

G U R P S

COMPENDIUM

C h a r a c t e r C r e a t i o n a n d C o m b a t

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These house rules are meant to have realistic tendencies and cinematic flavor.

All thanks to Steve Jackson Games and many others for providing a better way of thinking.

"Areté is the achievement of maximum performance."

- Plato

"To master the virtue of the long sword (GURPS Basic Set) is to govern the world and oneself, thus the long sword is the basis of strategy. The principle is "strategy by means of the long sword". If he attains the virtue of the long sword, one man can beat ten men. Just as one man can beat ten, so a hundred men can beat a thousand, and a thousand men can beat ten thousand. In my strategy (ARETE), one man is the same as ten thousand, so this strategy is the complete warrior's craft."

- Miyamoto Musashi

"Hence to fight and conquer in all your battles is not supreme excellence; supreme excellence consists in breaking the enemy's resistance without fighting."

- Sun Tzu

Character Creation

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- New and Revised Advantages
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CHARACTER CREATION

- Revised Attributes

STRENGTH's weight is changed. Basic damage with muscle-powered weapons consists of weight and speed ($F=ma$). If you move weapon with your ST, you also move your whole body with ST: your Move score is figured from your ST and weight.

If your ST is 10 and weight 150 lbs., your Move is 5.

If both your ST and weight are doubled, Move remains 5.

But if your ST is 20 and weight 150 lbs., Move is doubled.

Move	$(75 \times \text{ST}) / \text{weight}$
weight	$(75 \times \text{ST}) / \text{Move}$
Strength	$(\text{Move} \times \text{weight}) / 75$

Weight is much more than Fat or Skinny disadvantage. However the efficient Weight-to-ST Ratio costs. See Natural Encumbrance below.

DEXTERITY still helps you run faster (Running skill, based on DX), attack swifter (See Turn Sequence below) and dodge blows more easily (see Dodge below).

INTELLIGENCE isn't anymore a base for Sense and Will Rolls.

Hit Points and Fatigue start out equal to HEALTH.

The point cost for four attributes above remains equal.

PERCEPTION and WILL are the missing fifth and sixth attribute, separated from IQ, a score of 10 is the human average for them. Buy Alertness and Acute X advantages for Perception. In my opinion Will is the very essence of being, so it costs 40 % of as same level Attribute.

● New and Revised Advantages

Danger Sense is like a sixth sense. It gives you a warning someone's hostile intentions, but it doesn't warn you about mechanical traps. With sixth sense you can also sense someone staring at you. Roll against full Senses (Senses + Alertness).

Natural Encumbrance from GULLIVER v5.0 by T. Bone.

In brief if two persons have same ST, but the other person weighs considerably less, he is faster. This leads to different advantages and disadvantages. The very main idea below comes from GULLIVER but otherwise I only use its core applied to Arete.

In addition to the Move there are Half and Full Modifiers: these are modifiers to physical abilities.

Half Modifier: Dancing, Jumping, Stealth and both many Sports skills and DX rolls.

Full Modifier: Acrobatics, Climbing, Dodge, DX (with Tactics), Flight and Roll with Blow (see Battle Skill below).

Move	Encumb. Level	Half Mod.	Full Mod.	Cost
0	Max	-5	-10	-50
1	X-Heavy	-4	-8	-40
2	Heavy	-3	-6	-30
3	Medium	-2	-4	-20
4	Light	-1	-2	-10
5	None	0	0	0
6	Neg. 1	0	+1	5
7-9	Neg. 2	+1	+2	25
10-14	Neg. 3	+1	+3	35
15-19	Neg. 4	+2	+4	65
20-29	Neg. 5	+2	+5	80
30-49	Neg. 6	+3	+6	110
50-69	Neg. 7	+3	+7	125
70-99	Neg. 8	+4	+8	155
100-149	Neg. 9	+4	+9	170
150-199	Neg. 10	+5	+10	200

No normal human should have greater Negative Encumbrance Level than 2.

Nightvision: If Vision - darkness penalties is 10 or more, you don't suffer penalties at combat. 5 points Night Vision halves darkness penalties.

- **New and Revised Skills**

Dodge (Physical/Easy), based on DX.

Battle Skill is the average of the Tactics and Combat/Weapon skill (round down). You need this skill to defend yourself and attack your opponent (See Combat below).

"All warfare is based on deception."

