

GURPS

Fourth Edition

Modifiers Categories

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MODIFIERS CATEGORIES

This document sorts the modifiers of the chapter "Advantages" in the Characters Rulebook and from the the chapter "Creating Abilities" in the Powers book .

If an advantage doesn't specify these, there are the basic Range, Area and Duration :
 Basic range : 100 yards.
 Basic Area : 2 yards in radius, 12' high.
 Duration : 10 seconds.

Afflictions, Bindings and Innates attacks are by default:
 Ranged.
 1/2D 10 (Bindings 1/2D none), Max 100.
 Acc 3.
 RoF 1.
 Shot N/A.
 Recoil 1.

Each modifier is listed with the relevant information :

Type : Enhancement : +, limitation : - .

Name : The name of the modifier.

Cost : The cost of the modifier in percent. Leveled cost are written : n%/lvl.

Page: The page where you can find the complete writeup of the modifier. B means Basic Rulebook (Characters), P means Powers book and uFAQ stands for <http://forums.sjgames.com/showthread.php?t=28472>

COMBO

Type	Name	Cost	Page
-	Backlash	Variable	P110
+	Follow-up	Variable	B105
+	Link	+10/+20%	B106
-	Nuisance effect	Variable	B112
+	Side effect	Variable	B109
+	Symptoms	Variable	B109
-	Temporary disadvantage	Variable	B115

CONTEXT

Type	Name	Cost	Page
-	Accessibility	Variable	B110
-	Aspected	-20%	P110
-	Emergencies only	-30%	B112
-	Environmental	Variable	P110
-	Mitigator	Variable	B112
-	Pact	Variable	B113
-	Preparation required	Variable	B114
-	Required disadvantage	Variable	P112
-	Trigger	Variable	B115
-	Unconscious only	-20%	B115
-	Uncontrollable	-10/-30%	B116
-	Uncontrollable trigger	Variable	P112

DAMAGE MODIFIERS

Type	Name	Cost	Page
+	Double blunt trauma(dbt)	+20%	B104
+	Double knockback (dbk)	+20%	B104
+	Explosion (exp)	+50%/lvl	B104
+	Fragmentation (frag)	+15%/die	B104
+	Hazard	Variable	B104
+	Inciendiary (inc)	+10%	B105
-	Missing damage effect	Variable	P112
-	No blunt trauma (nbt)	-20%	B111
-	No knockback (nkb)	-10%	B111
-	No wounding (nw)	-50%	B111
+	Radiation (rad)	+25/+100	B105
+	Ricochet (Powers)	+10%	P109
+	Surge (sur)	+20%	B105

DECEPTION

Type	Name	Cost	Page
+	Low or no signature	+10%	B106
+	Switchable	+10%	P109
+	Usually on	+5%	P109
-	Visible	-10/-20%	P112

ENERGY

Type	Name	Cost	Page
-	Costs fatigue	Variable	B111
-	Costs hit points	Variable	P110
+	Reduced fatigue cost	+20%/lvl	B108

GADGET

Type	Name	Cost	Page
-	Breakable	Variable	B117
-	Can be stolen	Variable	B117
-	Unique	-25%	B117

PENETRATION

Type	Name	Cost	Page
+	Armor divisor	Variable	B102
-	Armor divisor	Variable	B102
+	Based on different attribute (resistance roll)	+20%	B102
-	Blockable	-5/-10%	P110
+	Blood agent Area/Cone	+100%	B102
-	Blood agent	-40%	B110

+	Contact agent Area/Cone	+150%	B103
-	Contact agent	-30%	B111
+	Erosive	+10%	P108
+	Follow-up	Variable	B105
-	Glamour	Variable	P111
+	Malediction	Variable	B106
+	Respiratory agent	+50%	B108
-	Resistible	Variable	B115
+	Sense based	Variable	B115
-	Sense based (Malediction, abilities that ignore DR)	Variable	B115

PRECISION

Type	Name	Cost	Page
+	Accurate	+5%/lvl	B102
-	Bombardment	Variable	B111
-	Extra recoil	-10%/lvl	B112
+	Guided or homing	Variable	B105
-	Innaccurate	-5%/lvl	B112
+	Overhead	+30%	B107
+	Surprise attack	+150%	P109

RANGE, REACH AND SHAPE

Type	Name	Cost	Page
+	Area effect	+50%/lvl	B102
+	Aura	+80%	B102
+	Cone	Variable	B103
-	Dissipation	-50%	B112
+	Drifting	+20%	B105
-	Emanation	-20%	B112
+	Force field	+20%	P108
+	Increased range	+10%/lvl	B106
+	Jet	+0%	B106
+	Long range	+50%/lvl	P108
-	Melee attack	Variable	B112
-	Minimum range	-5/-10%	P111
+	Mobile	+40%/lvl	B107
+	Ranged	+40%	B107
-	Reduced range	-10%/lvl	B115
-	Short range	-10%/lvl	P112
+	Time spanning	Variable	P109
+	Underwater	+20%	B109
+	Wall	+30/60%	B109
+	World spanning	+50/100%	P109

RELIABILITY

Type	Name	Cost	Page
-	Active defense	-40%	P110
-	Fickle	-20%	P110
-	Hard to use	-5%/lvl	P111

+	Reliable	+5%/lvl	P109
-	Requires attribute roll	-5/-10%	P112
-	Requires reaction roll	-5%	P112
-	Unreliable	Variable	B116

RULES RELATED

Type	Name	Cost	Page
-	All-out	-25%	P110
+	Can carry objects	Variable	P108
+	Cosmic	Variable	B103
+	Game time	+0%	P108
+	Independant	+40/+70%	P108
-	Requires Conc. or Ready	-10/-15%	P112
+	Selectivity	+10%	B108
-	Untrainable	-40%	B116
+	Variable	+5%	B109

SPEED AND DURATION

Type	Name	Cost	Page
-	Always on	Variable	B110
+	Cyclic	Variable	B103
+	Delay	Variable	B105
+	Extended duration	Variable	B105
-	Limited use	Variable	B112
-	Maximum duration	Variable	P111
-	Minimum duration	Variable	P111
+	Once on, stays on	+50%	P111
-	Onset	Variable	B113
+	Persistent	+40%	B107
+	Rapid fire	Variable	B108
-	Reduced duration	Variable	uFAQ
+	Reduced time	+20%/lvl	B108
+	Reflexive	+40%	P109
-	Takes extra time	-10%/lvl	B115
-	Takes recharge	Variable	B115
-	Terminal condition	Variable	P112
-	Usually on	Variable	P112
+	Very rapid fire	+10%	P109

TARGETS

Type	Name	Cost	Page
-	Accessibility	Variable	B110
+	Affect insubstantial	+20%	B102
+	Affect substantial	+40%	B102
+	Affect others	Variable	P107
-	Insubstantial only	-30%	P111
+	Selective area	+20%	B108
+	Selective effect	+20%	P109
-	Specific	Variable	P112