

name	description	A	U	R	examples and notes
+2 Enhancements					
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.	Y	Y	Y	Karate
+1 Enhancements					
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.	Y	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.	Y	Y	Y	Judo, Brawling, Fencing
Many Types	Skill covers very different lengths/configurations of weapon.	Y	N	?	Flail
Multiple Grips	Skill covers one- and two-handed use.	Y	N	?	Spear
Off-Hand Use	No penalty for off-hand use. Required for skills with any form of Grappling	Y	Y	Y	Shield, many unarmed skills.
Offensive Grappling	Per Grappling, but only to perform moves.	N	Y	N	hypothetical. Prereq: Offensive Off-Hand Use
Slamming	Use skill to make and avoid/evade slams and pushes.	?	Y	N	Judo, Sumo Wrestling, Wrestling
Small Damage Bonus	+1/10 skill to damage.	?	Y	N	Brawling
Small Dodge Bonus	+1/8 skill to limited Dodge rolls.	?	Y	N	Boxing
Small ST Bonus	+1/8 skill to ST for limited purposes.	?	Y	?	Wrestling
Special Ability: Crack	Can "crack" weapon for extra damage.	Y	N	N	Whip
Special Ability: Locks	Can use Arm Locks and/or Finger Locks maneuvers.	N	Y	N	Judo, Wrestling. Prereq: Grappl. or Off. Grappl.
Special Ability: Throws	Can use Judo Throw maneuver to throw foes.	N	Y	N	Judo. Prereq: Grappling or Offensive Grappling
Special Ability: other	Any powerful unique ability not covered elsewhere.	Y	Y	Y	hypothetical
+1/2 Enhancements					
Defensive Off-Hand Use	Off-Hand Use for defense only.	Y	Y	N	Main Gauche, Short Staff
Defensive Slamming	Per Slamming, but only to resist moves.	N	Y	N	hypothetical
Limited Improved Parry	Improved Parry under some conditions.	Y	Y	N	Katana
Offensive Off-Hand Use	Off-Hand Use for attack only.	Y	Y	N	hypothetical
Offensive Slamming	Per Slamming, but only to perform moves.	N	Y	N	hypothetical
Parry Bonus	+1 bonus to Parry. Generally for buying off a Parry penalty.	Y	Y	N	Main Gauche
Small ST Bonus (single use)	+1/8 skill to ST for one purpose.	?	Y	?	hypothetical
Special Ability: Breakfall	Can use Breakfall maneuver.	?	Y	N	Judo
Special Ability: other	Any minor unique ability not covered elsewhere.	Y	Y	Y	hypothetical
-1/2 Limitations					
Defensive Enc. Penalties	Encumbrance penalties for defense only.	Y	Y	?	Katana?
Offensive Enc. Penalties	Encumbrance penalties for attack only.	Y	Y	?	Katana?
Parry Penalty	-1 penalty to Parry. Counterpart to Parry Bonus.	Y	Y	N	hypothetical
-1 Limitations					
Encumbrance Penalties	Limitations on use, or penalties, for encumbrance.	Y	Y	?	Karate, Fencing
Few Maneuvers	5 or fewer maneuvers.	Y	Y	Y	Thrown Weapon
Light Weapon	Close or light weapon in melee.	Y	N	N	Blackjack, Knife, Fencing
Limited Parry	Use 1/3 skill for Parry, or other limitations.	Y	Y	N	Brawling and Boxing vs some attacks
Reduced Damage	Halve damage. Uses soft strikes,	Y	Y	N	hypothetical
Single Mode	Only thrust or swing; for unarmed, only punch or kick.	Y	Y	N	Axe/Mace, Spear, Boxing, Flail
Specialized	Minor wpn variations treated as separate skill/maneuver.	Y	N	Y	Fencing (optional rules)
-2 Limitations					
No Blows	Blows use default untrained skill level.	Y	Y	N	Judo, Wrestling
No Parry	Parry uses default untrained skill level.	Y	Y	N	hypothetical attack-only
-4 Limitations					
Unarmed	Unarmed skill.	N	Y	N	Karate, Judo, Boxing, Wrestling, Brawling

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Any Skill						
Maneuvers						
Tons of Maneuvers	+2	Over 25 maneuvers.	Y	Y	Y	Karate
Many Maneuvers	+1	Over 10 maneuvers.	Y	Y	Y	Judo, Brawling, Fencing
Few Maneuvers	-1	5 or fewer maneuvers.	Y	Y	Y	Thrown Weapon
Other						
Special Ability: other	+1	Any powerful unique ability not covered elsewhere.	Y	Y	Y	hypothetical. Use +1/2 for minor ability.
