

# GLAIVE Mini v2.4 by T Bone

## GURPS Light Arms Invention Expansion

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**GLAIVE Mini** (GMI) is a simple melee weapon creation system for *GURPS* 4e, yielding quick **dam** and **ST** for a Giant's club, a PC blacksmith's invention, or any other design. Like *GURPS*, it doesn't address how to set length for that Giant's club, or how to calculate a weapon's cost, or why *this* sword gets a U Parry and *that* sword doesn't. Its output isn't carefully calculated from complex inputs or physics formulae. But its results *do* mesh very well with existing *Basic Set* (and *great* with *Low-Tech*) weapon stats!

### Designing a Weapon in Two Steps

1. Find the row for the weapon weight on the GMT. (Use the next *lower* value: 8 and 9 lbs. use the 8 lb. row.)
2. For each appropriate item on the Modifier Table below, modify the weight *row* to find each of three stats: **thr Dam Add**, **sw Dam Add**, and **ST**. (Row mods are cumulative: +2 rows and -1 row combine to +1 row.)

With a few short notes (below), that's the whole system!

**Example:** Let's make a sledgehammer weighing 11 lbs. That's the 10-lb. row on the GMT, which suggests **Dam Add +4** and **ST 13**. But first we add a few modifiers:

- **Long** (-1 **Dam Add** row, as it's a **Reach 2** weapon)
- **Two-handed** (+1 **Dam Add** row, -2 **ST** rows)
- **Unbalanced** (+2 **Dam Add** rows for swings, +1 **ST** row)

*Net mods are +2 (sw) Dam Add rows and -1 ST row. Treat weight as unchanged for thr dam, 2 rows heavier (15 lbs.) for sw dam, and 1 row lighter (8 lbs.) for ST.*

*Final stats: thr+4, sw+5, and ST 12½. Done!*

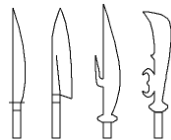
### Notes on the modifiers

Use the notes in the Modifier Table, plus the following:

- **Unbalanced:** Intended for true unbalanced weapons using appropriate skills, not balanced weapons with an odd U on Parry (e.g., 1-hnd bastard sword).
- **Semibalanced:** A new (*not* official *GURPS*!) option for tip-heavy swords, agile polearms, and other designs "in between" balanced and unbalanced (page 2).
- **Center Grip:** A one-hand grip near the weapon's center, or a wide, two-hand grip, for easier wielding.
- **Thruster** and **Long Thruster:** For balanced weapons specialized for thrusts but not swings. Good for knives, spears, rapiers, or any "thrust-only" weapon.
- **Stabber:** For swords and knives with exceptional impaling ability. Suggested criteria: thr **Reach** equals max **Reach** only (no closer); usable 1-hnd but with U Parry if max **Reach** 2+; can't combine with Thruster/Long Thruster if 2+ lbs.; min. cost \$600 if 3+ lbs.

### GLAIVE Mini Table (GMT)

lbs.	Dam Add	ST
0.25	-3	5
0.35	-3	5
0.5	-2	5
0.75	-2	5
1	-1	6
1.5	-1	7
2	+0	8
2.5	+0	9
3	+1	10
4	+1	10
5	+2	11
6	+2	11
7	+3	12
8	+3	12
10	+4	13
12	+4	14
15	+5	15
17	+5	16
20	+6	17
25	+6	18
30	+7	20
40	+7	22
50	+8	25
60	+8	27
70	+9	30
85	+9	35
100	+10	40
125	+10	45
150	+11	50
175	+11	55
200	+12	60
250	+12	65
300	+13	70
400	+13	75
500	+14	85
600	+14	90
700	+15	100
850	+15	110
1000	+16	125
1250	+16	135



### Notes on specific weapons

- **Blackjack:** Use Thruster (as damage is thr, even if swung).
- **Dagger:** Use Stabber and Thruster.
- **Lance:** Use Very Long, Long Thruster, and a special Braced mod: +1 thr **Dam Add** row, +1 **ST** row, no Parry.
- **Kusari:** Use Very Long and Unbalanced.
- **Whips:** As kusari, plus a special rule: Apply -3 **ST** rows, and get **Dam Add** using only one-fourth weight.
- **Touch weapons (stun gun, force sword, cattle prod):** Use *GURPS* rules for damage. To get **ST** from the GMT, halve weight, find **ST**, then halve **ST** (e.g., a 2-lb. prod halves weight to get **ST** 6, then halves **ST** 6 to get final **ST** 3).

