Taboo Traits sublist.
- Double-click the taboo trait you wish to add to the race.

When a race is added to a character, the taboo traits will also be added. The presence of these taboo trait items and the requirements on them will cause the user to be notified when taboo traits are added to the character.

Editing Prerequisites

The most typical requirements are prohibitions against specific disadvantages. If those are the only prerequisites, you should add a Prohibited Items (p. 96) sublist instead because the data entry is easier.

More complex prerequisites require the use of a taboo trait, which can handle the following cases:

- Require a specific year
- Prohibit broad categories of items (such as phobias)
- Use boolean logic (this disadvantage and not that advantage).

Requiring a Year

- Highlight the taboo trait you're editing.
- Select the **Tools | Edit Properties...** command.
- Click the Requirements tab.
- Click the **New** button.
- Click the down arrow by **Window** field.
- Select Development from the drop-down list.
- Enter Year in the **Item** field.
- Check the **Value** checkbox.
- Click the following dropdown list and select one of the conditions (typically \geq or $<$).
- Enter the year in the subsequent field.
- Click **OK**.

Prohibiting Broad Categories of Items

- Edit the Requirements.
- Click the **New** button.
- Select the appropriate list in the **Window** field.
- Click the **Number of Items** button.
- Enter 1 for the number of items.
- Click the **In Category** button.
- Enter the name of the category in the subsequent edit field.
- Click **OK**.
- While the requirement you just added is highlighted, click the **Not** button. The description should now read something like "No Phobia Disadvantages".

If you wish to specify a value for the items (such as no phobias at more than -10), check the **Value** checkbox, select a comparison operator and enter the value.

Boolean Logic

To specify more complex requirements, such as prohibiting particular disadvantages after a certain year, but allowing them before that year, boolean logic is required.

- Add the first set of requirements (for example, prohibiting a number of disadvantages).
- Click the **Or** button in the Requirements tab.
- Add the other requirements.

For example, to prohibit genetic defects after a certain year, list a number of NOT requirements, add the OR, then add a Development:Year < 2XXX requirement. If the year is less than the specified number the disadvantages will be allowed, and if it is greater than or equal to the year they will be disallowed.

Prohibited Items

If a race has an explicit list of prohibited disadvantages or advantages, you can add a Prohibited Items sublist to specify them. If the requirements are more complex than a simple list (boolean logic is required to indicate a year, or a category of items is prohibited), add a taboo trait instead (p. 95).

When the data sheet is generated from this character sheet, the prohibited items list will be turned into a taboo trait entry, which will be available to other race builder character sheets.

To add the prohibited items list:

- Open the Advantages list.
- Select the **Tools | Select Items...** command (or press INS).
- Double-click the Template Groupings sublist.
- Double-click Prohibited Items.
- Rename the item something unique and appropriate. For example, "Taboo Trait (Identity)".
- Click **OK** to close the dialog.
- Double-click the folder icon of the item you just added to open the list for addition of items.
- Press the INS key or select the **Tools | Select Items...** command. The list of Available Disadvantages will open.
- Double-click any advantages that you wish to prohibit. For example, for the Taboo Trait (Identity) you might add Alternate Identity, Alternate Identity (Legal) and Zeroed.
- Select the **Tools | Select from Master List** command.
- Double-click Disadvantages. The Available Disadvantages list will open.
- Double-click prohibited disadvantages. In this example, you might choose Secret Identity and Mistaken Identity. Skills and items from other lists may also be prohibited in this fashion.

When the data sheet is generated from this race builder character sheet, a taboo traits entry will be generated from this list. In addition to being part of this race, other races will also be able to use it.

Adding Two of the Same Item

If you need to add the same item to the character sheet twice, give the second instance a different name. There are two reasons for this. The first is that the user will be confused by the presence of apparently two identical entries in the character and wonder what the purpose of the two are. The second reason is technical: when the user chooses an item from the choices presented by the template script, the item is not added if an item already exists with that same name -- the user is allowed to edit the existing item to change the level or values of options. To ensure that both items are added to the character sheet be sure to give the second item a different name.

For example, if you need to add two different Racial ST entries (one that has the No Fine Manipulators limitation and one that does not), you should name the item with the limitation "Racial ST (No Fine Manipulators)".

Race Builder Disadvantages

For an overview of Race Builder, see Building Races (p. 90). For more information on adding disadvantages, see Disadvantages List (p. 55).

Add racial disadvantages to the Disadvantages list. These will be added as racial disadvantages for any characters that select the race generated from this race builder character sheet. The cost of the racial disadvantages will not be counted against the disadvantages limit for characters of this race.

The Reduced Hit Points and Reduced Fatigue disadvantages will be added automatically to the generated race if the Fatigue and Hit Points fields in the Main dialog (p. 91) are less than the default values (ST and HT). You may add them directly if you desire, but be sure to set the Fatigue and Hit Points values in the Main dialog so that their costs are zero in order to ensure that the character point total for the race is correct.

See Race Builder Advantages (p. 91) for other details that are applicable to disadvantages, such as prohibited disadvantages.

Race Builder Skills

For an overview of Race Builder, see Building Races (p. 90). For more information on adding skills, see Skills List (p. 26).

Racial Skills

Many races have racial skills, which are typically granted at a level relative to the underlying attribute. For example, the Dwarf race from *GURPS Fantasy Folk* gets Axe/Mace at DX+1 and Merchant at IQ. To add racial skills:

- Open the Advantages list.
- Add a Generic Advantage.
- Change the name of the Advantage to something like "Racial Skills (Axe/Mace, Merchant)".
- Set the cost of the advantage to the cost that the skills represent. In the Dwarf example, this is 6 points (a P/A skill at DX+1 costs 4 points and an M/A skill at IQ costs 2 points).
- Close the advantage.
- Open the Skills list.
- Add the first racial skill. In the Dwarf case, add Axe/Mace.
- Set the level to the appropriate value for the number of points the skill should cost. For Axe/Mace make sure the skill level is set to DX+1, which costs 4 points.
- Click the **New** button.
- Double-click the Skills folder in the Select Option dialog.
- Double-click the Base Level option.
- Set the **Value** to the expression required for the skill level. For example, DX+1 for Axe/Mace. This will make the skill cost 0 points for the level you have set.
- Click **OK** to close the Select Option dialog, and then close the skill dialog.
- Add additional skills at the appropriate levels and add Base Level options to each of them.

When you select the race, the racial skills will be added to the Skills list at zero cost at the level specified in the Base Level options.

Racial Skill Bonuses

See Racial Skill Bonuses in Race Builder Advantages (p. 93).

Maintaining Skill Cost in Characters

To keep the cost of a racial skill the same when the race is added to a character (rather than attempting to set the skill level to the value in the original template), add the Specify Cost option to the skill:

- When the skill dialog is open, click the **New** button.
- Double-click the Templates folder.
- Double-click the Specify Cost option.
- Close the dialogs.

When the race is added to a character, the skill level will be set relative to the underlying attribute, rather than to the absolute level. For an example of how this works for a spell, see Maintaining Spell Costs in Characters (p. 98).

If you change the underlying attribute (or add other items that provide bonuses) *after* the race is added, *GURPS Character Builder* will attempt to keep the skills at the most recent level set, reducing the cost if you increase the attribute (until you finalize the character, of course).

Race Builder Spells

For an overview of Race Builder, see Building Races (p. 90). For more information on adding spells, see Spells List (p. 59).

When racial spells appear in a race builder template, the prerequisites for the spells are not checked when the race is added to a character. The prerequisites are checked only while you edit the template character sheet -- when a race with racial spells is added to a character the requirements aren't checked on those spells.

Maintaining Spell Cost in Characters

To keep the cost of a racial spell the same when the race is added to a character (rather than attempting to set the spell level to the value in the original template), add the Specify Cost option to the spell:

- When the spell dialog is open, click the **New** button.
- Double-click the Templates folder.
- There are two options for specifying the cost. Double-click the one that suits your needs:
 - Specify Cost: specifies the initial cost of the skill will be the same as in the template, regardless of the current attribute level. The user will be allowed to change the skill level, and the application will attempt to keep the spell at that level.
 - Force Cost: specifies that the cost of the spell must always be the same as in the template. The application will always reset the level of the spell to track changes in the attribute, keeping the cost the same.
- Close the dialogs.

When the race is added to a character, the spell level will be set relative to IQ, rather than to the absolute level. For example, the Shadow example race builder character sheet has Darkness-15 [8]; Steal Strength-14 [6]; Steal Health-14 [6] (all with Specify Cost added), and IQ 10 and Dark Magery 3 set in the template character sheet. If the IQ of the character is 15 when the Shadow template is added to a character sheet, the spell levels will be Darkness-20 [8]; Steal Strength-19 [6]; Steal Health-19 [6], maintaining the original costs.

Additionally, a Required Cost option will be added to each spell with the Force Cost option, with the value equal to the cost of the spell in the original race builder character sheet. ***GURPS Character Builder*** will force the spell to whatever level is necessary to maintain this cost.

With Specify Cost, changing the IQ of the character (or the level of Magery) after the race is added will behave as normal: ***GURPS Character Builder*** will attempt to keep the spell at the last level you set, adjusting the cost as necessary.

Race Builder Quirks

For an overview of Race Builder, see Building Races (p. 90). For more information on adding quirks, see Quirks List (p. 58).

Any quirks added to the Quirks list will be added to characters that use the generated race. The costs of these racial quirks will not be counted against the quirks limit (normally -5 points).

If the quirk you wish to add is not found in the Available Quirks list (which will be the case for most racial quirks), add the "generic" quirk called "Quirk" and change the **Name** field to the desired value.

To indicate a zero-cost quirk, add the quirk and then set the **Points** to zero.

Finding "Missing" Items

There are thousands of items in ***GURPS Character Builder***. If you can't find the item that you're looking for, it's probably because you don't have the right data sheet loaded. Use the **File | Load Data Sheet...** command to load data sheets (p. 144) if you can't find a "missing" item..

Missing Item	Data Sheet
Items common to multiple books:	
	GURPSCompendium.cds
Skills	GURPSCompendium.cds
Spells	GURPSMagic.cds, GURPSGrimoire.cds.
Fantasy Races	GURPSFantasyFolk.cds.
Psionic Powers	GURPSPsionics.cds
Super Powers and Advantages	GURPSSupers.cds, GURPSCompendium.cds.
Martial Arts	GURPSMartialArts.cds.

The character sheet template (p. 108) you use to create a character sheet also controls which data sheets are loaded. Be sure to create a character with the appropriate character sheet template.

Optimize Character

This command analyzes different levels of IQ and DX to determine which combination creates the most cost-effective character, while attempting to maintain spells and skills at their current levels.

First, higher levels of IQ are checked, starting at the current IQ level, and going up by 1. Then lower IQ values are examined, then higher DX, and lastly, lower DX. If the cost at each attempted level of the attribute is lower than the best value found so far, the search continues.

If you know you don't want to reduce your attributes beyond a certain level, enter those values in the Minimum IQ and Minimum DX edit fields.

When analysis is complete, **GURPS Character Builder** will display the results and allow to accept or reject them. If the character is already optimal the attributes will be reset the original values. Otherwise IQ and DX will be set to the optimal values. To accept these new values click **OK**. To restore the original values, click **Cancel**. The attributes, skill levels and spell levels will be restored to their original values.

Final Skill Levels

It is possible that some of your skill levels will be increased above their original values during this process. This is most likely if you have a lot of higher-level skills and a couple of half- or 1-point skills. The high-level skills will "drag" the low-level skills up by increasing the underlying attribute.

In some cases, the cost of skills may drop to a half-point or zero (if based on default). This doesn't normally matter, but characters with martial arts styles will have to be adjusted manually to come into line with the rules again.

This is because the conflicting goals of maximizing point efficiency and obeying the rules can only be resolved manually. In particular, the requirement that is most often violated is the one that specifies at least 1 point be spent on Secondary skills before Primary skills can be raised above 15. Choose the **Tools | Check Requirements** command (or press SHIFT+F6) to check what requirements are unsatisfied.

Notes

Remember, just because a character has a lower cost doesn't mean it's better. It may be cheaper to have a lower DX, but your Move and Dodge are also lower, perhaps reducing survivability. The same is true for IQ, because your senses and Will are lower. Role-playing considerations should also enter into the equation. It may be cheaper for your Fighter to have IQ 14, but if that's just not *him*, it isn't right.

Optimization Complete

The Character Optimization analysis has been completed. If the current values of IQ and DX already produce the lowest cost, you will be notified. Simply click **OK**.

Otherwise the results of the analysis will be reported, detailing the values of IQ and DX that produce the lowest character cost. DX and IQ have been set to these values. To retain them, click **OK**. To revert to the original values, click **Cancel**.

Note that the lowest cost may have *reduced* these attributes, also reducing your character's Move, Dodge or Will. Be wary of making cost the overriding criterion in character creation.

GURPS Character Builder will attempt to keep the levels of skills and spells at their initial values, but some lower-level skill levels may have been increased if there were drastically varying levels of skills.

Finalize Character

Finalization does the following:

- Captures initial attribute values (p. 23). These are used to compute the costs of future attribute increases, which cost twice the point value that they cost during character creation. For example, at character creation time going from IQ 10 to IQ 11 costs 10 points. After the character has been in play, that same increase costs 20 points. The character cost goes up by 10 points, and the other 10 points are accrued to spent experience.
- Make skills track attributes as they change. During character creation, increasing DX makes DX-based skills cost less. After character creation, increasing DX raises all DX-based skills and keeps the skills costs the same.
- Captures the current height and weight, which have tracked ST.
- Turns off the check for age and the number of points in skills and spells.
- Turns off checks for maximum disadvantages.

You should finalize your character after completing initial character creation. If you do not, and you change attributes or add skills and spells, skill costs, the character's height, weight and age will "spontaneously" change in response.

After finalization your character's height will not change along with ST. To change your character's height you can open the Information (p. 13) window and change height directly.

If you do not want to finalize your character, click **Cancel**.

If you want the character's physical attributes to "float" again, follow these steps:

- Open the Information window with **Data | Information**.
- Press SHIFT+F7.

The height and weight will revert to the default values and will track changes in ST. Age will track the number of points in skills and spells.

Already Finalized

This character has already been finalized. If you finalize the character again, the initial character information will be overwritten with the current values. This may change the cost of the character if attributes have been increased.

Click **Finalize** to finalize your character again. The current attribute values will overwrite the values captured the last time the character was finalized.

Click **Make New** to make the character sheet like new. This will cause attribute costs to be computed as they were during character creation. Skill costs will increase and decrease in response to attribute level changes, rather than skill levels tracking the attributes.

Click **Cancel** to leave without making any changes.

Unsatisfied Requirements

When you finalize a character and there are unsatisfied requirements, one of these dialogs is displayed.

Age Requirement

If your character's age is greater than the Aging Age (p. 22), a notification will be displayed. You should add the Age disadvantage to the character, or one of the Unaging advantages.

Note that the age may be pushed past the aging age "behind the scenes" if you allow the age to float. This may require you to reduce the number of skills the character has, or to optimize the character.

Other Requirements

If you ignored any requirements during character creation you will be notified at this point. You have the option of viewing the requirements, or just ignoring them and finalizing the character anyway.

Character Development

The Character Development Command handles the passage of time. It handles aging, job rolls and income, and the results of skill and spell study. This Development Dialog (p. 15) contains the information used during character development.

To perform character development when the Character Development dialog is open:

- Click the desired Time Use Profile in the **Profile** list.
- Enter the time that you wish to have pass in the **Time Period** field.
- Select other options in the dialog as desired (see below).
- Click the **Continue** button.

How Character Development Works

- Character development time is broken down into weeks (this is the smallest useful increment).
- Each week that passes the appropriate number of hours is added to the Hours Studied for each skill and spell that is indicated in the selected time use profile.
- When the Hours Studied exceeds the number of hours required to increase the skill to the next level, the skill level is increased. The corresponding number of character points is added to the experience points awarded in the Main dialog (p. 11). An entry will be made in the Development History (p. 20) for each skill increase.
- Each month that passes, a job roll is made against the jobs in the Jobs list (p. 18). If a failure is indicated, the results will be noted in the history. Development stops if a serious result (injury or loss of job) occurs and you have checked the Stop When a Major Job Event Occurs checkbox. Note that, since weeks and months don't mesh exactly, the number of weeks that passes between job rolls will vary.
- Each time an aging roll is called for, the appropriate roll against HT and Medical TL is made. If this roll is failed, the corresponding attribute is reduced by 1 (or 2 on a critical failure). Longevity and Unaging also figure into this. An entry will be made in the history each time an attribute is reduced.
- If any attribute is reduced to zero, the character dies and character development stops.
- After character development is complete for the time period, the results are displayed: skill and spell level increases, aging failures and job failures are listed. You can choose to keep these results, or you can click **Undo** to restore the character to the previous state.
- If you choose to keep the results, entries are added to the Development History list and the savings for the time period are added to the character.
- Finally, the character's age is updated in the Information Dialog (p. 13) and the Year and Week are set to reflect the passage of time.

Profile

The list of available time use profiles. To add a new profile, click the **New** button.

To edit a profile, click the profile, then click the **Edit** button. To delete a profile, click the profile, then click the **Delete** button. You can also edit the profiles directly from the Time Use Profiles list in the Development Dialog (p. 15).

Time Period

The amount of time that should be spent on character development.

This can be either weeks, months or years. For example, to indicate two weeks enter "2 weeks". For three years enter "3 years". You can abbreviate the time unit to a single letter, so "6m" is the same as "6 months".

If no time unit is specified, weeks is assumed.

Medical TL

Enter the Medical TL to be used for HT rolls for aging. This defaults to TL for the character. You might change this to something else to account for a temporary difference in TL (for example, being stranded on a desert island for two years).

Stop When a Major Job Event Occurs

If this is checked, any time your character has a critical job failure that causes loss of job, damage or a crippling injury, the character development process will stop. This allows a GM to adjudicate the

This setting will be remembered the next time.

Show Progress

If this is checked, detailed results are displayed in the Development Progress dialog as they occur. The title bar indicates the time passed.

You can click the **Pause** button to pause, examine these details, and then click **Continue** to go on. You can also click **Cancel** at any time to interrupt the process. When development is complete, click the **Continue** button to proceed.

If **Show Progress** is not checked, no progress dialog will be displayed. An hourglass will indicate that the script is running. You can cancel the process by press ESC or CTRL+BREAK.

Continue

Click the **Continue** button when you have selected a profile and entered a time period.

If your profile indicates time will be spent studying skills, the Potential Study Results (p. 104) dialog will display information on which skills will increase and how many weeks of study would be required for an increase. If you decide that you'd prefer to spend more time in development (in order to increase a full skill level), you can click **Cancel** and return to the Character Development dialog to enter a larger time period.

Edit

To edit a time use profile, click the desired profile in the **Profile** list and then click the **Edit** button.

Delete

To delete a time use profile, click the desired profile in the **Profile** list and then click the **Delete** button.

New

To create a new time use profile, click the **New** button.

Exit

Click **Exit** to leave the Character Development dialog.

Potential Study Results

This dialog displays the potential results of performing character development for the time specified in the Character Development (p. 103) dialog.

Each skill and spell that appears in the selected time use profile will have an entry in the list.

Click **OK** to proceed to character development, or **Cancel** to return to the Character Development dialog.

Hours

The Hours column indicates the number of hours of study time that have already been performed for this skill. This number is tracked in the Hours Studied option on the skill.

Req

The Req column indicates the number of hours of study required to increase the skill to the next level.

Weeks

The Weeks column indicates the number of weeks required to increase the skill to the next level. Note that if you study for longer than this number of weeks the skill may well increase more than one level.

Hrs/Wk

The number of hours per week that a skill will be studied. Note that if you're performing Automatic Foreign Language study, this number will go down once the skill level has reached IQ.

Development Results

This dialog displays the results of character development. Any aging roll failures, skill or spell increases and job roll failures will be listed here.

The character's new age, new attribute values, savings and the number of hours converted to character points will also be summarized.

To make these results permanent, click the **Keep** button. To discard these changes and undo all attribute, skill and spell level increases, click the **Undo** button.

Development Canceled

This dialog appears if you cancel development from the Development Progress dialog.

Click **Keep** to keep the results, or **Undo** to undo all the changes and restore the character to the previous state.

If you interrupted the process by clicking **Cancel**, you also have the option of resuming development by clicking **Resume**.

Character Not Finalized

This dialog appears when you select the Character Development command and the character has not been finalized.

Characters must be finalized (p. 102) before character development can begin. To finalize the character select the **Data | Finalize Character...** command.

Character Has No Job

This dialog appears if you perform Character Development and there are no entries in the Jobs list in the Development Dialog (p. 15).

In order to earn income and make job rolls, your character must have a job.

To add a job from here:

- Click **Yes**.
- The Development dialog (p. 15) will open and the Available Jobs will be displayed.
- Find the job you want. "Free-lance" jobs are marked with an asterisk ("*").
- Double-click the desired job.
- Select the **Data | Character Development** command again.

If you don't want a job (because your character can't or doesn't want to have one):

- Click **No**.
- **Character Builder** will automatically add the "No Job" entry to the Jobs list.

