

GURPS 4e Injury Flow Chart pg 1

by RWZ2 v1.0.6

Basic Damage (BD). BD is damage roll before subtracting DR or applying Wounding Modifiers.

Go to called HL. Yes No **Called Shot?** Roll 3d to determine HL

Roll -, **Eye** (-9) [1,2] (CI > HP/10)
Only imp, pi and tight-beam burn attacks can target the eye, and only from the front or side. A CI blinds one eye. Otherwise treat as Skull w/o extra DR.

Roll 3-4, **Skull** (-7) [1]
+2 DR. WM x4. -10 to KD. Use the CHBT on a crit. None of these special effects apply to tox attacks.

Roll 5, **Face** (-5) [1]
Ignore DR for open-faced helms. -5 to KD. Use CHBT on a crit. cor gets WM x1.5 and if it inflicts a MW it blinds one eye (both eyes if Injury > HP). Random attacks from behind hit the skull instead.

Roll 6-7, **Right Leg** (-2*) (CI > HP/2)
pi+, pi++ and imp get WM x1.

Roll 8, **Right Arm** (-2*) (CI > HP/2)
pi+, pi++ and imp get WM x1. *The penalty to hit an arm holding a shield is -4.

Roll 9-10, **Torso** (-0)
No Special Effects

Roll 11, **Groin** (-3) [1]
Human males (and males of similar species) suffer double SP (max -8) from cr, and -5 to KD. Otherwise treat as a torso hit.

Roll 12, **Left Arm** (-2*) (CI > HP/2)
pi+, pi++ and imp get WM x1. *The penalty to hit an arm holding a shield is -4.

Roll 13-14, **Left Leg** (-2*) (CI > HP/2)
pi+, pi++ and imp get WM x1.

Roll 15, **Hand** (-4*) (CI > HP/3)
pi+, pi++ and imp get WM x1. *The penalty to hit a hand holding a shield is -8.

Roll 16, **Foot** (-4) (CI > HP/3)
pi+, pi++ and imp get WM x1.

Roll 17-18, **Neck** (-5) [1]
cr and cor get WM x1.5. cut gets WM x2. Cutting attacks greater than HP to the neck cause decapitation.

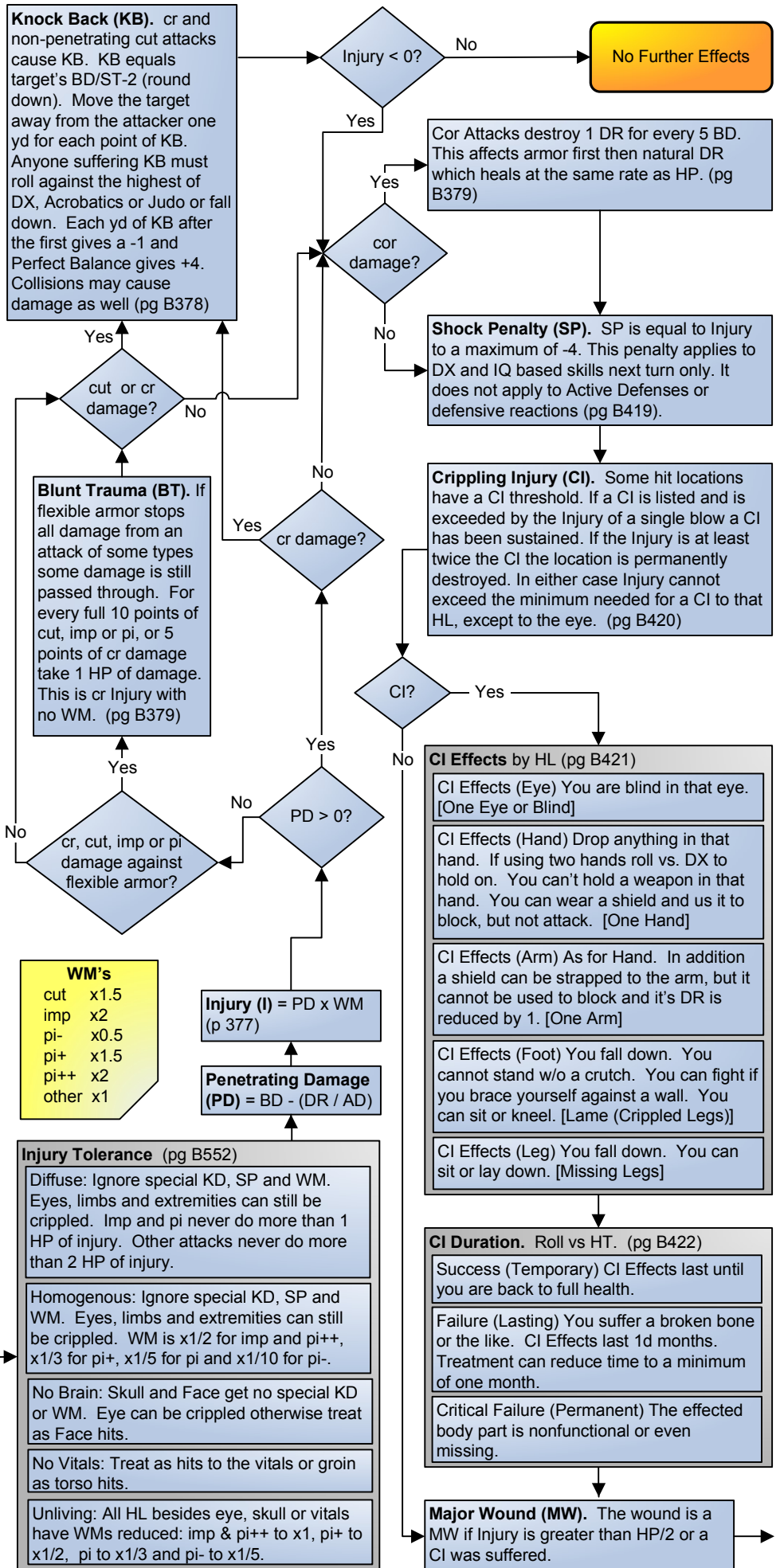
Roll -, **Vitals** (-3) [1]
imp and any pi get WM x3. Tight-beam burn get WM x2. KD -5 on a MW. Other attacks cannot target the vitals.

