

GURPS[®]

Fourth Edition

Condensed Skills

I like GURPS but 260 skills before specializations is just way too many. Now we've got like 30.



Legendsmith

GAMES

Condensed Skills List for GURPS

When using these rules the GM must pick the 'Tier'. Tier 1 games use the simplest skills; there are no specialisations unless otherwise stated. In Tier 2 games there are some specialisations; The skill will either state what they are, or have a table. In a table, the header for each column is used as the specialisation, and covers all entries for that column. In Tier 3 games, the specializations use the contents of the table (if any), rather than the headers. Alternately, the GM may use a Tier 1 or Tier 2 game with the specializations as perks.

DEFAULT RULES FOR DEFAULTS

As a general rule, the defaults between skills is as follows:

- 5 Different but related Skill
- 4 Same skill, different specialization category.
- 3 Same skill, same category, different specialization.

Some skills may have different rules for default, which will be detailed in the skill entry. If there is no entry for such, assume the above rules apply.

MODIFIER NOTATION

Some Modifiers list (T/#) or (P) after their numerical modifier. T means it is a Technique.

Technique notation is as follows:

(T+x) This can be bought up to my penalty for x per point

(T+X/Y) This can be bought up to Y bonus for X/point

(T+X*) This can be bought up to penalty, but in circumstances where the penalty is variable, I cannot result in a bonus.

P means it is a perk; the perk removes the penalty.

Skill List

ACADEMICS/TL

IQ/

Default: IQ-5 when taught by the character's society.

Academics are various disciplines that are studied at an academy. All Academics skills regardless of specialization include the ability to do Research and use the relevant equipment for their TL. For the ability to *just* do research, consider a relevant Professional Skill. Unless the campaign is specifically focused upon scientific pursuit that the broad categories (the headers below) should be used even in T3 games.

If a player wants to take a specialization anyway, (Such as mathematics), the skill becomes IQ/A. In such games, specializations within the same category default to each other at -3.

Specializations:

Formal	Life Science	Material Science	Natural Science
Mathematics	Biology	Chemistry	Astronomy
Philosophy	Paleontology	Metallurgy	Meteorology
Statistics	Physiology	Geology	Physics
Cryptography			
Historical	Humanities	Social Science	
Archaeology	Cartography	Criminology	
Geography	Literature	Sociology	
History	Theology	Economics	
		Linguistics	

AGILITY

DX/A

Default: DX-4, Same Category -3 or Agility -4 Agility includes all forms of flexible and kinesthetic activity. These form the two broad groups that are used in Ph1 games. Higher Tier games should use the other specializations.

Kinesthetic	Flexibility
Acrobatics	Dancing
Aerobatics	Escape
Aquabatics	
Body Sense	
Free Fall	

Acrobatics, Aerobatics and Aquabatics is the ability to form gymnastic stunts in the relevant medium. It can be rolled to catch bars, ledges. To avoid falling down, or to jump or roll. As well as *dodge*. Your dodge score is equivalent to Half your Agility, +3. Use full agility for Acrobatics, and -2 for the other Kinesthetic specializations. Use the Flexibility specialisations at -4. A special perk, Dancing Dodges, can be learned to use full Agility (Dancing) for dodges. This might require a special background, special martial arts style, or other prerequisite perk.

ANIMALS

IQ/A

Default: IQ-5

Specializations:

T2: *By Animal Type*

T3: *Type and 1 of: Handling, Riding, Teamster, Mount*
In T2 games, Specialize by *Animal Type*, which covers all forms of care and interacting with that animal, including Riding, Care, and if relevant, Teamster and Packing.

In T3 games, specialize by by type and one of the specializations. Specializations default within the same type at -2, and to similar animals at -4.

Handling is training, taming, and all other interactions with the animal type.

Riding covers riding the animal, roll when you mount and each time your mount faces a challenge. If the animal has the Animals (Mount) skill *and* it is a higher skill than yours add half the difference between your skills as a Riding bonus.

Teamster also covers the packing, hitching, as well as driving of draft and team animals. A pack

animal without a Teamster travels at 80% of its normal movement speed.

