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## COSH: Combat Skill Hack for GURPS 3e: Enhancements and Limitations Tables v1 www.gamesdiner.com/cosh3e

Page 1: by size Page 2: by category Columns A, U and R indicate appropriateness for Armed, Unarmed, and Ranged skills. Y = yes, N = no, ? = GM discretion

nama	description	Λ	Ш	D.	overnoles and netes
name	description	Α	U	R	examples and notes
+2 Enhancements	Line skill to make and resist granning and related many	NI	V	N.I	Juda Cuma Wrastling Draves Off Hand Ha
Grappling	Use skill to make and resist grapples and related moves.	N	Y	N	Judo, Sumo, Wrestling. Prereq: Off-Hand Use
Large Damage Bonus	+1/5 skill to damage.	?	Y	N	Karate
Large Dodge Bonus	+1/5 skill to limited Dodge rolls.	?	Y	N	hypothetical
Large ST Bonus	+1/5 skill to ST for limited purposes.	?	Y	?	Sumo Wrestling
Muscle-Powered Ranged	Firing device powered by muscle.	N	N	Y	Bow, Blowpipe
Tons of Maneuvers	Over 25 maneuvers.	Υ	Υ	Υ	Karate
+1 Enhancements	Des Oceans live had early to accept the second	N.		N.	how attraction. Drawn or Data naive Off Harrist II.
Defensive Grappling	Per Grappling, but only to resist/evade moves.	N	Y	N	hypothetical. Prereq: Defensive Off-Hand Use
Difficult Weapon	Catch-all for hard-to-use features not covered elsewhere.	Y	N	Y	Shuriken?
Extra Parry	Gain extra Parry.	Y	Y	N	Fencing
Flexible Weapon	Jointed/flexible. May include ability to wrap and tangle.	Y	N	Y	Flail, Whip, Bolas, Net
Improved Parry	Use 2/3 skill for Parry.	Υ	Y	N	Brawling, Fencing, Staff, Karate
Large ST Bonus (single use)	+1/5 skill to ST for one purpose.	?	Y	?	hypothetical
Many Maneuvers	Over 10 maneuvers.	Υ	Y	Y	Judo, Brawling, Fencing
Many Types	Skill covers very different lengths/configurations of weapon.	Υ	N	?	Flail
Multiple Grips	Skill covers one- and two-handed use.	Υ	N	?	Spear
Off-Hand Use	No penalty for off-hand use. Required for skills with any form of Grappling	Υ	Υ	Υ	Shield, many unarmed skills.
Offensive Grappling	Per Grappling, but only to perform moves.	N	Υ	Ν	hypothetical. Prereq: Offensive Off-Hand Use
Slamming	Use skill to make and avoid/evade slams and pushes.	?	Υ	Ν	Judo, Sumo Wrestling, Wrestling
Small Damage Bonus	+1/10 skill to damage.	?	Υ	Ν	Brawling
Small Dodge Bonus	+1/8 skill to limited Dodge rolls.	?	Υ	Ν	Boxing
Small ST Bonus	+1/8 skill to ST for limited purposes.	?	Υ	?	Wrestling
Special Ability: Crack	Can "crack" weapon for extra damage.	Υ	Ν	Ν	Whip
Special Ability: Locks	Can use Arm Locks and/or Finger Locks maneuvers.	Ν	Υ	Ν	Judo, Wrestling. Prereq: Grappl. or Off. Grappl.
Special Ability: Throws	Can use Judo Throw maneuver to throw foes.	Ν	Υ	Ν	Judo. Prereq: Grappling or Offensive Grappling
Special Ability: other	Any powerful unique ability not covered elsewhere.	Υ	Υ	Υ	hypothetical
+1/2 Enhancements					
	Off-Hand Use for defense only.	Y	Υ	N	Main Gauche, Short Staff
+1/2 Enhancements	Off-Hand Use for defense only.  Per Slamming, but only to resist moves.	Y N	Y Y	N N	Main Gauche, Short Staff hypothetical
+1/2 Enhancements Defensive Off-Hand Use	•				
+1/2 Enhancements Defensive Off-Hand Use Defensive Slamming	Per Slamming, but only to resist moves.	N	Υ	N	hypothetical
+1/2 Enhancements Defensive Off-Hand Use Defensive Slamming Limited Improved Parry	Per Slamming, but only to resist moves. Improved Parry under some conditions.	N Y	Y Y	N N	hypothetical Katana
+1/2 Enhancements Defensive Off-Hand Use Defensive Slamming Limited Improved Parry Offensive Off-Hand Use	Per Slamming, but only to resist moves.  Improved Parry under some conditions.  Off-Hand Use for attack only.	N Y Y	Y Y Y	N N N	hypothetical Katana hypothetical
+1/2 Enhancements Defensive Off-Hand Use Defensive Slamming Limited Improved Parry Offensive Off-Hand Use Offensive Slamming	Per Slamming, but only to resist moves. Improved Parry under some conditions. Off-Hand Use for attack only. Per Slamming, but only to perform moves.	N Y Y N	Y Y Y	N N N	hypothetical Katana hypothetical hypothetical
+1/2 Enhancements Defensive Off-Hand Use Defensive Slamming Limited Improved Parry Offensive Off-Hand Use Offensive Slamming Parry Bonus	Per Slamming, but only to resist moves. Improved Parry under some conditions. Off-Hand Use for attack only. Per Slamming, but only to perform moves. +1 bonus to Parry. Generally for buying off a Parry penalty.	N Y Y N Y	Y Y Y Y	N N N N	hypothetical Katana hypothetical hypothetical Main Gauche