Unarmed	-4	Unarmed skill.	N	Y	N	For unarmed only. Required.
Muscle-Powered Ranged	+2	Firing device powered by muscle.	N	N	Y	Bow, Blowpipe. Required.
Armed and Unarmed Skills						
Blows						
Large Damage Bonus	+2	+1/5 skill to damage.	?	Y	N	Karate
Small Damage Bonus	+1	+1/10 skill to damage.	?	Y	N	Brawling
Reduced Damage	-1	Halve damage.	Y	Y	N	hypothetical skill using soft strikes
Single Mode	-1	Only thrust or swing; if unarmed, only punch or kick.	Y	Y	N	Axe/Mace, Spear, Boxing, Flail
No Blows	-2	Blows use default untrained skill level.	Y	Y	N	Judo, Wrestling
Parries						
Extra Parry	+1	Gain extra Parry.	Y	Y	N	Fencing
Improved Parry	+1	Use 2/3 skill for Parry.	Y	Y	N	Brawling, Fencing, Staff, Karate
Limited Improved Parry	+1/2	Improved Parry under some conditions.	Y	Y	N	Katana
Parry Bonus	+1/2	+1 bonus to Parry. Mainly to buy off Parry penalty	Y	Y	N	Main Gauche.
Limited Parry	-1	Use 1/3 skill for Parry, or other limitations.	Y	Y	N	Brawling and Boxing vs some attacks
Parry Penalty	-1/2	-1 penalty to Parry. Counterpart to Parry Bonus.	Y	Y	N	hypothetical
No Parry	-2	Parry uses default untrained skill level.	Y	Y	N	hypothetical attack-only skill
Dodging						
Large Dodge Bonus	+2	+1/5 skill to limited Dodge rolls.	?	Y	N	hypothetical
Small Dodge Bonus	+1	+1/8 skill to limited Dodge rolls.	?	Y	N	Boxing
Off-Hand Use						
Off-Hand Use	+1	No penalty for off-hand use. Req. for any Grappling	Y	Y	?	Shield, many unarmed skills.
Offensive 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						
Encumbrance Penalties	-1	Limitations on use, or penalties, for encumbrance.	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?
ST Bonus						
Large ST Bonus	+2	+1/5 skill to ST for limited purposes.	?	Y	?	Sumo Wrestling
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						
Many 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						
Grapples						
Grappling	+2	Use skill to make/resist grapples/related moves.	N	Y	N	Judo, Sumo, Wrestling. Prereq: Off-Hand Use
Defensive Grappling	+1	Per Grappling, but only to resist/evade moves.	N	Y	N	hypothetical. Prereq: Defensive Off-Hand Use
Offensive Grappling	+1	Per Grappling, but only to perform moves.	N	Y	N	hypothetical. Prereq: Offensive Off-Hand Use
Special Ability: Breakfall	+1/2	Can use Breakfall maneuver.	?	Y	N	Judo
Special Ability: Locks	+1	Can use Arm Locks and/or Finger Locks maneuv.	N	Y	N	Judo, Wrestling. Prereq: Grappl. or Off. Grappl
Special Ability: Throws	+1	Can use Judo Throw maneuver to throw foes.	N	Y	N	Judo. Prereq: Prereq: Grappl. or Off. Grappl
Slams						
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	hypothetical
Defensive Slamming	+1/2	Per Slamming, but only to resist moves.	?	Y	N	hypothetical