

Color Coded GM Screen (v. 2)

Hello! The latest version of this document [lives here](#).

I've put together quite a few of my own GM screens for GURPS over the years, and so far this is my favorite. The text is in 12-point font, more colorful, and more streamlined in general – I figure it's perfect for at least 90% of the games I GM.

This info has already been used in numerous fan-created game aids linked on the Steve Jackson Games forums (some of my own included); in those instances where that *isn't* the case, I've instead made the sheet form-fillable and provided page references where you can find the necessary information and take a few minutes to enter it yourself.

As this is a personal screen for me, there are some differences from [GURPS Basic Set](#) you should be aware of:

- The *Feint* maneuver is not included, for the simple reasons that A) my players almost never use it, and B) *Deceptive Attack* covers enough of the same ground that it rarely comes up.
- The Range modifiers are those from [GURPS Monster Hunters 2: The Mission](#) (p. 21).
- The *Critical Hit/Miss* table and *Fright Check Table* are my own variants. I also combined the *Critical Hit* and *Critical Head Blow* tables, and the *Critical Miss* and *Unarmed Critical Miss* tables, since that level of distinction doesn't often come up for us.

The colors used broadly denote:

p. 1	MELEE ATTACKS and DEFENSIVE OPTIONS
p. 2	RANGED ATTACKS and GENERAL MANEUVERS
pp. 3-4	INJURY AND HEALING
pp. 4-6	COMBAT Add Slam rules (<i>Basic Set</i> or <i>DFRPG: Exploits</i>)
p. 7	SKILL USE Add Time Spent, Equipment, Task Difficulty, Rules of... modifiers and rules
p. 8	TABLES Add Fright Check Modifiers

Other house rules, changes, or mistakes may have snuck in, so please let me know if you notice any errors or have suggestions.

Hope you find this helpful. [Keep on GURPSing!](#) 😊

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MELEE ATTACK MANEUVERS (and Options)

ATTACK (1 yard): Attack a target (within reach) unarmed or with a ready weapon (-4 for off-hand *weapon* attacks without Ambidexterity, Trained by a Master/Weapon Master, etc).

- **Deceptive Attack:** -1 to foe's defenses for every -2 you take to your attacking skill (*min.* of 10).
- **Dual-Weapon Attack:** Use both hands to make two unarmed or weapon attacks at once, each at -4, to replace *one* normal attack. Off-hand at the usual -4 for weapon attacks. Can target separate foes if they are adjacent. Foe defends at -1 if he is the target of both attacks.
- **Rapid Strike:** Make two attacks, *both* at -6, to replace *one* normal attack (even separate foes).
- **Slam:** DX or Brawling to hit. Both roll thr-2 cr damage, +Size bonus from Range Table to each die. Roller of lower damage rolls DX or falls down (no roll if higher damage is twice as much). If you miss, or foe dodges, must move past if you have movement left. If using a shield, use Shield skill to hit -- add shield's DB to your damage roll, subtract it from target's damage roll.
- **Telegraphic Attack:** +4 to hit, but also +2 to target's defenses. No effect on critical hit chances.
- **Flurry of Blows*†:** Halve the Rapid Strike penalty to -3 by spending 2 FP (1 FP *per attack*), *or...*
- **Mighty Blows*†:** Spend 1 FP *per attack* for a damage bonus of +2 without losing defenses.
- **Rapid Recovery*‡:** Spend 1 FP to parry with an unbalanced weapon after an attack.

ALL-OUT ATTACK (1/2 Move Forward): **NO DEFENSE** until your next turn!

DETERMINED: +4 to skill for a single attack, *or...*

DOUBLE: Two attacks on the same target (-4 for off-hand *weapon* attacks, as above), *or...*

STRONG: +2 damage (or +1 per die, if that would be better) to a single ST-based attack, *and...*

- **Deceptive Attack:** -1 to foe's defenses for every -2 you take to your attacking skill (*min.* of 10).
- **Rapid Strike:** Make two attacks, *both* at -6, to replace *one* normal attack (even separate foes).
- **Slam:** *As above.* Use full Move (not half).
- **Telegraphic Attack:** +4 to hit, but also +2 to target's defenses. No effect on critical hit chances.

MOVE AND ATTACK (Full Move): Move and still attack at a -4 penalty, and a *maximum* skill of 9.

-2 on rolls to avoid falling, etc. Cannot parry or retreat (without Rapid Recovery).

