

SIZE AND SPEED/RANGE Table

Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
+0	-5	1 ft	-6	+6	20 yd
+0	-4	1.5 ft	-7	+7	30 yd
+0	-3	2 ft	-8	+8	50 yd
+0	-2	1 yd	-9	+9	70 yd
+0	-1	1.5 yd	-10	+10	100 yd
+0	+0	2 yd	-11	+11	150 yd
-1	+1	3 yd	-12	+12	200 yd
-2	+2	5 yd	-13	+13	300 yd
-3	+3	7 yd	-14	+14	500 yd
-4	+4	10 yd	-15	+15	700 yd
-5	+5	15 yd	-16	+16	1000 yd

See also: Size and Speed/Range Table, p. B550

Combat Maneuvers

Each turn you chose one of the following maneuvers for your PC to perform:

Maneuver	Notes	Move	Def-ense
Aim	Spend a turn aiming a ranged weapon for a bonus to attack; +Acc 1st turn, +1 each for 2nd & 3rd turn. Aim is spoiled if you defend.	Step	Any*
All-Out Attack	Sacrifice all defenses to make a better attack. Choose one of the following:		
• Determined	+4 to hit.	Half	None
• Double	Two attacks at no penalty (-4 off-hand).	Half	None
• Feint	Make a Feint then a normal Attack.	Half	None
• Strong	+2 damage, or +1/die if better.	Half	None
• Ranged	+1 to hit.	Half	None
• Suppression	Spray an area with automatic fire.	Half	None
All-Out Defense	Sacrifice attack to focus on defense. Choose one of the following:		
• Defense	+2 bonus to one of your Active Defenses. Half move if you Increase Dodge.	Step/ Half*	+2
• Double	Defense Make two <i>different</i> Active Defenses against the <i>same</i> attack.	Step	Any/ Any
Attack	Make one attack with a ready weapon. Optionally, you may chose one of the following instead:	Step	Any
• Deceptive Attack	For each -2 penalty you take on attack you give your opponent a -1 penalty to his defense. May be combined with other Attack options or All-Out Attack.	*	*
• Dual Weapon Attack	Make two attacks with two ready weapons, each at a -4 penalty (-8 offhand).	*	*
• Rapid Strike	Make two attacks with a single weapon, each at a -6 penalty. May be combined with All-Out Attack.	*	*
Change Posture	Switch postures to standing, sitting, kneeling, crawling, lying prone or face up.	None	Any
Concentrate	Activate a mental ability (e.g. spells) or perform a mental task (e.g. Electronics Operation). If you defend make Will-3 or lose concentration.	Step	Any*
Do Nothing	At the beginning of combat or when stunned you do nothing. Defense is -4 if stunned.	None	Any*
Evaluate	Size up an opponent in melee to get a +1 to hit next turn.	Step	Any
Feint	Make a fake attack, opening a foe up for next turn. Make a Quick Contest of skills, if you win foe suffers a defense penalty equal your margin of success.	Step	Any
Move	Run at full move. Add +1 Move sprint bonus for consecutive turns running.	Full	Any
Move & Attack	Run at full move and make a wild attack at a -4 penalty, max skill 9.	Full	Dodge /Block
Ready	Ready a weapon or item for use.	Step	Any
Wait	Wait for a specific event then interrupt foes turn to attack. Move and Defense are as per specified attack (Attack, Feint, All-Out, or Ready). Move when wait is triggered.	None*	*
Defense Options	You may add one of the following to an Defense		
• Retreat (Any)	Step away from one melee attacker, moving 1 yard back, getting +3 to one Defense.		
• Dodge & Drop	Similar to Retreat but for Ranged Attacks, gives +3 Defense but you wind up Prone.		

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5	Face	-5(f)/-7(b)	-	Eye[2]	-9
6-7	Right Leg	-2	-	Ear	-7
8	Right Arm	-2	-	Nose	-7
9-10	Torso	-	-	Jaw	-6
11	Groin	-3	-	Spine[3]	-8
12	Left Arm	-2	-	Limb Vein/Artery[4]	-5
13-14	Left Leg	-2	-	Neck Vein/Artery[4]	-8
15	Hand	-4	-	Arm/Leg Joint[4]	-5
16	Foot	-4	-	Hand/Foot Joint[5]	-7
17-18	Neck	-5			

- [1] Only targetable by crushing, impaling, piercing, and tight-beam burning attacks
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 See also: Hit Location, p. B398, Human and Humanoid Hit Location Table, p. B552, and New Hit Locations, p. MA137.

GURPS Fourth Edition

ADVANCED HIT LOCATION CHART

Eyes (-9)
Miss by 1 hits skull or face
Damage > 1/10 HP blinds
As Skull w/o DR

Head (-5)
Roll 1d
1 Eyes
2-4 Skull
5-6 Face

Body
Roll 1d
1 Neck
2-5 Torso
6 Groin

Major Wound:
Any single injury > 1/2 HP.
Crippled limb also counts as a Major Wound
When you receive a MW you must make a HT check to avoid knockdown and stun.
Less than 1/3 FP:
Halve Dodge & Move
0 HP or Less:
Make a HT check each turn to remain conscious (-1 to HT check per full -HP), and on beginning of each turn you choose to take any action including an active defense.
-1 x HP
Make a HT check at each -HP interval or die.
-5 x HP
Character dies immediately.
-10 x HP
Total body destruction.

Less than 1/3 FP:
Halve Dodge, Move, & ST.
0 FP or Less
Each FP lost causes 1 damage too. Make Will roll each turn do to anything besides talk or rest. Failure results in incapacitation; On crit. failure make HT roll or suffer Heart Attack (p. B429).
-1xFP
You collapse unconscious.