+1/2 Enhancements Defensive Off-Hand Use Defensive Slamming Limited Improved Parry Offensive Off-Hand Use Offensive Slamming Parry Bonus Small ST Bonus (single use)	Per Slamming, but only to resist moves. Improved Parry under some conditions. Off-Hand Use for attack only. Per Slamming, but only to perform moves. +1 bonus to Parry. Generally for buying off a Parry penalty. +1/8 skill to ST for one purpose.	N Y Y N Y	Y Y Y Y Y	N N N N N	hypothetical Katana hypothetical hypothetical Main Gauche hypothetical
+1/2 Enhancements Defensive Off-Hand Use Defensive Slamming Limited Improved Parry Offensive Off-Hand Use Offensive Slamming Parry Bonus Small ST Bonus (single use) Special Ability: Breakfall	Per Slamming, but only to resist moves. Improved Parry under some conditions. Off-Hand Use for attack only. Per Slamming, but only to perform moves. +1 bonus to Parry. Generally for buying off a Parry penalty. +1/8 skill to ST for one purpose. Can use Breakfall maneuver.	N Y Y N Y ?	Y Y Y Y Y Y	N N N N N N	hypothetical Katana hypothetical hypothetical Main Gauche hypothetical Judo
+1/2 Enhancements Defensive Off-Hand Use Defensive Slamming Limited Improved Parry Offensive Off-Hand Use Offensive Slamming Parry Bonus Small ST Bonus (single use) Special Ability: Breakfall Special Ability: other	Per Slamming, but only to resist moves.  Improved Parry under some conditions.  Off-Hand Use for attack only.  Per Slamming, but only to perform moves.  +1 bonus to Parry. Generally for buying off a Parry penalty.  +1/8 skill to ST for one purpose.  Can use Breakfall maneuver.	N Y Y N Y ?	Y Y Y Y Y Y	N N N N N N	hypothetical Katana hypothetical hypothetical Main Gauche hypothetical Judo
+1/2 Enhancements Defensive Off-Hand Use Defensive Slamming Limited Improved Parry Offensive Off-Hand Use Offensive Slamming Parry Bonus Small ST Bonus (single use) Special Ability: Breakfall Special Ability: other -1/2 Limitations	Per Slamming, but only to resist moves.  Improved Parry under some conditions.  Off-Hand Use for attack only.  Per Slamming, but only to perform moves.  +1 bonus to Parry. Generally for buying off a Parry penalty.  +1/8 skill to ST for one purpose.  Can use Breakfall maneuver.  Any minor unique ability not covered elsewhere.	N Y Y N Y ? ?	Y Y Y Y Y Y	N N N N ? N	hypothetical Katana hypothetical hypothetical Main Gauche hypothetical Judo hypothetical
+1/2 Enhancements Defensive Off-Hand Use Defensive Slamming Limited Improved Parry Offensive Off-Hand Use Offensive Slamming Parry Bonus Small ST Bonus (single use) Special Ability: Breakfall Special Ability: other -1/2 Limitations Defensive Enc. Penalties	Per Slamming, but only to resist moves. Improved Parry under some conditions. Off-Hand Use for attack only. Per Slamming, but only to perform moves. +1 bonus to Parry. Generally for buying off a Parry penalty. +1/8 skill to ST for one purpose. Can use Breakfall maneuver. Any minor unique ability not covered elsewhere.  Encumbrance penalties for defense only.	N Y Y N Y ? Y	Y Y Y Y Y Y Y Y Y Y Y	N N N N ? N Y	hypothetical Katana hypothetical hypothetical Main Gauche hypothetical Judo hypothetical Katana?
+1/2 Enhancements  Defensive Off-Hand Use Defensive Slamming Limited Improved Parry Offensive Off-Hand Use Offensive Slamming Parry Bonus Small ST Bonus (single use) Special Ability: Breakfall Special Ability: other -1/2 Limitations Defensive Enc. Penalties Offensive Enc. Penalties	Per Slamming, but only to resist moves.  Improved Parry under some conditions.  Off-Hand Use for attack only.  Per Slamming, but only to perform moves. +1 bonus to Parry. Generally for buying off a Parry penalty. +1/8 skill to ST for one purpose.  Can use Breakfall maneuver.  Any minor unique ability not covered elsewhere.  Encumbrance penalties for defense only. Encumbrance penalties for attack only.	N Y Y N Y ? ? Y	Y Y Y Y Y Y Y	N N N N ? N Y	hypothetical Katana hypothetical hypothetical Main Gauche hypothetical Judo hypothetical  Katana? Katana?
+1/2 Enhancements  Defensive Off-Hand Use Defensive Slamming Limited Improved Parry Offensive Off-Hand Use Offensive Slamming Parry Bonus Small ST Bonus (single use) Special Ability: Breakfall Special Ability: other -1/2 Limitations Defensive Enc. Penalties Offensive Enc. Penalties Parry Penalty	Per Slamming, but only to resist moves.  Improved Parry under some conditions.  Off-Hand Use for attack only.  Per Slamming, but only to perform moves. +1 bonus to Parry. Generally for buying off a Parry penalty. +1/8 skill to ST for one purpose.  Can use Breakfall maneuver.  Any minor unique ability not covered elsewhere.  Encumbrance penalties for defense only. Encumbrance penalties for attack only.	N Y Y N Y ? ? Y	Y Y Y Y Y Y Y	N N N N ? N Y	hypothetical Katana hypothetical hypothetical Main Gauche hypothetical Judo hypothetical  Katana? Katana?