### Other notes

- **Differences:** GMI re-creates many *GURPS BS* designs right on the nose, but differences crop up. (Examples: With GMI, the *BS* katana gains +1 thr **dam**, greatsword sheds 1 **ST**, and spear/long spear each shed 2 **ST** if used 2-handed.)
- **Cost:** How mods affect cost is up to you. (At the least, Stabber and Poor Stabber suggest modified blade costs.)
- **Versatility:** For any rigid weapon, GMI offers both thr and sw **dam**, even if usage or skill typically ignores one of these. **Example:** A rapier uses *Long* and *Long Thruster* for thr+1 imp, sw-2 cr, and **ST** 9. An axe uses *Unbalanced* for thr+1 cr, sw+2 cut, and **ST** 11. Normal usage notwithstanding, GM willing, you *can* swing with a rapier and thrust with an axe!

### Use with Other GURPS Supplements

- **Martial Arts (MA)** and **Low-Tech (LT)** offer more weapons to play with. (Some may call for new mods!) *LT* also gives a few *BS* weapons new stats – which work *great* with GMI:
- The shortsword and cutlass are candidates for Stabber. This would give them +1 thr **dam**, matching their new stats in *LT*.
- *LT* offers new stats for an axe used with two hands. GMI recreates *BS* and *LT* stats, for 1-hnd and new 2-hnd use.
- *LT* and GMI both grant the maul, great axe, and scythe +1 sw **dam**. (GMI, but not *LT*, also gives the glaive +1 sw **dam**.)
- A GMI-built warhammer sheds 1 **ST**. (But boosting weight to 8 lbs. gives it *BS*'s **ST** 12½ and *LT*'s new higher **dam**.)
- *MA* and *LT Companion 2* offer hooks, hammerheads, and other add-ons that modify weapon weight and cost. Ignoring those books' methods for determining **ST**, you can use GMI as-is to get **dam** and **ST**, using the modified weapons' final weights. (At your discretion, weapon *balance* may also change. Heavy add-ons at the tip could shift balanced to semibalanced, or semibalanced to unbalanced. Add-ons near the hilt could do the opposite, even while adding weight.)

**Modifier Table** Select items that apply, but no more than one from each color group (i.e., items within the same color group are mutually exclusive).

	modifier	Dam Add rows	ST rows	notes
<b>Grip</b>	<b>Center Grip</b>		-2	For any weapon used with Polearm, Spear, or Staff skill.
<b>Hands</b>	<b>Two-handed</b>	+1 (thr, sw)	-2	For any weapon used two-handed. Mark <b>ST</b> with †.
<b>Balance</b>	<b>Semibalanced</b>	+1 (sw)		A GLAIVE exclusive (see p. 2). Mark Parry with S. Change any † to § if <b>Reach</b> 2+ and swung.
	<b>Unbalanced</b>	+2 (sw)	+1	For use with unbalanced skills. Mark Parry with U. Change any † to ‡ if <b>Reach</b> 2+ and swung.
<b>Length</b>	<b>Long</b>	-1 (thr, sw)		For all weapons with max <b>Reach</b> 2.
	<b>Very Long</b>	-2 (thr, sw)		For all weapons with max <b>Reach</b> 3 or longer.
<b>Stabbing prowess</b>	<b>Stabber</b>	+2 (thr)		For superior impaling blades: thrusting broadsword/bastard sword, dagger, and smallsword.
	<b>Poor Stabber</b>	-2 (thr)		For blades with short, broad, highly curved, or otherwise less effective stabbing points.
<b>Thrusting prowess</b>	<b>Thruster</b>	+2 (thr), -2 (sw)		For balanced weapons with <b>Reach</b> C or 1 and weak swings: all knives, saber, and smallsword.
	<b>Long Thruster</b>	+3 (thr), -3 (sw)		As Thruster, but for weapons with <b>Reach</b> 2 or longer: rapier, spear, long spear, and lance.
<b>Other</b>	<b>Chuk</b>		-2	For nunchaku or other light flails that inflict lesser defense penalties than normal flails.
	<b>Pick</b>	-1 (sw)		For swung impaling weapons: pick, warhammer, halberd, etc.
	<b>Stick</b>	+2 (thr, sw)		For balanced, rigid wooden weapons: baton, short staff, wooden stake, quarterstaff, etc.