- Sun Tzu

Combat/Weapon skill measures accuracy and speed.

Tactics is controlling distance, timing, feinting and outguessing the enemy. You have in essence so-called style familiarity, intuition and body language skill. Tactics skill is universal in combat.

Tactics helps whether you swing a sword, throw a knife, fire a gun or are involved in vehicular or air combat.

"Speed is the essence of war. Take advantage of the enemy's unpreparedness; travel by unexpected routes and strike him where he has taken no precautions."

- Sun Tzu

If Tactics is higher than the highest Combat/Weapon skill, it is counted for *Battle* Skill only as high as the C/W skill. You don't have enough practical experience (aka instincts and reflexes) to apply your theories. But Guns-20, Karate-15 and Tactics-20 means that Guns Bs is 20, but Karate Bs is only 15 (separate melee and missile skills).

Most people's Tactics skill isn't nowhere near as high as their Combat/Weapon skills.

If you know your enemy - his skills, techniques (includes unknown persons with same primary style as yours), personality - well, you get a bonus of 1-3 to your Tactics skill against this opponent: this can raise Battle skill over normal boundaries. An alien, strange style and weapon (GM's decision) can decrease person's Tactics. Animals' (predators) Bs is usually their DX.

Tactics is also usable as so-called Combat Sense. With Tactics you know where to look for possible ambush spots and with Vision you may see assassins. With Hearing you can hear a noise coming near you in the middle of noisy crowd and with Tactics you can recognize it pulling gun's safety off, so watch out!

In game terms your Combat Sense is the average of the Tactics skill and appropriate Sense (round down). A person can have keen eyes but without Tactics he may not see the forest for the trees.

"In all forms of strategy, it is necessary to maintain the combat stance in everyday life and to make your everyday stance your combat stance. You must research this well."

- Miyamoto Musashi

Body Language skill isn't usable in the heat of the battle (use Tactics instead) but otherwise it is treated as an Empathy or Detect lies skill. You may get a bonus of Vision - IQ.

Esoteric at least today's provable Body Control, Breath Control, Meditation and Pressure Points skills exist.

Karate and Bow are Physical/Average skills.

Sexual skills by Tim and Christine Morgan.

Skill progression variant (1/4th and 1/10th of a point) by Hal Carmer.

Stealth is divided to two different skills: Stalking (P/A) and Hiding (M/A).

The maximum number of CPs for buying skills when creating a character is equal to character's age quadrupled.

● **New and Revised Maneuvers**

These are only maneuvers I use, and the offensive (Hard) can all be improved to prerequisite skill +2 (even DX with slams). This simulates the special training in different styles (hand strikes in Kung Fu, Jujutsu shoot etc.)

Kicking (Hard) (kick, back kick, knee kick, jump kick, sweep kick)
hand strikes (punch/slap, eye poke, ear clap, elbow strike)
slam attacks (Slam, flying tackle)

Body Strike - Defaults to and Prerequisite: Karate or Brawling

For every 2 points the winner beats his ST roll by after successful hit, the loser is knocked backwards 1 hex, and takes 1 point of damage (lethality depends on Karate/Brawling skill level).

The loser doesn't automatically fall down, he has to make a DX roll with a penalty of how much he did lose.

"The Body Strike means to approach the enemy through a gap in his guard. The spirit is to strike him with your body. Turn your face a little aside and strike the enemy's breast with your left shoulder thrust out. Approach with a spirit of bouncing the enemy away, striking as strongly as possible in time with your breathing. If you achieve this method of closing with the enemy, you will be able to knock him ten or twenty feet away. It is possible to strike the enemy until he is dead. Train well. "

- Miyamoto Musashi

head butt, neck snap, bite

grapples (grapple, face attack, eye-gouge, hair grapple: -3 ... -7, groin grapple: -6, Leg Grapple: p. MA41)

There isn't a bonus of +3 for Grapple but there also isn't a penalty for grappling with "off" hand, and you can try Random Hit Location. Hit Location penalties are applied.

joint locks (arm lock, elbow lock, wrist lock, finger lock, leg lock, ankle lock)

holds (arm hold, leg hold, neck hold, choke hold, body hold)

throws (general body flip/throw, Head Lock, on "his" head)

O-HWP (Off-Hand Weapon Training), 2 points/lvl, applied to all weapons

D-WA (Dual-Weapon Attack) (Hard)

RwB (Roll with Blow)

Close Combat

Ground Fighting

Aerial Fighting (same as Ground Fighting)

Aggressive Parry is a normal attack, same as Striking at Weapons (sidebar, p. B110).