3-4 Skull (-7)
Miss by 1 hits torso, DR+2; dam x4 knockdown at -10

5 Face (-5)
Miss by 1 hits torso
Roll vs knockdown at -5

17-18 Neck (-5)
Miss by 1 hits torso
Crush x1.5, cutting x2

8 Right Arm (-2)
Pi++, pi+, & imp are x1
Dam > 1/2 HP cripples

9-10 Torso (-0)
Roll 1d
1-2 Vitals if imp, pi, and tight beam burn only

12 Left Arm (-2)
Pi++, pi+, & imp are x1
Dam > 1/2 HP cripples

11 Groin (-3)
Males get shock x2 from cr
Roll vs knockdown at -5

15 Hand (-4)
Roll randomly right/left
pi++, pi+, imp are x1
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6-7 Right Leg (-2)
Pi++, pi+, & imp are x1
Dam > 1/2 HP cripples

13-14 Left Leg (-2)
Pi++, pi+, & imp are x1
Dam > 1/2 HP cripples

16 Foot (-4)
Roll randomly right/left
Pi++, pi+, & imp are x1
Dam > 1/2 HP cripples

High RoF Table

Bonus	RoF
+0	1-4
+1	5-8
+2	9-12
+3	13-16
+4	17-24
+5	25-49
+1	per x2 RoF

Damage Types	Abbr.	Living	Un-living	Homo-genous	Effect
Burning	burn	x1	x1	x1	Ignites fires. Causes serious tissue injury.
Corrosion	cor	x1	x1	x1	1/5 damage applies to DR; Acids or bases.
Crushing	cr	x1	x1	x1	Blunt trauma.
Cutting	cut	x1.5	x1.5	x1.5	Can sever limbs.
Fatigue	fat	x1	x1	x1	Damages FP instead of HP. Larger slower moving penetration like a spear.
Impaling	imp	x2	x1	x1/2	
Small Piercing	pi-	x1/2	x1/5	x1/10	
Piercing	pi	x1	x1/3	x1/5	Smaller higher velocity penetration, like a bullet.
Large Piercing	pi+	x1.5	x1/2	x1/3	
Huge Piercing	pi++	x2	x1	x1/2	
Toxic	tox	x1	x1	x1	Directly damages cells (e.g. Radiation or Disease).

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Change Posture	Switch postures to standing, sitting, kneeling, crawling, lying prone or face up.	None	Any
Concentrate	Activate a mental ability (e.g. spells) or perform a mental task (e.g. Electronics Operation). If you defend make Will-3 or lose concentration.	Step	Any*
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Concentrate	Activate a mental ability (e.g. spells) or perform a mental task (e.g. Electronics Operation). If you defend make Will-3 or lose concentration.	Step	Any*
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Evaluate	Size up an opponent in melee to get a +1 to hit next turn.	Step	Any
Feint	Make a fake attack, opening a foe up for next turn. Make a Quick Contest of skills, if you win foe suffers a defense penalty equal your margin of success.	Step	Any
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Aim	Spend a turn aiming a ranged weapon for a bonus to attack; +Acc 1st turn, +1 each for 2nd & 3rd turn. Aim is spoiled if you defend.	Step	Any*
All-Out Attack	Sacrifice all defenses to make a better attack. Choose one of the following:		
• Determined	+4 to hit.	Half	None
• Double	Two attacks at no penalty (-4 off-hand).	Half	None
• Feint	Make a Feint then a normal Attack.	Half	None
• Strong	+2 damage, or +1/die if better.	Half	None
• Ranged	+1 to hit.	Half	None
• Suppression	Spray an area with automatic fire.	Half	None
All-Out Defense	Sacrifice attack to focus on defense. Choose one of the following:		
• Defense	+2 bonus to one of your Active Defenses. Half move if you Increase Dodge.	Step/ Half*	+2
• Double	Defense Make two <i>different</i> Active Defenses against the <i>same</i> attack.	Step	Any/ Any
Attack	Make one attack with a ready weapon. Optionally, you may chose one of the following instead:	Step	Any
• Deceptive Attack	For each -2 penalty you take on attack you give your opponent a -1 penalty to his defense. May be combined with other Attack options or All-Out Attack.	*	*
• Dual Weapon Attack	Make two attacks with two ready weapons, each at a -4 penalty (-8 offhand).	*	*
• Rapid Strike	Make two attacks with a single weapon, each at a -6 penalty. May be combined with All-Out Attack.	*	*
Change Posture	Switch postures to standing, sitting, kneeling, crawling, lying prone or face up.	None	Any
Concentrate	Activate a mental ability (e.g. spells) or perform a mental task (e.g. Electronics Operation). If you defend make Will-3 or lose concentration.	Step	Any*
Do Nothing	At the beginning of combat or when stunned you do nothing. Defense is -4 if stunned.	None	Any*
Evaluate	Size up an opponent in melee to get a +1 to hit next turn.	Step	Any
Feint	Make a fake attack, opening a foe up for next turn. Make a Quick Contest of skills, if you win foe suffers a defense penalty equal your margin of success.	Step	Any
Move	Run at full move. Add +1 Move sprint bonus for consecutive turns running.	Full	Any
Move & Attack	Run at full move and make a wild attack at a -4 penalty, max skill 9.	Full	Dodge /Block
Ready	Ready a weapon or item for use.	Step	Any
Wait	Wait for a specific event then interrupt foes turn to attack. Move and Defense are as per specified attack (Attack, Feint, All-Out, or Ready). Move when wait is triggered.	None*	*
Defense Options	You may add one of the following to an Defense		
• Retreat (Any)	Step away from one melee attacker, moving 1 yard back, getting +3 to one Defense.		
• Dodge & Drop	Similar to Retreat but for Ranged Attacks, gives +3 Defense but you wind up Prone.		

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8	Right Arm	-2	-	Nose	-7
9-10	Torso	-	-	Jaw	-6
11	Groin	-3	-	Spine[3]	-8
12	Left Arm	-2	-	Limb Vein/Artery[4]	-5
13-14	Left Leg	-2	-	Neck Vein/Artery[4]	-8
15	Hand	-4	-	Arm/Leg Joint[4]	-5
16	Foot	-4	-	Hand/Foot Joint[5]	-7
17-18	Neck	-5			

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 See also: Hit Location, p. B398, Human and Humanoid Hit Location Table, p. B552, and New Hit Locations, p. MA137.