+1/2 Enhancements Defensive Off-Hand Use Defensive Slamming Limited Improved Parry Offensive Off-Hand Use Offensive Slamming Parry Bonus Small ST Bonus (single use) Special Ability: Breakfall Special Ability: other -1/2 Limitations Defensive Enc. Penalties Offensive Enc. Penalties Parry Penalty -1 Limitations	Per Slamming, but only to resist moves.  Improved Parry under some conditions.  Off-Hand Use for attack only.  Per Slamming, but only to perform moves.  +1 bonus to Parry. Generally for buying off a Parry penalty.  +1/8 skill to ST for one purpose.  Can use Breakfall maneuver.  Any minor unique ability not covered elsewhere.  Encumbrance penalties for defense only.  Encumbrance penalties for attack only.  -1 penalty to Parry. Counterpart to Parry Bonus.	N Y Y N Y ? ? Y Y Y	Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y	N N N N ? N Y	hypothetical Katana hypothetical hypothetical Main Gauche hypothetical Judo hypothetical  Katana? Katana? hypothetical
+1/2 Enhancements Defensive Off-Hand Use Defensive Slamming Limited Improved Parry Offensive Off-Hand Use Offensive Slamming Parry Bonus Small ST Bonus (single use) Special Ability: Breakfall Special Ability: other -1/2 Limitations Defensive Enc. Penalties Offensive Enc. Penalties Parry Penalty -1 Limitations Encumbrance Penalties	Per Slamming, but only to resist moves.  Improved Parry under some conditions.  Off-Hand Use for attack only.  Per Slamming, but only to perform moves.  +1 bonus to Parry. Generally for buying off a Parry penalty.  +1/8 skill to ST for one purpose.  Can use Breakfall maneuver.  Any minor unique ability not covered elsewhere.  Encumbrance penalties for defense only.  Encumbrance penalties for attack only.  -1 penalty to Parry. Counterpart to Parry Bonus.  Limitations on use, or penalties, for encumbrance.	N Y Y N Y ? ? Y Y	Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y	N N N N ? N Y	hypothetical Katana hypothetical hypothetical Main Gauche hypothetical Judo hypothetical  Katana? Katana? hypothetical  Karate, Fencing
+1/2 Enhancements  Defensive Off-Hand Use Defensive Slamming Limited Improved Parry Offensive Off-Hand Use Offensive Slamming Parry Bonus Small ST Bonus (single use) Special Ability: Breakfall Special Ability: other -1/2 Limitations Defensive Enc. Penalties Offensive Enc. Penalties Parry Penalty -1 Limitations Encumbrance Penalties Few Maneuvers	Per Slamming, but only to resist moves.  Improved Parry under some conditions.  Off-Hand Use for attack only.  Per Slamming, but only to perform moves.  +1 bonus to Parry. Generally for buying off a Parry penalty.  +1/8 skill to ST for one purpose.  Can use Breakfall maneuver.  Any minor unique ability not covered elsewhere.  Encumbrance penalties for defense only.  Encumbrance penalties for attack only.  -1 penalty to Parry. Counterpart to Parry Bonus.  Limitations on use, or penalties, for encumbrance.  5 or fewer maneuvers.	N Y Y N Y ? ? Y Y Y	Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y	N N N N N Y ? N Y ? Y	hypothetical Katana hypothetical hypothetical Main Gauche hypothetical Judo hypothetical  Katana? Katana? kypothetical  Karate, Fencing Thrown Weapon
+1/2 Enhancements  Defensive Off-Hand Use Defensive Slamming Limited Improved Parry Offensive Off-Hand Use Offensive Slamming Parry Bonus Small ST Bonus (single use) Special Ability: Breakfall Special Ability: other -1/2 Limitations Defensive Enc. Penalties Offensive Enc. Penalties Parry Penalty -1 Limitations Encumbrance Penalties Few Maneuvers Light Weapon	Per Slamming, but only to resist moves.  Improved Parry under some conditions.  Off-Hand Use for attack only.  Per Slamming, but only to perform moves.  +1 bonus to Parry. Generally for buying off a Parry penalty.  +1/8 skill to ST for one purpose.  Can use Breakfall maneuver.  Any minor unique ability not covered elsewhere.  Encumbrance penalties for defense only.  Encumbrance penalties for attack only.  -1 penalty to Parry. Counterpart to Parry Bonus.  Limitations on use, or penalties, for encumbrance.  5 or fewer maneuvers.  Close or light weapon in melee.	N Y N Y ? ? Y Y Y Y	Y Y Y Y Y Y Y Y Y Y N	N N N N N Y Y N N N N N N N N N N N N N	hypothetical Katana hypothetical hypothetical Main Gauche hypothetical Judo hypothetical  Katana? Katana? Katana? hypothetical  Karate, Fencing Thrown Weapon Blackjack, Knife, Fencing
+1/2 Enhancements  Defensive Off-Hand Use Defensive Slamming Limited Improved Parry Offensive Off-Hand Use Offensive Slamming Parry Bonus Small ST Bonus (single use) Special Ability: Breakfall Special Ability: other -1/2 Limitations Defensive Enc. Penalties Offensive Enc. Penalties Parry Penalty -1 Limitations Encumbrance Penalties Few Maneuvers Light Weapon Limited Parry Reduced Damage	Per Slamming, but only to resist moves.  Improved Parry under some conditions.  Off-Hand Use for attack only.  Per Slamming, but only to perform moves.  +1 bonus to Parry. Generally for buying off a Parry penalty. +1/8 skill to ST for one purpose.  Can use Breakfall maneuver.  Any minor unique ability not covered elsewhere.  Encumbrance penalties for defense only. Encumbrance penalties for attack only1 penalty to Parry. Counterpart to Parry Bonus.  Limitations on use, or penalties, for encumbrance. 5 or fewer maneuvers.  Close or light weapon in melee.  Use 1/3 skill for Parry, or other limitations.  Halve damage. Uses soft strikes,	N Y N Y ? ? Y Y Y Y Y	Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y	N N N N N Y Y N N N N N N N N N N N N N	hypothetical Katana hypothetical hypothetical Main Gauche hypothetical Judo hypothetical  Katana? Katana? Katana? hypothetical  Karate, Fencing Thrown Weapon Blackjack, Knife, Fencing Brawling and Boxing vs some attacks hypothetical