You can try AP if you are faster and let the other person attack first. *Or* if you are slower, but not more than 3 points of TS. *Otherwise* you may try to wait your second attack without launching the first one.

Disarm is a normal attack against a weapon (see Knocking a Weapon Away, sidebar, p. B111).

Aggressive style gives Bs a bonus of +1 or +2 to all hand-to-hand attacks, but also reduces Bs by same amount for defense. Usually taught by military. Defensive style like Aikido is reverse. Cost is 10 points for +2/-2 and 5 points for +1/-1. There is also 0-point version: You can also attack aggressively up to a bonus of +2, but with a double penalty - up to -4. Attack with caution is vice versa.

COMBAT

"Everything in war is simple, but the simplest thing is difficult. The difficulties accumulate and end by producing a kind of friction that is inconceivable unless one has experienced war."

- Carl von Clausewitz

● General

Turn Sequence: A combatant with the highest TS value goes first: Speed + Combat Reflexes(+1) + Combat/Weapon skill 12+(+1), 20+(+2), 30+(+3) + weapon in use: short staff/pistol(+1), unarmed/knife/sword(+0), 2-handed (not staff)(-1) + good warm-up or rush of adrenaline (+1)(not if already Combat Reflexes)

Choose maneuvers for a turn:

[1] All-Out Attack or Defense, Aggressive or Defensive, Concentrated, Stance?

[2] Use Move Maneuver?

[2] Choose the speed of your movement. The faster you move the harder it is your foe to hit you but it is also harder you to defend yourself and to hit your opponent. So there is no special Retreat. The table below is a part of the Size and Speed/Range Table.

Speed/yds	Modifier
0 ... 2	0
2+ ... 3	-1
3+ ... 4.5	-2
4.5+ ... 7	-3
7+ ... 10	-4
10+	-5

[4] What weapons, how many attacks, Dual-Attack?

[5] Aiming at anything?

[6] Parry, Block or Dodge, simultaneously or not?

You gain a psychological advantage when your opponent fails his Will roll against fear, anger, excitement, tension or suspense. Roll at -1 if it is an important match, -3 little chance or -5 you are likely to lose (+5 if protecting own child, +2 if Combat Reflexes). Losing to anger is penalty only to IQ, others penalties to DX and IQ.

Wound lvl	Penalty	Failed by
Trivial	0	1
Light	-1	2
Medium	-2	3-5
Serious	-3	6-9
Critical	-4	10+

Adrenaline might halve penalties after 1d6 turns.

Feigned inferiority may get the opposition attack aggressively and his adrenal defense may not be at its best. Feigned superiority may give the opposition the picture he is likely to lose.

● Move Maneuver

"Now an army may be likened to water, for just as flowing water avoids the heights and hastens to the lowlands, so an army avoids strength and strikes weakness."

- Sun Tzu

When you try to Slam, Evade or Withdraw, you have to win a Quick Contest of Skills, the average of DX and Tactics (see p. B112-113). Some fighters try to do "Runaround" Attack (p. B108). There is no penalty from one's own speed when trying Slam or Runaround Attack. Notice that with Move Maneuver you stay one step away from your enemy, especially when you have longer reach. The enemy with shorter weapon can't even hit your weapon (if you don't intimidate with it under your enemy's nose), if he is slower than you - unless he tries an Aggressive Parry.

If your Speed is 12+, you can take additional 1 attack, 1 defense and 1 Roll with Blow but if using this speed all actions are at -1. With Speed 18+ six extra maneuvers at -2 to all actions, and so on at six-point intervals.

● Making an Attack

Uge has base maximum of 2 attacks (combinations - using same body part only once), Slam is 1 attack.

Dual-Weapon Attack with kick-kick is possible, also head butt-knee kick at close-combat - anything goes. When using 2-handed weapon there is only 1 attack per turn. Notice that 2 attacks make less damage than one.