GURPS Fourth Edition

ADVANCED HIT LOCATION CHART

Eyes (-9)
Miss by 1 hits skull or face
Damage > 1/10 HP blinds
As Skull w/o DR

Head (-5)
Roll 1d
1 Eyes
2-4 Skull
5-6 Face

Body
Roll 1d
1 Neck
2-5 Torso
6 Groin

Major Wound:
Any single injury > 1/2 HP.
Crippled limb also counts as a Major Wound
When you receive a MW you must make a HT check to avoid knockdown and stun.
Less than 1/3 HP:
Halve Dodge & Move
0 HP or Less:
Make a HT check each turn to remain conscious (-1 to HT check per full -HP), and on beginning of each turn you choose to take any action including an active defense.
-1 x HP
Make a HT check at each -HP interval or die.
-5 x HP
Character dies immediately.
-10 x HP
Total body destruction.

Less than 1/3 FP:
Halve Dodge, Move, & ST.
0 FP or Less
Each FP lost causes 1 Damage too. Make Will roll each turn do to anything besides talk or rest. Failure results in incapacitation; On crit. failure make HT roll or suffer Heart Attack (p. B429).
-1xFP
You collapse unconscious.

3-4 Skull (-7)
Miss by 1 hits torso, DR+2; dam x4 knockdown at -10

5 Face (-5)
Miss by 1 hits torso
Roll vs knockdown at -5

17-18 Neck (-5)
Miss by 1 hits torso
Crush x1.5, cutting x2

8 Right Arm (-2)
Pi++, pi+, & imp are x1
Dam > 1/2 HP cripples

9-10 Torso (-0)
Roll 1d
1-2 Vitals if imp, pi, and tight beam burn only

12 Left Arm (-2)
Pi++, pi+, & imp are x1
Dam > 1/2 HP cripples

11 Groin (-3)
Males get shock x2 from cr
Roll vs knockdown at -5

15 Hand (-4)
Roll randomly right/left
pi++, pi+, imp are x1
Dam > 1/3 HP cripples

6-7 Right Leg (-2)
Pi++, pi+, & imp are x1
Dam > 1/2 HP cripples

13-14 Left Leg (-2)
Pi++, pi+, & imp are x1
Dam > 1/2 HP cripples

16 Foot (-4)
Roll randomly right/left
Pi++, pi+, & imp are x1
Dam > 1/2 HP cripples

High RoF Table	
Bonus	RoF
+0	1-4
+1	5-8
+2	9-12
+3	13-16
+4	17-24
+5	25-49
+1	per x2 RoF

Damage Types	Abbr.	Living	Un-living	Homo-genous	Effect
Burning	burn	x1	x1	x1	Ignites fires. Causes serious tissue injury.
Corrosion	cor	x1	x1	x1	1/5 damage applies to DR; Acids or bases.
Crushing	cr	x1	x1	x1	Blunt trauma.
Cutting	cut	x1.5	x1.5	x1.5	Can sever limbs.
Fatigue	fat	x1	x1	x1	Damages FP instead of HP.
Impaling	imp	x2	x1	x1/2	Larger slower moving penetration like a spear.
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Piercing	pi	x1	x1/3	x1/5	
Large Piercing	pi+	x1.5	x1/2	x1/3	
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SIZE AND SPEED/RANGE Table

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+0	-2	1 yd	-9	+9	70 yd
+0	-1	1.5 yd	-10	+10	100 yd
+0	+0	2 yd	-11	+11	150 yd
-1	+1	3 yd	-12	+12	200 yd
-2	+2	5 yd	-13	+13	300 yd
-3	+3	7 yd	-14	+14	500 yd
-4	+4	10 yd	-15	+15	700 yd
-5	+5	15 yd	-16	+16	1000 yd

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Each turn you chose one of the following maneuvers for your PC to perform:

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• Rapid Strike	Make two attacks with a single weapon, each at a -6 penalty. May be combined with All-Out Attack.	*	*
Change Posture	Switch postures to standing, sitting, kneeling, crawling, lying prone or face up.	None	Any
Concentrate	Activate a mental ability (e.g. spells) or perform a mental task (e.g. Electronics Operation). If you defend make Will-3 or lose concentration.	Step	Any*
Do Nothing	At the beginning of combat or when stunned you do nothing. Defense is -4 if stunned.	None	Any*
Evaluate	Size up an opponent in melee to get a +1 to hit next turn.	Step	Any
Feint	Make a fake attack, opening a foe up for next turn. Make a Quick Contest of skills, if you win foe suffers a defense penalty equal your margin of success.	Step	Any
Move	Run at full move. Add +1 Move sprint bonus for consecutive turns running.	Full	Any
Move & Attack	Run at full move and make a wild attack at a -4 penalty, max skill 9.	Full	Dodge /Block
Ready	Ready a weapon or item for use.	Step	Any
Wait	Wait for a specific event then interrupt foes turn to attack. Move and Defense are as per specified attack (Attack, Feint, All-Out, or Ready). Move when wait is triggered.	None*	*
Defense Options	You may add one of the following to an Defense		
• Retreat (Any)	Step away from one melee attacker, moving 1 yard back, getting +3 to one Defense.		
• Dodge & Drop	Similar to Retreat but for Ranged Attacks, gives +3 Defense but you wind up Prone.		

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8	Right Arm	-2	-	Nose	-7
9-10	Torso	-	-	Jaw	-6
11	Groin	-3	-	Spine[3]	-8
12	Left Arm	-2	-	Limb Vein/Artery[4]	-5
13-14	Left Leg	-2	-	Neck Vein/Artery[4]	-8
15	Hand	-4	-	Arm/Leg Joint[4]	-5
16	Foot	-4	-	Hand/Foot Joint[5]	-7
17-18	Neck	-5			

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 See also: Hit Location, p. B398, Human and Humanoid Hit Location Table, p. B552, and New Hit Locations, p. MA137.



