

# New Damage Table

For ST of 10 and greater, damage increases by 1d per 15 ST, 1d per 10 ST, and 3d per 20 ST in the Small, Medium, and Large columns, respectively.

<i>ST</i>	<i>Damage</i>			<i>ST</i>	<i>Damage</i>		
	<i>Small</i>	<i>Medium</i>	<i>Large</i>		<i>Small</i>	<i>Medium</i>	<i>Large</i>
<b>1</b>	1d-5	1d-5	1d-4	<b>27</b>	1d+3	3d-1	4d
<b>2</b>	1d-4	1d-4	1d-4	<b>28</b>	1d+3	2d+3	4d+1
<b>3</b>	1d-4	1d-4	1d-3	<b>29</b>	2d	2d+3	5d-2
<b>4</b>	1d-4	1d-3	1d-2	<b>30</b>	2d	3d	4d+2
<b>5</b>	1d-3	1d-3	1d-1	<b>31</b>	2d	3d	5d-1
<b>6</b>	1d-3	1d-2	1d-1	<b>32</b>	2d+1	3d+1	4d+3
<b>7</b>	1d-3	1d-2	1d	<b>33</b>	2d+1	3d+1	5d
<b>8</b>	1d-2	1d-1	1d+1	<b>34</b>	2d+1	4d-2	5d
<b>9</b>	1d-2	1d-1	2d-2	<b>35</b>	3d-2	3d+2	5d+1
<b>10</b>	1d-2	1d	1d+2	<b>36</b>	3d-2	3d+2	6d-2
<b>11</b>	1d-1	1d	2d-1	<b>37</b>	2d+2	4d-1	5d+2
<b>12</b>	1d-1	1d+1	1d+3	<b>38</b>	2d+2	3d+3	6d-1
<b>13</b>	1d-1	1d+1	2d	<b>39</b>	2d+2	3d+3	5d+3
<b>14</b>	1d	2d-2	2d	<b>40</b>	3d-1	4d	6d
<b>15</b>	1d	1d+2	2d+1	<b>45</b>	3d	4d+2	6d+3
<b>16</b>	1d	1d+2	3d-2	<b>50</b>	4d-2	5d	7d+2
<b>17</b>	1d+1	2d-1	2d+2	<b>55</b>	4d-1	5d+2	8d+1
<b>18</b>	1d+1	1d+3	3d-1	<b>60</b>	4d	6d	9d
<b>19</b>	1d+1	1d+3	2d+3	<b>65</b>	5d-2	6d+2	9d+3
<b>20</b>	2d-2	2d	3d	<b>70</b>	5d-1	7d	10d+2
<b>21</b>	2d-2	2d	3d+1	<b>75</b>	5d	7d+2	11d+1
<b>22</b>	1d+2	2d+1	3d+1	<b>80</b>	6d-2	8d	12d
<b>23</b>	1d+2	2d+1	3d+2	<b>85</b>	6d-1	8d+2	12d+3
<b>24</b>	1d+2	3d-2	3d+2	<b>90</b>	6d	9d	13d+2
<b>25</b>	2d-1	2d+2	3d+3	<b>95</b>	7d-2	9d+2	14d+1
<b>26</b>	1d+3	2d+2	3d+3	<b>100</b>	7d-1	10d	15d



This table is from *Game design musing (GURPS): New Damage for ST* (<https://www.gamesdiner.com/new-ST-damage/>) at T Bone's Games Diner ([www.gamesdiner.com](http://www.gamesdiner.com)). It is released for free distribution under the permissions granted in accordance with the Steve Jackson Games Online Policy.