+1/2 Enhancements  Defensive Off-Hand Use Defensive Slamming Limited Improved Parry Offensive Off-Hand Use Offensive Slamming Parry Bonus Small ST Bonus (single use) Special Ability: Breakfall Special Ability: other -1/2 Limitations Defensive Enc. Penalties Offensive Enc. Penalties Parry Penalty -1 Limitations Encumbrance Penalties Few Maneuvers Light Weapon Limited Parry Reduced Damage Single Mode	Per Slamming, but only to resist moves.  Improved Parry under some conditions.  Off-Hand Use for attack only.  Per Slamming, but only to perform moves.  +1 bonus to Parry. Generally for buying off a Parry penalty.  +1/8 skill to ST for one purpose.  Can use Breakfall maneuver.  Any minor unique ability not covered elsewhere.  Encumbrance penalties for defense only.  Encumbrance penalties for attack only.  -1 penalty to Parry. Counterpart to Parry Bonus.  Limitations on use, or penalties, for encumbrance.  5 or fewer maneuvers.  Close or light weapon in melee.  Use 1/3 skill for Parry, or other limitations.  Halve damage. Uses soft strikes,  Only thrust or swing; for unarmed, only punch or kick.	N Y N Y ? ? Y Y Y Y Y Y	Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y	N N N N N Y P P N N N N N N N N N N N N	hypothetical Katana hypothetical hypothetical Main Gauche hypothetical Judo hypothetical  Katana? Katana? Katana? hypothetical  Karate, Fencing Thrown Weapon Blackjack, Knife, Fencing Brawling and Boxing vs some attacks hypothetical  Axe/Mace, Spear, Boxing, Flail
+1/2 Enhancements  Defensive Off-Hand Use Defensive Slamming Limited Improved Parry Offensive Off-Hand Use Offensive Slamming Parry Bonus Small ST Bonus (single use) Special Ability: Breakfall Special Ability: other -1/2 Limitations Defensive Enc. Penalties Offensive Enc. Penalties Parry Penalty -1 Limitations Encumbrance Penalties Few Maneuvers Light Weapon Limited Parry Reduced Damage	Per Slamming, but only to resist moves.  Improved Parry under some conditions.  Off-Hand Use for attack only.  Per Slamming, but only to perform moves.  +1 bonus to Parry. Generally for buying off a Parry penalty. +1/8 skill to ST for one purpose.  Can use Breakfall maneuver.  Any minor unique ability not covered elsewhere.  Encumbrance penalties for defense only. Encumbrance penalties for attack only1 penalty to Parry. Counterpart to Parry Bonus.  Limitations on use, or penalties, for encumbrance. 5 or fewer maneuvers.  Close or light weapon in melee.  Use 1/3 skill for Parry, or other limitations.  Halve damage. Uses soft strikes,	N Y Y N Y ? ? Y Y Y Y Y Y Y	Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y	N N N N N Y Y N N N N N N N N N N N N N	hypothetical Katana hypothetical hypothetical Main Gauche hypothetical Judo hypothetical  Katana? Katana? Katana? hypothetical  Karate, Fencing Thrown Weapon Blackjack, Knife, Fencing Brawling and Boxing vs some attacks hypothetical
+1/2 Enhancements  Defensive Off-Hand Use Defensive Slamming Limited Improved Parry Offensive Off-Hand Use Offensive Slamming Parry Bonus Small ST Bonus (single use) Special Ability: Breakfall Special Ability: other -1/2 Limitations Defensive Enc. Penalties Offensive Enc. Penalties Parry Penalty -1 Limitations Encumbrance Penalties Few Maneuvers Light Weapon Limited Parry Reduced Damage Single Mode Specialized	Per Slamming, but only to resist moves.  Improved Parry under some conditions.  Off-Hand Use for attack only.  Per Slamming, but only to perform moves.  +1 bonus to Parry. Generally for buying off a Parry penalty.  +1/8 skill to ST for one purpose.  Can use Breakfall maneuver.  Any minor unique ability not covered elsewhere.  Encumbrance penalties for defense only.  Encumbrance penalties for attack only.  -1 penalty to Parry. Counterpart to Parry Bonus.  Limitations on use, or penalties, for encumbrance.  5 or fewer maneuvers.  Close or light weapon in melee.  Use 1/3 skill for Parry, or other limitations.  Halve damage. Uses soft strikes,  Only thrust or swing; for unarmed, only punch or kick.	N Y Y N Y ? ? Y Y Y Y Y Y Y	Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y	N N N N N Y Y N N N N N N N N N N N N N	hypothetical Katana hypothetical hypothetical Main Gauche hypothetical Judo hypothetical  Katana? Katana? Katana? hypothetical  Karate, Fencing Thrown Weapon Blackjack, Knife, Fencing Brawling and Boxing vs some attacks hypothetical  Axe/Mace, Spear, Boxing, Flail