ADVANCED HIT LOCATION CHART

Eyes (-9)
Miss by 1 hits skull or face
Damage > 1/10 HP blinds
As Skull w/o DR

Head (-5)
Roll 1d
1 Eyes
2-4 Skull
5-6 Face

Body
Roll 1d
1 Neck
2-5 Torso
6 Groin

Major Wound:
Any single injury > 1/2 HP.
Crippled limb also counts as a Major Wound
When you receive a MW you must make a HT check to avoid knockdown and stun.
Less than 1/3 HP:
Halve Dodge & Move
0 HP or Less:
Make a HT check each turn to remain conscious (-1 to HT check per full -HP), and on beginning of each turn you choose to take any action including an active defense.
-1 x HP
Make a HT check at each -HP interval or die.
-5 x HP
Character dies immediately.
-10 x HP
Total body destruction.

3-4 Skull (-7)
Miss by 1 hits torso, DR+2; dam x4 knockdown at -10

5 Face (-5)
Miss by 1 hits torso
Roll vs knockdown at -5

17-18 Neck (-5)
Miss by 1 hits torso
Crush x1.5, cutting x2

8 Right Arm (-2)
Pi++, pi+, & imp are x1
Dam > 1/2 HP cripples

9-10 Torso (-0)
Roll 1d
1-2 Vitals if imp, pi, and tight beam burn only

12 Left Arm (-2)
Pi++, pi+, & imp are x1
Dam > 1/2 HP cripples

11 Groin (-3)
Males get shock x2 from cr
Roll vs knockdown at -5

15 Hand (-4)
Roll randomly right/left
pi++, pi+, imp are x1
Dam > 1/3 HP cripples

6-7 Right Leg (-2)
Pi++, pi+, & imp are x1
Dam > 1/2 HP cripples

13-14 Left Leg (-2)
Pi++, pi+, & imp are x1
Dam > 1/2 HP cripples

16 Foot (-4)
Roll randomly right/left
Pi++, pi+, & imp are x1
Dam > 1/2 HP cripples

High RoF Table

Bonus	RoF
+0	1-4
+1	5-8
+2	9-12
+3	13-16
+4	17-24
+5	25-49
+1	per x2 RoF

Damage Types	Abbr.	Living	Un-living	Homo-genous	Effect
Burning	burn	x1	x1	x1	Ignites fires. Causes serious tissue injury.
Corrosion	cor	x1	x1	x1	1/5 damage applies to DR; Acids or bases.
Crushing	cr	x1	x1	x1	Blunt trauma.
Cutting	cut	x1.5	x1.5	x1.5	Can sever limbs.
Fatigue	fat	x1	x1	x1	Damages FP instead of HP. Larger slower moving penetration like a spear.
Impaling	imp	x2	x1	x1/2	
Small Piercing	pi-	x1/2	x1/5	x1/10	
Piercing	pi	x1	x1/3	x1/5	Smaller higher velocity penetration, like a bullet.
Large Piercing	pi+	x1.5	x1/2	x1/3	
Huge Piercing	pi++	x2	x1	x1/2	
Toxic	tox	x1	x1	x1	Directly damages cells (e.g. Radiation or Disease).

SIZE AND SPEED/RANGE Table

Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
+0	-5	1 ft	-6	+6	20 yd
+0	-4	1.5 ft	-7	+7	30 yd
+0	-3	2 ft	-8	+8	50 yd
+0	-2	1 yd	-9	+9	70 yd
+0	-1	1.5 yd	-10	+10	100 yd
+0	+0	2 yd	-11	+11	150 yd
-1	+1	3 yd	-12	+12	200 yd
-2	+2	5 yd	-13	+13	300 yd
-3	+3	7 yd	-14	+14	500 yd
-4	+4	10 yd	-15	+15	700 yd
-5	+5	15 yd	-16	+16	1000 yd

See also: Size and Speed/Range Table, p. B550

Combat Maneuvers

Each turn you chose one of the following maneuvers for your PC to perform:

Maneuver	Notes	Move	Def-ense
Aim	Spend a turn aiming a ranged weapon for a bonus to attack; +Acc 1st turn, +1 each for 2nd & 3rd turn. Aim is spoiled if you defend.	Step	Any*
All-Out Attack	Sacrifice all defenses to make a better attack. Choose one of the following:		
• Determined	+4 to hit.	Half	None
• Double	Two attacks at no penalty (-4 off-hand).	Half	None
• Feint	Make a Feint then a normal Attack.	Half	None
• Strong	+2 damage, or +1/die if better.	Half	None
• Ranged	+1 to hit.	Half	None
• Suppression	Spray an area with automatic fire.	Half	None
All-Out Defense	Sacrifice attack to focus on defense. Choose one of the following:		
• Defense	+2 bonus to one of your Active Defenses. Half move if you Increase Dodge.	Step/ Half*	+2
• Double	Defense Make two different Active Defenses against the same attack.	Step	Any/ Any
Attack	Make one attack with a ready weapon. Optionally, you may chose one of the following instead:	Step	Any
• Deceptive Attack	For each -2 penalty you take on attack you give your opponent a -1 penalty to his defense. May be combined with other Attack options or All-Out Attack.	*	*
• Dual Weapon Attack	Make two attacks with two ready weapons, each at a -4 penalty (-8 offhand).	*	*
• Rapid Strike	Make two attacks with a single weapon, each at a -6 penalty. May be combined with All-Out Attack.	*	*
Change Posture	Switch postures to standing, sitting, kneeling, crawling, lying prone or face up.	None	Any
Concentrate	Activate a mental ability (e.g. spells) or perform a mental task (e.g. Electronics Operation). If you defend make Will-3 or lose concentration.	Step	Any*
Do Nothing	At the beginning of combat or when stunned you do nothing. Defense is -4 if stunned.	None	Any*
Evaluate	Size up an opponent in melee to get a +1 to hit next turn.	Step	Any
Feint	Make a fake attack, opening a foe up for next turn. Make a Quick Contest of skills, if you win foe suffers a defense penalty equal your margin of success.	Step	Any
Move	Run at full move. Add +1 Move sprint bonus for consecutive turns running.	Full	Any
Move & Attack	Run at full move and make a wild attack at a -4 penalty, max skill 9.	Full	Dodge /Block
Ready	Ready a weapon or item for use.	Step	Any
Wait	Wait for a specific event then interrupt foes turn to attack. Move and Defense are as per specified attack (Attack, Feint, All-Out, or Ready). Move when wait is triggered.	None*	*
Defense Options	You may add one of the following to an Defense		
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GURPS Fourth Edition