# GLAIVE Mini Bonus Page v2.4

Options, examples, and designer's notes

## New Option: Semibalanced Weapons

### Balance, readiness, and number of hands

Below is a summary of the apparent effects of balance and length in **BS**, as gathered from its weapon tables and rules:

- An **unbalanced** weapon (except the hatchet) takes a U on Parry.
- A **balanced Reach 2+** weapon (except the rapier) uses two hands: mark ST with †. (Some can also be used 1-hnd, often with drawbacks: reduced Reach for the spear and U Parry for the bastard sword and long spear, though no 1-hnd drawback for the katana.)
- An **unbalanced Reach 2+** weapon requires two hands: mark ST with †. If swung, it becomes unready: change † to ‡ for sw ST.

High wielder ST (**BS** 270) can eliminate unreadiness (though not U Parry) and even 2-hnd requirements. The Table below summarizes this and adds (1) conditions for 1-hnd but unready use of ‡ weapons (a detail missing in **BS**) and (2) an original *semibalanced* (SB) option.

Minimum hands required, and readiness after attack

wielder ST‡	mark on ST		
weapon ST	† (balanced)	§ (semi-balanced)	‡ (unbalanced)
1	2-hnd, ready	2-hnd, unready	2-hnd, unready
1.25	2-hnd, ready	2-hnd, ready	2-hnd, unready
1.5	1-hnd, unready	2-hnd, ready	2-hnd, ready
1.75	1-hnd, unready	1-hnd, unready	2-hnd, ready
2	1-hnd, ready	1-hnd, unready	1-hnd, unready
2.5	1-hnd, ready	1-hnd, ready	1-hnd, unready
3	1-hnd, ready	1-hnd, ready	1-hnd, ready

### Building semibalanced weapons

- Use the Semibalanced (SB) modifier (for +1 (sw) Dam Add row).
- A semibalanced weapon takes an S on Parry. An S Parry weapon *can* Parry and attack on the same turn, but at -2 on the Parry (or -4 on the attack, should attack follow Parry that turn).
- A semibalanced Reach 2+ weapon requires two hands: mark ST with †. If swung, it becomes unready: change † to § for sw ST.

### Thrust! Parry! Option

Apply the normal U and S to a Parry used with *swings*. Lessen each by a level with *thrusts*: U becomes S, and S becomes normal.

**Example:** *In the same turn, an unbalanced axe can't swing and Parry (0U), but using this option can thrust and Parry (0S; see penalties above). In the same turn, a semibalanced axe can swing and Parry with penalties (0S), or can thrust and Parry without penalties (0). Whichever axe you use, this option gives axe thrusts a reason!*

### Skills for semibalanced weapons

Decide whether a semibalanced design's natural handling uses a balanced or unbalanced skill, with the *other* defaulting at -2. For example, choose Two-Handed Axe/Mace or Two-Handed Sword, or choose Polearm or Spear, and so on, with the other skill at -2.

GM willing, buy off the -2 defaulting skill penalty with an Average technique. (Alternately, as a kludge to ignore defaults entirely, add +1 ST row to the build and rule that, with a little extra muscle, this particular semibalanced design is freely usable with *either* of the skills.)

### Ideas for using semibalanced weapons

- Set a design's balance as you like. Use SB for "chopping" swords and knives, more agile polearms and axes, or any existing **GURPS** weapon with apparent "in-between" balance, like the hatchet (which has no U on Parry) and the naginata (see example below).
- Out of combat, consider a damage bonus for unbalanced weapons vs objects (doors, tree limbs, etc.), and use a lesser bonus for SB.
- Optionally, apply other sensible-sounding effects to SB: Allow +2 on ST rolls to unstick a SB pick; apply -2 TH (not -4 TH) to use a broken-off SB weapon head as a clumsy axe/mace (**BS** 485); etc.

## Examples of semibalanced weapons

As SB weapons, these examples all have Parry 0S. (If you use the above Thrust! Parry! Option, they have sw Parry 0S, thr Parry 0.)