Modifiers: +5 if the animals knows and likes you. +1 at least for riders if the animal is trained as a Mount. Animals or other beings trained for being ridden learn a special specialization; Animals (Mount).

ARTIST/TL

IQ/A

Default: IQ-4

Specializations: Body, Visual, Music

This skill includes the use of all relevant equipment.

Body includes all body art including Tattooing, Piercing and scarification.

Visual art includes all visual art, including Illusions, Calligraphy, Drawing, and Painting.

Music includes both composing and playing, it does not default to any other medium.

While artist is primarily an IQ based skill, the GM may ask for DX based rolls for particularly fine work. High Manual Dexterity and Hamfisted apply their usual modifiers.

Makeup includes all makeup, defaults to Disguise -2

Disguise includes all crafting of disguises, but not using them, defaults to Makeup-3

Modifiers: -2 to -3 for using an unfamiliar medium.

ATHLETICS

HT/A

Default: HT-4, Other Athletics -4, Same Category -2

Air	Aquatic	Land	Weight	Winter
Flight	Swimming	Hiking	Lifting	Skating
Parachuting	Scuba	Running	Climbing	Skiing
		Bicycling		

BUSINESS/TL

IQ/A

Default: IQ-6, Same category -3, Other Business -6.

Corporate	Economic	Fraud
Accounting	Economics	Forgery
Administration	Finance	Counterfeiting
Merchant	Market Analysis	Wire

Accounting also defaults to Academics (Statistics) at -4. Any Mathematical Talents or abilities apply to accounting and Finance. For the use of these specialisations,

see GURPS Basic Set.

Wire is a new specialization that covers all forms of wire fraud and other technological fraud. The GM is free to rename this if technological banking does not use wires.

CONCEAL

IQ/A

Defaults: IQ -5, Other Specializations: -3

Specializations: Camouflage, Holdout, Smuggling
The skills for concealing objects from detection.

Camouflage: The skill used for concealing items in sight

Holdout: Concealing items on one's body. Defaults to Sleight of Hand (Tricks)-3

Smuggling: Concealing items within vehicles and buildings.

CRAFT/TL

IQ/A

Defaults: IQ-4, Same Category-2, Similar Category-3, Craft-5

Craft includes building all sorts of things, including some artistic crafts that work with practical materials. In settings where Body Armor and Melee weapons are not made of metal, Melee Weapons and Body Armor is under Armoury and the GM may wish for that to be the case anyway.

Design Specializations

Biology	Construction	Exotic	Mechanical
Cloning	Architecture	Parachronic	Clockwork
Genetic	Civil Engineer	Psychotronics	Electrical
Tissue	Combat Engineer	Temporal	Electronics
	Mining	Weird Science	Robotics

Macrotech	Weapons	Vehicle
Materials	Artillery	Automobile
Microtechnology	Small Arms	Ships
Nanotechnology		Starships

DEVICE/TL

IQ/A

Defaults: IQ-4, Related Skill-4

Device is the use and repair of technological systems.*

Exotic	Information	Signals
Other Device -4	Signals -3	Info -3

Armoury	Carpentry	Metalwork
Battlesuits		Body Armour
Force Shields		Smith (Metal)
Heavy Weapons		Melee Weapons
Small Arms		Jeweler
Vehicular Armor		Machinist

Stonework	Tailoring
Masonry	Leatherwork
Pottery	Sewing
Sculpting	

Modifiers: -1 to -3 for unfamiliar materials, or especially for particularly unfamiliar jobs, such as creating horse barding when one is used to human body armor. This can be overcome with time and preparation spent.

DESIGN/TL

IQ/A

Defaults: Similar Category: -3. Other Design-4. Mechanic (type)-5

The skill of designing and building a variety of involved devices, buildings, and such that all rely on design principles. The new invention rules are useful, as are the Metatronic Generator rules in Pyramid 3/46
Weird Science

Exotic	Information	Signals
Force Shields	Computer Operation	Electronic Warfare
Matter Transmitters	Hacking	Sensors
Parachronic	Computer Science	Communications

Exotic	Information	Signals
Psychotronics	Surveillance	Sonar

Optionally, In Tier 3 games, repair rolls are at -3 for T2 and -2 for T3 specializations.