Uge rolls against his Battle skill

- speeds

- Hit Location (this favors looking for opening in opponent's defense and attacking it; but you can reduce penalties for hit locations by 3 for only counting successes for reducing opponent's defense)

+ All-Out Attack (+4 for attack(s), +1 attack *or* +1/3 increase in damage)

- Combat at Different levels: bonuses and penalties for hit locations are only for Combat/Weapon skills

- other modifiers (darkness, unbalance, injuries, fatigue)

(-PD)

Battle Skill in Ranged Attacks is only needed if target is defending himself by using Active Defense or otherwise moving unpredictable.

"Boards don't hit back."

- Bruce Lee, *Enter the Dragon*

Misses by only 1 means that the attack only touches the target if he does/can not defend. This only matters when for example the weapon is Mage touch or poisoned blade.

All joint locks, holds and throws done with only one hand are at -4 to Bs. Using two

hands in these maneuvers are not counted for two attacks unless two different hit locations are attacked.

Unarmed Critical Miss Tables are used (pp. 60-61 CII).

● Defense

Nage has 1 Parry/Block with each hand (two parries with very light and long weapon - foil, force sword), 1 Dodge and 3 Roll with Blows. When using 2-handed weapon there is only 1 parry per turn (you can switch a grip in no-time with a roll against Combat/Weapon Skill-2). You can use *two* defenses simultaneously against *one* attack (If first roll succeeds enough, you still have *used* two defenses, of course).

Nage rolls against his full *Battle* skill

- speed

- + All-Out Defense (+4 for all, Parries to Dodges *or* double number of Parries)

- Combat at Different levels: bonuses and penalties for hit locations are only for Combat/Weapon skills)

- other modifiers (darkness, unbalance, injuries, fatigue)

(leg parry 1/2, except against attacks below the waist)

The defender always gets his defense roll when a critical hit is rolled, unless his effective Bs becomes less than 3.

For every point the attack succeeded by, the defender is at -1 to *any* Active Defense (also to Roll with Blow) against that attack. This counts for all feints and the speed of the attack. With Ranged Weapons no accuracy and aiming bonuses are noticed: these won't deceive or speed the attack.

If defender's *effective* Bs is at least 4 points higher than the attacker's, he doesn't have to roll for his defense: *Uge* is clearly better than the opposition (usually regarding to a Dodge skill). If you are at least 8 points better in your effective Bs, you don't have to roll for your attack and defense: you are far superior to the opposition. Your every second attack hits automatically (after some superior feints) and your defense is impenetrable.

The Passive Defense of an armor is subtracted from an attacker's successes instead of adding to the armor-user's defense roll. If Successes-PD is less than zero, the blow has been deflected from the armor after defender's unsuccessful or non-existing defense roll. Shield-users still have shield's PD for their defense rolls.

If Parry only succeeded by 0-2, it's a Block. This means you take damage to the parrying arm or weapon - although 2 points *or* 1/3 of damage less, whichever is better.

Blocking with shield same 0-2-rule applies after reducing shield's PD from successes.

If defense roll is equal to the Judo's effective parry, only then it's a Block.

If there is a defense roll of 3 or 4 in melee, then an attacker makes his *Battle* skill roll for his defense. The attacker has to win the defender's *Battle* skill-3 or 4. Otherwise he goes immediately to the *Critical Miss Table*.

Concentrated Defense (pp. CII62-63) is used. A +1 bonus to the defense of one concentrated area for every -1 penalty for *all other* areas, up to a maximum bonus of +5 or a minimum effective defense of 4 after the penalty.

Weapon	Mod. to Parry/Block	Notes
axe, spear, stone	-2	fast
knife	-4	fast, small, hurling
arrow, dart	-6	very fast/fast, very small
crossbow bolt	-8	very fast, small
bullet, beam	not a chance with an Active Defense Even Dodge is halved after penalties	extremely fast, tiny

Evading the enemies: The fastest runs away but if he is surrounded or attacking the enemies, he must win every one of them at Move Maneuver with one roll. Roll only once for each combatant. Notice modifiers from the surrounding space (tiny room filled with thugs).

Two-Handed Weapon *advantages*: reach, minor dmg bonus, defense against disarm, durability; *disadvantages*: one parry and attack only (not when using staff two-handed at Reach 1), poor at close combat, visibility.

● Hit Location

Your fencing posture gives a general Hit Location penalty of -1 for your enemy's *thrusts*. To maintain this posture you can't dash, make runaround attack or use off-hand to attack. When you are in crouching posture, your enemy needs a 2-yards Reach to hit your groins and Vitals. This posture breaks in Close Combat, and it is only good for "Jabs".