No Time Use Profiles Defined

This dialog appears if there are no entries in the Time Use Profiles list in the Development Dialog (p. 15).

In order to know how the character plans to spend time, time use profiles must be defined. Click **OK** to add a profile, or **Cancel** to stop character development.

Create Time Use Profile

This dialog appears when no time use profiles are present in the Time Use Profiles list of the Development Dialog (p. 15), or when you select the **New** button in the Character Development (p. 103) dialog.

To use one of the predefined time use profiles:

- Click the desired profile. You may not pick a name that is already present in the Time Use Profiles list.

- Click **OK**.
- The profile will appear. Change the options to indicate how time is spent (see Time Use Profiles (p. 15)).

To create your own:

- Move the cursor to the **Profile** edit field.
- Enter the name that you wish to assign to the profile. You may not enter a name that is already present in the Time Use Profiles list.
- Click **OK**.
- The profile will appear. Change the options to indicate how time is spent (see Time Use Profiles (p. 15)).

Name Already in Use

The time use profile name you selected is already in use. All profiles must have unique names, otherwise **Character Builder** cannot determine which one to use.

If you want to have two profiles for On the Job (if you have different summer and winter jobs, for example), enter a different name in the **Profile** field of the Create Time Use Profile dialog that is specified for the second job.

No Profile Name

You must specify a profile name if you choose a custom profile name.

No Cost of Living

This dialog appears when you begin character development and there is no Cost of Living defined for the character.

If you don't want to bother with a cost of living right now, click **Skip**. If the character has no cost of living and you don't want to be bothered with this, add a cost of living with a value of 0.

To add a cost of living:

- Enter the desired cost of living (in \$ per month) in the Cost of Living field.
- Click the **Add** button.
- **Character Builder** will add a Cost of Living item to the Advantages list.

You can also set cost of living on jobs (p. 18).

Too Many Study Hours

This dialog appears when you specify more hours of activities in a profile than there are hours in a week.

You should do one of the following:

- Decrease the number of hours specified. Adjust the options in the profile to make the weekly total fit in the allotted time.
- Change the length of the week. Add Hours per Day or Days per Week options to the profile to indicate a different calendar.
- If your character gets study hours for free for magical reasons, change some or all of the hours from Study Skill options to Skill Study Bonus options.
- If your character studies more efficiently for some reason, specify the number of hour equivalents after the skill name and an "@". For example, if your character is training for the Olympics under the best running coach in the world, each 100 hours might be equivalent to 200 hours (a character point). Set the **Qualifier** for the Study Skill option to "Running@100" to indicate each hour spent counts double.

No Time Period Specified

This dialog appears when you neglect to enter a time period in the Character Development dialog's **Time Period** field.

Enter an integer value, followed by "weeks", "months" or "years". If you omit a time unit, weeks is assumed.

No Skill (Spell) Specified

This dialog appears if you fail to enter a skill (or spell) name for a study option on a time use profile.

You should edit the time use profile and set the skill (spell) to study in the **Qualifier** for the option, and set the number of hours to study that skill (spell) each week in the **Value** (see Study Skill option (p. 16)).

Skill (Spell) Not in List

The skill (or spell) specified in a study option on a time use profile is not currently in your character's Skills (Spells) list.

If the skill or spell is available (in the Available Items list), you can have **Character Builder** add it automatically by clicking **OK**. Click **Cancel** to go back to the Character Development dialog.

If the skill or spell is not available in the available items list, it may be for one of the following reasons:

- The skill (spell) name is misspelled. Edit the time use profile and correct the spelling -- it must be identical to the name as it appears in the list. Do not use alternate skill names (for example, use Bard instead of Public Speaking).
- The data sheet that contains the skill is not loaded. Make sure the desired data sheet is loaded (see Loading Data Sheets (p. 144)).
- You entered an alternate name for a skill (i.e., Public Speaking instead of Bard). Enter the standard name for the skill.

Too Many Automatic Study Skills

This dialog appears if the sum of the percentages for your automatic job study skills (and spells) exceeds 100 percent. The automatic job study rules (see sidebar, p. B83) allow you to allocate the automatic study time among the skills (spells) used on the job.

Edit the Automatic Job Study and Automatic Spell Study options so that the sum of the options is 100 percent.

Automatic Study Total Less than 100

This dialog appears if the sum of the percentages for your automatic job study skills (and spells) is less than 100. You should edit your automatic study options and make the total be 100 percent to take full advantage of your study time.

Click **OK** to continue character development anyway, or **Cancel** to go back and edit the profile.

Too Many Language Study Hours

This dialog appears if the sum of the hours of automatic language study exceeds four hours per day. You should edit the Automatic Foreign Language Study options in the profile and make sure they total 4 hours per day.

Character Sheet Templates

The following templates are available in the **File | New** dialog:

- GURPS.cst The basic **GURPS** character sheet. The data from **GURPS Basic Rules** and **GURPS Compendium I** will be loaded.
- GURPSBioTech.cst
Character sheet template for **Bio-Tech** campaigns. The basic and **Bio-Tech** data sheets will be loaded.
- GURPSBlackOps.cst
Character sheet template for **Black Ops** campaigns. The basic, **Psionics** and **Black Ops** data sheets will be loaded.
- GURPSCliffhangers.cst
Character sheet template for **Cliffhangers** campaigns. The basic and **Cliffhangers** data sheets will be loaded.
- GURPSFantasy.cst
The template for Fantasy campaigns. **GURPS Magic** and **GURPS Grimoire** will also be loaded. Campaign settings will be for a standard Fantasy campaign and 100-point characters. The Fantasy rule set is indicated.
- GURPSFantasyFolk.cst
The template for characters using the Fantasy Folk races. It's the same as GURPSFantasy.cst, also loading the **GURPS Fantasy Folk** races. The Fantasy rule set is indicated.
- GURPSHighTech.cst
The character sheet template for building high-tech characters in a modern setting. The basic and High-Tech data sheets are loaded.
- GURPSLowTech.cst
The character sheet template for building low-tech characters in a medieval setting. The basic and Low-Tech data sheets are loaded.
- GURPSModern.cst
The template for characters set in the modern day. Only data from the **Basic Set** and **GURPS Compendium I** are loaded. The Modern rule set is indicated.
- GURPSPsionics.cst
The template for psionic characters. It's the same as GURPS.cst, but set in the modern day and loading the **GURPS Psionics** powers, skills and equipment. The Modern rule set is indicated.
- GURPSSpirits.cst
The template for Spirits characters. The basic and **Spirits** data sheets will be loaded.
- GURPSSupers.cst
The template for Supers campaigns. **GURPS Supers** data will also be loaded. The default settings will be for modern-day play, and the character point levels will be appropriate to super heroic levels. The Modern rule set is indicated.
- GURPSMartialArts.cst
The template for Martial Arts campaigns. **GURPS Martial Arts** data will also be loaded. Settings will be for a modern-day campaign and 100-point characters. The Modern rule set is indicated.
- GURPSRaceBuilder.cst
The character sheet template for building races (p. 90).

GURPSTemplate.cst

The template for creating character with templates from **GURPS Wizards** and **GURPS Warriors**. This loads all the **GURPS** data sheets and runs you through the character generation script, allowing you to construct a character from the templates.

GURPSTemplate.cst

The character sheet template for building character templates (p. 70).

GURPSWWII.cst

The character sheet template for creating military characters in the World War II era. The basic and WWII data sheets are loaded.

You can also create your own custom character sheet templates (p. 125).

Files

The following files are included with the **GURPS** game system template:

- GURPS.cst The medieval/fantasy character sheet template. This template is the same as GURPSSupers.cst, with the following differences: the GURPSMagic.cds data sheet is loaded, the TL is 3, Enhanced ST cost is off, and Base Wealth is \$1,000.
- GURPS.cds Basic Set data sheet. This file contains skills, advantages, disadvantages, and equipment defined in the **GURPS Basic Set**.
- GURPS.flt The "straight text" filter. This file is useful for printing text-only character sheets. It can also be used to copy text to the clipboard for transfer to other applications. GMs will find it useful to copy NPC descriptions to the clipboard for inclusion in other documents. See also the GURPSLargeRTF.flt and GURPSStandardRTF.flt filters.
- GURPS.mdt **GURPS** data sheet template. Use this to create new data sheets for your custom items.
- GURPS.prt The single-page graphical print template. This prints character sheets that look similar to the character sheet examples included in the **GURPS Basic Set**. On the Active Defenses two values are listed. The first is the unadjusted Defense; the second is the Defense adjusted for Combat Reflexes and PD.
- GURPS2.prt The two-page graphical print template, based on the two-page character sheet in the Revised version of the Third Edition of the **GURPS Basic Set**.
- GURPS3x5.prt A print template intended for 3" x 5" index cards, similar to the NPC record card in the back of the **GURPS Basic Set**. See Printing on Index Cards (p. 135).
- GURPSBioTech.mds The data sheet for **GURPS Bio-Tech**.
- GURPSBlackOps.mds The data sheet for **GURPS Black Ops**.
- GURPSCliffhangers.mds The data sheet for **GURPS Cliffhangers**.
- GURPSFantasy.cst The character sheet template with settings appropriate to Fantasy campaigns. The **GURPS Magic** and **GURPS Grimoire** data sheets are also loaded.
- GURPSFantasyFolk.cds A data sheet containing the races from **GURPS Fantasy Folk**.
- GURPSGrimoire.flt A grimoire text filter. This lists casting time, energy required, etc., for spells in your character's spell list. Click here for an example (p. 115). Select it by choosing the **File | Set Copy/Print Filters...** command. You can also check the Ask for Filters option in the

Utilities | Preferences... dialog and **GURPS Character Builder** will ask you which filter to use each time you print.

GURPSGrimoire.prt

A grimoire print template. This lists casting time, energy required, etc., for spells in your character's spell list. Select it by choosing the **File | Set Copy/Print Filters...** command. You can also check the Ask for Filters option in the **Utilities | Preferences...** dialog and **GURPS Character Builder** will ask you which filter to use each time you print.

GURPSHighTech.mds

The data sheet for **GURPS High Tech**.

GURPSLowTech.mds

The data sheet for **GURPS Low Tech**.

GURPSLargeRTF.flt

A text filter that outputs a character description in RTF for inclusion in a word processor. This format is used in the **GURPS** books for full-page character writes. If you don't have a word processor that can handle RTF, you can use the Microsoft Word Viewer (p. 176).

GURPSMagic.cds

The Magic data sheet. This file contains all the spells, advantages, disadvantages, skills and races from **GURPS Magic**.

GURPSMiddleAges1.mds

The data sheet for **GURPS Middle Ages I**.

GURPSRogues.mds

The data sheet for **GURPS Rogues**, containing character templates.

GURPSSpirits.mds

The data sheet for **GURPS Spirits**.

GURPSStandardRTF.flt

A text filter that outputs a more compact character description in RTF for inclusion in a word processor. This is the format used for describing characters in sidebars in the **GURPS** books.

GURPSSupers.cds

The **GURPS Supers** data sheet. This file contains the advantages, disadvantages, super advantages, super powers, limitations and enhancements described in **GURPS Supers™** second edition.

GURPSSupers.cst

The **GURPS Supers** character sheet template. This template is the same as GURPS.cst, with the following differences: the GURPSSupers.cds data sheet is loaded, the TL is 7, Enhanced ST cost is on and Base Wealth is \$15,000.

GURPSSwashbucklers.mds

The data sheet for **GURPS Swashbucklers**.

GURPSTemplate.cst

The character sheet for **GURPS** Character Templates. This character sheet invokes a script that creates characters according to the templates (p. 145) in **GURPS Wizards** and **GURPS Warriors**.

GURPSTemplate.scv

The script invoked for Template Character generation.

GURPSTemplateBuilder.mds

The data sheet required for Template Builder and Race Builder.

GURPSTemplates.inc

The include file for **GURPS** Character Templates.

GURPSTemplates.cds

The data sheet for ***GURPS*** Character Templates.

GURPSWWII.mds

Data sheet for ***GURPS WWII***.

Example of GURPS.FLT output

Dai Blackthorn

100 points

Age 18; 5'6", 110 lbs.; Fair skin, dark hair and eyes
ST: 8 [-15] IQ: 12 [20] Speed: 6.75
DX: 15 [60] HT: 12 [20] Move: 5
Dodge: 6 Parry: 8

Advantages

Absolute Direction [5]; Acute Hearing +5 [10] (Hearing: 17); Double-Jointed [5]; Danger Sense [15].

Disadvantages

Enemy: Thieves' Guild [-15] (Roll: 6 or less, ×1/2); Overconfidence [-10]; Poor [-15] (Starting Wealth: \$200).

Quirks

Sensitive about height; Afraid of drowning/dislikes lakes; Loves high places; No drugs or alcohol; Flamboyant showoff; Cannot read. [-5]

Skills

Area Knowledge-13 [2]; Climbing-13* [0]; Fast-Talk-12 [2]; Knife-17 [4] (Parry: 7); Knife Throwing-14 [½]; Lockpicking/TL3-13 [4]; Pickpocket-15 [4]; Shortsword-16 [4] (Parry: 8); Stealth-15 [2]; Streetwise-12 [2]; Traps/TL3-11 [½].

*Cost modifiers: Double-Jointed.

Equipment

Knife (small) (cut 1d-5, imp 1d-4, Skill: 17, Parry: 7; ½ lbs.; \$30; Reach: C, 1;C); Dagger (imp 1d-4, Skill: 17, Parry: 7; ¼ lbs.; \$20; Reach: C); Lockpicks (\$30; Skill: 13); Clothing (Lower-class; 1 lb.; \$10; PD: 0; DR: 0); Shoes (PD 1, DR 1; 2 lbs.; \$40); Leather Jacket (PD 1, DR 1; 4 lbs.; \$50); 1 Ring (\$20); 10 Silver \$ (0.1 lbs.; \$10).

Description

Street kid, thief

Example of GURPSLargeRTF.FLT output

If the character sheet has a picture, it will be converted to JPEG format and included in the output. If you don't have a word processor that can handle RTF, you can use the Microsoft Word Viewer (p. 176).



Dai Blackthorn **100 points**

Age 18; 5'6", 110 lbs.; Fair skin, dark hair and eyes

ST: 8 [-15]	IQ: 12 [20]	Speed: 6.75
DX: 15 [60]	HT: 12 [20]	Move: 5
Dodge: 6	Parry: 8	

Advantages

Absolute Direction [5]; Acute Hearing +5 [10] (Hearing: 17); Double-Jointed [5]; Danger Sense [15].

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Enemy: Thieves' Guild [-15] (Roll: 6 or less, $\times 1/2$); Overconfidence [-10]; Poor [-15] (Starting Wealth: \$200).

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Sensitive about height; Afraid of drowning/dislikes lakes; Loves high places; No drugs or alcohol; Flamboyant showoff; Cannot read. [-5]

Skills

Area Knowledge-13 [2]; Climbing-13* [0]; Fast-Talk-12 [2]; Knife-17 [4] (Parry: 7); Knife Throwing-14 [½]; Lockpicking/TL3-13 [4]; Pickpocket-15 [4]; Shortsword-16 [4] (Parry: 8); Stealth-15 [2]; Streetwise-12 [2]; Traps/TL3-11 [½].

*Cost modifiers: Double-Jointed.

Equipment

Knife (small) (cut 1d-5, imp 1d-4, Skill: 17, Parry: 7; ½ lbs.; \$30; Reach: C, 1;C); Dagger (imp 1d-4, Skill: 17, Parry: 7; ¼ lbs.; \$20; Reach: C); Lockpicks (\$30; Skill: 13); Clothing (Lower-class; 1 lb.; \$10; PD: 0; DR: 0); Shoes (PD 1, DR 1; 2 lbs.; \$40); Leather Jacket (PD 1, DR 1; 4 lbs.; \$50); 1 Ring (\$20); 10 Silver \$ (0.1 lbs.; \$10).

Street kid, thief

GURPS Standard RTF Example Output

This compact format, produced when you select the `GURPSStandardRTF.flt` filter, is similar to the one used by Steve Jackson Games in its publications.

DAI BLACKTHORN 100 POINTS

Age 18; 5'6", 110 lbs.; Fair skin, dark hair and eyes

ST 8 [-15]; **DX** 15 [60]; **IQ** 12 [20]; **HT** 12 [20].

Speed 6.75; Move 5.

Dodge 6; Parry 8.

Advantages: Absolute Direction [5]; Acute Hearing +5 [10] (Hearing: 17); Double-Jointed [5]; Danger Sense [15].

Disadvantages: Enemy: Thieves' Guild [-15] (Roll: 6 or less, ×1/2); Overconfidence [-10]; Poor [-15] (Starting Wealth: \$200).

Quirks: Sensitive about height; Afraid of drowning/dislikes lakes; Loves high places; No drugs or alcohol; Flamboyant showoff; Cannot read. [-5]

Skills: Area Knowledge-13 [2]; Climbing-13* [0]; Fast-Talk-12 [2]; Knife-17 [4] (Parry: 7); Knife Throwing-14 [½]; Lockpicking/TL3-13 [4]; Pickpocket-15 [4]; Shortsword-16 [4] (Parry: 8); Stealth-15 [2]; Streetwise-12 [2]; Traps/TL3-11 [½].

*Cost modifiers: Double-Jointed.

Equipment: Knife (small) (cut 1d-5, imp 1d-4, Skill: 17, Parry: 7; ½ lbs.; \$30; Reach: C, 1;C); Dagger (imp 1d-4, Skill: 17, Parry: 7; ¼ lbs.; \$20; Reach: C); Lockpicks (\$30; Skill: 13); Clothing (Lower-class; 1 lb.; \$10; PD: 0; DR: 0); Shoes (PD 1, DR 1; 2 lbs.; \$40); Leather Jacket (PD 1, DR 1; 4 lbs.; \$50); 1 Ring (\$20); 10 Silver \$ (0.1 lbs.; \$10).

Street kid, thief

Example of Grimoire.flt Output

This format prints just the spells and the college skills for the character. To omit the college skills, uncheck the **Print College Skills in Grimoire** checkbox in the **Utilities | Game System Preferences...** dialog.

Grimoire of Raphael Holyoak

Spell Name	Level	Time to cast	Duration	Energy	Page No.	Notes
Sense Life (Inform.)	15	1 sec.	Instant	1/2 (min. 1)#	M28	
Sense Foes (Inform./Area)	15	1 sec.	Instant	1 (min. 2)#	M28	
Seek Earth (Information)	15	10 sec.	Instant	3	M31	
Sense Danger (Information)	15	1 sec.	Instant	3	M76	
Shield	15	1 sec.	1 min.	varies#	M76	
Missile Shield	15	1 sec.	1 min.	5/2	M77	
Purify Air	15	1 sec.	Instant	1	M34	
Lend Strength	15	1 sec.	Perm.	varies#	M49	
Lend Health	15	1 sec.	1 hr.	1 per HT loaned	M49	
Recover Strength (Special)	15	Special	Special	none	M49	
Sterilize (Area)	15	varies#	Instant	3/hex#	M50	
Minor Healing	15	1 sec.	Perm.	1 to 3#	M50	
Major Healing	15	1 sec.	Perm.	1 to 4#	M50	
Cure Disease	15	10 min.#	Instant	4#	M50	
Restoration	14	1 min.#	Perm.	15#	M51	
Beast-Soother	15	1 sec.	Perm.#	1 to 3	M23	
Beast Summoning	15	1 sec.	1 min.	3/2#	M23	
Beast Speech	15	1 sec.	1 min.	4/2	M25	
Bird Control	15	1 sec.	1 min.	4/2	M24	Resist: IQ.
Mammal Control	15	1 sec.	1 min.	5/3	M24	Resist: IQ.
Insect Control	15	1 sec.	1 min.	3/2	M24	Resist: IQ.
Rider	15	1 sec.	5 min.	2/1	M24	
Shapeshifting (Bear) (Special)	14	3 sec.	1 hr.	6/2	M25	
Ignite Fire	15	1 sec.	1 sec.	1 to 4 #	M36	
Test Food (Information)	15	1 sec.	Instant	1 to 3#	M48	
Preserve Food	15	1 sec.	1 week	Special	M48	
Seek Water (Information)	15	1 sec.	Instant	2	M39	
Purify Water (Special)	15	5-10 sec./gal.	Perm.	1/gal.	M39	
Find Direction (Information)	15	1 sec.	Instant	2	M53	
Seeker (Information)	15	1 sec.	Instant	3#	M54	
Trace	15	1 min.	1 hr.#	3/1	M54	
Find Weakness (Information)	15	2 sec.	Instant	1#	M59	
Weaken	15	5 sec.	Perm.	2	M59	
Shatter	18	1 sec.	Instant	1 to 3#	M59	
College Skills						
Air	1					
Animal	8					
Communication and Empathy	2					
Earth	1					
Fire	1					
Food	2					
Healing	8					
Knowledge	3					
Making and Breaking	3					
Protection and Warning	3					
Water	2					

Output from GURPS3x5.prt

The following is an example of output from the GURPS3x5.prt print template. The quality of this example is probably less than what you'll see on your printer, because this is a screen-bitmap representation of printer output, which is usually of lower resolution than printer output.