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Any single injury > 1/2 HP.
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When you receive a MW you must make a HT check to avoid knockdown and stun.
Less than 1/3 FP:
Halve Dodge & Move
0 HP or Less:
Make a HT check each turn to remain conscious (-1 to HT check per full -HP), and on beginning of each turn you choose to take any action including an active defense.
-1 x HP
Make a HT check at each -HP interval or die.
-5 x HP
Character dies immediately.
-10 x HP
Total body destruction.

Less than 1/3 FP:
Halve Dodge, Move, & ST.
0 FP or Less
Each FP lost causes 1 damage too. Make Will roll each turn do to anything besides talk or rest. Failure results in incapacitation; On crit. failure make HT roll or suffer Heart Attack (p. B429).
-1xFP
You collapse unconscious.

3-4 Skull (-7)
Miss by 1 hits torso, DR+2; dam x4 knockdown at -10

5 Face (-5)
Miss by 1 hits torso
Roll vs knockdown at -5

17-18 Neck (-5)
Miss by 1 hits torso
Crush x1.5, cutting x2

8 Right Arm (-2)
Pi++, pi+, & imp are x1
Dam > 1/2 HP cripples

9-10 Torso (-0)
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Roll randomly right/left
Pi++, pi+, & imp are x1
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High RoF Table	
Bonus	RoF
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Each turn you chose one of the following maneuvers for your PC to perform:

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Aim	Spend a turn aiming a ranged weapon for a bonus to attack; +Acc 1st turn, +1 each for 2nd & 3rd turn. Aim is spoiled if you defend.	Step	Any*
All-Out Attack	Sacrifice all defenses to make a better attack. Choose one of the following:		
• Determined	+4 to hit.	Half	None
• Double	Two attacks at no penalty (-4 off-hand).	Half	None
• Feint	Make a Feint then a normal Attack.	Half	None
• Strong	+2 damage, or +1/die if better.	Half	None
• Ranged	+1 to hit.	Half	None
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• Defense	+2 bonus to one of your Active Defenses. Half move if you Increase Dodge.	Step/ Half*	+2
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Attack	Make one attack with a ready weapon. Optionally, you may chose one of the following instead:	Step	Any
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• Dual Weapon Attack	Make two attacks with two ready weapons, each at a -4 penalty (-8 offhand).	*	*
• Rapid Strike	Make two attacks with a single weapon, each at a -6 penalty. May be combined with All-Out Attack.	*	*
Change Posture	Switch postures to standing, sitting, kneeling, crawling, lying prone or face up.	None	Any
Concentrate	Activate a mental ability (e.g. spells) or perform a mental task (e.g. Electronics Operation). If you defend make Will-3 or lose concentration.	Step	Any*
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Evaluate	Size up an opponent in melee to get a +1 to hit next turn.	Step	Any
Feint	Make a fake attack, opening a foe up for next turn. Make a Quick Contest of skills, if you win foe suffers a defense penalty equal your margin of success.	Step	Any
Move	Run at full move. Add +1 Move sprint bonus for consecutive turns running.	Full	Any
Move & Attack	Run at full move and make a wild attack at a -4 penalty, max skill 9.	Full	Dodge /Block
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+0	-1	1.5 yd	-10	+10	100 yd
+0	+0	2 yd	-11	+11	150 yd
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Concentrate	Activate a mental ability (e.g. spells) or perform a mental task (e.g. Electronics Operation). If you defend make Will-3 or lose concentration.	Step	Any*
Do Nothing	At the beginning of combat or when stunned you do nothing. Defense is -4 if stunned.	None	Any*
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HUMANOID HIT LOCATION TABLE

Roll	Location	Modifier	Roll	Location	Mod.
3-4	Skull	-7(f)/-5(b)	-	Vitals[1]	-3
5	Face	-5(f)/-7(b)	-	Eye[2]	-9
6-7	Right Leg	-2	-	Ear	-7
8	Right Arm	-2	-	Nose	-7
9-10	Torso	-	-	Jaw	-6
11	Groin	-3	-	Spine[3]	-8
12	Left Arm	-2	-	Limb Vein/Artery[4]	-5
13-14	Left Leg	-2	-	Neck Vein/Artery[4]	-8
15	Hand	-4	-	Arm/Leg Joint[4]	-5
16	Foot	-4	-	Hand/Foot Joint[5]	-7
17-18	Neck	-5			

- [1] Only targetable by crushing, impaling, piercing, and tight-beam burning attacks
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 See also: Hit Location, p. B398, Human and Humanoid Hit Location Table, p. B552, and New Hit Locations, p. MA137.



ADVANCED HIT LOCATION CHART

Eyes (-9)
Miss by 1 hits skull or face
Damage > 1/10 HP blinds
As Skull w/o DR

Head (-5)
Roll 1d
1 Eyes
2-4 Skull
5-6 Face

Body
Roll 1d
1 Neck
2-5 Torso
6 Groin

Major Wound:
Any single injury > 1/2 HP.
Crippled limb also counts as a Major Wound
When you receive a MW you must make a HT check to avoid knockdown and stun.
Less than 1/3 FP:
Halve Dodge & Move
0 HP or Less:
Make a HT check each turn to remain conscious (-1 to HT check per full -HP), and on beginning of each turn you choose to take any action including an active defense.
-1 x HP
Make a HT check at each -HP interval or die.
-5 x HP
Character dies immediately.
-10 x HP
Total body destruction.