+1/2 Enhancements Defensive Off-Hand Use Defensive Slamming Limited Improved Parry Offensive Off-Hand Use Offensive Slamming Parry Bonus Small ST Bonus (single use) Special Ability: Breakfall Special Ability: other -1/2 Limitations Defensive Enc. Penalties Offensive Enc. Penalties Parry Penalty -1 Limitations Encumbrance Penalties Few Maneuvers Light Weapon Limited Parry Reduced Damage Single Mode Specialized -2 Limitations	Per Slamming, but only to resist moves.  Improved Parry under some conditions.  Off-Hand Use for attack only.  Per Slamming, but only to perform moves.  +1 bonus to Parry. Generally for buying off a Parry penalty. +1/8 skill to ST for one purpose.  Can use Breakfall maneuver.  Any minor unique ability not covered elsewhere.  Encumbrance penalties for defense only. Encumbrance penalties for attack only1 penalty to Parry. Counterpart to Parry Bonus.  Limitations on use, or penalties, for encumbrance. 5 or fewer maneuvers.  Close or light weapon in melee. Use 1/3 skill for Parry, or other limitations. Halve damage. Uses soft strikes, Only thrust or swing; for unarmed, only punch or kick. Minor wpn variations treated as separate skill/maneuver.	N Y Y N Y ? ? Y Y Y Y Y Y Y Y	Y Y Y Y Y Y Y Y Y Y N N Y N N N N N N N	N N N N Y Y N N N N N Y Y	hypothetical Katana hypothetical hypothetical Main Gauche hypothetical Judo hypothetical  Katana? Katana? Katana? hypothetical  Karate, Fencing Thrown Weapon Blackjack, Knife, Fencing Brawling and Boxing vs some attacks hypothetical  Axe/Mace, Spear, Boxing, Flail Fencing (optional rules)
+1/2 Enhancements  Defensive Off-Hand Use Defensive Slamming Limited Improved Parry Offensive Off-Hand Use Offensive Slamming Parry Bonus Small ST Bonus (single use) Special Ability: Breakfall Special Ability: other -1/2 Limitations Defensive Enc. Penalties Offensive Enc. Penalties Parry Penalty -1 Limitations Encumbrance Penalties Few Maneuvers Light Weapon Limited Parry Reduced Damage Single Mode Specialized -2 Limitations No Blows No Parry	Per Slamming, but only to resist moves.  Improved Parry under some conditions.  Off-Hand Use for attack only.  Per Slamming, but only to perform moves.  +1 bonus to Parry. Generally for buying off a Parry penalty. +1/8 skill to ST for one purpose.  Can use Breakfall maneuver.  Any minor unique ability not covered elsewhere.  Encumbrance penalties for defense only. Encumbrance penalties for attack only1 penalty to Parry. Counterpart to Parry Bonus.  Limitations on use, or penalties, for encumbrance. 5 or fewer maneuvers.  Close or light weapon in melee.  Use 1/3 skill for Parry, or other limitations. Halve damage. Uses soft strikes, Only thrust or swing; for unarmed, only punch or kick. Minor wpn variations treated as separate skill/maneuver.	N Y Y N Y ? ? Y Y Y Y Y Y Y Y	Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y	N N N N N Y Y N N N N Y Y	hypothetical Katana hypothetical hypothetical Main Gauche hypothetical Judo hypothetical  Katana? Katana? Katana? hypothetical  Karate, Fencing Thrown Weapon Blackjack, Knife, Fencing Brawling and Boxing vs some attacks hypothetical Axe/Mace, Spear, Boxing, Flail Fencing (optional rules)
+1/2 Enhancements  Defensive Off-Hand Use Defensive Slamming Limited Improved Parry Offensive Off-Hand Use Offensive Slamming Parry Bonus Small ST Bonus (single use) Special Ability: Breakfall Special Ability: other -1/2 Limitations Defensive Enc. Penalties Offensive Enc. Penalties Parry Penalty -1 Limitations Encumbrance Penalties Few Maneuvers Light Weapon Limited Parry Reduced Damage Single Mode Specialized -2 Limitations No Blows	Per Slamming, but only to resist moves.  Improved Parry under some conditions.  Off-Hand Use for attack only.  Per Slamming, but only to perform moves.  +1 bonus to Parry. Generally for buying off a Parry penalty. +1/8 skill to ST for one purpose.  Can use Breakfall maneuver.  Any minor unique ability not covered elsewhere.  Encumbrance penalties for defense only. Encumbrance penalties for attack only1 penalty to Parry. Counterpart to Parry Bonus.  Limitations on use, or penalties, for encumbrance. 5 or fewer maneuvers.  Close or light weapon in melee.  Use 1/3 skill for Parry, or other limitations. Halve damage. Uses soft strikes, Only thrust or swing; for unarmed, only punch or kick. Minor wpn variations treated as separate skill/maneuver.	N Y Y N Y ? ? Y Y Y Y Y Y Y Y	Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y	N N N N N Y Y N N N N Y Y	hypothetical Katana hypothetical hypothetical Main Gauche hypothetical Judo hypothetical  Katana? Katana? Katana? hypothetical  Karate, Fencing Thrown Weapon Blackjack, Knife, Fencing Brawling and Boxing vs some attacks hypothetical Axe/Mace, Spear, Boxing, Flail Fencing (optional rules)

Any Skill Maneuvers Tons of Maneuvers							
	name Any Skill	value	description	Α	U	R	examples and notes
Vary Manusevers 4:	Maneuvers						
Few Manceurers	Tons of Maneuvers	+2	Over 25 maneuvers.	Υ	Υ	Υ	Karate
Fee Manequers	Many Maneuvers	+1		Υ	Υ	Υ	Judo, Brawling, Fencing
Special Anlity other  41 Any powerful unique ability not covered elsewhere. Y Y Y Ny hypothetical. Use ±1/2 for minor ability. Any through the control of th	Few Maneuvers	-1	5 or fewer maneuvers.	Υ	Υ	Υ	
	Other						
Muscale Powered Ranged   +2   Firing device powered by muscle.   N   N   Y   Bow, Blowpipe, Required.   Armel and Unamed Sallts	Special Ability: other	+1	Any powerful unique ability not covered elsewhere.	Υ	Υ	Υ	hypothetical. Use +1/2 for minor ability.
Armed and Unamwed Skills  Blows  arige Damage Brous	Unarmed	-4	Unarmed skill.	Ν	Υ	Ν	For unarmed only. Required.
