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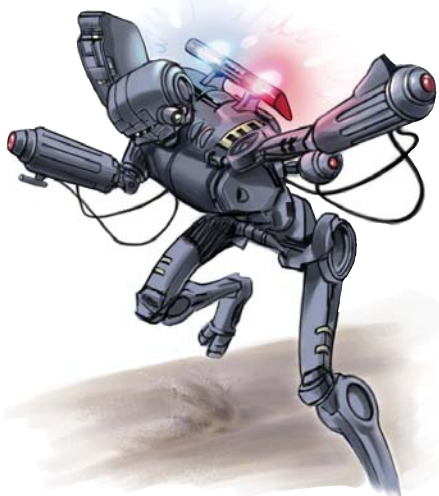
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INTRODUCTION

This is Book 2 of the *GURPS Basic Set, Fourth Edition*.

Why two books? The last edition, after all, was a single book of 256 pages, plus the Instant Characters section.

The short answer is: we added a lot of material. Which translated to a lot of pages. This new edition brings in a great deal of material that's either brand new or previously appeared in other books (especially the two *Compendiums*). This new *Basic Set* weighs in at a total of 576 pages, more than double the length of the last edition. That's quite a stack of paper.

We could still have done it as a single book. But for two reasons, we didn't. First, that would be a thick, *heavy* book, suitable for stopping bullets but just a bit unwieldy to use. And second, it would be an expensive book. Really, too expensive.

By dividing the manuscript into two parts, we were able to get everything that a player *has* to have into Book 1. That book has the basic system rules and everything for character creation. What it didn't have, in the early drafts, was any combat at all . . . so we added a section with the basics

of combat. Now a player needs only Book 1 to get into the game.

Who needs this book? Well, first and foremost, the GM. This book goes into detail about physical feats and combat. It also covers vehicles and technology, animals and monsters, world design, and Game Mastering. "Tool kit" chapters let the GM create new creatures (and even PC races), artifacts, character abilities, and entire game worlds.

But it's not just for GMs. Players who enjoy detail and who want to participate in the creative side of the game will definitely find this book useful . . . and so will players who want to become GMs someday. The point is simply that it's not *required*. Nevertheless, the books *are* intended to work together. The pages and chapters are consecutively numbered, and the index covers *both* books and is repeated in both.

In the final analysis, the answer to "why two books?" is simply *accessibility*. We want the system to be easy to play, easy to learn, and easy to get into. By dividing the text into "necessary for the new player" and "everything else," we hope we've made the new *Basic*

Set not just easier to carry around, but also a better introduction to the system. Let us know how we did.

– Steve Jackson

OTHER SUPPORT AND GM TOOLS

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

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

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

- *Pyramid Magazine*, which, for \$20 a year, gives subscribers several articles a week. A lot of these relate directly or indirectly to *GURPS*. There are also reviews, cartoons, and other bits of data and inspiration.

- **e23** is our electronic publishing division. Browse over to www.sjgames.com/e23/ and see what you find. We have already prepared dozens of PDFs, ranging from short adventures to whole *GURPS* sourcebooks, and we get more ready every week. This will be a very valuable resource. You can purchase game material online, in PDF format, in the same shopping cart you use for your Warehouse 23 orders!

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