3-4 Skull (-7)
Miss by 1 hits torso, DR+2; dam x4 knockdown at -10

5 Face (-5)
Miss by 1 hits torso
Roll vs knockdown at -5

17-18 Neck (-5)
Miss by 1 hits torso
Crush x1.5, cutting x2

8 Right Arm (-2)
Pi++, pi+, & imp are x1
Dam > 1/2 HP cripples

9-10 Torso (-0)
Roll 1d
1-2 Vitals if imp, pi, and tight beam burn only

12 Left Arm (-2)
Pi++, pi+, & imp are x1
Dam > 1/2 HP cripples

11 Groin (-3)
Males get shock x2 from cr Roll vs knockdown at -5

15 Hand (-4)
Roll randomly right/left
pi++, pi+, imp are x1
Dam > 1/3 HP cripples

6-7 Right Leg (-2)
Pi++, pi+, & imp are x1
Dam > 1/2 HP cripples

13-14 Left Leg (-2)
Pi++, pi+, & imp are x1
Dam > 1/2 HP cripples

16 Foot (-4)
Roll randomly right/left
Pi++, pi+, & imp are x1
Dam > 1/2 HP cripples

High RoF Table

Bonus	RoF
+0	1-4
+1	5-8
+2	9-12
+3	13-16
+4	17-24
+5	25-49
+1	per x2 RoF

Damage Types	Abbr.	Living	Un-living	Homo-genous	Effect
Burning	burn	x1	x1	x1	Ignites fires. Causes serious tissue injury.
Corrosion	cor	x1	x1	x1	1/5 damage applies to DR; Acids or bases.
Crushing	cr	x1	x1	x1	Blunt trauma.
Cutting	cut	x1.5	x1.5	x1.5	Can sever limbs.
Fatigue	fat	x1	x1	x1	Damages FP instead of HP. Larger slower moving penetration like a spear.
Impaling	imp	x2	x1	x1/2	
Small Piercing	pi-	x1/2	x1/5	x1/10	
Piercing	pi	x1	x1/3	x1/5	Smaller higher velocity penetration, like a bullet.
Large Piercing	pi+	x1.5	x1/2	x1/3	
Huge Piercing	pi++	x2	x1	x1/2	
Toxic	tox	x1	x1	x1	Directly damages cells (e.g. Radiation or Disease).

SIZE AND SPEED/RANGE Table

Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
+0	-5	1 ft	-6	+6	20 yd
+0	-4	1.5 ft	-7	+7	30 yd
+0	-3	2 ft	-8	+8	50 yd
+0	-2	1 yd	-9	+9	70 yd
+0	-1	1.5 yd	-10	+10	100 yd
+0	+0	2 yd	-11	+11	150 yd
-1	+1	3 yd	-12	+12	200 yd
-2	+2	5 yd	-13	+13	300 yd
-3	+3	7 yd	-14	+14	500 yd
-4	+4	10 yd	-15	+15	700 yd
-5	+5	15 yd	-16	+16	1000 yd

See also: Size and Speed/Range Table, p. B550

Combat Maneuvers

Each turn you chose one of the following maneuvers for your PC to perform:

Maneuver	Notes	Move	Def-ense
Aim	Spend a turn aiming a ranged weapon for a bonus to attack; +Acc 1st turn, +1 each for 2nd & 3rd turn. Aim is spoiled if you defend.	Step	Any*
All-Out Attack	Sacrifice all defenses to make a better attack. Choose one of the following:		
• Determined	+4 to hit.	Half	None
• Double	Two attacks at no penalty (-4 off-hand).	Half	None
• Feint	Make a Feint then a normal Attack.	Half	None
• Strong	+2 damage, or +1/die if better.	Half	None
• Ranged	+1 to hit.	Half	None
• Suppression	Spray an area with automatic fire.	Half	None
All-Out Defense	Sacrifice attack to focus on defense. Choose one of the following:		
• Defense	+2 bonus to one of your Active Defenses. Half move if you Increase Dodge.	Step/ Half*	+2
• Double	Defense Make two <i>different</i> Active Defenses against the <i>same</i> attack.	Step	Any/ Any
Attack	Make one attack with a ready weapon. Optionally, you may chose one of the following instead:	Step	Any
• Deceptive Attack	For each -2 penalty you take on attack you give your opponent a -1 penalty to his defense. May be combined with other Attack options or All-Out Attack.	*	*
• Dual Weapon Attack	Make two attacks with two ready weapons, each at a -4 penalty (-8 offhand).	*	*
• Rapid Strike	Make two attacks with a single weapon, each at a -6 penalty. May be combined with All-Out Attack.	*	*
Change Posture	Switch postures to standing, sitting, kneeling, crawling, lying prone or face up.	None	Any
Concentrate	Activate a mental ability (e.g. spells) or perform a mental task (e.g. Electronics Operation). If you defend make Will-3 or lose concentration.	Step	Any*
Do Nothing	At the beginning of combat or when stunned you do nothing. Defense is -4 if stunned.	None	Any*
Evaluate	Size up an opponent in melee to get a +1 to hit next turn.	Step	Any
Feint	Make a fake attack, opening a foe up for next turn. Make a Quick Contest of skills, if you win foe suffers a defense penalty equal your margin of success.	Step	Any
Move	Run at full move. Add +1 Move sprint bonus for consecutive turns running.	Full	Any
Move & Attack	Run at full move and make a wild attack at a -4 penalty, max skill 9.	Full	Dodge /Block
Ready	Ready a weapon or item for use.	Step	Any
Wait	Wait for a specific event then interrupt foes turn to attack. Move and Defense are as per specified attack (Attack, Feint, All-Out, or Ready). Move when wait is triggered.	None*	*
Defense Options	You may add one of the following to an Defense		
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GURPS Fourth Edition

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Major Wound:
Any single injury > 1/2 HP.
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When you receive a MW you must make a HT check to avoid knockdown and stun.
Less than 1/3 FP:
Halve Dodge & Move
0 HP or Less:
Make a HT check each turn to remain conscious (-1 to HT check per full -HP), and on beginning of each turn you choose to take any action including an active defense.
-1 x HP
Make a HT check at each -HP interval or die.
-5 x HP
Character dies immediately.
-10 x HP
Total body destruction.