Name: Katrina							Points: 100. Reaction: Attractive: +1.						
Appearance: Age 21; 5'9", 100 lbs; Long dark hair							Advantages: Attractive; Toughness 1; Literacy.						
12 ST Fatigue: 12							Disadvantages: Skinny; Stubbornness; Berserk;						
13 DX Basic Damage							Alcoholism. Quirks: Dislikes heights; Sleeps outdoors						
12 IQ Thrust: 1d-1							when possible; Picks fights for fun; Feminist -- likes						
11 HT Swing: 1d+2							demonstrating "she's as good as any man"; Talks to						
Hits: 11							animals and inanimate objects.						
Basic Speed: 6 Move: 6							Skills: Bow-14, Fast-Draw Arrow-13, Knife-13, Knife						
Encumbrance: 1 (18¼ lbs)							Throwing-13, Fencing-15, Brawling-13, Armoury-13,						
Dodge: 6 Parry: 10 Block: 4							Cooking-11, Gambling-12, Leadership-12,						
							Savoir-Faire-14, Scrounging-11, Stealth-13, Tactics-12,						
							Tracking-11.						
							Damage: Saber cut 1d+2, imp 1d; Knife (large) cut 1d, imp						
							1d-1; Punch: 1d-2; Kick: 1d. Equipment: Quiver; Arrow						
							(x10); Light Leather Armor Suit; Gold and Silver coins;						
							Jewelry.						
							Weapon Ranges: Long Bow: imp 1d+1, SS: 15, Acc: 3, ½;						
							180, Max: 240; Knife (small, thrown): imp 1d-1, SS: 11,						
							Acc: 0, ½; 7, Max: 12.						
	Head	Body	Arms	Hands	Legs	Feet							
PD	0	1	1	0	1	0							
DR	1	2	2	1	2	1							

Creating New Data Sheets

Data sheets contain the items that are available for selection in the Skills, advantages, disadvantages, etc., lists. You can create "one-off" items by modifying the generic items (p. 127), but if you want to make your new items available in other character sheets, you should create a data sheet and add your custom items to that. You can also use *priorities* to override the standard **GURPS** definitions of skills (p. 131), advantages, etc.

Follow these steps to create your own data sheet:

- Choose the **File | New...** command.
- Click the **Data Sheet** button.
- Double-click `GURPS.mdt`.
- When the data sheet is open, press F1 for general information on editing data sheets, or SHIFT+F1 for **GURPS**-specific information on macros (p. 161).

When you've created and saved a data sheet:

- Load the data sheet with the **File | Load Data Sheet...** command.
- You can also specify the data sheet to load on specific character sheets by selecting the data sheet in the **Modify | Character Sheet Info...** dialog.

What are "Macros?"

Macros are a programming concept, sort of like a *subroutine* or *procedure*, though macros differ in that they are more "declarative" than they are "procedural."

A macro defines a string of characters that are output. A macro has a number of arguments that can be referenced in the body of the macro. The actual text of the arguments replaces the references to the arguments.

In the context of data sheets, the macros define declarations of items: skills, advantages, powers, equipment, etc. The arguments to the macros are the item names, costs, skill types, weapon weights, damage, etc.

Data sheets allow spread-sheet like entry of item data: the macro name (**skill**, **spell**, etc.) is followed by the name of the item (in most cases), and other arguments specific to the item at hand. The definitions of the macros can be found in the Macro Definition section (p. 161).

Creating New Skills

To create a skill in a data sheet:

- Create (or open) a data sheet as specified above.
- Double-click the Skills sublist in the upper pane of the data sheet.
- Double-click the sublist where you wish to add the skill (for example, to add an Animal skill, double-click the Animal sublist).
- Select the **Insert | New Item** command (or press INS).
- Enter "skill" for the macro name. If you type a few characters and press ENTER the macro name highlighted in the list will be automatically completed and added.
- Add additional information: at a minimum, the name and the class (MH, PE, etc.).

The following entries define three skills. For more information on the skill macro, see Skill Macro (p. 169). Unused arguments are omitted here for simplicity.

macro	name	class	cat	def	prereq
skill	Animal Handling	MH	Animal	iq-6	
skill	Riding	PA	Animal;*Riding	animalhandling-3;dx-5	
skill	Packing	MH	Animal	animalhandling-6;iq-6#dx	Sk: Animal Handling>=slc(12)

The first entry creates a Mental Hard skill called Animal Handling. It's in the category "Animal." This isn't just an interesting piece of information: it's critical to making advantages such as Animal Empathy add a bonus to Animal skills. The default value is IQ-6 (case is not significant).

GURPS uses bonuses a lot, and frequently bonuses add to entire categories of skills. Instead of having to specify each and every skill that the advantage affects, a category can be specified instead. This has the further advantage of working with skills that haven't yet been defined in the rules.

The Riding skill is a PA skill in the Animal and Riding categories. The "*" indicates a "hidden" category. This is used in instances where the category isn't a real **GURPS** category, but is a special category defined for use with the application to define bonuses and default values. Two default values are defined here: Animal Handling - 3 and DX-5.

Default values are specified in terms of the "variable names" defined for the skills. The variable names for all skills are (usually) the skill names with all non-alphabetic and non-numeric characters (including spaces) removed. The maximum of the defaults listed will be used when you check the **Default** checkbox on a skill. Sometimes items with very long names have abbreviated variable names (Black Powder Weapons, for example). To check the variable name for a skill, add it to a character sheet and select the **Tools | Edit Properties...** command.

The Packing skill is a MH skill in the Animal category. Its default values are Animal Handling-6 and IQ-6. It also has a requirement that the Animal Handling skill be present at 12 or better. The slc() function is present to allow flexibility for users who wish to further customize prerequisites -- it's not strictly required. You could also specify `Sk: Animal Handling>=12`, or spell out the Skills list name completely: `Skills: Animal Handling>=12`.

Creating New Advantages and Disadvantages

As for a skill, select the appropriate sublist in the Advantages list where you want to add the advantage. The same macros are used for advantages and disadvantages; the only difference is that disadvantages have negative costs.

Different kinds of advantages use different macros. The basic advantage macros are:

Macro	Description
cadv	Constant-cost advantages (Absolute Direction, Animal Empathy).
ladv	Level-based advantages (Acute Vision)
nadv	Named level-based advantages (Appearance, Ally Group, etc.)

Other types are possible; see the Macros section (p. 161) for more details.

Constant-Cost Advantages

Use the `cadv` macro (p. 161) to add constant-cost advantages such as High Pain Threshold and Combat Reflexes.

Macro	name	cost	prereq	cat	lcost	adj
cadv	Absolute Direction	5				bodysense+3;navigation+3
cadv	Animal Empathy	5				Skills:Animal+4
	Option	Reaction: +2/+4				
cadv	High Pain Threshold	10	!Disadv:Low Pain Threshold			

The `adj` field contains the adjustments that the advantages makes. Typically these are bonuses for skills. For Absolute Direction the bodysense and navigation variables receive a +3 bonus, which indicates that the Body Sense and Navigation skills get that bonus. You could also enter these as

```
"Skills:Body Sense"+3;Skills:Navigation+3
```

The quotes are necessary if the name of the skill contains blanks.

The Animal Empathy advantage demonstrates adding a bonus to an entire category of skills. It also demonstrates adding an option after the advantage. To add an option, select the **Insert | Option...** to select an existing option, or **Insert | New Option...** to construct an option from scratch.

The High Pain Threshold advantages demonstrates a prerequisite. In this case, this indicates that the Low Pain Threshold disadvantage is disallowed. For more details see Prerequisites (p. 175).

Level-Based Advantages

Use the `ladv` macro (p. 164) for level-based advantages such as Acute Hearing and Clerical Investment. (The following examples are broken across lines so that they print correctly.)

Macro	name	cl	adj	formula	checkexp	prereq	cat
<code>ladv</code>	Acute Hearing	2/level	hearing+x	<code>x*(2-blindness)</code>		<code>!Disadv:Deafness</code>	
<code>ladv</code>	Clerical Investment	5					
varname		prereq	cat	levfmt			
<code>acutehearing</code>				<code>+^v</code>			
<code>ClericalInvestment</code>							

The `cl` argument indicates the cost per level. If a slash and a word are specified, the word is the "unit" for the level. The `adj` field contains the adjustments, as for `cadv`. In this case Acute Hearing adds a bonus to the hearing variable equal to the level of Acute Hearing. The `formula` argument is the cost formula for the advantage. If the cost is simply the level times the cost per level, this should be omitted (as for Clerical Investment). If the advantage has a special cost, which Acute Hearing does, then you specify the cost here. In this case, if the character has the Blindness disadvantage, the `blindness` variable will have the value 1. This will make the Acute Hearing disadvantage cost 1 point per level instead of 2 points per level. Acute Hearing also disallows Deafness. A variable is assigned to Acute Hearing so that other items can easily reference its level. Finally, the `levfmt` argument indicates that the level should be displayed in the form "+1".

The Charisma advantage is similar to Acute Hearing. It adds bonuses to several skills directly, not just to their variables. Its cost formula also allows for the possibility of bonuses to Charisma (the "~" before the x in the formula indicates that any bonuses are subtracted from the level when the cost is calculated). This is how the Cultural Adaptability advantage gives one free level of Charisma. The check expression for Charisma also indicates that the level must always be greater than zero and must at least equal the bonus (`&x`). (The following examples are broken across lines so that they print correctly.)

Macro	name	cl	adj	formula	
<code>ladv</code>	Charisma	5/level	<code>Sk:leadership+x;Sk:fortunetelling+x;Sk:panhandling+x;Sk:Bard+x</code>	<code>~x*5</code>	
checkexp	prereq	cat	varname	prereq	cat
<code>x>0 and x>=&x</code>			<code>charisma</code>		
					<code>levfmt +^v</code>

Named Level-Based Advantages

Named level-based advantages and disadvantages are similar to level-based advantages, but the levels are usually given a name instead of a number. For example, Appearance, Legal Enforcement Powers, Addiction and Amnesia. They frequently have a non-linear cost formula as well. The `nadv` macro (p. 166) defines this type of item.

Macro	name	adj	lookup
<code>nadv</code>	Legal Enforcement Powers	<code>legalenforcement+c</code>	<code>\$Local;1;National;2;Global;3</code>
<code>nadv</code>	Addiction		<code>\$Cheap;1;Expensive;2;Very Expensive;3</code>
<code>nadv</code>	Amnesia		<code>\$Partial;1;Total;2</code>
formula	checkexp	prereq	cat
<code>x*5</code>	<code>x>0 and x<=3</code>		
<code>qindex(x,-5,-10,-20)</code>	<code>x>0 and x<=3</code>		Mental
<code>x=1?-10:-25</code>	<code>x>0 and x<=2</code>		Mental

Legal Enforcement Powers has three "levels:" Local, National and Global. Each level is identified internally by a number, which is used in the formula. In this case, each level costs five points. The `checkexp` indicates that the level must be greater than zero and no greater than three. The "\$" is required in the `lookup` argument, and the elements in the `lookup` argument are also separated by semicolons.

Addiction is an example of a disadvantage. It comes in three levels: Cheap (-5), Expensive (-10) and Very Expensive (-20). The non-linear nature of the cost is expressed with the `qindex` function: if the value of the level is 1, the cost is -5; 2, -10; and 3, -20.

Amnesia is similar to Addiction, but uses the ? : operator instead of **qindex** for the formula because it only has two valid levels: 1 and 2, which are indicated in the `checkexp` argument.

Creating New Equipment

Add the new items to the appropriate sublist of the Equipment category. For example, add new hand weapons to the Hand Weapons sublist, armor to one of the armor sublists, etc.

Armor

The armor macro (p. 161) defines whole suits of armor as well as parts that only protect part of the body.

Macro	name	tl	pd	dr	price	weight	bodyparts
armor	Cloth Gloves		1	1	15		Hands
armor	Cloth Arms		1	1	20	2	Arms
armor	Chainmail Suit		3/1	4/2	550	45	Body,Arms,Legs,Whole
armor	Pot Helm		3	4	100	5	Head
armor	Flak Jacket	6	2	4	150	12	Body

If TL is omitted, then no Tech Level check is performed on the armor when it is displayed in the Available Equipment list. If the character's TL is 3 and selection rules are active, the Flak Jacket won't be available for selection. The `bodyparts` argument indicates which parts of the body are protected. The parts are Head, Arms, Legs, Body, Hands, Feet, Whole, and should be separated by commas. Indicate Whole if you want the armor to be included in the total for the whole body (which is usually the case for full-body suits and armor that covers the Body).

To indicate different PD/DR for impaling damage, put the defense against impaling damage after a slash.

Hand Weapons

The `handweapon` macro (p. 164) defines hand weapons such as axes, maces, etc., and the `sword` macro (p. 170) for swords. (These examples are broken across lines so that they print correctly.)

Macro	name	skill	dmg
handweapon	Hatchet	axemace,dx-5	cut sw
handweapon	Axe	axemace,dx-5	cut sw+2
sword	Broadsword	broadsword,dx-5,~shortsword-2,~forcesword-3	cut sw+1;cr thr+1
sword	Broadsword (thrusting)	broadsword,dx-5,~shortsword-2,~forcesword-3	cut sw+1;imp thr+2
sword	Rapier	fencing,dx-5	imp thr+1 1d+1

reach	price	weight	st	notes	parry
1	40	2	7	Throwable. 1 turn to ready.	
1	50	4	12	1 turn to ready.	
1; 1	500	3	10		
1; 1	600	3	10		
1,2	500	1.5			(fencing?2/3:.5)

The `skill` argument lists the skill variable names for the weapon. The maximum value is displayed. When referencing a default value, precede the variable name with a "~" to avoid including any bonuses -- skills used at default don't get the bonuses.

Damage is specified by the type (cut, cr, imp) , followed by sw (swing) or thr (thrust), followed by any pluses or minuses. If the weapon has multiple attack modes, separate each one with a semicolon. If the weapon has maximum damage, specify it next. For example, rapiers have maximum damage of 1d+1. If there are multiple attack modes, they should also be echoed in the `reach` argument. If `parry` is left empty, it is assumed to be 1/2 the skill. Otherwise specify the amount by which the skill is multiplied by to obtain the parry. Weapons such as rapiers only get 2/3 parry if you actually have the Fencing skill.

General Equipment

Use the `equip` macro (p. 162) for general equipment.

Macro	Name	weight	price	cat	notes	tl
equip	Swiss Army Knife		25	Tool	-3 if only tool mechanic has	6
equip	Backpack (large)	10	100		With frame; holds 100 lbs	
equip	Pouch (large)	1	30		Holds 10 lbs	

If `weight` is omitted it is assumed to be zero or not important. The category is optional; if included, you can display items by that category separately. Notes are similarly optional; they are printed beneath the

item name if included. If TL is specified, the selection rules will exclude the item when they are active and the character's TL is less than the item's TL.

If the price of the equipment is variable, a list of prices and associated labels can be specified. The label for the price is followed by a comma, which is followed by the price. Each possible label, price combination is separated by a semicolon. For example, the price could be:

Middle Ages, 1; Modern, 500

When the user adds the item to a character sheet, the Base Price option can be toggled between Middle Ages and Modern, switching between 1 and 500. All other equipment macros (`gun`, `armor`, etc.) can contain a list of semicolon-delimited prices for the price argument.

The first price in the list is the default price. You should therefore place the price most likely to be used first in the list.

Guns

Use the `gun` macro (p. 163) to create guns, and the `rifle` macro (p. 167) for rifles. (These examples are broken across lines so that they print correctly.)

Macro	name	skill	malf	dtype	dmg	ss	acc	halfd	max	weight
gun	AMT Backup	GunsPtl		cr	2d	11	0	125	1467	1
gun	Colt Python	GunsPtl		cr	3d-1	10	3	185	2034	3
gun	Lebel '86	GunsRfl		cr	6d+1	15	10	1000	3900	10

rof	shots	st	rcl	price	tl	notes	cat
3~	5	8	-2	180	7	9mm S, US, 1976	Automatic Pistol
3~	6	10	-2	100	7	.357M, US, 1955	Revolver
1/2	8	12	-3	125	5	8mm L, FR, 1876	Rifle

If the gun doesn't have a special malfunction number simply omit it. Otherwise the data are entered straightforwardly. Specifying the category allows the user to list just a particular kind of gun; you should enter a category for all guns.

The rifle macro's arguments are in the same order as the tables in **GURPS Basic Set** to ease data entry. The Rifle category is added by the macro, so you don't have to specify it. (These examples are broken across lines so that they print correctly.)

Macro	name	notes	dtype	dmg	ss	acc	halfd	max
rifle	H&H Nitro Express	.600 N, UK, 1923	cr	10d	16	7	1500	5063
rifle	M16	.223 Rem, 1964, US	cr	5d	12	11	500	3843

weight	rof	shots	st	rcl	price	tl
16	2	2	13	-6	200	6
8	12*	20	9	-1	540	7

Further Reading

For more examples, refer to the `GURPS.cds` and `GURPSCompendium.cds` files (edit them in the application by specifying **Files of Type**: Text File in the File Open dialog). Do not change these files and write them back; any changes you make will be lost when you update the software. Also refer to the Macros section (p. 161) for more details on the other macros you can use.

Creating New Jobs

To create new jobs use the `job` macro (p. 164). The following examples show how to enter the first three entries in the sample job table on p. B194, while the last one shows how the special critical job failure actions are used. (These examples are broken across lines so that they print correctly.)

Macro	name	wealth	req	salary	success
job	Servant	1	Main:ST>=7;Main:IQ>=7; Main:DX>=7;Main:HT>=7	120	IQ
job	Thief*	1	#4,Skills:Thief/Spy>=13 #2,Skills:Thief/Spy>=16	150	DX
job	Bravo*	2	Main:ST>=13; #1,Skills:Combat/Weapon>=14	300	max(st,findItemValue('Skills: Combat/Weapon', 'max', 'level'))-2
job	Royal Sycophant	5	Skills:Diplomacy>=16; Adv:Reputation>=3;	diplomacy*15	diplomacy

Adv:Status>=2;Adv:Wealth>=2

name	failure
Servant	LJ/LJ, whipped, 2d
Thief*	3d/3d, caught and tried
Bravo*	2d/4d and jailed
Royal Sycophant	LJ,2d,change Advantages.Reputation=-1/LJ,4d,add Disadvantages.Poverty=3, add Disadvantages.Outlaw,delete Advantages.Status,delete Advantages.Wealth, change Disadvantages.Status=+1

The Servant example has a wealth level of Poor (1). All attributes must be 7 or greater. The salary is \$120/month. The success roll is IQ. If a critical failure is rolled, the servant loses the job. On a natural 18, the servant loses the job, is whipped and takes 2d damage.

The Thief example is a freelance job (indicated by the *). It is also a Poor wealth job. It requires four Thief/Spy skills at level 13 or greater, or two Thief/Spy skills at 16+. The salary is \$150. The success roll is DX. The failure rolls indicate the Thief takes damage, or takes damage and is caught and tried.

The Bravo job is also a freelance job. It's a Struggling wealth level job. It requires ST 13+ and at least one Combat/Weapon skill at 14+. It pays \$300/month. The success roll is the best Combat/Weapon skill minus 2. If the Bravo has a critical job failure roll, he takes damage or takes damage and is jailed.

The Royal Sycophant job is a Wealthy job (5). It requires Diplomacy at 16+, Reputation 3+, Status 2+ and Wealth 2+ (Wealthy). It pays Diplomacy times \$15/month. The success roll is the Diplomacy skill. On a critical failure, the character's job is lost, he takes 2d damage and his Reputation goes down by one. On a natural 18, the job is lost, 4d damage is taken, the character becomes dead broke (Poverty 3), becomes an Outlaw, is stripped of all Status and Wealth, and the Status Disadvantage is increased by 1.

See `GURPS.cds` for more examples.

Creating New Character Templates

This describes the process of creating character templates manually in data sheets. You can also use the template builder (p. 70) to create character sheets which are then processed by the template builder filter script to create data sheets manually.

To create a new character template data sheet:

- Select the **File | New...** command.
- Click the **Data sheet** radio button.
- Click the `GURPSTemplate.mdt` template.
- Click **OK**.

The character templates are stored in the Advantages category, under the Templates sublist. Double-click those entries in the upper pane to open them.

A character template consists of a main character template macro, followed by a number of other macros that define the traits of the character template. These include the list of required advantages, disadvantages, skills, etc., and lists of items that the user may choose from.

To Add a Template

- Select the **Insert | New Item** command (or press INS) once you have opened the sublist where you wish to add the new template. Enter "template" for the macro name and press ENTER.
- In the `type` field enter the type of character: Wizard, Warrior, Professional or whatever term you wish to use to group together similar character templates.
- Enter the name of the template in the `name` field.
- Enter the number of character points that the character is targeted for. The **Beginning Points** in the Configuration Dialog (p. 21) will be set to this value.
- Enter the ST for the character. If lower ST is allowed (this is just a suggested value, not a required attribute level), enter a value such as "10-". Enter similar values for the other attributes.
- If the character template has a minimum TL, enter that in the `mintl` field. See the description of the `template` macro (p. 173) for more details on other arguments.

