

Alternate Cost of ST Table

This table presents an ever-decreasing cost for the ST attribute, based on a cost progression idea by D. Weber.

<i>Score</i>	<i>Initial score</i>	<i>ST</i>	<i>Cost per +1</i>	<i>Cost per...</i>
11-20	10 [0]	10	10	per +1
21-30	20 [100]	5	5	per +1
31-70	30 [150]	2.5	5	per +2
71-100	70 [250]	1.67	5	per +3
101-200	100 [300]	1	1	per +1
201-300	200 [400]	0.5	1	per +2
301-700	300 [450]	0.25	1	per +4
701-1,000	700 [550]	0.167	1	per +6
1,001-2,000	1000 [600]	0.1	1	per +10
2,001-3,000	2000 [700]	0.05	1	per +20



This table is from *Rules Bit (GURPS): A Better Cost for ST and HP*
(<https://www.gamesdiner.com/rules-nugget-gurps-better-cost-for-st/>) at
T Bone's Games Diner (www.gamesdiner.com).