Less than 1/3 FP:
Halve Dodge, Move, & ST.
0 FP or Less
Each FP lost causes 1 damage too. Make Will roll each turn do to anything besides talk or rest. Failure results in incapacitation; On crit. failure make HT roll or suffer Heart Attack (p. B429).
-1xFP
You collapse unconscious.

3-4 Skull (-7)
Miss by 1 hits torso, DR+2; dam x4 knockdown at -10

5 Face (-5)
Miss by 1 hits torso
Roll vs knockdown at -5

17-18 Neck (-5)
Miss by 1 hits torso
Crush x1.5, cutting x2

8 Right Arm (-2)
Pi++, pi+, & imp are x1
Dam > 1/2 HP cripples

9-10 Torso (-0)
Roll 1d
1-2 Vitals if imp, pi, and tight beam burn only

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Males get shock x2 from cr
Roll vs knockdown at -5

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16 Foot (-4)
Roll randomly right/left
Pi++, pi+, & imp are x1
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High RoF Table	
Bonus	RoF
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• Feint	Make a Feint then a normal Attack.	Half	None
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Concentrate	Activate a mental ability (e.g. spells) or perform a mental task (e.g. Electronics Operation). If you defend make Will-3 or lose concentration.	Step	Any*
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Dam > 1/2 HP cripples

16 Foot (-4)
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Concentrate	Activate a mental ability (e.g. spells) or perform a mental task (e.g. Electronics Operation). If you defend make Will-3 or lose concentration.	Step	Any*
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Evaluate	Size up an opponent in melee to get a +1 to hit next turn.	Step	Any
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GURPS Fourth Edition

ADVANCED HIT LOCATION CHART

Eyes (-9)
Miss by 1 hits skull or face
Damage > 1/10 HP blinds
As Skull w/o DR

Head (-5)
Roll 1d
1 Eyes
2-4 Skull
5-6 Face

Body
Roll 1d
1 Neck
2-5 Torso
6 Groin

Major Wound:
Any single injury > 1/2 HP.
Crippled limb also counts as a Major Wound
When you receive a MW you must make a HT check to avoid knockdown and stun.
Less than 1/3 FP:
Halve Dodge & Move
0 HP or Less:
Make a HT check each turn to remain conscious (-1 to HT check per full -HP), and on beginning of each turn you choose to take any action including an active defense.
-1 x HP
Make a HT check at each -HP interval or die.
-5 x HP
Character dies immediately.
-10 x HP
Total body destruction.

Less than 1/3 FP:
Halve Dodge, Move, & ST.
0 FP or Less
Each FP lost causes 1 damage too. Make Will roll each turn do to anything besides talk or rest. Failure results in incapacitation; On crit. failure make HT roll or suffer Heart Attack (p. B429).
-1xFP
You collapse unconscious.

3-4 Skull (-7)
Miss by 1 hits torso, DR+2; dam x4 knockdown at -10

5 Face (-5)
Miss by 1 hits torso
Roll vs knockdown at -5

17-18 Neck (-5)
Miss by 1 hits torso
Crush x1.5, cutting x2

8 Right Arm (-2)
Pi++, pi+, & imp are x1
Dam > 1/2 HP cripples

9-10 Torso (-0)
Roll 1d
1-2 Vitals if imp, pi, and tight beam burn only

12 Left Arm (-2)
Pi++, pi+, & imp are x1
Dam > 1/2 HP cripples

11 Groin (-3)
Males get shock x2 from cr
Roll vs knockdown at -5

15 Hand (-4)
Roll randomly right/left
pi++, pi+, imp are x1
Dam > 1/3 HP cripples

6-7 Right Leg (-2)
Pi++, pi+, & imp are x1
Dam > 1/2 HP cripples

13-14 Left Leg (-2)
Pi++, pi+, & imp are x1
Dam > 1/2 HP cripples

16 Foot (-4)
Roll randomly right/left
Pi++, pi+, & imp are x1
Dam > 1/2 HP cripples

High RoF Table	
Bonus	RoF
+0	1-4
+1	5-8
+2	9-12
+3	13-16
+4	17-24
+5	25-49
+1	per x2 RoF

Damage Types	Abbr.	Living	Un-living	Homo-genous	Effect
Burning	burn	x1	x1	x1	Ignites fires. Causes serious tissue injury.
Corrosion	cor	x1	x1	x1	1/5 damage applies to DR; Acids or bases.
Crushing	cr	x1	x1	x1	Blunt trauma.
Cutting	cut	x1.5	x1.5	x1.5	Can sever limbs.
Fatigue	fat	x1	x1	x1	Damages FP instead of HP.
Impaling	imp	x2	x1	x1/2	Larger slower moving penetration like a spear.
Small Piercing	pi-	x1/2	x1/5	x1/10	Smaller higher velocity penetration, like a bullet.
Piercing	pi	x1	x1/3	x1/5	
Large Piercing	pi+	x1.5	x1/2	x1/3	
Huge Piercing	pi++	x2	x1	x1/2	
Toxic	tox	x1	x1	x1	Directly damages cells (e.g. Radiation or Disease).