The Device Repair (Device Type) Perk removes this penalty. Note that some devices may require multiple specializations; for example a CIC suite on a warship has Computers, Electronic Warfare, and Communications equipment. A submarine hunter may have Sonar.

GRAPPLING

DX/E

Defaults: DX

See Melee combat rules

KNOWLEDGE/TL

IQ/A

Defaults: IQ-5. -4 Same skill category. Connoisseur to the relevant art/craft or professional skills -3

Expert and Hidden lore have no defaults.

Specializations:

Area	Connoisseur	Current Affairs	Everyman
(Special)	Dance	Headline News	Knot Tying
	Literature	High Culture	Housekeeping
	Music	People	Heraldry
	Visual Arts	Politics	Typing
	Wine	Pop Culture	First Aid
		Science & Tech	
		Sports	
		Travel	

Expert	Hidden Lore	Law*
Computer Security	Occultism	International
Conspiracy Theory	Earth	Region/Constitutional
Egyptology	Demon Lore	Region/Contract
Epidemiology	Faerie Lore	Region/Criminal
Hydrology		Region/Police
Military Science		Region/Magical
Natural Philosophy		Religion/Canon
Political Science		Space
Psionics		
Thantology		
Poisons		

*Law has special rules for specializations.

Area

Default: IQ-4 or Geography (same)-4

You have an IQ default only for Area knowledge of places you once lived. Knowledge of the people, places, and politics of a given region.

This can be specialized by a at minimum a city, or township area, and at maximum an entire galaxy! The resolution of the knowledge varies; area knowledge of a town can tell you where to find a specialty hardware store, and how to best navigate the streets. Area knowledge of a galaxy gives awareness of the major races, and tell you the political status of the galactic states, and individuals of Status 8. But little else. See GURPS Basic set page 179 for details.

Law

IQ/A

Default: Same Area -5

Regional laws default to the same region at -4. Regions are usually states or nations but in some games may be planets. Space Law is International Law in Space. other specializations may exist, such as Maritime, depending on the setting.

SURVIVAL

Per/A

Default: Perception-5

The skill of surviving; finding food, shelter, avoiding noxious substances and basic environmental hazards. Land-dwellers may choose from **Arctic, Desert, Island/Beach, Jungle, Mountain, Plains, Swampland, Urban,** and **Woodlands**. Aquatic beings may take any of **Bank/Lagoon, Deep Ocean Vent, River/Lake, Open Ocean,** or **Reef**.

The types for the default *within* each other at -3. All uses of the GURPS Basic Set skill Scrounging use Survival, in the relevant environment.

MEDICINE/TL

IQ/A

Defaults: Medicine-3, Physiology-5, Biology-5

Specializations:

Diagnosis: Diagnosing disease, sickness, and internal injury.

Esoteric Medicine: Magical or mundane, it is always at least as good as first aid. In magical settings this can be used to diagnose and treat magical sickness, afflictions and similar.

Pharmacy: Preparing and administering herbal remedies or synthetic drugs, depending on TL.

Physician: Care of the sick and injured.

Surgery: Performing Surgery.

Veterinary: Physician, diagnosis, and Surgery for animals

Medicine and all specialities includes the skills of operating (but not repairing) the relevant equipment.

Modifiers: Physiology modifiers, GURPS Basic Set p181 Equipment modifiers.

Surgery Specific Modifiers:

+0 (T+2/2) Any particular part of the body except otherwise notated

+0 (T+2/2) Any particular type of surgery

-3 (T+2/2) for Chest or Heart Surgery

-5 for undiagnosed problems that

-5 to do non "field" Surgery without the Physician skill, (eg remove bullets, arrows, shrapnel. Stitch wounds closed)

MELEE WEAPON

DX/A

Defaults: DX-4

In Tier 1 games, Melee Weapon has no specializations, the Weapon Perk allows the use of a weapon with it. The first Weapon perk is free.