- Press ENTER when you've entered the information.
- Press INS to select another macro: the `choose` macro (p. 171) allows the user to select among the listed items, while the `req` macro (p. 171) automatically adds the listed items. The `skills` macro (p. 172) adds required skills (it's just a shortcut for the `req` macro with the Skills list specified).

A simple example of a Jester character template:

Macro template	type Professional	name Jester	pts 70	st 10-	dx 11	iq 13	ht 10-
Macro choose	list Advantages	points 20	items Alcohol Tolerance,Bardic Immunity,Fashion Sense,Intuition,Less Sleep,Light Hangover,Manual Dexterity,Voice				
choose	Disadvantages	-20	Addiction,Alcoholism,Chronic Depression,Chummy,Cowardice,Extravagance,Gluttony, Gregarious,Impulsiveness,Laziness,Lecherousness,Low Self-Image, Trickster,Weak Will				
choose	Skills	5	Ventriloquism,Team Juggling,Gambling,Throwing,Punning,Stage Combat				
Macro req	list Skills	items	Acrobatics=10,Carousing=10,Dancing=10,Singing=10,Bardic Lore=11, Acting=12, History=12, Juggling=12,Sleight of Hand=11,Fast-Talk=13,Performance=13,Savoir-Faire=13,Bard=14				

When this character template is used the user is asked to select 20 points worth of advantages from the list in the `items` argument. Similarly, the user can choose -20 points worth of disadvantages and five points worth of skills. The skills listed for the `req` macro are added at the specified levels.

Items in these lists should be separated by commas. Levels can be specified for these items by following the item name with an equals sign and the level.

In the next example the `adv`s, `disadv`s and `skills` shortcut macros are used. If the first argument is a number, the user is asked to select that many points worth of advantages, skills, etc. If the first argument is not a number, then all the items are simply added.

Macro template	type Professional	name Professor	pts 70	st 9-	dx 10-	iq 14-	ht 10-
Macro req	list ?{TL<5}Advantages	items Literacy					
Macro advs	arg1 30	arg2 Common Sense,Eidetic Memory,Fearlessness,Intuition,Language Talent,Lightning Calculator,Mathematical Ability,Musical Ability,Reputation,Unfazeable,Wealth,Tenure					
disadv	-20	Absent-Mindedness,Cowardice,Curious,Delusion,Gullibility,No Sense of Humor,Obsession,*Pacifism,*Phobia,Shyness,Truthfulness,Weak Will,Bad Sight,Lame (Crippled Leg),Fat OR Overweight OR Skinny,Odious Personal Habit,ST-1,DX-1,HT-1					
skills	20	!Research=15,!Teaching=14,*Scientific,*Knowledge					
skills	5	*Language,*Hobby					

Points of interest:

- Items can be optionally added for different TLs by placing a "conditional" in front of the list name in the `req` macro.
- The user can be allowed to choose between items by placing " OR " between items in the list.
- To allow the user to select from a category of items (such as Phobia or Pacifism), precede the category name with an asterisk ("*").
- To indicate that a lowered attribute is included as a "disadvantage," name the attribute and the "penalty." If you do this, make sure that the attributes was specified with a minus sign after the suggested value.
- To specify items in a list that must always be added (and are included in the total of points to choose from), precede the item name with an exclamation point (!). In the above example, Research and Teaching will be added automatically and the user will be asked to set the value.
- Because commas are used to separate items in lists, you must precede any commas in items with two backslashes:

```
Enemy[Enemy (Government\\, Big Corporations and Loggers)]
```

Be sure to "escape" commas that occur in options or item values--they are considered to be part of the item.

- Similarly, if you need to include a slash (/) in an option name or value, precede the slash with two backslashes:

```
Dependent[Dependent (Grad Student)]=Competent  
{Importance=Employer\\Acquaintance/Frequency=6 or less}
```

Custom Data Sheet Lists

When you generate a character using the default selection rule set, a large number of data sheets are loaded (GURPSMagic.cds, GURPSGrimoire.cds, GURPSPsionics.cds, etc.). To limit the number of data sheets that are loaded:

- Create a custom character sheet template (p. 125).
- Save the character sheet template in the source directory.
- Select the **Modify | Character Sheet Info...** command.
- Click the Auxiliary Files tab.
- Check the **Run on New** checkbox (the **Genchar Template** should be set to GURPS.cst and the **Genchar Script** should be set to GURPSTemplate.scp).
- Click the **OK** button.
- Select the **Utilities | Selection Rules...** command.
- If the rule set you want is already present, click the **Rule Set** drop-down list and select it. Otherwise click the **Add...** button and add a new rule set to the list. The name for the rule set is important: you'll be using it later.
- Click **OK** to close the Selection Rules dialog.
- Create a text file with the names of the data sheets that you want loaded when you generate a character sheet with the custom character sheet template you created above. List each file separately on its own line.
- Save the text file with a name similar to the following: GURPSRuleset.dlist, replacing the "Ruleset" part with the name of the rule set you indicated above.
- Save the character sheet template in the source directory

When you create a character from this new character sheet template, only these data sheets indicated will be loaded. If however, other data sheets were already loaded, the data contained therein will be available.

Custom Character Sheet Templates

Character sheet templates serve as the starting point for character sheets. They contain the campaign information (TL, literacy level, etc.), starting character information (beginning points, maximum disadvantages, etc.), the data sheets to load and even the initial window layout.

If you're not using the character templates to generate characters, then you may wish to develop a set of your own character sheet templates.

Create a Custom Character Sheet Template

- Select the **File | New...** command.
- Click the **Character Template** radio button in the **File Type** area.
- Click `GURPS.cst` in the **Template** list.
- Click **OK**.

Set the Configuration

- Select the **Data | Configuration** command.
- Set the information for the Campaign Type, Character Type, Campaign Limits and Character Sheet Options. If you have a special logo for the campaign you can replace the standard **GURPS** logo with it.

Set Template Information and Data Sheets to Load

- Select the **Modify | Character Sheet Info...** command.
- Enter the file name that you will use to save the character sheet template under in the **Template File** edit box.
- Enter a description of your template in the **Description** edit box. This will be displayed when you highlight the template in the **File | New...** dialog.
- Click the **Data Sheets** tab.
- Double-click files in the **Available Data Sheets** list to add them to the list of data sheets that are loaded when a character sheet is created with this template.
- Double-click any unwanted files in the **Loaded Data Sheets** list to remove them.
- Click **OK**.

Set the Window Layout

If any windows other than the Main attribute window are open when the character sheet template is saved, that window layout will be the default when characters are created with this template. If you don't want any other windows to be open, skip this step.

- Open the windows that you wish to have open when the character is created. For example, use the **Data | Skills**, **Data | Advantages** and **Data | Disadvantages** commands to open those windows.
- Arrange the windows on the screen to your liking. You can use the **Window | Pack Windows** command to quickly "grow" the windows and pack them as tightly as possible.

Save the Template

- Select the **File | Save As...** command.
- Make sure that the **Save as type** dropdown listbox is Character Template and the extension is `.cst`.
- Save the character sheet template in the "source directory" for **Character Builder**. This is the directory where you installed the application, usually `c:\Program Files\GURPS`. The source directory is indicated in the **Utilities | Preferences...** dialog.

Creating Characters from Your Templates

To use the template you created, simply click it in the **File | New...** dialog.

Converting Character Sheet Templates

When you install new versions of the application, you may need to update your custom character sheet templates, which are updated the same way as character sheets. See Updating Character Sheets (p. 154).

Custom Items

It's common for **GURPS** players to make custom skills, advantages, etc. There are two ways to do this: by adding items to a data sheet (p. 117), or by basing the new items on a "generic" item.

In general, we recommend adding items to a new data sheet (p. 117), because it makes the items available in other character sheets. The instructions below are for creating "one-off" items that won't be used in other character sheets.

Adding Custom Skills

- Open the Skills list.
- Press the INS key to open the list of available skills.
- Double-click the Generic sublist.
- Double-click the skill with the appropriate difficulty: MA Skill, MH Skill, PA Skill, etc.
- Move the cursor to the **Name** field and use the keyboard to change the name.
- Set the desired level.
- Click the **OK** button.

Skills Based on HT or ST (or Custom Attributes)

- Add a custom skill as above.
- Press ALT+ENTER.
- Click the **Expressions** tab.
- Edit the **Cost Expression**, replacing the reference to IQ or DX with ST or HT (or the internal variable name of the custom attribute), as required.
- If you don't want Eidetic memory to affect the result of a Mental cost function, also change the name of the function: the "MM" functions take Eidetic Memory into account while the "M" functions do not. For example, the cost formula for Psionic Skills is

MH (~x, IQ)

- Click **OK**.

Note that the modified expression will be lost if the character sheet is updated (p. 130). For this reason it is best to add custom items to a data sheet.

Adding Custom Advantages

There are two types of advantages (and disadvantages): those that have a fixed, single cost (Animal Empathy, Combat Reflexes), and those that have a cost per level (Alertness, Reputation). The cost structures of super advantages are different from normal advantages, and are treated differently.

Advantages and disadvantages are basically the same in this case. If you're adding a disadvantage, follow the same instructions as for advantages, but in the disadvantages list.

Add a fixed-cost Advantage

- Open the Advantages list.
- Press the INS key to open the list of available advantages.
- Double-click the Generic Advantages sublist.
- Double-click Generic Advantage [or Generic Super Advantage (Fixed)].
- Change the name of the item as desired.
- Change the cost.
- Click **OK** to close the dialog.

Add a level-based Advantage

- Open the Advantages list.
- Press the INS key to open the list of available advantages.
- Double-click the Generic Advantages sublist.
- Double-click Generic Level Advantage [or Generic Super Advantage (Variable)].

- Change the name of the item as desired.
- Click the Level Cost option in the Options list.
- Click the up and down arrows on the Level Cost option to adjust the cost per level.
- Change the level of the item as required.
- Click **OK** to close the dialog.

Advantages that have a variable cost structure, or text associated with each level (such as Appearance) are best handled in data sheets, using the `$$fladv` macro.

Adjusting Attributes and Skills

Bonuses and penalties are very common in ***GURPS***. Often a disadvantage or an advantage will modify skill levels or attributes. There are typically two types of adjustments: those that modify one or more single skills or attributes, and those that modify a category of skills.

For example, Absolute Direction gives a +3 bonus to Navigation. Animal Empathy, on the other hand, gives a +4 bonus to all skills in the Animal category (Animal Handling, Riding, etc.).

Attribute/Variable Adjustments

- Edit the advantage (or skill or disadvantage) that has the adjustment by double-clicking it in the list.
- If the Options list is not shown, click the **Options** button.
- Click the **New** button.
- If the Generic sublist in the Select Option dialog is not already open, double-click it.
- Double-click the Adjustment option.
- In the Edit Option dialog, change the **Name** field to the name for this adjustment. For example, if this is a bonus to ST, rename it "Giant ST Bonus". This name should be unique so that when the character sheet is updated it is not replaced by a different option.
- Change the **Value** field to the value to be added/subtracted from the attribute. If the value of the adjustment is constant, this should be left empty and a constant value should be specified for the adjustment expression.
- Change the **Expr.** field to contain the desired expression. The expression should consist of the attribute variable to receive the bonus or penalty, followed by a + for a bonus and a - for a penalty, followed by an expression. For example:

ST+x

Wherever the variable "x" appears, it will be replaced by the option value. Multiple adjustments may be made by separating them with semicolons. Examples (p. 129) are below.

- Click **OK** to close the Edit Option dialog.

The target of the bonus can be any variable. If the variable doesn't exist, it will be created and its bonus will be assigned the value indicated in the adjustment expression. Multiple adjustments will have a cumulative effect.

Note that the *value* of the variable will be zero, while the *bonus* will be the indicated value. As long as the value is zero, references to the variable will return the bonus. When the value becomes non-zero, as is the case with attributes, references to the variable will return the *value* and not the bonus. This separate accounting of value and bonus is how ***GURPS Character Builder*** handles attribute costs, and knows how what the cost reduction is on attributes that have active bonuses.

Skill Adjustments

- Edit the advantage (or skill or disadvantage) that has the adjustment by double-clicking it in the list.
- If the Options list is not shown, click the **Options** button.
- Click the **New** button.
- If the Generic sublist in the Select Option dialog is not already open, double-click it.
- Double-click the Adjustment option.
- In the Edit Option dialog, change the **Name** field to the name for this adjustment. For example, if this is a bonus to the Navigation skill, rename it Navigation Bonus.

- Change the **Value** field to the value to be added/subtracted from the attribute. If the value of the adjustment is constant, this should be left empty and a constant value should be specified for the adjustment expression (below).
- Change the **Expr.** field to contain the desired expression. The expression should consist of the list name, a colon, and the item variable name, followed by a + for a bonus and a - for a penalty, followed by the expression for the adjustment. Wherever the variable "x" appears, it will be replaced by the option value. Multiple adjustments may be made by separating them with semicolons.
- If an entire category of skills receives the bonus, replace the variable name with the category. If the category contains any non-alphabetic characters, the target of the bonus must be surrounded by double quotes:

`"Skills:Combat/Weapon"+1`

More Examples (p. 129) are below.

- Click **OK** to close the Edit Option dialog.

Variable Names

All **GURPS** skills are defined with a "skill variable." This variable is the same as the item name, with all non-letter characters removed. For example, the variable for Savoir-Faire is "SavoirFaire". The variable for Two-Handed Axe/Mace is "TwoHandedAxeMace". The variable name is used to indicate which items receive bonuses, and to define a variable for the item's level in the context of the character sheet.

Adding Categories to Items

To make a skill be the beneficiary of a category bonus, it must be a member of that category. Spell colleges are implemented as categories. To add an item to a category follow these steps:

- Highlight the item.
- Press ALT+ENTER.
- Click the Categories tab.
- Place the cursor in the edit field at the top of the window.
- Use the keyboard to delete any text.
- Type the category.
- Click the **Add** button.
- Click the **OK** button.

Note that the added category will be lost if the character sheet is updated (p. 130).

Examples

The following are examples of adjustment expressions.

Adjustment Expression	Description
ST+x	ST bonus
ST-x	ST penalty
HT+x	HT bonus
DX+x	DX bonus
IQ+x	IQ bonus
x_st+x	Fatigue bonus
x_ht+x	Hits bonus
ST+x*2	ST bonus increased by 2 times the value of the option.
ST+3	Constant ST bonus. Leave the Value empty in this case.
ST+@v@	Bonus based on the level of the item (used with level-based items only). The value of the option should be left blank in this case.

<code>ST+2*@v@</code>	Bonus that is twice the level of the item. The value of the option should be left blank.
<code>Skills:Navigation+x</code>	User-adjustable Bonus to the Navigation skill.
<code>Sk:Navigation+3</code>	Fixed bonus to the Navigation skill. The abbreviated list name may be used as long as it's unique. The value of the option should be left blank.
<code>Sk:Navigation+@v@</code>	Navigation skill bonus that varies with the level of the item; a level-based advantage must therefore be used. The value of the option should be left blank.
<code>Sk:Leadership+@v@;Sk:fortunetelling+@v@;Sk:panhandling+@v@;charisma+@v@</code>	Adds a level-based bonus to each of the named skills, and adds to the bonus of the "charisma" variable. This implements the same bonuses as the Charisma advantage.
<code>"Sk:Combat/Weapon"+1</code>	Add a bonus of 1 to all Combat/Weapon skills. The double quotes are required because the category name contains a "/".
<code>Sk:Ranged+x</code>	Add a bonus equal to the value of the option to all Ranged skills.
<code>Sk:Melee+@v@</code>	Add a bonus equal to the level of the item to all Melee skills.
<code>"Spells:`College`"+@v@</code>	This is trickier: The value of another option is referenced (College), which is used to indicate the item-level bonus on a set of spells. Another option, College, must also be added to the item that contains the name of the college. The Magery: One College advantage works similarly to this.
<code>Spells:Healing+1</code>	Add a bonus of +1 to all Healing spells.
<code>b_spells+@v@</code>	Add the level of the item to the spell bonus. This is similar to Clerical Magic. It is independent of Magery.
<code>Magery+1</code>	Add a bonus to Magery. If the character does not have Magery, it has the effect of giving the character a spell bonus (decreasing the cost of spells). If the character has Magery, it gives one level of Magery for free.
<code>b_running+@v@/8</code>	Adds the level of the item divided by 8 to the running speed bonus. This is essentially how the Running skill modifies the bonus on running speed.
<code>Sk:Language+integer (@v@/10)</code>	Adds 1/10th of the level of the skill granting the bonus to any Language skills. This is how the Linguistics skill adds a bonus to languages learned.

For more examples of adjustments, look at the **GURPS** advantages such as Charisma, Absolute Direction, Language Talent, Combat Reflexes, etc. To see the adjustments, add the item, press ALT+ENTER, then click the Adjustments tab. Note that the interpretation of "x" is different in the adjustments tab than in the options: it stands for the level of the item, not the level of the option (because there is no option in those adjustments). In adjustment options, you must use @v@ to reference the level of the item.

A Note on Updating Character Sheets

Most of the advantages in the **GURPS** data sheets place their adjustments in the "hidden" adjustments, rather than explicit options. Since these are always assumed to be in place, they are not displayed.

When a character sheet is updated, the items in the source character sheet are not copied directly: instead, the current definition of the item in the active data sheet is found and added to the updated

character sheet. All options are added, after current versions are found in the active data sheets. This updates the items to the latest level of the data sheet.

This mechanism allows for fixes to be made to the data sheets, and when the character sheet is updated, the converted character sheet "inherits" these fixes. However, any internal changes that may have been made to the item in the character sheet to be updated will be lost in this process.

This is why we add options: the internal adjustments of the original item will be replaced by the internal adjustments of the data sheet item, but the options will be copied verbatim as long as no options by that same name occur. Which is why the options should have unique names.

This is (one reason) why we recommend you create your own data sheets for your custom items: the items will be converted according to the definitions in the data sheet, rather than converting the generic item, avoiding loss of data during the update.

Overriding Standard Items

Normally, when items with identical names are in the same sublist are loaded from two different data sheets, both are displayed in the available items list. Items can be made to "override" other items by setting a higher priority on one of them. You might wish to do this if you have house rules with certain items that have different definitions. To accomplish this:

- Create a data sheet (p. 117) with your custom items in it. Be sure to specify a unique PLUGIN value for the data sheet ID in the **Defines** list in the **Modify | Info...** dialog.
- Add the item that you wish to have priority over the standard item.
- Select the **Insert | Text Line...** command.
- Enter the following text:

```
priority 1
```

A different priority can be specified; the item with the highest priority will be displayed in the available items list.

- Press ENTER.

For more details on priority, see the Reference Manual.

For example, if you want different versions of the Teleport and Teleport Other spells to be available, you could add entries similar to the following to your data sheet:

Macro	name	class	resist	cat	time	dur	energy	prereq
sp	Teleport	Special		Movement		Instant	3	Hawk Flight
Text	priority 1							
sp	Teleport Other	Special	Will	Movement	3 sec.	Instant	10	Teleport
Text	priority 1							

GURPS Preferences

The **GURPS** Preferences dialog is opened through the **Utilities | Game System Preferences...** command.

Print Options and Notes on Advantages, etc.

Check this checkbox to print the Options (power limitations, enhancements, etc.) and any notes associated with advantages, powers, disadvantages, etc.

Print Options and Notes on Skills

Some skills have options that give more information about the skill. For example, psionic skills have options that display range and other information. To print the options and notes on skills, check this checkbox. This option is on by default.

Print Options and Notes on Spells

By default the options on spells are not printed when spells are listed in the skills list. To print the options and notes on spells in the skills list, check this checkbox. This does not affect the display of options for spells in the Grimoire filters and print templates. This option is off by default.

Do Not Print Zero-value Options on Advantages, etc.

If this is checked, then options that have 0 value (or multipliers that are $\times 1$) are not printed. This is useful in **GURPS Supers** to prevent zero-value enhancements and limitations from printing. The default is to omit the zero-value options.

Print Spells with Skills

If this is checked, spells will be printed in the skills column on the graphical character sheet. If you always want to print a Grimoire (p. 141) for your spells, uncheck this checkbox.

Print College Skills in Grimoire

If this is checked, the College skill levels are printed after the character's spell list. This is useful for campaigns that use Improvised spells. To prevent the college skill level from printing, uncheck this. The default is to print the college skill levels.

You can also add the college skills to the spell list (p. 61).

Print Damage Summary

If this is checked, a summary of the damage types for the character is printed after the stat block in text filters (such as `GURPS.flt`, `GURPSStandardRTF.flt`, `GURPSHTML.flt`, etc.). This checkbox is unchecked by default, as the standard for **GURPS** is to omit it.

Use Non-Windows Characters in Filters

If this is checked, certain Windows-specific characters are translated to "portable" representations when the character sheet is filtered. You would check this if the RTF file you're creating is targeted for the Macintosh, for example.

Use Abbreviations

If this is checked, then items and options that have aliases specified will be printed with the alias (usually an abbreviation, but it can be whatever you want) instead of the name. See Setting the Alias (p. 134).