SIZE AND SPEED/RANGE Table

Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
+0	-5	1 ft	-6	+6	20 yd
+0	-4	1.5 ft	-7	+7	30 yd
+0	-3	2 ft	-8	+8	50 yd
+0	-2	1 yd	-9	+9	70 yd
+0	-1	1.5 yd	-10	+10	100 yd
+0	+0	2 yd	-11	+11	150 yd
-1	+1	3 yd	-12	+12	200 yd
-2	+2	5 yd	-13	+13	300 yd
-3	+3	7 yd	-14	+14	500 yd
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-5	+5	15 yd	-16	+16	1000 yd

See also: Size and Speed/Range Table, p. B550

Combat Maneuvers

Each turn you chose one of the following maneuvers for your PC to perform:

Maneuver	Notes	Move	Def-ense
Aim	Spend a turn aiming a ranged weapon for a bonus to attack; +Acc 1st turn, +1 each for 2nd & 3rd turn. Aim is spoiled if you defend.	Step	Any*
All-Out Attack	Sacrifice all defenses to make a better attack. Choose one of the following:		
• Determined	+4 to hit.	Half	None
• Double	Two attacks at no penalty (-4 off-hand).	Half	None
• Feint	Make a Feint then a normal Attack.	Half	None
• Strong	+2 damage, or +1/die if better.	Half	None
• Ranged	+1 to hit.	Half	None
• Suppression	Spray an area with automatic fire.	Half	None
All-Out Defense	Sacrifice attack to focus on defense. Choose one of the following:		
• Defense	+2 bonus to one of your Active Defenses. Half move if you Increase Dodge.	Step/ Half*	+2
• Double	Defense Make two different Active Defenses against the same attack.	Step	Any/ Any
Attack	Make one attack with a ready weapon. Optionally, you may chose one of the following instead:	Step	Any
• Deceptive Attack	For each -2 penalty you take on attack you give your opponent a -1 penalty to his defense. May be combined with other Attack options or All-Out Attack.	*	*
• Dual Weapon Attack	Make two attacks with two ready weapons, each at a -4 penalty (-8 offhand).	*	*
• Rapid Strike	Make two attacks with a single weapon, each at a -6 penalty. May be combined with All-Out Attack.	*	*
Change Posture	Switch postures to standing, sitting, kneeling, crawling, lying prone or face up.	None	Any
Concentrate	Activate a mental ability (e.g. spells) or perform a mental task (e.g. Electronics Operation). If you defend make Will-3 or lose concentration.	Step	Any*
Do Nothing	At the beginning of combat or when stunned you do nothing. Defense is -4 if stunned.	None	Any*
Evaluate	Size up an opponent in melee to get a +1 to hit next turn.	Step	Any
Feint	Make a fake attack, opening a foe up for next turn. Make a Quick Contest of skills, if you win foe suffers a defense penalty equal your margin of success.	Step	Any
Move	Run at full move. Add +1 Move sprint bonus for consecutive turns running.	Full	Any
Move & Attack	Run at full move and make a wild attack at a -4 penalty, max skill 9.	Full	Dodge /Block
Ready	Ready a weapon or item for use.	Step	Any
Wait	Wait for a specific event then interrupt foes turn to attack. Move and Defense are as per specified attack (Attack, Feint, All-Out, or Ready). Move when wait is triggered.	None*	*
Defense Options	You may add one of the following to an Defense		
• Retreat (Any)	Step away from one melee attacker, moving 1 yard back, getting +3 to one Defense.		
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12	Left Arm	-2	-	Limb Vein/Artery[4]	-5
13-14	Left Leg	-2	-	Neck Vein/Artery[4]	-8
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Halve Dodge & Move
0 HP or Less:
Make a HT check each turn to remain conscious (-1 to HT check per full -HP), and on beginning of each turn you choose to take any action including an active defense.
-1 x HP
Make a HT check at each -HP interval or die.
-5 x HP
Character dies immediately.
-10 x HP
Total body destruction.

Less than 1/3 FP:
Halve Dodge, Move, & ST.
0 FP or Less
Each FP lost causes 1 damage too. Make Will roll each turn do to anything besides talk or rest. Failure results in incapacitation; On crit. failure make HT roll or suffer Heart Attack (p. B429).
-1xFP
You collapse unconscious.

3-4 Skull (-7)
Miss by 1 hits torso, DR+2; dam x4 knockdown at -10

5 Face (-5)
Miss by 1 hits torso
Roll vs knockdown at -5

17-18 Neck (-5)
Miss by 1 hits torso
Crush x1.5, cutting x2

8 Right Arm (-2)
Pi++, pi+, & imp are x1
Dam > 1/2 HP cripples

9-10 Torso (-0)
Roll 1d
1-2 Vitals if imp, pi, and tight beam burn only

12 Left Arm (-2)
Pi++, pi+, & imp are x1
Dam > 1/2 HP cripples

11 Groin (-3)
Males get shock x2 from cr
Roll vs knockdown at -5

15 Hand (-4)
Roll randomly right/left
pi++, pi+, imp are x1
Dam > 1/3 HP cripples

6-7 Right Leg (-2)
Pi++, pi+, & imp are x1
Dam > 1/2 HP cripples

13-14 Left Leg (-2)
Pi++, pi+, & imp are x1
Dam > 1/2 HP cripples

16 Foot (-4)
Roll randomly right/left
Pi++, pi+, & imp are x1
Dam > 1/2 HP cripples

High RoF Table	
Bonus	RoF
+0	1-4
+1	5-8
+2	9-12
+3	13-16
+4	17-24
+5	25-49
+1	per x2 RoF

Damage Types	Abbr.	Living	Un-living	Homo-genous	Effect
Burning	burn	x1	x1	x1	Ignites fires. Causes serious tissue injury.
Corrosion	cor	x1	x1	x1	1/5 damage applies to DR; Acids or bases.
Crushing	cr	x1	x1	x1	Blunt trauma.
Cutting	cut	x1.5	x1.5	x1.5	Can sever limbs.
Fatigue	fat	x1	x1	x1	Damages FP instead of HP. Larger slower moving penetration like a spear.
Impaling	imp	x2	x1	x1/2	
Small Piercing	pi-	x1/2	x1/5	x1/10	
Piercing	pi	x1	x1/3	x1/5	Smaller higher velocity penetration, like a bullet.
Large Piercing	pi+	x1.5	x1/2	x1/3	
Huge Piercing	pi++	x2	x1	x1/2	
Toxic	tox	x1	x1	x1	Directly damages cells (e.g. Radiation or Disease).