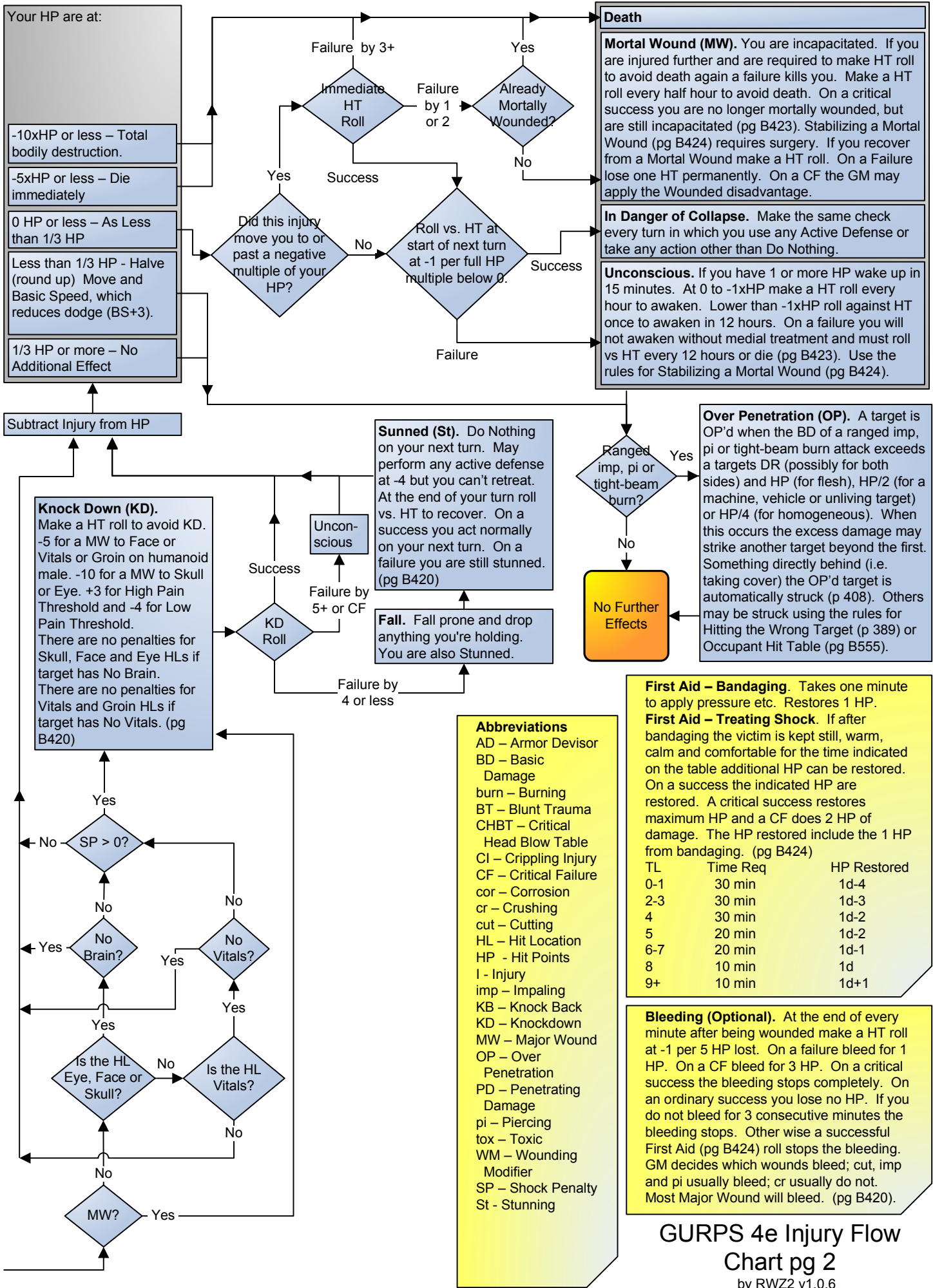
Roll -, **Heart** (-5) [1]
Treat as vitals, unless otherwise noted.

Roll -, **Chinks In Armor** (-10, -8 for torso)
imp, any pi and tight beam burn can target chinks in armor. Halve DR for location.

Roll -, **Striking a Weapon** (B400)

Key: Random Location roll, Hit Location, (called shot penalty) [Notes if any] (Crippling Injury Threshold if any) (pg B552)
Notes [1] An attack that misses by 1 hits the torso instead. [2] I to the eye is *not* limited by CI.





GURPS 4e Injury Flow Chart pg 2
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