Money Conversion

This string describes the conversion between the generic \$ and the money values displayed in the selection dialog and the character sheet Equipment list. The string has the following format:

```
symbol/dpu/suppu/ssym/tupsu/tsym
```

Value	Description
symbol	The currency symbol to use. It will appear before any displayed monetary units.
dpu	Dollars per unit. The number of dollars in each primary monetary unit.

suppu	Secondary units per primary unit. For example, the number of shillings per pound.
ssym	Secondary monetary unit symbol. For example, s for shilling.
tupsu	Tertiary units per secondary unit. For example, the number of pence per shilling.
tsym	Tertiary monetary unit symbol. For example, d for pence.

If only the first two arguments are specified, the conversion between dollars and custom monetary units is made and displayed to two decimal places. For example, to represent the inflation that has occurred since the 1930's, specify `$/10` to indicate displayed prices are 10 times lower than the standard book prices.

To specify predecimal British currency use the following string:

`£/5/20/s/12/d`

This indicates that the £ symbol is used, that each \$5 is worth £1, that there are 20 shillings in £1 and 12 pence in each shilling. The price of a \$750 Bastard Sword would be displayed as £150. A \$1 iron spike is 4s.

If you wanted each \$1 to be worth 1 copper piece, 10 copper pieces to be worth 1 silver, and 10 silver to be worth one gold crown (denoted by K), you would enter:

`K/100/10/s/10/c`

The price of a \$750 Bastard Sword would be displayed as K7 5s.

The Base Price and Price options in equipment items are still indicated in \$, but the prices in the list and the totals are displayed the converted monetary units.

After you change this value, you should close all character sheets, then select the **File | Reload All Data Sheets** command.

Setting Abbreviations

GURPS Character Builder allows you to specify your own abbreviations for item and option names. These *aliases* will be printed instead of the full name when printing the character sheet, if you have checked the Use Abbreviations checkbox in the Game System Preferences (p. 132). These customizations will be retained when you update the character sheet.

To set abbreviations on powers, skills, spells, disadvantages, etc.:

- Highlight the item that you wish to change.
- Select the **Tools | Edit Properties...** command (or press ALT+ENTER).
- Click the **Alias** edit field.
- Use the keyboard to change the value of the Alias field to the desired abbreviation.
- Click **OK** to save the change.

To set abbreviations on enhancements, limitations and other options:


- Open the item containing the desired option.
- Hold down the SHIFT key.
- Double-click the option whose abbreviation you want to set.
- Click the **Alias** field.
- Use the keyboard to enter the desired abbreviation.
- Click **OK** to save the alias.
- Click **OK** to save the item.

Printing Character Sheets

You can print your character with a graphical character sheet, like the ones in the **GURPS Basic Set**, or you can print just the text of your character.

Printing a Graphical Character Sheet

A graphical character sheet prints on either one or two pages (or more, as required).

- Open the character sheet to be printed.
- Select the **File | Print | Through Template...** command (or click the  button).
- Double-click the `GURPS.prt` print template to print a single-page character sheet, or `GURPS2.prt` for a two-page character sheet. More pages will be printed if required. Select `GURPSGrimoire.prt` to print your spells. Select `GURPS3x5.prt` to print on index cards (p. 135).
- Click **OK** to begin printing.
- Follow the instructions in the Print dialog to continue.

Printing a Text-only Character Sheet

You can also print text-only versions of character sheets. Filters with "RTF" in the name require a word processor that can deal with Rich Text Format (RTF) files. If you don't have a word processor that can handle RTF, you can use the Microsoft Word Viewer (p. 176).

- Open the character sheet to be printed.
- Select the **File | Print | Through Filter...** command.
- Select the Copy Filter for printing:

<code>GURPS.FLT</code>	A simple text-only filter that prints basic information about the character. See the example (p. 112).
<code>GURPSGrimoire.flt</code>	A text-only filter that prints detailed information about the spells your character has. See the example (p. 115).
<code>GURPSGrimoireRTF.flt</code>	Similar to <code>GURPSGrimoire.flt</code> except that RTF is generated.
<code>GURPSStandardRTF.flt</code>	Presents the character in RTF with the standard SJ Games format. See the example (p. 114).
<code>GURPSLargeRTF.flt</code>	Similar to <code>GURPS.FLT</code> except that the text is formatted with text styles similar to the character descriptions in the GURPS books. A word processor that can print RTF files (such as Microsoft Word) must be installed on your computer to use this filter. See the example (p. 113).
- Click **OK**.
- Follow the instructions in the Print dialog to continue.

To copy the text generated with these filters to the clipboard for pasting into other applications, use the **Edit | Filter Copy** command.

Other Topics

- Choosing Skills and Weapons for Parrying and Blocking (p. 36)
- Choosing Which Weapons' Damage is Displayed (p. 67)
- Printing on Index Cards (p. 135)

Printing on Index Cards

GURPS Character Builder can print brief character summaries on 3" x 5" index cards (see the output example (p. 116)). Due to the wide variety of printer and form configurations, only single-sided printing is supported at this time.

Before printing on index cards, you'll need index cards to print on. The forms available come in several formats. See Margins and Landscape Mode below for details.

To print a number of character summaries on 3" x 5" index cards:

- Open an existing group file, or add the characters you wish to print to a group file.
 - Select the **File | New...** command.
 - Click the **Group** button.
 - Make sure that the GURPS is selected for the **Game System**.
 - Select the **Tools | Add Files...** command.
 - Click the file you wish to add to the group in the Select Files dialog and click **Save**. Use Ctrl+Click to select more than one file.
 - Save the group file (preferably in the same directory as the character sheets that are listed in it).

A group file isn't strictly necessary if you're printing on single index cards, but if you're printing on sheets that contain three or four cards, you'll want to print as many characters at once as possible to use all the cards on a sheet.

- Select the **File | Print | Through Template...** command.
- Click `GURPS3x5.prt` in the **Filter** list.
- In the Form Setup dialog enter the margins and orientation (see below) required for the forms you're using.
- The Print dialog will appear. Click the **Preferences** button and set the printer up: be sure that the right size paper is selected, especially if you're printing on 3" x 5" cards. Some printers have explicit selections for cards, while others require you to set a custom paper size. You may also need to set landscape orientation as well, depending on your printer's requirements.
- Click the **Print** button.

If the character's list of advantages, powers, disadvantages, quirks, damage, equipment, skills and spells is long, it may spill on to a second card. You can control what items are printed by adding Omit on Control Sheet options to those items that you don't want printed, or by adding Display on Control Sheet options to only those items to be printed. See *Selecting the Items to be Printed* (p. 138).

To prevent spells from being printed at all, uncheck the Print Spells with Skills checkbox in the **GURPS** game system preferences (p. 132).

Margins and Landscape Mode

If you are printing on single index cards, the margins are 0 all around. Determine from your printer manual whether the cards are printed in landscape or portrait orientation. You will also have to select the proper paper size. If your printer doesn't have a predefined 3" x 5" form size, you will have to set up custom paper size.

For example, the HP LaserJet 4000 printer feeds envelopes and cards the narrow end first and prints in landscape mode. It also requires that you select a custom paper size of 3" x 5". Some HP Officejet printers have a 3" x 5" paper size that you can select directly, but require you to also select landscape orientation in the printer setup.

If you're using continuous 3" x 5" card forms with tractor feed, specify margins of 0 all around and uncheck **Landscape**.

If you're using forms that group multiple cards on a single sheet with perforations, **GURPS Character Builder** will print multiple characters on a single sheet. You need to determine the measurements needed to print the information within the perforated areas on the sheet.

With 3 cards centered on a 8.5" x 11" sheet in portrait orientation, the left and right margins are 1.75" [computed by $(8.5 - 5) / 2$], while the top and bottom margins are 1" [computed by $(11 - 3 \times 3) / 2$].

With 4 cards centered on a 8.5" x 11" sheet in landscape orientation, the left and right margins are 0.5" [computed by $(11 - 2 \times 5) / 2$] and the top and bottom margins are 1.25" [computed by $(8.5 - 2 \times 3) / 2$].

When multiple cards are present on the sheet, **GURPS Character Builder** assumes that there are no margins between the cards. If the sheets are of different sizes than those mentioned above, or the cards are not centered within the sheet, you'll need to measure the exact margins required to place the printing on the cards so that it fits within the perforations.

If you're using index cards of a different size (5" x 8" or index cards using metric standards), or if your printer has a small printable area, you may wish to create your own print template based on `GURPS3x5.prt` to make everything fit properly.

Printing GM Control Sheets

GURPS Character Builder can print GM Control Sheets, which summarize information for several characters on a single sheet, similar to the GM Control sheet in the back of the **GURPS Basic Set** (example (p. 140)).

To print a control sheet follow these steps:

- Make sure that the default printer has been chosen. To set this, click the Windows Start button, and choose **Settings | Printers**. Highlight a printer in the Printers window and choose the **File | Set As Default** command.
- If the Shortcuts window is open, click the **Print GM Control Sheet** under the **Printing** header. Otherwise, select the **Utilities | Filter Character Sheets...** command and click the `GURPSControl.flr` entry in the **Filter** list, scrolling down to find it if necessary.
- Click the **Select Files...** button.
- Select files from the file dialog. You can hold down the CTRL key to select multiple files.
- When you have selected the files you wish to print, click the **Open** button in the Select Files for Filtering dialog.
- Click the **Print through Filter** button.
- Make sure the **Print on Same Page** checkbox is checked.
- To output the control sheet to a file that you can edit before printing, click the **Single File** button and enter the path where you want the file placed. Make sure the **Append to This File** checkbox is unchecked.
- Click the **Run** button.

If you want a more "advanced" look, or you want to edit the control sheet before printing it, you can use the `GURPSControlRTF.flr` or `GURPSControlRTFTable.flr` filters. These produce output in the RTF (Rich Text Format), which is used by many word processors. If you don't have a word processor that can do this, you can use the Microsoft Word Viewer (p. 176).

Selecting What Gets Printed

By default all advantages, powers and disadvantages will be displayed on the GM control sheet. You can control which items are printed by adding options to items.

To print selected items only:

- Double-click the item you want printed.
- Click the **Options** button if it's present.
- Click the **New** button.
- Double-click the Printing sublist in the Select Option dialog.
- Double-click the Display on Control Sheet option to add it.
- Click **OK** to close the Edit Option dialog.
- Click **Close** to close the Select Option dialog.
- Click **OK** to close the item dialog.

If any power or advantage has the Display on Control Sheet option, only those items with the option will be displayed for that character sheet. The same thing applies to disadvantages, though that list is independent of powers and advantages.

The **Copy** and **Paste** buttons are useful for copying the Display on Control Sheet option and adding it to another item.

To omit selected items only:

- Double-click the item you want printed.
- Click the **Options** button if it's present.
- Click the **New** button.
- Double-click the Printing sublist in the Select Option dialog.

- Double-click the Omit on Control Sheet option to add it.
- Click **OK** to close the Edit Option dialog.
- Click **Close** to close the Select Option dialog.
- Click **OK** to close the item dialog.

You would do this if you want all powers and advantages *except* one or two. As long as no item has a Display on Control Sheet, only those items without the Omit on Control Sheet will be printed.

Displaying the Required Roll

Disadvantages sometimes have a Required Roll (see Lecherousness). To add a Required Roll value for a disadvantage:

- Double-click the item you want printed.
- Click the **Options** button if it's present.
- Click the **New** button.
- Double-click the Printing sublist in the Select Option dialog.
- Double-click the Roll option to add it.
- Add the text to be printed for the disadvantage's roll to the **Value** field in the option.
- Click **OK** to close the Edit Option dialog.
- Click **Close** to close the Select Option dialog.
- Click **OK** to close the item dialog.

GM Control Sheet Example

GM CONTROL SHEET

Character Name and Player	Reaction					Speed		Passive Defense		DR	Hits Taken
	+ or -	ST	DX	IQ	HT	SPD	MOV	Armor	Shield		
Corwin Bearclaw [100]		12	12	11	12	6.00	5	3/1	3	6/4	
Dai Blackthorn [100]		8	15	12	12	6.75	6	1	0	1	
Katrina [100]	+1	12	13	12	11	6.00	6	1	0	2	
Robyn of the Meadows [100]		11	14	13	11	6.25	6	0	0	0	

NAME

DAMAGE

Corwin Bearclaw	Thrust: 1d-1; Swing: 1d+2; Punch: 1d-3; Kick: 1d-1 ; Shortsword: cut 1d+2; imp 1d-1; Knife (large): cut 1d; imp 1d-1; Medium Shield: cr 1d-1
Dai Blackthorn	Thrust: 1d-3; Swing: 1d-2; Punch: 1d-5; Kick: 1d-3 ; Knife (small): cut 1d-5; imp 1d-4; Dagger: imp 1d-4
Katrina	Thrust: 1d-1; Swing: 1d+2; Punch: 1d-2; Kick: 1d ; Long Bow: imp 1d+1; Saber: cut 1d+2; imp 1d; Knife (small, thrown): imp 1d-1; Knife (large): cut 1d; imp 1d-1
Robyn of the Meadows	Thrust: 1d-1; Swing: 1d+1; Punch: 1d-3; Kick: 1d-1 ; Knife (large): cut 1d-1; imp 1d-1; Knife (large, thrown): imp 1d-1; Dagger: imp 1d-2; Dagger (thrown): imp 1d-1

NAME

ADVANTAGES AND POWERS

Corwin Bearclaw	Alertness +3; Toughness 2
Dai Blackthorn	Absolute Direction; Acute Hearing +5; Double-Jointed; Danger Sense
Katrina	Appearance (Attractive), Reaction: +1; Toughness 1; Literacy
Robyn of the Meadows	Alertness +2; Night Vision

NAME

DISADVANTAGES

Corwin Bearclaw	Impulsiveness; Fear of Reptiles (Severe); Honesty; Illiteracy
Dai Blackthorn	Enemy: Thieves' Guild, Roll: 6-; Overconfidence; Poverty
Katrina	Skinny; Stubbornness; Berserk; Alcoholism
Robyn of the Meadows	Fear of Insects (Mild); Poverty; Greed

Printing a Grimoire

To print a list of your character's spells, following these steps:


- Open the character sheet with the spells.
- Select the **File | Print | Through Filter...** command.
- Double-click the `GURPSGrimoire.flt` filter in the dialog.
- Follow the instructions in the subsequent Print dialog.

See the example (p. 115).



Using Sublists

Sublists group collections of items (spells, skills, equipment, powers, etc.). When items are in a sublist, you can close the sublist to shorten the list. You might use sublists to contain all your language skills, the powers in a Battlesuit or the spells in a college. Items in sublists are printed under a separate header from the main list.

Adding a Sublist

- In the item list, press **INS** or click the  button.
- In the Selection dialog, find the Sublist item.
- Double-click the Sublist item.
- Change the name of the Sublist. You may wish to call it "Backpack Contents," "Languages," "Battlesuit", etc.
- If you're going to add items to the sublist immediately by checking the **Open List** checkbox.
- Click the **OK** button.

Using Sublists

- An open sublist is indicated by .
- Items contained within the sublist appear below it, with gray lines indicating the relationship.
- A closed sublist is indicated by .
- To open or close a sublist, double-click the icon, or highlight the sublist and press the **ENTER** key.
- To edit the sublist itself, double-click the sublist name. You can also press the **F2** key when the sublist is highlighted, or select the **Tools | Modify...** command.

Sublist Costs and Option Inheritance

By default, any options (enhancements, limitations, other modifiers) apply to the sublist cost. The costs of all the children are summed, and the modifiers are applied to that total.

GURPS Character Builder can also apply the modifiers to each child of the sublist, and then sum those values. Depending on the nature of the modifiers and the minimum costs of the items in the sublist, a different cost may be arrived at. To achieve this second behavior, check the **Children Inherit Options** checkbox when editing the sublist itself.

For example, if you want to apply the same set of enhancements to a number of super powers, add all the powers to a sublist. Then add the common enhancements to the sublist's option list and check the **Children Inherit Options** checkbox. The enhancements will be applied against each member of the sublist, causing each to obey its minimum cost requirements.

Moving Items into a Sublist

You can move items in the list into a sublist by cutting or pasting, or with the Move Item command:

- Open the sublist.
- Highlight the item you wish to move into the sublist.
- Press **SHIFT+UP** or **SHIFT+DOWN** arrow to move the highlighted item into the sublist.

Printing Skill Categories Separately

If you wish to print some skills in a separate list (Languages, for example), you can do so by including those skills in a sublist (p. 141). The example below shows printed output when this is done.

Miss Splinker 150 points

Female; Age 42; 5'5", 115 lbs; Black hair, hazel eyes; thin, bespectacled woman in conservative clothes, her hair in a bun

ST: 10 [0] **IQ:** 15 [60] **Speed:** 5.00
DX: 10 [0] **HT:** 10 [0] **Move:** 5
Dodge: 5

Advantages

Comfortable Wealth [10] (Starting Wealth: \$10,000).

Disadvantages

Bad Sight (Correctable) [-10]; Loner [-5]; Delusion ("My Powers are Magical") [-10]; No Sense of Humor [-10].

Quirks

Dislikes gossips; Has conservative standards (except for magic); Thinks her black cat is her familiar; Wears her hair in a bun. [-4]

Powers

Pside Effect Drawback: Using psi produces odor of brimstone 1 [-5] (Reaction: -2; Noticeable: Sometimes, -2).

Psionic Powers

Base Cost: 90; Requires elaborate gestures, words, or focus: -20%; Final Cost: 72.

Psychokinesis 10 [50]; Telepathy 8 [40].

Skills

Cooking-14 [½]; Detect Lies-18* [2]; Diplomacy-12 [½]; Driving/TL6 (Automobile)-10 [2]; First Aid/TL6-14 [½]; Flight-10 [2]; History-12 [½]; Linguistics-14 [4]; Mathematics-12 [½]; Occultism-13 [½]; Psychology-15* [½]; Research-14 [1]; Savoir-Faire-14 [½]; Teaching-16 [4]; Writing-14 [1].

Languages

English-16* [2]; French-16* [2]; German (native)-17* [1].

Psi Skills

Emotion Sense-13 [1] (Fatigue: 0, Range: 30 yd, Area: subject, Maintain: infinite, Resist: MS, Page: P20); Illusion-15 [4] (Fatigue: 0, Range: 30 yd, Area: subject, Maintain: min., Resist: Will, Page: P21); Levitation-14 [2] (Fatigue: 0, Area: self, Page: P18); Mind Shield-13 [1]; Pyrokinesis-13 [1] (Fatigue: 0, Range: PK, Area: subject, Page: P18); Sleep-14 [2] (Fatigue: 0, Range: 30 yd, Area: subject, Resist: Will, Page: P24, 39); Suggest-14 [2] (Fatigue: 1, Range: 30 yd, Area: subject, Resist: Will, Page: P24); Telecontrol-14 [2] (Fatigue: 0, Range: 30 yd, Area: subject, Maintain: min., Resist: Will, Page: P25); Telekinesis-15 [4] (Fatigue: 0, Range: PK, Area: subject, Maintain: min., Page: P19); Telereceive-15 [4] (Fatigue: 0, Range: 30 yd, Area: subject, Maintain: min., Resist: Will+MS, Page: P25); Telesend-15 [4] (Fatigue: 0, Range: 30 yd, Area: subject, Maintain: min., Resist: MS, Page: P26).

*Cost modifiers: Telepathy, Levitation, Linguistics.

Gertrude Splinker immigrated to the USA after the Great War and overcame anti-German sentiment to become a language teacher at a posh New England prep school.

Loading Data Sheets

Several **GURPS** data sheets are provided that are not loaded automatically, including **GURPS Psionics**, **GURPS Martial Arts**, etc. To load them, follow these steps:

- Select the **File | Load Data Sheet...** command.
- Find the desired data sheet in the Data Sheet Files list. Highlight it.
- To load the data sheet immediately, click the **Load Now>>** button.
- The data sheet will move to the Loaded Data Sheets list.

You can also add data sheets to the `.dlist` files (p. 157) for the **Add...** shortcuts.

Loading a Data Sheet Every Time **GURPS Character Builder** Starts

- Open the Load Data Sheet dialog as above.
- Find the desired data sheet in the list where it's located.
- Click the **Load Always** button beneath the list.
- The data sheet file name will also appear in the Always Loaded list.

Whenever **GURPS Character Builder** starts, all the data sheets in the Always Loaded list will be loaded.

Unloading Data Sheets

To reduce the number of available items, you can unload data sheets as well:

- Select the **File | Load Data Sheet...** command.
- Double-click a data sheet in the Loaded Data Sheets list to unload it.
- Click **Close** to exit.

GURPS Character Templates

Characters can be created from the templates like those in *GURPS Wizards* and *GURPS Warriors* (and other *GURPS* books) by creating a new character from the `GURPSTemplate.cst` template:

- Choose the **File | New...** command.
- Double-click the `GURPSTemplate.cst` template.
- Click the type of template you want in the Select Template dialog.
- Advantages, disadvantages, skills and spells will be added to the character sheet. You will be presented with choices during the generation of the character, selecting the optional items for the character according to the template.

For information on creating your own character templates, see *Creating Character Templates* (p. 70).

At the end of the generation process you will have a basic character that you can breathe life into with quirks and other custom advantages, disadvantages and skills.

A template item will be added to the Advantages list. If you delete this item, all items added by the template will also be deleted, including spells, skills, advantages, etc. If you wish to delete the template item (p. 145) and keep the items it added, you may do so with some preparation.

