GURPS Fourth Edition

PRIME DIRECTIVE
Roleplaying in the Star Fleet Universe
Revised Edition

CORE RULEBOOK
Volume 2: Playing the Game

GURPS PRIME DIRECTIVE

Roleplaying in the Star Fleet Universe

Revised Edition – For GURPS 4ᵗʰ Edition
Volume 2: Playing the Game
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Glossary

GURPS is a roleplaying game (RPG), a game in which a referee (the Game Master) guides several players through an "adventure" in which they play the parts of fictional characters. Like any hobby, gaming has its own unique language. To help you understand the concepts and terms used in this game (and other RPGs), we'll start with a few definitions:

Adventure or Scenario: The basic unit of play in an RPG. An RPG is never over until the players want to end it, but a single adventure will have a beginning and an end. It may last through several sessions of play or be done in a single evening.

Attribute: Part of a character's mental, emotional, or physical makeup (e.g., strength, intelligence).

Campaign: A continuing series of adventures by a group, it will usually have a continuing cast of player characters and the same Game Master (or team of GMs). A campaign may move from one game world to another, with a logical reason. The overall goal is for characters to learn from each adventure so that they can handle tougher challenges in future adventures.

Character: Any being (person, animal, whatever) played by the GM or a player in an RPG.

Encounter: One part of an adventure; a meeting between the player characters and one or more NPCs.

Game Master (GM): The referee, who selects or writes the adventure, talks the players through it, and judges the results. He is, simultaneously, the enemy, commanding officer, and umpire.

Game World: A background for play; the setting for an adventure, it can be a GM's own fantasy creation or a published setting created specifically for gaming.

Non-Player Character (NPC): Any character played by the GM. The GM may control many characters, major and minor. In some campaigns, the party might borrow an NPC who is a technical expert needed for a mission; the GM supervises such use to prevent the party from misusing or sacrificing the NPC. Sometimes a guest player thinking of joining the group might use a borrowed NPC so that he doesn't have to create a character before starting.

Party: A group of PCs taking part in an adventure.

Player Character (PC): Any character played by one of the players. Typically, each player controls a single character, but some groups prefer to have each player control two or more, or to have two or more characters and pick one for each adventure.

Roleplaying Game (RPG): A game in which the players take on the personalities of imaginary individuals, or characters, in a fictional or historical game world, and try to act as those characters would.

Skill: Something a character knows how to do.

Species (sometimes called "Race"): The species to which you belong. Nonhuman characters (elves, dwarves, Klingons, and Martians, for example) are common in RPGs.

Stats or Statistics: Numbers rating a character's abilities, used to determine what each one can and cannot do.

Table of Contents

EVERYTHING YOU NEED TO PLAY THE GAME!

GURPS Prime Directive Volume 2: *Playing the Game* has all the rules you need to play a game set in the *Star Fleet Universe*. This heavily revised volume has been greatly expanded from just over 100 pages to over 180. It includes information about personal and ship weapons and equipment as well as background on the *Star Fleet Universe*. There is also an adventure and sample characters.

How to Play the Game: You now have most of the rules you need to play at your fingertips. From task difficulty to equipment modifiers to the reaction table, you will find the resources you need to make your game exciting. More information is included for personal combat, as well as healing up after sickness or said combat.

End Game Awards: With information about how to improve your character after an adventure or time to study, this chapter is essential for a long-term campaign. Federation medals and awards are extensively illustrated.

Space Combat: Fly your ships in combat using the combat system from *GURPS Space 4th edition*. Full-sized ship cards let you see where systems are located so you can allocate damage appropriately.

POWERED BY GURPS

This book will work with any other *GURPS* books, but to play the game, you will need *GURPS Prime Directive Volume 1: Creating a Character.* *GURPS Klingons, GURPS Romulans,* and *GURPS Federation* are already available to add more species, more weapons, and more templates. The *GURPS* game system is flexible and powerful.

More: The index is a complete list of what is found in volumes 1 and 2. There is also a list of selected tables, maps, and charts to help you find important information quickly.