In Tier 2 and higher games, the specializations are as follows:

Sidearm: Smallswords, Shortswords, batons.

Blade: Broadswords, Longswords of all kinds and other balanced striking weapons.

Hafted Weapon: All Axes and Maces.

Polearm: All Pole Weapons.

Flexible Weapon: Whips, Chains, Flails, etc.

Shield: All shields and bucklers.

OBSERVATION/TL

Per/A

Default: IQ-5, Same Category-2, Other Observation-4

People	Awareness	Find
Body Language	Situation	Search
Lip reading	Shadowing	Tracking

Body Language works like Detect Lies or Empathy, but only on people you can see clearly (less than -4 in vision penalties).

Situation is the (often military) skill of observing situations and gathering intelligence. All specializations include the appropriate technical knowledge for equipment such as scopes.

POWER

DX-4 or IQ-4

Power skills are covered in rules for powers.

PROFESSIONAL/HOBBY SKILL

IQ/A

Default: IQ-4 Some skills may not default, depending on the setting.

This skill covers all professions and hobbies that require any kind of knowledge not covered by other skills. Roll against this skill to perform the task covered by it, diagnose relevant problems, and to operate relevant devices and machinery not covered by other skills. It is also used for job rolls. Additional rules for the use of these skills in special cases can be found in other books and Pyramid Articles. (Such as Pyramid 3/33 for Farming).

Specializations: Bartender, Cooking, Erotic Art, Farming, Fire Eating, Fishing, Gambling, Games, Gardening, Choreography, Conducting, Directing, Performance, Poetry, Prospecting, Soldier, Stage Combat, Teaching, Writing, Media Operation, Forward Observer, Fortune-Telling.

PSYCHOLOGY

IQ/A

Default: IQ-6. Other Specialisation -4, Academics (Sociology or Criminology)-6

The related field of Psychology skills. These may be learned in the academy, via shrewd observation or experimentation. However the GM is free to limit this; Experimental, and Brainwashing in particular.

Specializations:

Applied: The skill professional psychologists use to psychoanalyze and help people.

Modifiers:

- +3 if you know the subject well,
- +3 if the subject is of a known deviant personality type.
- +1 for Sensitive or +3 for Empathy.
- 3 for Low Empathy, or Callous with a subject in your presence unless attempting to deduce weaknesses.

Brainwashing: The dark art of personality alteration. This can afflict or shift mental personality disadvantages. This requires time determined by the GM and a regular contest of Brainwashing vs subject's Will.

Body Language: Passively reading body language from subjects, this works like Empathy or Detect Lies on any subject you can see.

Cold Reading: Used by fortune tellers! This is the art of interviewing subjects to gain information from them. The subject should be willing (Cumulative -1 penalty for each degree of bad reaction below good). This is like interrogation, but not aggressive.

Experimental: The (usually academic) discipline of academic research, rats in mazes, etc. It can be used to prepare material for other skills to make them more effective, but this usually takes months of study at the very least.

Hypnotism: *No Default.* See B201 for rules.

Interrogation: Extracting information from prisoners. The GMs roll a quick contest, Interrogation vs Subject will. On a success, the subject answers a question. On a failure or tie, they lie or say nothing. If the subject wins by 5 or more the lie is especially effective. All die rolls are secret. See B202 for modifiers.

Propaganda: Indirect persuasion via media, it works on groups, rather than individuals. Using Any of the aggressive specializations (Interrogation, Propaganda, Brainwashing) as a default to help someone has an extra -2 and may have unwanted side effects.

RANGED WEAPON/TL

DX/A

Default: DX-4 or IQ-4 for Artillery

Personal Firearms	Mounted Firearms
Hand/Pistol	Light Support
Long Arm	Direct Fire
Heavy Arm	Artillery
Low Velocity	

Smart Weapons (IQ)	Muscle Powered
Personal Light	Bow
Personal Heavy	Sling
Mounted	Blowgun
Strategic	

While only Smart Weapons normally uses IQ, many checks against IQ based Ranged Weapons are possible, especially for diagnosing malfunctions.