If a character sheet is already open, you can generate a new character sheet file with the **File | Generate** command.

Note: some templates are not included in this package because they are merely guidelines (Knack Wizards, Demons, etc.) or they reference data from products not included (Ritual Magician).

For information on data sheet loading for templates, see *Controlling Data Sheets Loaded for Template Generation* (p. 72).

Character Generation in the Current Character Sheet

You can also generate characters from the templates with any *GURPS* character sheet by selecting the **Data | Generate Character...** command. This is more convenient if you've created your own character sheet template with the appropriate TL, beginning character point values, etc. You can also add multiple templates to the same character.

If you've already added a template to a character sheet, you'll be asked whether you want to delete the previous ones. If you're adding an Officer lens, for example, be sure to leave the existing template there.

Using this command can also lead to fewer data sheets being loaded, if the character sheet has a data sheet list file created for its ruleset. For example, characters created from `GURPSCliffhangers.cst` and `GURPSSpirits.cst` have rulesets and data sheet list files predefined that load no extra data sheets.

Deleting Character Template Items

When you generate a character from a character template, the template item will be added to the Advantages list. If this item is deleted, all other items added by it will also be deleted. To delete the template item without deleting the items it added:

- Highlight the template item.
- Press DEL to delete the template item.
- When the Delete Associated Items dialog appears, click **No** to delete just the template item.

Other Topics

Creating Your Own Character Templates (p. 122)

Custom Data Sheet Lists for Generating Characters (p. 124)

Delete Existing Templates?

This character sheet already contains one or more templates in the Advantages list.

To delete the existing templates, click **Yes**. This will also delete any other items added by those templates.

To leave the existing templates and add another template on top of the existing one(s), click **No**. The new template's items will be added without removing the previous items. If you select items for the new template that are already in the character sheet, the level will be increased to the newly selected level, or left at the current level if the new template's level is lower.

If you wish to leave this character sheet alone, click **Cancel**.

Select Character Type

Click the type of character that you wish to generate from a template (p. 145). When you've made your selections, click the **OK** button.

Type

Click the type of character that you wish to generate. The standard list includes Warrior, Wizard and Professional. You can also create your own templates (p. 122) and add them to this list by loading the data sheet that contains them.

TL

Set this to the TL for the character. Some templates require a minimum TL. You will be notified if you choose an inappropriate TL for the template. Skills with a TL higher than the selected TL will not be displayed in broad skill selection lists (such as all Combat skills).

Lowest TL

This will be the lowest TL for skills displayed in broad skill selections. Since not all skills have a TL associated with them, only those with a specified TL Range can be filtered out.

Note: if you're writing your own templates and you want to check the integrity of the templates, enter -1 for **Lowest TL**. The integrity of all templates of the type you select will be checked before you choose a template. Integrity checking makes sure that all items referenced in the template are available in the currently open data sheets. This ensures that all item names are spelled correctly.

Automatic Generation

Check this checkbox to enable automatic generation. After you choose the template, all further choices will be made randomly.

When random generation is selected ***GURPS Character Builder*** will select items at random from the template's lists. When a number of points is specified for a list of items, items will be chosen from the list until the points are exhausted. The total number of points spent may exceed the limit. Skill levels will also be chosen randomly, producing levels that cost from one-half to four character points.

When you use random generation, you'll probably have to tweak the character afterwards, and to give some real personality.

Generate Random Appearance

Check this to generate a random appearance for the character (taken from ***GURPS Basic Set***, p. 84).

Basing Characters on Multiple Templates

You can base characters on more than one template by choosing the **Data | Generate Character...** command after creating a character using a template. Click **No** when the dialog asks if you want to delete existing templates.

You would normally do this when you create a character based on a warrior template, and then add the Officer or Noncommissioned Officer "lens."

The levels of attributes, skills, advantages and disadvantages are left at the higher value if subsequent templates specify levels. For example, if you choose to create a Druid-Archer, the Druid template specifies DX 10 and the Archer template specifies DX 13: the generated character will have DX 13.

Select Template

Double-click the template you wish to generate a character from. This will add a zero-cost advantage that is the template. Deleting the template will also delete all items added by the template.

The Beginning Points for the character will be set to the value indicated for the template (in [brackets]) if it isn't already higher.

Choose Item

When the template allows for different options, you must choose one of them.

There are two kinds of choices: you can either choose items until you have expended a number of points, or you may choose a number of items. The template specifies the method.

When choosing a number of points worth of items, the total points spent on your selections so far will be displayed, along with the number of total points and the number of points left. You may edit items chosen this way, changing levels and options as you see fit.

When choosing a number of items, the count of items so far chosen will be displayed.

If an item name begins with an asterisk ("*") it is a broad category of items that you will make further choices from.

If you decide you don't like a choice, you may click the **Cancel** button and the list of choices will be displayed again. Clicking **OK** while editing the item will add it to the character sheet. If you change your mind after you've already clicked **OK**, you can always add or remove items after the template script completes.

Click **Cancel** to end character generation from the template.

Click **Skip** to stop selection of items from this list and skip to the next step in character generation.

Random

When you choose Random from the list, one item will be selected at random from the current list.

Generate Randomly

Checking this will choose one of the items in the list at random, and continue to generate the rest of the character automatically.

Skip

Click **Skip** to stop selecting from this group of items and go on to the next step in generating a character. The character will not have the specified number of items or requisite points in that category of items.

Choose Item from Category

When the template allows you to choose an item from a category (for example, a Combat/Weapon skill), this dialog appears.

Click the desired item and then click **OK**.

Generate Randomly

Checking this will choose one of the items in the list at random, and continue to generate the rest of the character automatically.

Choose Specialization

When the template calls for you to choose a group of items as a specialization, this dialog appears. Click the desired specialization to select it. Then click **OK** (or double-click the specialization).

The items included in the specialization will be displayed in another dialog, giving you the chance to see what you're selecting.

In some templates you may choose two or more specializations.

Generate Randomly

Check this to choose one of the items in the list at random, and continue to generate the rest of the character automatically.

Select Specialization

Some templates require you to select a specialization. Double-click the desired specialization to select it, or click it and then click **OK**.

Random

To select a specialization at random, double-click Random.

Generate Randomly

Check this to choose one of the items in the list at random, and continue to generate the rest of the character automatically.

Minimum TL Required

Some templates (aviator, sharpshooter) require a minimum level of technology because the profession was unavailable until the advent of that technology.

When this is the case, *GURPS Character Builder* will tell you the minimum TL required and then let you enter the TL you want for the character.

Items to Add

This dialog displays the items that are included in the specialization for the template.

Click **OK** to accept the list of items.

Click **Cancel** to go back to the list of specializations and choose another.

Generate Randomly

Checking this will choose one of the items in the list at random, and continue to generate the rest of the character automatically.

Inappropriate Height

You should choose a height between the limits specified, which depend on your character's ST, and the selection of Dwarfism, Hunchback or Gigantism.

If you don't already have the necessary disadvantage to obtain the desired height, *GURPS Character Builder* will propose it. If it's possible to add it, an **Add** button will appear in this dialog. Just click **Add** and that disadvantage will be added.

To Reset Height to the Default

- Click in the Height edit field to move the cursor there.
- Press F7.

Inappropriate Weight

You should choose a weight between the limits specified, which depend on your character's ST, and the selection of Overweight, Fat and Skinny.

If you don't already have the necessary disadvantage to obtain the desired weight, *GURPS Character Builder* will propose it. If it's possible to add it, an **Add** button will appear in this dialog. Just click **Add** and that disadvantage will be added.

To Reset Weight to the Default

- Click in the Weight edit field to move the cursor there.
- Press F7.

Inappropriate Age

When you attempt to select an age that requires or forbids a specific advantage or disadvantage (such as Youth, Age, Immortality, etc.), you will be notified of the situation.

If you attempt to set an age younger than the age of maturity you will be notified that the Youth disadvantage is required, if you don't already have it. Click the **Add** button to add Youth, **OK** to set the

age the youngest legal age that doesn't require Youth, or **Cancel** to leave the age at the value you selected.

If you attempt to set an age older than the point at which aging rolls must be made, you will be notified that the Age disadvantage is required, if you don't already have it. Click the **Add** button to add Age, **OK** to set the age the oldest legal age that doesn't require the Age disadvantage, or **Cancel** to leave the age at the value you selected. Aging rolls (p. 149) will also be made when you increase the age.

If you reduce a character's age after aging roll failures have occurred, the failures will be rescinded. If you reduce the age below the aging age, the Age disadvantage will be removed from the Disadvantages list. Similarly, the Youth disadvantage will be removed and you increase the age above the age of maturity.

Aging Rolls

When you increase the age of a character above the age at which aging rolls are made, aging rolls will be made (see B83). This Aging Age (p. 22) is indicated in the Configuration Dialog.

The aging roll depends on the character's HT and the medical TL, or is a constant 17 if the character has Longevity. If your character has one of the Unaging advantages (Unaging, Undying, Immortality) no aging rolls are made.

When the Character Aging dialog appears, enter the medical TL if it is different from the standard TL for the character.

Click **Roll** to make the aging rolls, **Ignore** to ignore aging rolls altogether or **No** to reset the age to the last age set.

Aging Roll Failures

If there are any aging roll failures, the character's attributes will be reduced to reflect this. The attribute reductions, the rolls and the age at which they occur are displayed. These reductions are treated like racial attribute penalties, which means that increases to the attributes may cost more. For example, if your character starts out with IQ 13 [30], then fails an IQ aging roll, the character will have IQ 12 [30], and increasing IQ to 13 again will cost an additional 15 (not 10) points.

The reductions are options on the Age disadvantage. If you reduce the age, these penalties will be removed. The age at which the reductions occurred are recorded in the History list of the Development dialog (p. 15), so that ***GURPS Character Builder*** can reverse them.

Character Death

If increasing the character's age results in an attribute being lowered to 0 or less, the character dies. When this occurs, it is assumed that you want to revoke the age increase (what good is a dead character?). In this case the newly added History entries are removed and the aging attribute penalties are reset to the values they had at the starting age (or 50, if this is the first time you increased the character's age).

Generate Appearance

The Generate Appearance script generates a random appearance based on the method on B84. It is the same method used to generate an appearance when you check the Generate Random Occurrence checkbox in the Generate Character template.

The Information dialog will be opened and a new appearance will be generated. The values for Appearance, Height, Weight and Sex will be displayed.

Yes

To keep the appearance displayed in the dialog, click **Yes**.

No

To generate another appearance, click **No**.

Back

To go back to a previous appearance, click **Back**. You cannot go back further than the original appearance.

Cannot Go Back

You cannot click the **Back** button when you're already at the original appearance. Click **OK** to return to generate an Appearance (p. 150), or **Cancel** to quit.

Appearance Already Set

You have selected the Generate Appearance command and there is already text in the Appearance field of the Information dialog.

Click **Yes** to generate a new appearance (p. 150). Click **No** to leave the appearance as is.

Publishing Characters

The **Data | Publish Character...** command performs the steps necessary to publish a character: items are sorted in the Skills, Advantages, Disadvantages, Spells and Powers lists, and standard publishing options can be set.

To use the Publish Character script:

- Select **Data | Publish Character...**
- Check **Set Standard Options** to select the standard SJ Games options: turn off printing of options on skills, spells and advantages/disadvantages, and use the non-Windows character translations (p. 132). The setting you choose will be reused the next time you run the script. To set these options yourself, see *GURPS* Preferences (p. 132).
- Check the lists that you wish to sort. The script assumes that you want to sort all lists; if you already have a special ordering for a list, uncheck that list's checkbox.
- Select the **Edit | Filter Copy...** command. The `GURPSStandardRTF.flt` filter is typically used for *GURPS* characters in SJ Games publications. This will place the text of the character on the Windows clipboard.
- Switch to the application to receive the character text.
- Paste the contents of clipboard into the appropriate location of the document.

When the lists are sorted, all items outside sublists will be sorted alphabetically at the beginning of the list. All sublists will follow the items, sorted alphabetically among themselves. The contents of all sublists will be sorted following the same rules.

Frequently Asked Questions

General

- How do I create custom skills, advantages, etc.? (p. 127)
- I can't find some advantages and skills. Where are they? (p. 144)
- I can't find the Psionic Powers (p. 156)
- How do I print a GM control sheet? (p. 138)
- How do I print a Mage's Grimoire? (p. 141)
- How do I exclude the cost of an item from the total? (p. 156)
- How do I set the available character points, TL, etc.? (p. 21)
- How do I add an item even though it doesn't satisfy a prerequisite? (p. 153)
- How do I lower attributes further when I've already exceeded maximum number of points in Disadvantages? (p. 154)
- How do I load data sheets as fast as possible? (p. 154)
- How do I update characters when I get a new version? (p. 154)
- How do I load my own data sheets when I select one of the **Add...** shortcuts? (p. 157)
- How do I create a template that I can use to generate characters? (p. 70)
- How do I create new races? (p. 90)
- How do I generate characters from templates without loading a lot of data sheets? (p. 145)
- How do I display kilograms and meters (or pounds and feet)? (p. 13)

Printing

- Some of the options on an advantage aren't printing. Why? (p. 158)
- How do I print/not print options and notes on skills and spells? (p. 158)
- How do I print a blank character sheet? (p. 158)
- Why doesn't the second page of the character sheet print? (p. 159)
- How do I print brief character descriptions on index cards? (p. 135)
- How do I get my character out to an HTML file or into a word processor? (p. 159)
- How do I get rid of extra information in parentheses after skills, advantages, etc. (p. 132)
- How do I fix the weird characters that appear when I move my RTF output files to the Macintosh? (p. 132)

Skills

- How come I can't increase a skill (advantage, etc.) level to a really big value? (p. 156)
- Why does my skill come out zero when I try to increase it? (p. 156)
- How do I put language skills in their own section? (p. 141)
- How do I make a skill belong to a new category, or a spell part of a new college? (p. 153)
- How do I prevent skills from higher TLs from being displayed? (p. 156)
- How do I get around the Age limit on skills? (p. 27)

Also see the section on the Skills list (p. 26).

Spells

- Why can't I change the spell level? (p. 62)

Equipment

- How do I create a weapon that isn't in the list? (p. 64)
- How do I set a quantity of items? (p. 63)
- How do I set weapon Parries? (p. 67)
- How do I indicate weapon quality? (p. 64)
- How do I exclude the weight of equipment? (p. 64)
- How do I indicate extra damage on a weapon? (p. 67)
- How do I prevent equipment from higher TLs from being displayed? (p. 156)

Also see the section on the Equipment List (p. 63).

Other Details

- Advantages (p. 41)

Disadvantages (p. 55)
Quirks (p. 58)
Powers (p. 51)
Spells (p. 59)

Adding a Category to an Item

To add a skill to a category, or a spell to a college:

- Edit the skill or spell.
- Click the **New** button, or if the Options list isn't present, click the **Options** button and then click **New**.
- Double-click the Generic sublist.
- Double-click the Category option.
- Click the **Modify** button.
- Enter the new label for the option in the **Value** edit field. This is usually the same as the desired category, but this is not required.
- Enter the new category for the option in the **Cat** edit field. This must be spelled exactly as you want the category to be recognized. For example, if you want a spell to be part of the Communication and Empathy college, it must be spelled exactly the same way the college name is spelled for all other spells in that same college.
- You can also change the **Name** of the option if you desire: for spells you might want to change Category to College, for example.

If you add a Category to a skill that receives a bonus (for example, you add the Mathematical category to a skill so that it also receives the +3 bonus for Mathematical Ability), you must save, close and reopen the character sheet for the bonus to be registered properly.

Adding Items that Don't Satisfy Prerequisites

Sometimes you need to add a skill that doesn't satisfy a prerequisite. For example, Piloting (Glider) is normally a TL6 skill (because the light-weight materials required to construct the flying machines didn't exist till then). However, magical devices and other conditions might make Glider piloting possible in your game world.

To add a skill that violates a prerequisite:

- When the Requirements dialog appears telling you that you cannot add the skill, click **Cancel**.
- In the Available Skills dialog, uncheck the **Check Req.** checkbox.
- Double-click the skill you wish to add.

The prerequisite checking will be disabled as long as the **Check Req.** checkbox is unchecked. To turn it back on, check the checkbox again.

For information on adding skills that exceed the (age × 2) limit, see Age Skill Limit (p. 27).

Allowing Items with Unsatisfied Requirements

The default configuration for *GURPS Character Builder* checks requirements when items are added and disallows their addition if any requirements aren't satisfied. To configure the application to notify you when requirements aren't satisfied, but give you the option to add them anyway:

- Select the **Utilities | Preferences...** command.
- Make sure the **Check When Adding** checkbox is checked.
- Uncheck the **Disallow if Not Satisfied** checkbox.

With this configuration you can, for example, add spells even though you don't have the prerequisites. You can still find out which items have unsatisfied requirements with the **Tools | Check Requirements** command.

Lowering Attributes when Maximum Disadvantages Exceeded

By default **GURPS Character Builder** prevents you from lowering attributes of a new character when a lowered attribute counts as a disadvantage. There are several ways to eliminate this message:

Finalize the Character

If the character is already established and has entered play, it should be finalized. This will turn off the checks for initial characters. This allows you, for example, to decrease a character's HT or DX due to an injury, or add disadvantages acquired during play that exceed the maximum allowed.

To finalize a character, select the **Data | Finalize Character...** command (p. 102).

Increase the Maximum Disadvantages

- Select the **Data | Configuration** command.
- Enter a larger value in the **Max. Disadvantages** edit field in the **Character Type** area.

Turn Off the Maximum Disadvantages Check

If you're creating a new character that simply *must* violate the Maximum Disadvantages rule, you can turn off the Maximum Disadvantages check for this character:

- Select the **Data | Configuration** command.
- Uncheck the **Check Max. Disadv.** checkbox.

Turn Off Disallowed if Not Satisfied Checks

With the default configuration, **GURPS Character Builder** disallows changes that do not satisfy the prerequisites and other rules. This is a global setting for the application. To turn it off:

- Select the **Utilities | Preferences...** command.
- Uncheck the **Disallow if Not Satisfied** checkbox in the **Requirements** area.

Loading Data Sheets as Fast as Possible

By default the data sheet splash dialog is displayed for a few seconds to allow you time to read it. To make data sheets load as fast as possible:

- Select the **Utilities | Preferences...** command.
- Enter 0 in the **Data Sheet Loading Delay** edit field. If you still want to be able to see the graphics, you may also set the value lower; for example, to 1.5 or 0.5 seconds.
- Click **OK**.

Large data sheets may take longer than the delay, depending on the speed of your computer; these loading times cannot be reduced.

Updating Character Sheets

After you install a new version of **GURPS Character Builder** and open an old character sheet, you may get a message similar to the following:

The level of the character sheet (2) is less than the level of the game system (3).

You may wish to convert the character sheet to the current version with the **File | Convert** command.

You'll also get similar messages if you try to print old character sheets, or load old data sheets.

Why Updating Is Needed

Each release of **Character Builder** makes fixes and adds features. The "level" of character sheets, data sheets and print templates are recorded in these files. When new variables, functions and features are added to the game system the level is increased so that the application can detect that something has changed and avoid incompatibilities.

If an old character sheet is printed with a new print template, that character sheet may not have a function that the print template depends on, which would cause printing to fail. Similarly, items in the new data sheet may access variables that aren't defined in the old character sheet.

For that reason, you shouldn't attempt to add items from new data sheets to old character sheets.

How to Update Character Sheets

You can update character sheets (and character sheet templates) two ways: one at a time, or many at a time.

If you have created your own character sheet templates (p. 125) you should convert them to the new version before you update any character sheets. Character sheet templates and character sheets are updated the same way.

Converting One at a Time

- Open the character you wish to convert.
- Select the **File | Convert...** command.
- If you are converting a character sheet template, click `GURPS.cst` in the **Template** list. This is critical: if you let this default to the template itself, nothing will change because you'll be converting the template to itself!
- If you are converting a character sheet, select the original template (which **Character Builder** should select automatically).
- Select the appropriate Conversion Script from the list on the right. **Character Builder** should pick the correct one automatically, but you can override it if necessary.
- If you don't have a conversion script because you skipped a couple of releases, select (None).
- Click **OK**.

Character Builder will create a new character sheet with the new template, basing it on the existing character sheet. When the conversion is complete, compare the totals to make sure that everything converted correctly.

If you don't have an appropriate conversion script, select (None) for the script. **Character Builder** will reselect all items in the new character sheet and set them to the values in the original character sheet. Examine your new character sheet totals and manually correct any problems introduced by items that have changed drastically between versions.

Mass Conversion

If you created your own custom character sheet templates, be sure to update them before updating any character sheets based on them.

- Select the **Utilities | Update Characters...** command.
- Click the **Select...** button.
- Browse through folders on your hard disk to find the files you want to convert. You can select multiple files at once by holding down the CTRL key.
- Click **Open** to add the files to the list of Files to Update.
- Make sure that the template selected is (Original).
- Select the appropriate script (see above for details), or (None) if you have no conversion script.
- If you don't wish to replace your existing character sheets with the updated versions, click the **Browse** button and select the directory where you wish the updated files to be placed.
- Make sure that the **Compare After Update** checkbox is checked.
- Click **Update** to update the character sheets.

