

GURPS Combat Actions

Rules by SJ Games, Chart by Rick Osborne, version 2

Attack Modifiers	
×-1	Under ST for weapon (ea)
-2	Bad footing / minor distr.
-2	Holding a large shield
-3	Major distraction
-4	Can't see but know <1yd
-4	Off-hand attack
-6	Can't see enemy
-10	Blind / total darkness

Range / Size / Speed Modifiers		
R/Sp	Size	Dist + Spd
0	-5	1 ft
0	-2	1 yd
0	0	2 yd
-1	+1	3 yd
-2	+2	5 yd
-4	+4	10 yd
-5	+5	15 yd
-6	+6	20 yd
-7	+7	30 yd
-8	+8	50 yd
-9	+9	70 yd
-10	+10	100 yd

Symbol Key	
Action	Step
Roll	Check?
Skill / Adv ?	Choice
◆ One / All	● Done