- A **2.5-lb. machete** is a simple build, using *Poor Stabber* and SB for net -2 (thr) and +1 (sw) Dam Add rows. Final stats: **thr-1, sw+1, ST 9**. Use *Shortsword* skill, or *Axe/Mace -2*. (Make that *Axe/Mace*, or *Shortsword -2*, for a machete with more axe-like handling.)
- Rebuild a **6-lb. naginata** using *Long, Two-handed, Center Grip* (not with sword form!), and SB (to explain the lack of ‡) for net +0 (thr) and +1 (sw) Dam Add rows, -4 ST rows. Final stats: **thr+2, sw+3, ST 9†** (sw ST 9§). Use *Polearm* skill, or *Spear* or *Staff* at -2.
- An **8-lb. glaive** with SB uses the same build as the above naginata but replaces *Long* with *Very Long*, for net -1 (thr) and +0 (sw) Dam Add rows. Final stats: **thr+3, sw+3, ST 10†** (sw ST 10§).  
*Both polearms become unready after a swing unless wielded with x1.25 ST (a modest ST 12 for the naginata, ST 13 for the glaive).*

## Customizing GLAIVE Mini's Mods

Experiment with all mods, rules, and even the GMT – but be prepared for very different results, especially with large weapons! Some ideas:

- Two-handed** offers a scant +1 Dam Add rows, to match **BS**' modest damage for such weapons. Try +2 instead for more oomph.
- Stabber**'s complex criteria are set to include the noted weapons while excluding katana, greatsword, rapier, saber, and cavalry saber, all to match **BS**. Include *shortsword* and *cutlass* if you like (see page 1), or tweak criteria to encompass even more weapons.
- Poor Stabber** could be given a *variable* (thr) Dam Add row, from a modest -1 up to -3 or more (for a low-cost point barely fit to poke).
- Long** and **Very Long** exist to rein in dam for long weapons (which are hard to swing fast). Likewise, **Long Thruster**, **Poor Stabber**, **Pick**, **Chuk**, and **Stick** exist to achieve **BS** stats for the appropriate weapons. Experiment with dropping some of these, or set new criteria (such as a minimum \$10 cost for *Stick* – no cheap clubs!).
- Unbalanced**, **Semibalanced**, **Center Grip**, and **Thruster** feel right to the author as they are – but these, too, are at your whim.

## GLAIVE Mini Odds and Ends

**Oddities:** A few **BS** (and **LT**) weapons raise questions, including:

- GURPS 2-hnd flail** lacks the expected ‡. Is this a special effect of whirling? Or should you redesign the weapon with SB and add §? Or stick with Unbalanced and just add the missing ‡? It's your call.
- What's that odd U Parry on the **1-hnd bastard sword**? You could change it to sw Parry 0U and thr Parry 0S. Or sw Parry 0S and thr Parry 0. Or just use a sword-like Parry 0 all around. It's your call.

**GMT progression:** The GMT's human-range ST values are arbitrary, set to reasonably match **BS** stats. Above that, ST rises at half the rate of weight (meaning that Basic Lift rises at the same rate as weight).

**Future work:** Shields, futuristic whips, and chainsaws aren't covered in GLAIVE Mini. Apologies to all Viking dominatrix lumberjacks hewing the zombie hordes. (*Why is this not a movie?*)

## Alternate Versions of GLAIVE

### GLAIVE Nano

Is GLAIVE Mini *still* not quick & easy enough for you? Try this:

- Really instant weapons:** Get Dam Add and ST from the GMT, as above. Just tweak dam by feel from there: +1 sw for smashy stuff (a mace), +1 thr for stabby stuff (a sword), etc. Do the same for ST: +1 if unbalanced, -1 if thrust only, -1 if Range includes C, -2 or so for using two hands. Or otherwise just wing it. Now go fight!
- Lost your GMT?:** Use **GURPS**' Size and Speed/Range Table in a pinch. Read *Linear Measurement* as weapon weight in lbs. and read *Size* as Dam Add. Set ST to 6 + weight if 1-hnd, or 6 + two-thirds weight if 2-hnd. Tweak dam and ST if you like, as above. Done.

### GLAIVE for GURPS 3e

**GLAIVE for GURPS 3e**, an old predecessor to GMI, is a full system for designing melee and ranged low-tech weapons of any size. It generates stats for Min ST, thr/sw dam, readying time, and more. While not updated for 4e, it may hold some good ideas for tinkerers.