Strain Parage Bonus 42 +1.5 skill to damage. ? V N Rarate Small Damage Bonus 41 +1710 skill to damage. ? V N Rarate Small Damage Bonus 41 +1710 skill to damage. ? V N Rarate Small Damage Bonus 41 +1710 skill to damage. Y N N Rarate Small Damage Bonus 41 +1710 skill to damage. Y N N Rarate Small Damage Bonus 41 +1710 skill to damage. Y N N N Rarate Small Damage Bonus 42 -1810 switch to skill lovel. Y N N AsonMaco, Spear, Booring, Fkall Will be 205 skill for Parry. Y N N AsonMaco, Spear, Booring, Fkall Will be 205 skill for Parry. Y N N Rarate Strain Parry 41	Muscle-Powered Ranged	+2	Firing device powered by muscle.	Ν	Ν	Υ	Bow, Blowpipe. Required.
Large Danage Bonus 42 +1/5 skill to riamage. 9, Y N Rorate Small Danage Bonus 41 +1/6 skill to damage. 9, Y N Rorate Small Danage Bonus 41 +1/6 skill to damage. 9, Y N N Proprietical skill using soft strikes Single Mode -1 Only Innis or swing; if unarraned, only punch or lock Y Y N N proprietical skill using soft strikes Single Mode -1 Only Innis or swing; if unarraned, only punch or lock Y Y N N proprietical skill using soft strikes Single Mode -1 Only Innis or swing; if unarraned, only punch or lock Y Y N N proprietical skill using soft strikes Single Mode -1 Only Innis or swing; if unarraned, only punch or lock Y Y N N proprietical skill using soft strikes Single Mode -1 Only Innis or swing; if unarraned, only punch or lock Y Y N N proprietical skill using soft strikes Single Mode -1 Only Innis or swing; if unarraned, only punch or lock Y Y N N proprietical skill skill using soft strikes Single Mode -1 Use 28 skill for Parry Counterpart to Parry Sound Single Mode -1 1 Use 28 skill for Parry under some conditions. Y Y N N Brawling and Boxing vs some attacks Use Parry Large Dodge Bonus -1 Parry Sound Single Mode -1 Parry Counterpart to Parry Sound. Y Y N N proprietical attack-only skill Use 1 Use 28 skill to limited Dodge rolls. Y Y N N proprietical attack-only skill Use Parry Large Dodge Bonus -1 +1/8 skill to limited Dodge rolls. Y Y N N proprietical attack-only skill Use Parry Large Dodge Bonus -1 +1/8 skill to limited Dodge rolls. Y Y N N proprietical strake-Only skill Use Parry Large Sill Bonus -1 +1/8 skill to Innited Dodge rolls. Y Y N N proprietical strake-Only Sill Use Parry Large Sill Bonus -1 +1/8 skill to Innited Dodge rolls. Y Y N N proprietical strake-Only Sill Use Sill Counterpart Defensive Defensive Enc. Penalties -1 -1 Limitations on use, or penalties for encumbrance Parry Sill Use Sill Counterpart Defensive Enc. Penalties -1 -1 Limitations on use, or penalties for encumbrance Parry Sill Use Sill Counterpart Sill Sill Use Sill Counterpart Sill Sill Use Sill Counterpart Sill Sill Sill Sill Sill	Armed and Unarmed Skills						
Small Damage Bonus	Blows						
Helive damage	Large Damage Bonus	+2	+1/5 skill to damage.	?	Υ	N	Karate
Single Mode	Small Damage Bonus	+1	+1/10 skill to damage.	?	Υ	N	Brawling
No Blows 2 Blows use default untrained skill level. Y Y N Judo, Wrestling Partress Extra Parry +1 Gain extra Parry. Y Y N Fencing Ferrit Parry +1 Usa 27 skill for Parry. Y Y N Brawling, Fencing, Staff, Karate Improved Parry +1 Usa 27 skill for Parry. Wrestling Parry House Parry +1 Usa 27 skill for Parry. House the Parry Mainty to buy off Parry penalty Y Y N Katana Hill Parry +1 Usa 17 skill for Parry, or other intrinations. Y Y N Main Gauche, Parry House to Parry Denus +1/2 +1 brous to Parry, Mainty to buy off Parry penalty Y Y N Main Gauche, Parry Brawling and Boxing vs some attacks Parry Parally +1 Usa 17 skill for Parry, or other intrinations. Y Y N hypothetical Parry Parry uses default untrained skill level. Parry Parry uses default untrained skill level. Parry Parry +1 +1 Parry +1 Parry +1 Parry +1 +1 Parry +1 Parry +1 Parry +1 +1 Parry +	Reduced Damage	-1	Halve damage.	Υ	Υ	Ν	hypothetical skill using soft strikes
Sective Parry #1 Gain extra Parry. Y N Fencing mproved Parry #1 Use 2/3 skill for Parry. Y N State mproved Parry #1 Use 2/3 skill for Parry. Many State parry Bonus #1/2 Improved Parry under some conditions. Y N N Katana Parry Bonus #1/2 Use 1/3 skill for Parry, or other limitations. Y N N Main Gauche.  Jennited Parry #1 Use 1/3 skill for Parry, or other limitations. Y N N Main Gauche.  Jennited Parry #1 Use 1/3 skill for Parry, or other limitations. Y N N Main Gauche.  Jennited Parry #1 Use 1/3 skill for Parry, or other limitations. Y N N N Importhetical Parry Bonus #1 +1/8 skill to limited Dodge rolls. Y N N Importhetical  Jennited Parry #1 +1/8 skill to limited Dodge rolls. P N N N N N N N N N N N N N N N N N N	Single Mode	-1	Only thrust or swing; if unarmed, only punch or kick.	Υ	Υ	N	Axe/Mace, Spear, Boxing, Flail
Extra Parry	No Blows	-2	Blows use default untrained skill level.	Υ	Υ	N	Judo, Wrestling
improved Parry	Parries						
Limited Improved Parry	Extra Parry	+1	Gain extra Parry.	Υ	Υ	Ν	Fencing
Parry Bonus	Improved Parry	+1	Use 2/3 skill for Parry.	Υ	Υ	N	Brawling, Fencing, Staff, Karate
Limited Parry -1 Use 1/3 skill for Parry, or other limitations.	Limited Improved Parry	+1/2	Improved Parry under some conditions.	Υ	Υ	Ν	Katana
Parry Penalty	Parry Bonus	+1/2	+1 bonus to Parry. Mainly to buy off Parry penalty	Υ	Υ	Ν	Main Gauche.