If the totals between the old and new characters are the same, or you're not using a script, the new character sheet will replace the old one. The original will be renamed with a ".bak" extension.

If you're converting with a script and there are differences in totals between the old and new characters, the updated character sheets will be named with ".new" extensions and left in the same directory. They will **not** replace the originals. You can edit the new files by highlighting them and clicking the **Open** button.

Psionics

First, psionic powers and skills are included in the Psionics Data sheet, which you must load (p. 144). If you base your character on the `GURPSpsionics.cst` character sheet template this is automatically loaded.

Second, psionic powers are not in the Advantages list: they included in the Powers list, along with super powers and racial powers:

- Open the Powers list with **Data | Powers**.
- Double-click the Psionics sublist.

To load other data sheets when the **Add... | Psionic Powers** shortcut is selected, edit the `GURPSpsionics.dlist` file and add the names of your psionics data sheets, each on a separate line.

Setting Very High Levels

When you use the +1 and -1 commands, or when you change an advantage that gives huge bonuses to skills (+50 or more), the skill may come out zero. There are two ways to resolve this.

Set Max. Attempts

GURPS Character Builder first searches for the next available level for the skill. It searches for values above the current level, then for values below. The number of levels searched is limited by the Max. Attempts setting in the **Modify | Character Sheet Info...** command. This limit is 50.

- Choose the **Modify | Character Sheet Info...** command.
- Click the Calculations tab.
- Set the Max. Attempts value.
- Click **OK**.

Max. Attempts is set to a finite value because every time you attempt to set an illegal level, **GURPS Character Builder** will search for a legal level. If there is no legal level, that search is limited by Max. Attempts.

Set the Level Directly

You can also set the item directly to the desired value. If it's a legal value, it will be allowed, bypassing the searching mechanism. For example, if you add Musical Ability-100, then add the skill Musical Composition, the skill level will be 0 (because the search for the first 50 levels will fail, and the first allowable value found will be 0). Increasing skill with the +1 command will also fail.

However, you can set the level directly to 110 to resolve the problem.

Excluding Item Costs

- Edit the item by double-clicking it.
- Check the **Exclude** checkbox.
- Click the **OK** button to close the item.

The cost of the item will not appear in the total, but it will still count for prerequisites and any bonuses or penalties it bestows.

Item Selection Rules

Item selection rules control which items are displayed in the Available Items dialog. **GURPS Character Builder** has several selection rules to prevent the display certain kinds of equipment and certain spells.

To activate selection rules:

- Open any item list (Skills, Advantages, etc.)
- Select the **Tools | Select Item...** command (or press INS).
- Check the **Apply Selection Rules** checkbox.

Selection Rule Sets

Three standard selection rule sets are defined: Fantasy, Modern and Space. The `GURPSSupers.cst`, `GURPSMartialArts.cst` and `GURPSPsionics.cst` templates are defined with the Modern rule set, while `GURPSFantasy.cst` and `GURPSFantasyFolk.cst` are defined with the Fantasy rule set. To change the rule set, select the **Utilities | Selection Rules...** command and click the **Rule Set** drop-down list to choose the desired set.

Each rule set has a default set of activated rules. For example, by default the Modern and Space rule sets suppress the display of Fantasy equipment, including runes and elixirs. You can change these simply by unchecking the checkboxes for the rules in the Selection Rules dialog (select the **Utilities | Selection Rules...** command).

Standard Rules

The following selection rules are standard; you may add your own rules to further limit the display of items.

Suppress items above current Tech Level

All items that are defined with minimum TLs higher than the TL for the character sheet (p. 21) are not displayed.

If the items are not being suppressed, you should make sure that the rule is being applied:

- When the Available Equipment list is open, click the **Rules...** button.
- Make sure that the "Suppress items above current Tech Level" rule is checked.

Suppress Fantasy Equipment

Suppresses all items in the Fantasy/Medieval Equipment, Elixirs and Rune Stones sublists of the Equipment list.

Suppress Modern Equipment

Suppresses all item in the Modern Equipment sublist of the Equipment list.

Alternate Spell Prerequisites

Displays spells with the alternate spell prerequisites as described in ***GURPS Grimoire***.

Standard Spell Prerequisites

Displays spells with the standard spell prerequisites.

Loading Custom Data Sheets with Add... Shortcuts

To load your own data sheets when one of the **Add...** shortcuts is selected, you can add the name of your data sheet to one of the files that indicates the data sheets to load.

To edit these files:

- Select the **File | Open...** command.
- Go to the ***GURPS Character Builder*** source directory (usually `c:\Program Files\GURPS`).
- Click **Files of type** and select All Files.
- Select on the data sheet list files mentioned below. These files end with a `.dlist` extension.
- Add the name of your data sheet to the `.dlist` file.
- Select **File | Save....**

The data sheet list files are:

`GURPSMartialArts.dlist`

The data sheets in this file are loaded when the **Add... | Martial Arts Style** shortcut is selected.

`GURPSPsionics.dlist`

The data sheets in this file are loaded when the **Add... | Psionic Powers** shortcut is selected.

`GURPSRaces.dlist`

The data sheets in this file are loaded when the **Add... | Race** shortcut is selected.

`GURPSSpells.dlist`

The data sheets in this file are loaded when the **Add... | Spells** shortcut is selected.

`GURPSSupers.dlist`

The data sheets in this file are loaded when the **Add... | Super Powers** shortcut is selected.

`GURPSTemplates.dlist`

The data sheets in this file are loaded when you perform a **File | New...** command and select the `GURPSTemplate.cst` as the character sheet template, or any character sheet template that doesn't have a specific `.dlist` file created for its ruleset.

Printing All Options

To save space on character sheets, options that have zero value (or $\times 1$ multipliers) are not printed. This default behavior can be changed by setting the **GURPS** Game System Preferences option Do Not Print Zero-value Option on Advantages, etc. (p. 132).

Printing Individual Options

Printing of options can also be controlled for each option. To print/not print an option:

- Edit the item that has the option.
- Double-click the option whose status you wish to change.
- Click the **Modify** button in the option dialog.
- Check/uncheck the **Display in Output** checkbox.
- Close the dialogs.

You must have printing turned on for the general class of options (on advantages, skills, spells, etc.) to print the options that have **Display in Output** set.

Printing Options and Notes on Skills and Spells

You can control whether options and notes on advantages, powers, skills, spells, etc., print via the **GURPS** Preferences (p. 132).

To make options and notes appear for Skills, check the **Print Options and Notes on Skills** checkbox. To inhibit their display, uncheck this checkbox.

To make options and notes appear for spells, check the **Print Options and Notes on Spells** checkbox. To inhibit their display, uncheck this checkbox.


To make options and notes appear for other items (advantages, powers, etc.), check the **Print Options and Notes on Advantages, etc.** checkbox. To inhibit their display, uncheck this checkbox.

For information on printing/not printing individual options see Printing All Options (p. 158).

Printing Blank Character Sheets

GURPS Character Builder provides two ways to print blank character sheets.

Printing Blank Character Sheets through the Application

- Make sure that you have the **Ask for Filters** checkbox checked in the **Utilities | Preferences...** dialog.
- Open a character sheet that is representative of the type of character you wish to print. For a simple character sheet just select **File | New...** to create an empty character sheet.
- Select the **File | Print | Through Template...** command, or click  the button bar.
- Click the print template you wish to print a blank for.
- Check the **Print Blank Character Sheet** checkbox.
- Click **OK**.

- Select other printing options as desired.

Printing the Blank Character Sheet PDF Files

- Select the **File | Print | Auxiliary Files...** command.
- Click "Blank Character Sheet" to print the standard two-page character sheet, or "Blank character sheet (single-page)" to print the one-page character sheet.
- Click **Open** to open the PDF file in Acrobat Reader, or **Print** to print the file immediately using the default printer.
- If you use the **Print** button, make sure you have selected a default printer in Printer Settings. To select the default printer, click the Windows **Start** button, then select the **Settings | Printers** command. Right-click the printer you wish to use, then select **Set as Default**.

Printing Empty Pages

To avoid wasting paper, *GURPS Character Builder* won't print the second page of a character sheet if there's no character information on it. That means that if your character has no equipment, character story or notes, the second page of the two-page character sheet won't print.

There are a number of things you can do to print the second page:

- Check the **Print Blank Character Sheet** checkbox in the Use Print Template dialog, then select only page 2 for printing.
- Enter something in the **Utilities | Notes** window (anything will do -- even a space character).
- Enter something in the **Story** field of the **Information** dialog (p. 13).
- Print a blank character sheet (p. 158) through the **File | Print Auxiliary Files** command and select Blank Character Sheet.
- Make a copy of the `GURPS2.prt` print template and modify it:
 - Open the copy of the print template.
 - Select the **View | Pages...** command (or press CTRL+L).
 - Click "Page 2".
 - Click **Edit**.
 - To always print the page click **Page Type** and click "Normal." Otherwise change the **Expression** to fulfill your own requirements.
 - Close the dialog and save the print template.
 - When printing, click this print template's name in the Use Print Template dialog.

Saving Characters as Text

GURPS Character Builder can save the text of your character in HTML, RTF and plain-text files. You can also copy text to the clipboard in those formats, and paste that text into word processing applications and other editors.

Saving Characters in RTF or HTML files

RTF files can be read and printed by most word processing applications, such as Microsoft Word. HTML files can be read by HTML editors and web browsers. You can place the HTML files on the web, or edit them with your favorite HTML editor.

- Select the **File | Save As...** command.
- Click the **Save as type** drop-down list.
- Click "Filtered Text" for a straight text file (`.txt`), "Filtered HTML" for an HTML file (`.htm`), or "Filtered RTF" for a Rich-Text Format file (`.rtf`).
- Click the **Save** button.
- When the Use Copy Filter dialog appears, click the desired filter.

`GURPSHTML.fltr`

HTML Filter. If there is a character picture associated with the character sheet, it will be written out as a JPEG file (`.jpg` extension) in the same directory as the file.

GURPSStandardRTF.flt

Standard RTF filter for **GURPS** characters. This filter produces output similar to the standard format used in SJ Games publications.

GURPSLargeRTF.flt Full-page RTF filter printed in large type. This filter produces a full-page text description similar to those found in **GURPS Warriors** and **GURPS Wizards**. If a character picture is present, it will be embedded in the RTF file as a JPEG image.

- You should always make sure that the extension of the proposed file name has been changed from .chr to ensure that your original character sheet is not overwritten.
- Click **OK**.

Select the GURPSGrimoire.flt or GURPSGrimoireRTF.flt filters to save the character's spell list as a text file.

Copying the Text of Characters to the Clipboard

the easiest way to include character descriptions in word processor documents is to copy a text version of the character to the clipboard and paste it into the document:

- Select the **Edit | Filter Copy** command.
- Click the filter you would like to use (see the list above).
- Click **OK**.
- Switch to the application where you wish to paste the text and paste it.

The plain text formats will render both a plain text and an RTF version of the character on the clipboard, with less elaborate formatting than the RTF filters. The HTML filter will render an HTML format on the clipboard for WYSIWYG HTML editors, as well as a plain-text version of the HTML that can be pasted into tag-based HTML editors.

Macro Definitions

The following are the definitions of the macros for the **GURPS** include file, `GURPS.inc`.

Arguments marked as "(optional)" may be omitted. If you're not sure what you would enter for an optional argument, leave it empty.

General Notes

- Adjustments (p. 174)
- Formats (p. 174)
- Prerequisites (p. 175)
- Automatic Items (p. 175)

GURPS.inc Macros

armor

Armor macro (may be used for pieces of armor such as helmets).

name	Name of armor
tl	TL of armor
pd	PD of armor (indicate 3/1 for normal/piercing damage)
dr	DR of armor (indicate 4/2 for normal/piercing damage)
price	Price of armor (in \$)
weight	Weight of armor (in lbs)
bodyparts	Names of parts of body covered (one or more of Head, Arms, Legs, Body, Hands, Feet, Whole)
note	Extra notes (optional)

bcskill

Blocking combat skill (has Block option). This should be used for skills such as Buckler, Shield, etc.

name	Combat skill with block
class	Skill class (ME, MA, etc.). Indicate PH/HT to base PH skill on HT
cat	Skill category. Also used for categories of skills that receive bonuses
def	Default values (optional). E.g.: animalhandling-3;dx-5
prereq	Prerequisites (p. 175) (optional)
tl	TL of skill (optional). If same as campaign, enter "tl", otherwise enter number
formula	Formula (optional, default is standard for class)
checkexp	Check expression (optional)
adj	Adjustments (p. 174) (optional)
varname	Variable name (optional, default is name with non-alphanumerics removed)
format	Display format (p. 174) (optional, default is ^n)

cadv

Constant cost advantage macro

name	Name of advantage
cost	Advantage cost
prereq	Prerequisites (p. 175) (optional)
adj	Adjustments (p. 174) (optional)
fcost	Obsolete argument (omit)
cat	Category (optional, multiples separated by semicolons)
format	Display format (p. 174) (optional)
sformat	Selection format (p. 174) (optional)

tcf Total cost formula

clothing

Clothing macro

name Name of clothing
weight Weight (in lbs)
price Price (in \$)
pd PD of clothing
dr DR of clothing
note Any extra notes
text Obsolete argument (ignored)

csupadv

Constant-cost super advantage

name Name of advantage
cost Cost of the advantage
adj Adjustments (p. 174) (optional)
prereq Prerequisites (p. 175) (optional)
formula Cost formula (optional, if present cost represents initial level)
format Display format (p. 174) (optional, default is ^n)

custAttr

Custom attribute macro

name Name of custom attribute
formula Formula that computes cost of attribute (optional, if omitted, standard attribute cost structure is used).
varname Internal variable name for attribute (optional).

deriv

Macro for creating derived attributes (like Will).

name Name of the attribute.
formula A formula that references all the variables that this attribute depends on. It should evaluate to zero. For example, the formula for Willpower should be `iq*will*0`. If this is omitted, the value of this item will be reevaluated if any attribute changes.
exp The expression that produces the value of the attribute. For example, Willpower it is `iq+will`.
intname Internal name to use for this variable. If omitted, "Attribute" will be used.

drug

Psionic drug

name Name of drug

equip

Equipment macro. This should be used for generic equipment. Specific equipment macros should be used for swords, hand weapons, missile weapons, guns, rifles, etc.

name Name of equipment
weight Weight (optional, in lbs). If omitted, weight is 0
price Price (in \$)
cat Equipment category (optional)
notes Any extra notes (optional). For example, number of hands required, etc.

fladv

Named fixed-level cost advantage macro

name	Name of advantage
min	Minimum cost
max	Maximum cost
label	Label for the option that contains the cost option
costs	List of costs: e.g., Small,5;Medium,10;Large,15
prereq	Prerequisites (p. 175) (optional)
adj	Adjustments (p. 174) (optional)
cat	Category (optional, multiples separated by semicolons)
format	Display format (p. 174) (optional)

fsword

Force sword macro

name	Name of force sword
skill	List of skill variable names that can be used, separated by commas
dmg	Damage type: imp 4d, etc. Separate multiple types with semicolons
reach	Reach of weapon. Delimit reaches corresponding to damage by semicolons
price	Price of weapon (in \$)
weight	Weight of weapon in lbs
st	Minimum ST required (optional)
notes	Any descriptive notes (number of hands, etc.)
parry	Parry multiple (optional, default is 1/2. Fencing would be 2/3, knife 1/2-1)

gadget

Psionic gadget

name	Name of gadget
------	----------------

gun

Gun macro

name	Gun name
skill	List of skills for gun
mal	Malfunction number
dtype	Damage type (cr, imp, etc.)
dmg	Damage (4d+2, etc.)
ss	Snapshot
acc	Accuracy
halfd	Half damage distance
max	Maximum distance
weight	Weight (in lbs)
rof	Rate of fire (optional, for example 3~)
shots	Number of shots
st	Minimum ST required
rcl	Recoil penalty
price	Price (in \$)
tl	Minimum TL
notes	Extra notes

cat Additional categories

handweapon

Hand weapon (use sword macro for swords)

name Name of hand weapon

skill List of skill variable names that can be used, separated by commas. This should include the normal skill and any defaults. For example, Hatchet has
`axemace, dx-5`

dmg Damage type: cut sw, imp sw+1, cr sw+3, etc. Separate multiple types with semicolons. To indicate maximum damage use the following format: `imp thr+1 1d+1`.

reach Reach of weapon. Delimit reaches corresponding to damage by semicolons. The same number of subentries should appear here as for dmg.

price Price of weapon (in \$)

weight Weight of weapon in lbs

st Minimum ST required (optional)

notes Any descriptive notes (number of hands, etc.)

parry Parry multiple (optional, default is 1/2. Fencing would be 2/3, knife 1/2-1)

extracat Additional categories (beyond Hand Weapon)

adj Adjustments (p. 174) (optional)

infostat

Information statistic macro (such as Broadjump)

name Name of statistic

formula Formula used to detect changes (should evaluate to zero). Multiply all variables that the value depends on together and multiply by zero: for example, Broadjump uses
`0*jumping*jumpST*superjump`

exp Expression that computes actual value for the statistic. For example, Broadjump uses
`format('%d ft',max(0,max(jumping,jumpST)-3)*2.0^superjump)`

varname Variable name (optional, default is name with non-alpha characters removed)

job

Job macro. See Job Samples (p. 121) for some examples.

name Name of job. End the job name with an asterisk to indicate a freelance job.

wealth Wealth level: 1, Poor; 2, Struggling; 3, Average; 4, Comfortable; 5, Wealthy.

req Requirements for the job (optional). See Prerequisites (p. 175).

salary Monthly salary expression (may be constant or expression such as "merchant*80" (optional)

success Expression for success roll (e.g., "IQ-1"). See Jobs (p. 18).

failure Critical failure outcome. Values after slash indicate result for 18. E.g.: -2i,-3d/-3i,-5d,LJ,lose equipment. See Critical Job Failures (p. 19).

col Cost of living (optional). The number of \$ per month deducted for cost of living.

formula Formula for detecting changes to dependent variables (optional). If changes to options that depend on other variables aren't reflected in the job, you can write a formula that references those variables, which will cause the job to be reevaluated when those variables change. This is not normally required.

ladv

Level-based advantage/disadvantage

name Advantage name

cl Cost per level: a number, or number/unit (optional)

adj	Adjustments (p. 174) (optional)
formula	Formula (optional, default is $\sim x * \$ (c1)$). Use $\sim x$ to get the level adjusted for any bonuses, in order to get the "free" levels granted by another advantage.
checkexp	Check expression (optional, default is "x>0 and x>=&x"). This indicates that the level must be greater than zero and greater than or equal to any bonus granted.
prereq	Prerequisites (p. 175) (optional)
cat	Categories (optional, separated by semicolons)
varname	Variable name (optional)
format	Display format (p. 174) (optional)
initlevel	Initial level (optional, default is 1)
levfmt	Selection format (p. 174) (optional, default is $\wedge v$)

lang

Language macro

name	Language name
diff	Difficulty (Optional, default is MA, otherwise MA, ME, MH, MVH)

Isupadv

Level-based super advantage

name	Name of the advantage
cl	Cost per level
adj	Adjustments (p. 174) (optional)
checkexp	Check expression (optional, default is $x > 0$ and $x \geq \&x$, which means that the level must be greater than zero and greater than or equal to any bonus given to the item by other advantages).
prereq	Prerequisites (p. 175) (optional)
unit	Name of unit (optional, default is "level")
formula	Cost formula (optional, default is $\sim x * \$ (c1)$). You should use $\sim x$ to get the level of the item adjusted for any bonuses.
format	Display format (p. 174) (optional)
sformat	Selection format (p. 174) (optional)
varname	Variable name (optional, default is alphanumeric characters of name)

mcskill

Melee combat skill (has Parry option). This should be used for skills such as Broadsword, Knife, etc.

name	Melee combat skill
class	Skill class (ME, MA, etc.). Indicate PH/HT to base PH skill on HT
cat	Skill category. Also used for categories of skills that receive bonuses
def	Default values (optional). E.g.: animalhandling-3;dx-5
prereq	Prerequisites (p. 175) (optional)
tl	TL of skill (optional). If same as campaign, enter "tl", otherwise enter number
formula	Formula (optional, default is standard for class)
checkexp	Check expression (optional)
adj	Adjustments (p. 174) (optional)
varname	Variable name (optional, default is name with non-alphanumerics removed)
format	Display format (p. 174) (optional, default is $\wedge n$)
parry	The parry multiplier (1/2, 2/3, 1/2-1, etc.)