Personal Firearms

Includes crossbows, arbalests, guns, and energy weapons as appropriate to the TL.

Close Combat: All pistols, including pistol crossbows. Any miscellaneous, non-thrown, one handed weapons, including hand implanted guns, or magic blasts.

Long Arms: All firearms and similar used with 2 hands, including full size crossbows, rifles, shotguns, SMGs, LMGs, etc.

Heavy Arms: Shoulder fired RPGs and other man portable heavy weapons.

Low Velocity: Low velocity arms such as flamethrowers, net guns, the PIAT.

Mounted Firearms

Light Support: Mounted machineguns & beams, autocannon and equivalents.

Direct Fire: Tank guns, bombards, direct fire unguided rockets.

Artillery: Ballistic artillery of all types.

Smart Weapons (IQ)

This category is based on IQ, rather than DX. Defaults should be based on IQ too.

Personal Light: Skill for using and programming smartguns and similar smart personal weapons. These are usually only available from TL1, but magical 'homing crystal launchers' could exist.

Personal Heavy: Manpack guided weapons such as the Javelin ATGM.

Mounted: Vehicle or Battery guided smart

weapons

Strategic: Programming ICBMs, Cruise Missiles, and orbital rod patterns

Muscle Powered

Specialization to Bows, slings, and blowguns. Any weapon that uses direct muscle powered energy. (Crossbows do not use this, as they store energy, not use it directly.)

Modifiers:

- 2 (T/1) for fully automatic fire.
- 2 (T/1) for firing payload warheads, such as HE, etc unless the weapon fires nothing else (such as the PIAT).
- 2 (P) for remote operation of the weapon such as at a CROWS.

Familiarity penalties:

- 1 substantiable caliber or projectile size difference. (2d3 or more for human scale). Handgun vs rifle cartridges. Light crossbow vs heavy crossbow.
- 1 for Ignition or mechanism
- 1 for unfamiliar action
- 1 for grip or handling difference -1 for unfamiliar sights
- 1 for feed (does not apply if someone else has loaded the gun)
- 2 to -4 for unfamiliar projectile type; bolts, beams, slugthrowers.

Perks:

Cross-Trained: You are familiar with a large range of weapons used with your particular specialization. In realistic campaigns this can be anywhere from 5 to a few dozen. In cinematic campaigns it can include any number, to *all* weapons used with that skill.

RITUAL

IQ/A

Defaults: Same Category-3

Magic	Material	Religious
Ritual Magic	Alchemy	(Religion) Rite
Symbol Drawing	Herb Lore	Exorcism

SOCIAL

IQ/A

Defaults: IQ-5, Social-5, Same Category-4 Influence to Con -4.

Fast-Talk can be used for specious intimidation.

Influence	Con	Criminal/Police
Diplomacy	Acting	Detect Lies
Politics	Fast-Talk	Streetwise
Savoir-Faire*	Panhandling	Intimidation

Leader	Informal (HT)
Leadership	Sex-Appeal
Public Speaking	Carousing

* The Savoir Faire skill requires perks for each social group, you must have at least one. The usual groups are Dojo, High Society, Mafia, Military, Police, and Servant. See Basic Set 218 for details.

STEALTH

DX/A

Default: IQ-5 or DX-5 As the Stealth skill in Basic Set p222.

STRATEGY

IQ/A

Defaults: IQ-6, Tactics-6

Specializations: Land, Naval, Space, Intelligence Analysis

Land, naval, and Space default to each other at -4. Intelligence Analysis defaults between these at -6.

STRIKING

DX/E

See Melee combat rules

TACTICS

IQ/A

Defaults: IQ-6 or Strategy (any)-6 The ability to gain advantageous position in combat. See Martial Arts page 60 for rules.

TECHNICIAN/TL

IQ/A

Defaults: IQ-6 or similar design or academic skill -6 Technician skills cover the practical application of scientific and academic skills.