No Parry -2 Parry uses default untrained skill level. Y Y N hypothetical attack-only skill Dodging Jodging Jod	Limited Parry	-1	Use 1/3 skill for Parry, or other limitations.	Υ	Υ	N	Brawling and Boxing vs some attacks
Large Dodge Bonus	Parry Penalty	-1/2	-1 penalty to Parry. Counterpart to Parry Bonus.	Υ	Υ	N	hypothetical
Large Dodge Bonus	No Parry	-2	Parry uses default untrained skill level.	Υ	Υ	N	hypothetical attack-only skill
Small Dodge Bonus	Dodging						
Off-Hand Use	Large Dodge Bonus	+2	+1/5 skill to limited Dodge rolls.	?	Υ	N	hypothetical
Off-Hand Use +1 No penalty for off-hand use. Req. for any Grappling Y Y Y ? Shield, many unarmed skills. Off-Hand Use +1/2 Off-Hand Use for attack only. Y Y N hypothetical Defensive Off-Hand Use +1/2 Off-Hand Use for defense only. Y Y N Main Gauche, Short Staff Encumbrance Penaltiles -1/2 Encumbrance Penaltiles -1/2 Emourbrance Penaltiles -1/2 Emourbrance Penaltiles -1/2 Emourbrance Penaltiles -1/2 Emourbrance Penaltiles -1/2 Encumbrance Penaltiles for attack only. Y Y ? Katana?  Defensive Enc. Penaltiles -1/2 Encumbrance penaltiles for attack only. Y Y ? Katana?  ST Bonus -1/2 Encumbrance Penaltiles for defense only. Y Y ? Sumo Wrestling -1/2 Encumbrance penaltiles for defense only. Y Y ? Sumo Wrestling -1/2 Encumbrance penaltiles for defense only. Y Y ? Sumo Wrestling -1/2 Encumbrance penaltiles for defense only. Y Y ? Sumo Wrestling -1/2 Encumbrance penaltiles for defense only. Y Y ? Sumo Wrestling -1/2 Encumbrance penaltiles for defense only. Y Y ? Sumo Wrestling -1/2 Encumbrance penaltiles for defense only. Y Y ? Sumo Wrestling -1/2 Encumbrance penaltiles for defense only. Y Y ? Sumo Wrestling -1/2 Encumbrance penaltiles for defense only. Y Y ? Sumo Wrestling -1/2 Encumbrance penaltiles for defense only. Y Y ? Sumo Wrestling -1/2 Encumbrance penaltiles for defense only. Y Y ? Sumo Wrestling -1/2 Encumbrance penaltiles for defense only. Y Y ? Sumo Wrestling -1/2 Encumbrance penaltiles for defense only. Y Y ? Sumo Wrestling -1/2 Encumbrance penaltiles for defense only. Y Y ? Sumo Wrestling -1/2 Encumbrance penaltiles for defense only. Y Y ? Sumo Wrestling -1/2 Encumbrance penaltiles for defense only. Y Y ? Sumo Wrestling -1/2 Encumbrance penaltiles for defense only. Y Y ? Sumo Wrestling -1/2 Encumbrance penaltiles for defensive Grappling +1 Per Grappling, but only to resist/evade moves. N Y N Pypothetical -1/2 Encumbrance Penaltiles -1/2 Encumbrance penaltiles for attack only. Y N Pypothetical -1/2 Encumbrance penaltiles for attack only. Y N Pypothetical -1/2 Encept Defensive Grappling +1 Can use Breakfall m	Small Dodge Bonus	+1	+1/8 skill to limited Dodge rolls.	?	Υ	N	Boxing
Off-Hand Use	Off-Hand Use						
Defensive Off-Hand Use	Off-Hand Use	+1	No penalty for off-hand use. Req. for any Grappling	Υ	Υ	?	Shield, many unarmed skills.
