GURPS™
COMBAT TRACKING

NAME:	
REACTION +/-	

ST	DX	IQ	HT	MOVE	PASSIVE DEFENSE				PARRY	BLOCK	DODGE	DR	FATIGUE
					ARMOR		SHIELD						

ADVANTAGES	LEVEL	DISADVANTAGES	LEVEL	COMBAT SKILLS	LEVEL	SPECIAL SKILLS	LEVEL

WEAPON DAMAGE

#	WEAPON	TYPE	DAMAGE	#	WEAPON	TYPE	DAMAGE	#	WEAPON	TYPE	DAMAGE

-HT	R#	HT	DM	STATUS	R#	HT	DM	STATUS	R#	HT	DM	STATUS	R#	HT	DM	STATUS	R#	HT	DM	STATUS

-HT	R#	HT	DM	STATUS	R#	HT	DM	STATUS	R#	HT	DM	STATUS	R#	HT	DM	STATUS	R#	HT	DM	STATUS

The top section is self–explanatory. In the weapon damage section, # is for creature number, Weapon is for the weapon it is wielding, Type is for what type of damage it causes, and Damage is for the total amount of damage the wielder causes (basic damage + weapon modifier.) If the weapon causes two types of damage, list the second type under the first. For the bottom section, R# is round number, HT is Health, DM is how much damage was taken, and Status is whether the creature is unconscious, dead, etc.

-HT	R#	HT	DM	STATUS
-10	1	14	–4	#1
-15		10	–2	-6 next att.
-20	2	8	–5	MV/2
-25		3		–5 next att.
-30	3	3	–5	
-35		–2		UNC?, –5

Any comments, suggestions welcome! Send to LesD3@aol.com.

;-)

In this example, the creature starts with a 14 HT, and is hit for –4. It is then hit again for –2. Total damage for the 1st round is –6, which is the tallied against the creature's next attack. In the second round, the creature is hit for a –5, cutting it's move in half, and lowering the HT to 3. In the third round, it is struck for –5, bringing the HT less than 0, (but not fully –HT.) At this point, "UNC?" tells the GM to check for unconsciousness every round, and –5 indicates a negative to the creature's next attack. As the creature's health degrades, you would mark in the Status column when the creature hits –HT, and every –5 afterwards until death *or* unconsciousness occurs.

The -HT column indicates the levels to check for death of the creature(-HT–5, and so on until -HTx5.)