

G2G

GUMSHOE to GURPS

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GURPS Bookhounds of London, GURPS Trail of Cthulhu

The GUMSHOE system uses no rules for statistics beyond **Health** , **Stability** and **Sanity**. Leaving personal attributes to be interpreted by the success rolls of their abilities.

In GURPS personal attributes are predefined and are interpreted by the modified success rolls in ones skills, so they are similar but reach conclusions differently.

Thus we need to define the GURPS Strength (**ST**), Health (**HT**) Intelligence (**IQ** also willpower) and Dexterity (**DX**) . For Dexterity we shall use the rule of 12.

Strength is based upon **HT**, so a GUMSHOE Health of 11 equals a GURPS HT of 14 and a Strength of 13. A character with a Health of 6 would have a GURPS HT of 9 and a 10 Strength. Hit points are based on ST and Fatigue (Magic Points) are based on HT as per compendium.

DX follows the rule of 12. **IQ** is based on unmodified Stability and translated into IQ + Willpower. IQ may be lowered by up to 2points to increase DX by the same amount with Keepers approval.

GUMSHOE SYSTEM	2d6	3d6	GURPS {Base}	HT/Fatigue	ST/HPs	IQ	Skill Points
12	12	18	17-18	15	13	16	32
11	11	15	15-16	14	13	15	24
10	10	14	14	13	12	14	16
9	9	13	13	12	12	13	14
8	8	12	12	11	11	12	12
7	7	10-11	11	10	11	11	10
6	6	9	10	9	10	10	8
5	5	8	9	8	9	9	6
4	4	7	8	7	9	8	4
3	3	6	6	6	8	7	2
2	2	3	4	4	6	6	1
1	-	-	2	2	4	5	½
0			0	0	0	0	0
-1			-1				-
-2			-2				-
-3			-3				-
-4			-4				-
-5			-5				-
-6			-6				-
-7			-7				-
-8			-8				-
-9			-9				-
-10			-10				-
-11			-11				-
-12			-12				-

GUMSHOE Ability**GURPS Skill****Interpersonal Abilities**

Assess Honesty	Detect Lies
Bargain	Merchant
Bureaucracy	Administration
Cop Talk	Savoir Faire: Police
Credit Rating	Economics + 0 db, 1 Poor, 2 Struggling, 3 Average, 4 comfortable, 5 Wealthy, 6 VW, 7R,8 FR,+
Flattery	Fast Talk, Sex Appeal or Savoir Faire
Interrogation	Interrogation
Intimidation	Intimidation
Oral History	Oral Literature
Reassurance	Fast Talk
Streetwise	Streetwise

Academic Abilities

Accounting	Accounting
Anthropology	Anthropology
Archaeology	Archaeology
Architecture	Architecture
Art History	History: Art
Bibliography	Literature
Biology	Varies
Cryptography	Cryptography
Cthulhu Mythos	Mythos Lore
Geology	Geology
History	History
Languages	Language
Law	Law
Library Use	Professional Skill: Librarian
Medicine	Physician
Occult	Occultism
Physics	Physics
Textual Analysis	Adds to or is a specialty of Literature
The Knowledge	Area Knowledge/Special
Theology	Theology

General Abilities

Athletics	Athletics
Auction	Use either Merchant or Gambling, as there is no real Auction skill beyond running one.
Conceal	Holdout
Disguise	Disguise
Driving	Driving
Electrical Repair	Electronics, Electronics op, or Mechanic/TL5 (Electrical)
Explosives	Demolition or Explosives ordinance disposal
Filch	Filch, Pickpocket or slight of hands
Firearms	Guns
First Aid	First Aid
Fleeing	Running
Magic	Is the Character points in spells and rituals known, includes alchemy
Mechanical Repair	Mechanic/TL (type)
Piloting	Piloting
Preparedness	Survival
Psychoanalysis	Psychology
Riding	Riding
Scuffling	Brawling
Sense Trouble	Body Language
Shadowing	Shadowing
Stealth	Stealth
Weapons	Varies

GUMSHOE Ability	GURPS Skill
Technical Abilities	
Art	Art
Astronomy	Astronomy
Chemistry	Chemistry
Craft	Varies
Document Analysis	Adds to or is a specialty of Literature
Evidence Collection	Criminology
Forensics	Forensics
Forgery	Forgery
Locksmith	Locksmith
Outdoorsman	Survival, and or Naturalist
Pharmacy	Pharmacy
Photography	Photography

Step 2

After general conversions are done, tally up points of the characters and take the highest point character and add 10points, Then round the other characters up with fill-in skills, background advantages and secret advantages/disadvantages to even them out to be matching points.

Lastly choose up to 40pts of personal disadvantages +5 quirks, That add to a Characters point total to buy advantages, skills. Drives and Pillars of Sanity should be where these are based.

Lastly characters must take 10pts per point of lost Sanity in Mental Disadvantages that may or may not add to a characters total at the Keepers discretion. If used for advantages it should be for magical/paranormal advantages, or magical spells as part of the cost of sanity. If used as such, any advantage or spell should cost x2 cost as it was earned after game and must have the hours invested as well.

Magic

Magery is not needed in Cthulhu backgrounds, treat world as High Mana with anyone being able to cast spells. Power points are used as fatigue and Sanity costs are treated as spending WILL. Special ingredients and other factors will affect spell use.

Or use the official CoC to GURPS Rules (Unsatisfactory but useful as a base.) As per CthulhuPunk.

Further expansion to include POW, and other specific CoC details are covered in other publications and seamlessly work with GURPS.

Endnotes

The conversion tables are untested and may be modified after conversion by adjusting any number across the table. The table functions as an algorithmic scale and should work, but can be adjusted by up to a few lines without issue. Characters are seasoned adventurers and will reflect that in GURPS terms. I expect them to end up between 125 (Character with potential) and 175pts (A competent professional) but degrading sanity will most likely lower those numbers.