Encumbrance Encumbrance Penalties Chrombrance Penalties Orderon V. Y. Y. Y. Ratana? Chrombrance Penalties Orderon Penalties Orderon Penalties Chrombrance Penalties Chrombrance Penalties Orderon Penalties Orderon Penalties Orderon Penalties Chrombrance Penalties Orderon Penalties Orderon Penalties Chrombrance Penalties Orderon Penalties Orderon Penalties Orderon Penalties Orderon Penalties Orderon Penalties Chrombrance Penalties Orderon Pena	Offensive Off-Hand Use	+1/2	Off-Hand Use for attack only.	Υ	Υ	N	hypothetical
Encumbrance Penalties -1 Limitations on use, or penalties, for encumbrance. Y Y Y ? Karate, Fencing Offensive Enc. Penalties -1/2 Encumbrance penalties for attack only. Y Y ? Katana?  Defensive Enc. Penalties -1/2 Encumbrance penalties for defense only. Y Y ? Katana?  Defensive Enc. Penalties -1/2 Encumbrance penalties for defense only. Y Y ? Katana?  Defensive Enc. Penalties -1/2 Encumbrance penalties for defense only. Y Y ? Katana?  Defensive Enc. Penalties -1/2 Encumbrance penalties for defense only. Y Y ? Katana?  Defensive Enc. Penalties -1/2 Encumbrance penalties for defense only. Y Y ? Katana?  Defensive Enc. Penalties -1/2 Encumbrance penalties for defense only. Y Y ? Katana?  Defensive Enc. Penalties -1/2 Encumbrance penalties for defense only. Y Y ? Katana?  Defensive Enc. Penalties -1/2 Encumbrance penalties for defense only. Y Y ? Katana?  Defensive Enc. Penalties -1/2 Encumbrance penalties for defense only. Y Y ? Katana?  Defensive Enc. Penalties -1/2 Encumbrance penalties for defense only. Y Y ? Katana?  Defensive Enc. Penalties -1/2 Encumbrance penalties for defense only. Y Y ? Katana?  Defensive Enc. Penalties -1/2 Encumbrance penalties for defense only. Y Y ? Katana?  Defensive Enc. Penalties -1/2 Encumbrance penalties for defense only. Y Y ? Katana?  Defensive Enc. Penalties -1/2 Encumbrance penalties for defense only. Y Y ? Sumo Wrestling -1/2 Penalties -1/2 P	Defensive Off-Hand Use	+1/2	Off-Hand Use for defense only.	Υ	Υ	N	Main Gauche, Short Staff
Offensive Enc. Penalties -1/2 Encumbrance penalties for attack only. Y Y ? Katana?  Defensive Enc. Penalties -1/2 Encumbrance penalties for defense only. Y Y ? Katana?  ST Bonus -1/2 Encumbrance penalties for defense only. Y Y ? Katana?  ST Bonus -1/2 Encumbrance penalties for defense only. Y Y ? Katana?  ST Bonus -1/2 Encumbrance penalties for defense only. Y Y ? Sumo Wrestling  Barage ST Bonus (single use) -1/2 +1/5 skill to ST for limited purposes. ? Y ? Sumo Wrestling  Brall ST Bonus (single use) -1/2 +1/8 skill to ST for limited purposes. ? Y ? Wrestling  Brall ST Bonus (single use) -1/2 +1/8 skill to ST for one purpose. ? Y ? Wrestling  Brall ST Bonus (single use) -1/2 +1/8 skill to ST for one purpose. ? Y Y ? Wrestling  Brall ST Bonus (single use) -1/2 +1/8 skill to ST for one purpose. ? Y Y ? Wrestling  Brall ST Bonus (single use) -1/2 +1/8 skill to ST for one purpose. ? Y Y ? Wrestling  Brall ST Bonus (single use) -1/2 +1/8 skill to ST for one purpose. ? Y Y ? Wrestling  Brall ST Bonus (single use) -1/2 +1/8 skill to ST for one purpose. ? Y Y ? Wrestling  Brall ST Bonus (single use) -1/2 +1/8 skill to ST for one purpose. ? Y Y ? Wrestling  Brall ST Bonus (single use) -1/2 +1/8 skill to ST for one purpose. ? Y Y ? Wrestling  Brall ST Bonus (single use) -1/2 +1/8 skill to ST for one purpose. ? Y Y ? Wrestling  Brall ST Bonus (single use) -1/2 +1/8 skill to ST for one purpose. ? Y Y N Y Phypothetical  Brall ST Bonus (single use) -1/2 -1/8 skill to ST for imited purposes. ? Y Y N Y Phypothetical  Brall ST Bonus (single use) -1/2 -1/8 skill to ST for imited purposes. ? Y N N Y Phypothetical  Brall ST Bonus (single use) -1/2 -1/8 skill to ST for imited purposes. ? Y N N Y Phypothetical Prereq: Off-Hand Use St Brall ST Bonus (single use) -1/2 -1/2 -1/2 -1/2 -1/2 -1/2 -1/2 -1/2	Encumbrance						
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arge ST Bonus	Offensive Enc. Penalties				Υ		Katana?
Large ST Bonus (single use)	Defensive Enc. Penalties	-1/2	Encumbrance penalties for defense only.	Υ	Υ	?	Katana?
Large ST Bonus (single use) +1 +1/5 skill to ST for one purpose. ? Y ? hypothetical  Small ST Bonus +1 +1/8 skill to ST for limited purposes. ? Y ? Wrestling  Small ST Bonus (single use) +1/2 +1/8 skill to ST for one purpose. ? Y ? hypothetical  Armed Skills  Weapon Characteristics  Difficult Weapon +1 Catch-all for miscellaneous hard-to-use features. Y N Y hypothetical  Flexible Weapon +1 Jointed/flexible. May include ability to wrap/tangle. Y N Y Flail, Whip, Bolas, Net  Light Weapon -1 Close or light weapon in melee. Y N N Blackjack, Knife, Fencing  Special Ability: Crack +1 Can "crack" weapon for extra damage. Y N N Whip  Usage Characteristics  Wany Types +1 Covers very different wpn lengths/configurations. Y N ? Flail  Multiple Grips +1 Skill covers one- and two-handed use. Y N ? Spear  Specialized -1 Minor wpn variations are separate skill/maneuver. Y N Y Fencing (using optional GURPS rules)  Unarmed Skills  Grappling +2 Use skill to make/resist grapples/related moves. N Y N hypothetical. Prereq: Off-Hand Use  Defensive Grappling +1 Per Grappling, but only to resist/evade moves. N Y N hypothetical. Prereq: Defensive Off-Hand Use  Special Ability: Breakfall +1/2 Can use Breakfall maneuver. ? Y N Judo, Wrestling. Prereq: Grappl. or Off. Grappl  Special Ability: Throws +1 Can use Arm Locks and/or Finger Locks maneuv. N Y N Judo, Wrestling. Prereq: Grappl. or Off. Grappl  Slamm  Slamming +1 Skill can make and avoid/evade slams and pushes. ? Y N Judo, Sumo Wrestling, Wrestling  Offensive Slamming +1/2 Per Slamming, but only to perform moves. ? Y N Judo, Sumo Wrestling, Wrestling	ST Bonus						
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