missile

Missile weapon macro

name	Name of missile
skill	List of skill variable names, separated by commas (as per shield macro)
damage	Damage (4d+1, etc.)
ss	Snap shot
acc	Accuracy
halfd	Half damage distance
max	Maximum distance
price	Price (in \$)
weight	Weight (in lbs)
st	Minimum ST required
notes	Additional notes

money

Money macro

name	Name of the coin
weight	Weight per coin (for example, 0.01)
price	Price of each coin (in \$)

nadv

Named level-based advantage macro

name	Name of advantage
adj	Adjustments (p. 174) (optional)
lookup	The lookup array. This can be an actual lookup array, or more commonly, a dollar sign (\$) followed by list of the names to display for the levels, and the level associated with that name. These are all separated by semicolons. For example, Ally Group using the following lookup: <code>\$Small;1;Medium;2;Large;3</code>
formula	Cost formula (optional). This converts the selected level into a cost. If each level is 5 points, you would specify <code>~x*5</code> . The <code>~x</code> indicates to use the level adjusted by any bonus adjustments, so that if you get a free level due to some advantage, the bonus is accounted for.
checkexp	Check expression (optional)
prereq	Prerequisites (p. 175) (optional)
cat	Category (optional, multiples separated by semicolons)
varname	Variable name (optional)
format	Display format (p. 174) (optional)

phobia

Phobia macro

name	Name of phobia
cost	Mild cost of phobia (severe cost is double)
varname	Variable name for phobia (optional, used only if formula is specified)
formula	Overrides cost (optional)

psipower

Psionic power macro

name	Name of power
cost	Cost per level

basepower Name of base power (optional, omit for base powers like Telepathy)
skills Skills that should be added automatically, separated by semicolons. The initial level should be zero:

`Neutralize=0;Psi Static=0`

adj Adjustments (p. 174) (optional)

psisk

Psionic skill

name Name of skill

oneskillcost The cost of the power if it's the only skill in that power

power Name of the skill's power

prereq Additional Prerequisites (p. 175) (above the power)

fatigue Fatigue (omit if none)

range Range expression. Use `$dtprange('Power')` to indicate teleport range. See `GURPSPsionics.cds` for more examples.

area Area of effect expression

mnt Fatigue to maintain

resist Resistance roll

page Page in book

q

Quirk macro

quirk Text of the quirk

race

Race macro. Also see the race builder (p. 90) for information on creating character sheets that can be processed with the template builder filter script to produce race macro invocations automatically.

name Name of race

cost Point cost of race. Should total the sum of advantages, skills and quirks, minus disadvantages.

adj Adjustments (p. 174) (optional)

reactions Racial reactions adjustments

adv Automatic items (p. 175): advantages granted, separated by semicolons

disadv Automatic items (p. 175): disadvantages required, separated by semicolons

skills Automatic items (p. 175): skills granted

quirks Racial quirks

prereq Prerequisites

powers Powers

spells Spells

addat Additional Attributes

datasheets Comma-separated list of additional data sheets to be loaded if a character is generated from this template.

rifle

Gun macro

name Gun name

notes Extra notes

malf Malfunction number

dtype Damage type (cr, imp, etc.)

dmg	Damage (4d+2, etc.)
ss	Snapshot
acc	Accuracy
halfd	Half damage distance
max	Maximum distance
weight	Weight (in lbs)
rof	Rate of fire (optional, for example 3~)
shots	Number of shots
st	Minimum ST required
rcl	Recoil penalty
price	Price (in \$)
tl	Minimum TL

sciskill

Science skill (has Specialty option)

name	Name of skill
class	Skill class (ME, MA, etc.). Indicate PH/HT to base PH skill on HT
cat	Skill category. Also used for categories of skills that receive bonuses
def	Default values (optional). E.g.: animalhandling-3;dx-5
prereq	Prerequisites (p. 175) (optional)
tl	TL of skill (optional). If same as campaign, enter "tl", otherwise enter number
formula	Formula (optional, default is standard for class)
checkexp	Check expression (optional)
adj	Adjustments (p. 174) (optional)
varname	Variable name (optional, default is name with non-alphanumerics removed)
format	Display format (p. 174) (optional, default is ^n)

see

Creates a 'reference' to another item. This is used when items appear in two different sublists, or if an item is actually a collection of items in another sublist, or if the item has two different names.

name	The name of the item. The reference item will actually have !! after this name to avoid having two items with the same name.
format	Extra formatting information that will be placed after the name (optional).
sublist	If present, the name of a sublist which will be opened if this item is selected.
realItem	If present, the actual name of the item to be referenced. If omitted, the other item is assumed to have the name specified.

seespell

A reference to another spell in another college/sublist.

name	The name of the spell. A '*' after the name indicates a Very Hard spell.
colleges	Comma-separated list of other colleges the spell occurs in (optional).

shield

Shield macro

name	Name of shield
skill	List of skill variable names separated by commas, including defaults. The maximum of these values will be taken. For example: <code>shield,dx-4,buckler-2</code>
pd	PD of shield

price	Price of shield (in \$)
weight	Weight of shield (in lbs)
hits	Shield hit points
dmg	Damage shield does: usually cr thr
tl	TL of shield
skill	
Skill macro.	
name	Skill name. A variable will be created that consists only of the letters in the name. This variable is referenced in the default value for other skills (see below).
class	Class of skill (ME, MA, etc.). This is the cost structure. If you have a skill that uses the ME cost structure but is based on HT (Running, for example), separate the class from the stat with a slash: PH/HT. If the skill is Mental, but doesn't benefit from Eidetic memory (Psionics, for example), place a "!" after the class. I.e., MH!.
cat	Skill category. This is used for determining bonuses for categories of skills (i.e., Animal Empathy).
def	Default values. This is a semicolon-separated list of default values. For example, "DX-4;Broadsword-2". The variables referenced here are the same as just the letters in the item names. For example, "Two-Handed Axe/Mace" should be referenced as TwoHandedAxeMace. If the default skill is dependent on another attribute (through a skill), specify that attribute after a "#". For example:
skill	Packing MH Animal animalhandling-6;iq-6#dx Sk: Animal Handling>=slc(12)
prereq	The prerequisite (p. 175) for the skill, separated by semicolons (optional).
tl	The TL of a skill. If the skill is the campaign TL, enter "tl". If the skill is fixed at a particular TL, then enter the number. If the skill has no TL, omit it.
formula	Formula (optional, default is standard for class of skill)
checkexp	Check expression (optional)
adj	Adjustments (p. 174) (optional). Any bonuses for the skill. For example, Linguistics has $Sk:Language+integer(x/10)$ to add 1/10th the skill level to all languages in the Skills list.
varname	Variable name (optional, default is name with non-alphanumerics removed)
format	Display format (p. 174) (optional, default is ^n). You might want to display additional information, as with Running: $^n \text{ (Move: } ^o \text{'Move')}$
sp	
Spell macro	
name	Name of the spell. If the last character is a "*" character, the spell is a Very Hard spell. If a "/TL" occurs after the spell name then the spell is assigned a TL option.
class	Class of the spell (Regular, Area, etc.). If left empty Regular is assumed.
resist	Resisting attribute (IQ, HT, etc.). If left empty, no resistance is assumed.
cat	Categories that this spell is in. Generally, there should be at least one for the college (Animal, Body Control, etc.). Categories are also defined for other things, like a number of spells prerequisite. When this is the case, prefix that category with a "*". For example, "*Animal Control" is used to identify spells that are collectively referred to in a group for prerequisite purposes.
time	Time to cast the spell. Use abbreviations such as "1 sec.", "1 hr." for consistency, as in the spell tables in Magic and Grimoire. If omitted the default of 1 sec. is used.
dur	Duration of the spell. Use the same abbreviations as above. If omitted the default of 1 min. is used.

energy	Energy to cast the spell. Use the same notation as in the spell tables (i.e, "3/1" for 3 to cast and 1 to maintain).
prereq	Prerequisites (p. 175) for the spell (optional).
page	Page the spell occurs on. Use the standard abbreviations and separate multiple pages with semicolons (B155;M12).
formula	Formula override (default is <code>hsp(~x,iq)</code> or <code>vhsp(~x,iq)</code> for very hard spells).

suppow

Super power macro (follow with `supdmg` macro to indicate damage)

name	Name of power
type	Type of power (RM, RP, AM, etc.)
lc	Level cost
attr	Base attribute (IQ, DX, etc.)
prereq	Prerequisites (p. 175) (optional)
costFormula	Level cost formula (optional, default is <code>Power Level * \$(lc)</code>)
format	format (p. 174) (optional, use <code>^n</code> (^o'Damage') for powers with damage)

supdmg

Super power damage: adds a Damage option to a power. Include this macro after a `suppow` macro to add the damage option.

type	Type of damage (optional, expression required, default is 'cr')
dmgformula	formula to display damage (optional)

sword

Sword macro

name	Name of sword
skill	List of skill variable names that can be used, separated by commas (as per shield)
dmg	Damage type: cut sw, imp sw+1, cr sw+3, etc. Separate multiple types with semicolons
reach	Reach of weapon. Delimit reaches corresponding to damage by semicolons
price	Price of weapon (in \$)
weight	Weight of weapon in lbs
st	Minimum ST required (optional)
notes	Any descriptive notes (number of hands, etc.)
parry	Parry multiple (optional, default is 1/2. Fencing would be 2/3, knife 1/2-1)

vehicle

Vehicle macro (weight not counted as encumbrance)

name	Name of vehicle (never
weight	Weight of vehicle
price	Price of vehicle (in \$)
cat	Category (optional)
notes	Any notes about the vehicle

zcadv

Macro for advantages that have a zero cost when a bonus has been assigned to its variable

name	Name of advantage
cost	Advantage cost
prereq	Prerequisites (p. 175) (optional)
adj	Adjustments (p. 174) (optional)
fcost	Obsolete argument (omit)

cat	Category (optional, multiples separated by semicolons)
format	Display format (p. 174) (optional)
sformat	Selection format (p. 174) (optional)
tcf	Total cost formula

GURPSTemplates.inc Macros

The following macros are defined in the `GURPSTemplates.inc` file. They are used to build character templates. The general usage pattern is to define the template with the `template` or `wiz` macro, then follow it up with `adv`s, `disadv`s and `skills` macros. The `append` macro can be used to add additional items to the previous entry. See also the template builder (p. 70) for using character template sheets for generating template macro invocations automatically from character sheets.

For some examples, see Creating New Character Templates (p. 122). For some simple examples, open `GURPSProfessions.mds`. For very detailed examples, look at the `GURPSTemplates.cds` by opening it in **GURPS Character Builder** with the **File | Open...** command and selecting Text File in the **Files of type** dropdown list. Do not change this file!

adv

Template advantages macro

arg1	If only argument, the required items. If first argument, points to spend or number of advantages (see <code>choose</code> (p. 171)).
arg2	If present, comma-delimited list of advantages. See <code>choose</code> (p. 171) for more details on item list format. If you need to include a comma in the name of an item, precede it with two backslashes.

append

Append to previous item list

exp	If one argument, just append this argument
items	If two arguments, the first is an expression, which if true appends the list of items in the second argument to the previous list

choose

List of items to choose from for template

list	List to add to. Conditional may be specified before the list. For example, <code>?{TL<5}Advantages</code> .
points	Number of points to spend, or number items (#2 means choose two items)
items	Items to choose from, comma-separated. Additional refinements can be specified as for <code>req</code> , with the addition of preceding an item with "!", which causes the item to always be added (and included in the totals for purposes of selection). See <code>req</code> for more details on item list format. To allow multiple items to occur with the same name, include the <code>?multiple</code> value as the first entry in the list.

disadv

Template disadvantages macro

arg1	If only argument, the required items. If first argument, points to spend or number of disadvantages.
arg2	If present, comma-delimited list of disadvantages. See <code>choose</code> (p. 171) for more details on item list format.

req

Required items for template

list	List to add to. Conditional may be specified before list (e.g., <code>?{TL<5}Advantages</code>).
items	Items to add, comma-separated. The following refinements can be added to give greater control to how the items are added:

Blur
Just adds item at default level

Blur=13
Sets item to a value.

?Blur=14
Let the user edit this before adding.

Strategy=#2
Adds the item and ensures that the cost is at least 2 points.

Broadsword=14 OR Shortsword=14 OR Spear=14
Let the user choose one of the specified skills.

Enemy[Enemy (Law Enforcement)]
Renames item to value in the []

Poverty{Level=Struggling}
Adds item and sets options on it. Separate multiple options with "/". If a "/" must be present in the option, precede it with two backslashes.

***Combat/Weapon**
Choose items from category.

2:*Combat/Weapon
Choose 2 points of skills from specified category

#2:*Combat/Weapon
Choose two skills from category

ST+1
Attribute increase/decrease (ST, DX, IQ, HT).

If you need to include a comma in the name of an item, precede it with two backslashes.

select

Select a value into a script variable. This is used to display different options which can be tested later in the template.

arg1 Two arguments: the name of the selection. Three arguments: an expression, which if true causes the selection to be presented to the user

arg2 Two arguments: the comma-separated list of the values to select from. Three arguments: the name of the selection

arg3 Three arguments: the comma-separated list of the values to select from

For example, the following entries display a dialog asking for the Weapon, presenting Lance and Ranged as options. If the user chooses Lance, that skill is added at 15. If the user chooses Ranged, the user is prompted to select 8 points worth of Ranged skills.

select	Weapon	Lance,Ranged	
req	?{Weapon='Lance'}Skills	Lance=15	
choose	?{Weapon='Ranged'}Skills	8	*Ranged

skills

Template skills macro

arg1 If only argument, the required items. If first argument, points to spend or number of skills.

arg2 If present, comma-delimited list of skills. See `choose` (p. 171) for more details on item list format.

spec

Choose from a list of specializations. A number of these macros must appear, one after the other. A dialog box appears with the type for each spec macro. When the user selects one, the items associated with that entry will be added to the corresponding list.

name	The "category" of the specialization. The value for type will be set into a variable by this name that can be checked in other <code>req</code> and <code>choose</code> macros later in the template definitions.
type	The name to display for this instance
list	List to add to
items	Items to choose from (as per the items list for <code>req</code>).

The following example will add different skills depending on which specialty is chosen (Aircraft Pilot, Gunner, etc.).

Macro	name	type	list	items
spec	Specialty	Ground Vehicle Commander	Skills	Driving=12 OR Piloting (Contragravity)=12,Electronics Operation (Communications)=12,*Gunner=14,Orienteering=13,Tactics=13
spec	Specialty	Ground Vehicle Driver	Skills	Driving=14 OR Piloting (Contragravity)=14,*Gunner=14,Orienteering=13
spec	Specialty	Aircraft Pilot	Skills	Piloting=14,Navigation=12,Aviation=12
spec	Specialty	Aircraft Navigator	Skills	Navigation=14,Cartography=13,Piloting=12
spec	Specialty	Gunner	Skills	Armoury=14,*Gunner=15,*Gunner=15
spec	Specialty	Sensor Operator	Skills	Cartography=13,Electronics Operation (Sensors)=13,SIGINT Collection/Jamming=13
spec	Specialty	Communications Operator	Skills	Electronics Operation (Communications)=14,Traffic Analysis=14

template

The template macro. It should be followed by a number of other macros that indicate the items to add.

type	Type of template: Wizard, Warrior, Professional, etc.
name	Name of the template.
pts	Number of character points in the template
st	Minimum ST required for the template. If followed by "-" it is only a suggestion.
dx	Minimum DX required for the template.
iq	Minimum IQ required for the template.
ht	Minimum HT required for the template.
assign	Semicolon-delimited list of assignments to dialog field values (optional). For example, Age.Information=16. Use with care.
notes	Notes for the template
mintl	Minimum TL required for template
req	Requirements for the template.
chartype	Character type
begPts	Beginning points
maxDisadv	Maximum points in disadvantages
datasheets	Additional data sheets that must be loaded (separated by commas)

wiz

Wizard template macro

name	Name of wizard template
pts	Number of character points in the template
st	Minimum ST required for the template. If followed by "-" it is only a suggestion.
dx	Minimum DX required for the template.
iq	Minimum IQ required for the template.
ht	Minimum HT required for the template.
assign	Any assignments. Currently unused.
notes	Notes for the template

Adjustments

Adjustments provide a bonus to an item's variable, or to an entire class of items based on the item's category and membership in a list. For example, the adjustment for Acute Taste or Smell is

```
tasteorsmell+x
```

which adds a bonus of the level of Acute Taste or Smell to the variable for the Taste or Smell sense.

Further rules:

- You can also specify the list for the item, followed by a colon, followed by the item name (or variable name for the item).
- If the item name includes non-alphanumeric characters you must surround the list name and item name with double quotes.
- Multiple adjustments are separated by semicolons.
- List names may be abbreviated to the shortest unique string of characters. For example, "Skills" can be abbreviated
- To make an adjustment to an entire category of items, name the list and the category.

For example:

```
Sk:sensitivity+1;Sk:fortunetelling+3;"Sk:Detect Lies"+4;Sk:Psychology+3
```

The following adjustment gives a -6 penalty to all weapon skills:

```
"Skills:Combat/Weapon"-6
```

For more details see the application reference manual section on adjustments.

Formats

Formats allow you to control the appearance of the item display in the list. Generally, a "^" character is used to indicate a reference to an attribute of the item, followed by a single character that says what the reference is, following by other information required (if any).

<code>^n</code>	Name of the item. It's important to use this in case the user changes the name.
<code>^v</code>	Item level. If this is a named level-based advantage, the name associated with the level will be displayed instead of a number.
<code>^c</code>	Item cost
<code>^o'Option'</code>	Reference an option value.
<code>^x exp </code>	Reference an expression.

For example, the format for the Running skill references the skill name and the displays the value of the Move option.

```
^n (Move: ^o'Move')
```

Note that some macros require that the locations of the columns be specified with % (the advantage macros, in particular). For example, the following indicates that the name of the item is displayed on the left, while the cost is specified in the second column from the right, while an empty column is on the far right. The following

```
%0ln (^v, ^o'Frequency')%-14rc%-7r!
```

displays this way:

Name	Pts	Lev
Ally Group (Small, 9-)	10	

For more details see the application reference manual section on formats.

Prerequisites

Prerequisites specify that another item is required. Multiple required prerequisites are indicated by separating the items with semicolons. "Or" prerequisites are separated by "|". Common prerequisites are separated from multiple lists of "or" prerequisites by "~".

Presence of an Item

Name the list, followed by a colon, followed by the item name. If the required item is in the same list as the requiring item, it's not necessary to specify the list. For example, Acute Faz has the following requirement:

```
Faz Sense
```

Absence of an Item

As above, only preceded by "!". For example, Acute Hearing is incompatible with the Deafness disadvantage:

```
!Disadv:Deafness
```

A Number of Items in a Category, or Lack Thereof

Many spells require a number of other spells in a certain category. For example, only one appearance advantage or disadvantage is allowed with the following.

```
!#1,Adv:Appearance::Only one Appearance  
allowed;!#1,Disadv:Appearance::Appearance Disadvantage not allowed
```

Another common requirement is a Magery skill at a specific level. The following specifies that there must be at least one Magery advantage at level 1 or greater:

```
#1,Adv:Magery>=1
```

Skill and Spell Levels

For example:

```
Mathematics>=15;Physics>=15
```

or

```
Advantages:Telepathy;Telesend>=15;Telereceive>=15
```

In **GURPS**, standard prerequisites for other skills and spell require the item at level 12 or better. When specifying this prerequisite, you should use the `slc(12)` function instead of the constant 12. This allows a single global change to be made to change that value of 12 to another value, by modifying the `slc` function to return whatever override value you desire.

For example, spell prerequisites should be specified like this:

```
Create Air>=slc(12);Destroy Water>=slc(12)
```

Complex Requirements

The following requires that the mage have a Magery advantage at 1 or more, then 8 Air spells at 12 or greater, or 4 Air spells and one Summon Element spell at 12 or better.

```
#1,Adv:Magery>=1~#8,Sp:Air>=slc(12)|#4,Sp:Air>=slc(12);#1,Sp:*Summon  
Elemental>=slc(12)
```

For more details see the application reference manual section on Requirements.

Automatic Items

Automatic items are added when another item is added. See the section on automatic items in the application reference manual for more details.

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Fnord!

Notes

This section contains notes on miscellaneous topics.

Keeping the Help on Top

Open a Windows Help application by pressing F1 for game-system specific help, or Shift+F1 for general help. If you click on the Metacreator application this help will disappear behind the application window. To keep this help on top, follow these steps:

- Select the **Options** command in the menu bar of this application (Windows Help).
- Click the **Keep Help on Top** command.
- Click the **On Top** subcommand.

Viewing RTF Files with the Microsoft Word Viewer

If you don't have Microsoft Word or another word processor that can display RTF files, you can still view and print the RTF files that Metacreator produces. Follow these steps:

- Download the Microsoft Word Viewer from the internet. At the time of this writing, this is accessible from <http://officeupdate.microsoft.com/>. Follow the links for Word, or for Viewers & Converters. The Word Viewer is freeware and can be downloaded at no charge from Microsoft.
- Install the Word Viewer.
- For the greatest convenience, you should allow the Word Viewer to register itself as the application that processes RTF files. This way the **File | Print Preview | Through Filter...** and **File | Print | Through Filter...** commands will automatically start the Word Viewer when needed.

Changing the System of Measurement

To change the units to metric (or English):

- Close any open character sheets.
- Select the **Utilities | Preferences...** command.
- Click the dropdown list for **Measure**.
- Click the desired system of measurement (Metric or English).
- Click **OK**.
- Reopen character sheets.

When the character sheet is opened, the current system of measurement is compared to the system that was in effect when the character sheet was last opened. If the measurement has changed, the height and weight of the character will be converted to the new system of measurement.

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