In addition to below, there are also the following T2 specializations that have no T3 subdivisions: **Electrician, Freight and Forensics.**

Machine Repair is a specialization at T2, but at T3 has a for every vehicle type such and machine type, and thus does not appear in the tables, as the table would be of extraordinary size.

Electronics	Explosives
Medical	Demolition
Security	EOD
Scientific	Fireworks

Electronics	Explosives
Sonar	NOD
Temporal	Underwater

Hazardous Materials	Mechanisms	Navigation
Chemical	Traps	Air
Magical	Lockpicking	Hyperspace
Nanotech		Land
Nuclear		Sea
		Space

SLEIGHT OF HAND

DX/A

Default: DX-5, Specializations: -3

All forms of physical thievery and sleight of hand.

T2 Specializations:

Filch – Stealing objects in plain sight.

Pickpocket – Stealing objects from people's persons.

Tricks – Palming objects and other tricks. This can be used to steal but unlike pickpocket it's not stealthy, fast talk or other distractions are a good idea. But at the same time, those watching may not realize that you are stealing either!

Fast Draw (E) - Drawing Weapons, ammo, and other items. In T3 games you **MUST** specialize by weapon type. Not all weapons can be fast drawn. Some non-weapons may be fast drawn, such as 'gadget' or 'potion'. Defaults to other specializations at -4.

THROWING

DX/A

DEFAULTS: DX-4,

The basic use of this skill is throwing misc objects such as Grenades, small rocks. You may use this to pass objects to others, when you do so with intent the reciever has +4 to catch the object. Humans are particularly good at throwing, this skill might be DX/A or DX/A for aliens and nonhumans!

Thrown weapons use the "Throw" perk with one of the following specialisations. The first level of the perk allows throwing at -2, the 2nd level allows using full skill.

Axe/Mace: Hafted throwing weapons such as Axes and maces.

Knife/Dart: All Knives, Darts, and Shuriken.

Spear: Includes Harpoon, javelins, all throwable spears and sticks.

Bolas/Lasso: Any whirled throwing weapon for

entangling.

Net/Cloak: Weighted and unweighted nets and cloaks.

The GM may require you to have a Style that includes these perks rather than the perk alone. Familiarity penalties may still apply, such as throwing darts when one is used to knives, though they are thrown in the same way.

Throwing Art is now an advantage and may have special prerequisites.

VOICE

HT/E

Default: HT-4

Specialisations: Singing, Mimicry, Ventriloquism

All forms of voice control.

VEHICLE/TL

DX/A

Defaults: DX-4, Same Category -4, other relevant vehicle -4 to -6

The GM may give better defaults for particularly similar vehicles; for example the default between VTOL and a Rotary Wing craft designed by the same company, or for the same military force may just be -2 or -1! Other Familiarity penalties apply, these can be avoided with the "Cross Trained" Perk for each specialization. *To drive animals such as horse carts, oxcarts, etc, take the Animal skill with the Teamster specialization.*

Vehicle Specialisations on next page.

Aeronautic	Biomimetic	Crew (IQ)	Handle (IQ)
Airship	Mecha	Airshipman	Airship
Fixed Wing	Ornithopter	Seamanship	Ship
Rotary Wing		Spacer	Spaceship
VTOL		Submariner	Submarine

Nautical	Spaceborne	Terrestrial
Powerboat	Spaceship	Wheeled
Motorboat	Starship	Tracked
Sailboat	Aerospace	Hover
Rowboat		Locomotive

Version: January 30, 2024 6:42 PM
Discord Contact: Legendsmith#1102
Email: Legendsmith.au@gmail.com

New Changes:

January 30 2024:

Added Melee Weapon (Shield)

August 30 2023:

Added art specializations for makeup, disguise

August 6 2023:

Added Urban to Survival and clarified rules for Scrounging.

June 25 2023:

Added new Specialisations for Melee Weapons for Tier 2 and higher games.

Feb 26 2023

Theft Specialization 'Sleight of Hand' renamed to 'Tricks'.

Theft renamed 'Sleight of Hand'. Fast draw is now a specialization of Sleight of Hand.

June 25 2023:

Academics, Knowledge defaults changed.