A crushing hit to the torso has 6 or less chance to hit Vitals, an impaling attack or bullet has 10 or less. Hit to the face, roll 1d6: 1 jaw, 2 nose. "Random" hit to the Vitals, roll 1d6: 1 groin, 6 neck.

Using Pressure Points (Atemi) skill gives a penalty of -9 to hit (-3 from lock), -1 more if trying to hit to the awkward locations.

If hit locations 3-10 are grappled with both hands, foe is at DX-4 using arms except breaking free. If hit locations 11-16 are grappled with both hands, foe is at DX-4 using legs except breaking free.

Grappled arm cannot be used without winning quick contests of ST vs. ST (+2 if two hands) and even then at -4.

With an arm lock you get behind your foe's back. The foe is at -4 to attack and defend.

With wrist lock foe's hand breaks more easily (>1/3 HT) but the foe has only a penalty of -2.

In general a foe is at -4 to attack and defend, and you are at +3 to takedown, from all locks and holds.

New target sizes by T. Bone.

Alternate hit location table by Antti Heikkilä

In this section a new hit location table for GURPS is defined based on the d100 dice. This table allows for random hits to all of the hit locations described in MA and CII, and removes the small left-right asymmetries that the 3d6 random hit location procedure of Basic Set had. In addition, there are two subsets of random hit location. Instead of distributing the hit propability evenly to the entire target, the attacker may designate a 'high' or a 'low' strike at -2 to hit and use one of the two additional tables below.

Random Hit d100	High (-2) d100	Low (-2) d100	Location
01-05	01-15	-	Skull
06-10	16-30	-	Face *
11-15	31-45	-	Neck
16-27	46-57	-	Shoulder
28-33	58-69	-	** **
34-35	70-73	-	Arm **
36-39	74-80	01-06	Elbow **
40-43	81-84	07-12	Forearm **
44-60	85-89	13-19	Hand
61-70	90-95	20-29	Thorax
71-74	-	30-35	Abdomen
75-80	-	36-49	Groin **
81-86	-	50-70	Hip **
87-88	-	71-75	Thigh **
89-92	-	76-90	Knee **
93-95	-	91-95	Calf **
96-00	96-00	96-00	Foot ***
			Vitals

* Face: roll another d100:

01-15 Jaw	16-30 Eye	31-65
66-80	** Cheek	**
Nose	81-90 Ear	91-00
	** Mouth	**

** Odd number - left, Even number - right

*** Odd number - heart, Even number - arteries

● Damage and Injury

Making 2 attacks reduces damage by 1/3 per attack. This is a price to pay for lightning jabs without a full momentum, maximum thrust.

Revised damage bonuses from quality - a bonus of 1-5:

+1 good, +2 fine, +3 very fine (the finest steel with the finest technique),

+4 super fine (some other alloy with the finest technique/armourer),

+5 unearthly (master armourer, maybe enchanter)

These are even applied to arrows, bolts and darts.

Revised damage bonuses from Combat/Weapon skill:

+1 C/W skill 15+, +2 skill 20+, +3 skill 25+ and +4 skill 30+

High skill brings more accuracy and speed, and has strengthened certain muscles.

Compared to last paragraph if weapons can be made so heavenly, we should have less burdensome and more durable armor (see sidebar, p.CII43 for a clue).

Just many successes don't increase the damage because of feint and "random location", but critical success doubles rolled damage - up to a maximum damage. This simulates Critical Hit Tables.

Injury rules by Leif Kjonnoy

and using Leif's Lethal and Non-Lethal Damage I've changed unarmed combat's basic damage bonuses:

Karate/Boxing skill 15+ and Brawling 18+ are Level III; Karate/Boxing skill 18+ and Judo 15+ are Level II.

Joint Locks' damage is swing/impaling (Lvl III): two people's vectors and weights summed with joint manipulation. With one hand damage is only swing. When doing damage a skill check with a +3 is needed against victim's ST or HT. Roll with Blow is possible (notice extra penalties): some example of acrobatics.

Successful use of Atemi (p. MA33) results in paralysis, knockout or respiration loss. Just make the effects more severe.

Paralyzing the foe's entire body needs three successful paralyzing touches.

Knockout needs only one successful hit to the area of neck or head.

A hit with Blood Flow Atemi increases the lethality of the punch: Level I - after winning a Quick Contest of Skills.