- **Heroic Charge*†:** Spend 1 FP to ignore the skill penalty and cap (still cannot parry or retreat).
- **Rapid Recovery*‡:** Spend 1 FP to parry with any weapon after a Move and Attack.
- **Slam:** *As above.* The -4 penalty and skill cap of 9 do *not* apply, so Deceptive Attack can be used.
- **Telegraphic Attack:** +4 to hit, but also +2 to target's defenses. No effect on critical hit chances.

EVALUATE (1 yard): Study a foe prior to attacking for a +1 bonus per turn spent Evaluating (max. +3).

DEFENSIVE MANEUVER (and Options)

(All options are usable with any maneuver that allows defense)

ALL-OUT DEFENSE (1 yard): +2 to one Active Defense until next turn, *or* attempt two different defenses against one attack. (Half Move allowed if applying the +2 to Dodge.)

Feverish Defense*‡: Spend 1 FP for +2 to a single Active Defense roll (except when All-Out Attacking).

Retreat: *Once* during your turn, move 1 hex away from a melee attacker for a +3 to Dodge, or to any Boxing, Judo, Karate, or fencing Parry; or +1 to any other Active Defense against that foe.

Dodge and Drop: *Once* on your turn, drop prone for +3 to Dodge against a single foe's ranged attacks.

* A critical failure on any of these rolls causes an additional 1 HP of injury to arm or leg, no DR.

RANGED ATTACK MANEUVERS (and Options)

ATTACK (1 yard): Attack a target (within range) with a ready weapon (-4 for off-hand *weapon* attacks without Ambidexterity, Trained by a Master/Weapon Master, etc).

- **Prediction Shot (Deceptive Attack):** -1 to foe's Dodge (no effect on Parry or Block) for every -2 you take to your attacking skill (*min.* of 10).
- **Dual-Weapon Attack:** Use both hands to make two pistol attacks, each at -4, to replace *one* normal attack. Off-hand at the usual -4 for weapon attacks. Can target separate foes. Foe defends at -1 if he is the target of both attacks.

ALL-OUT ATTACK (1/2 Move Forward): **NO DEFENSE** until your next turn!

SUPPRESSION FIRE: Using a weapon with at least RoF 5+, select a target zone two yards across (or multiple adjacent two-yard zones with RoF 10+, as long as 5 shots are fired into each). You must attack *anyone* entering the zone! Final effective skill cannot exceed 6 + rapid fire bonus (or 8 + for mounted weapons). Successful hits strike random Hit Locations. *Cannot use Prediction Shot, or...*

DETERMINED: +1 to skill for a single attack.

- **Prediction Shot (Deceptive Attack):** -1 to foe's Dodge (no effect on Parry or Block) for every -2 you take to your attacking skill (*min.* of 10).

MOVE AND ATTACK (Full Move): Move and still attack at a penalty – the worse of -2 or your weapon's Bulk. Also lose any Aim bonuses. -2 on rolls to avoid falling. Cannot parry or retreat.

AIM (1 hex): Aim a ranged weapon/attack to get its **Acc** bonus, with an additional +1 for two turns, and +2 for three or more turns. No movement if using a braced two-handed weapon. Taking an active defense spoils your aim. If injured, make a Will roll or lose your aim.

GENERAL MANEUVERS

CHANGE POSTURE (0 yards): Switch between standing, sitting, kneeling, crawling, prone, or lying face up (lying/prone to standing takes two turns: lying/prone to kneeling, kneeling to standing).

CONCENTRATE (1 yard): Focus on a mental task. Roll **Will-3** to maintain concentration if injured, knocked down, take an active defense, etc.

DO NOTHING (0 yards): Take no action at all. Active Defenses are at -4 if suffering from Stun, in which case roll at the end of the turn against HT (physical) or IQ (mental) to recover.

MOVE (Full Move): Do nothing but move (+1 hex after a full turn of running forward).

READY (1 yard): Reload or prepare a weapon or other item, adjust reach, etc.

WAIT (varies): Hold your action for a specific trigger event, then take an Attack, All-Out Attack, or Ready maneuver as normal.

- * A critical failure on any of these rolls causes an additional 1 HP of injury to the arm (blocking, parrying, most attacks) or leg (dodging, kicking). DR does not protect from this damage.
- † May only use one **Offensive** option per turn (*Flurry of Blows, Mighty Blows, Heroic Charge*)
- ‡ May only use one **Defensive** option per turn (*Rapid Recovery, Feverish Defense*)

INJURY

SHOCK: Whenever you suffer injury, reduce DX and IQ by the number of HP lost (max. penalty **-4**) on your next turn only. This affects DX- and IQ-based skills (attack rolls, recovery from mental stun, etc.), but not active defenses or other defensive reactions (resistance rolls, DX rolls against knockback).

MAJOR WOUND: A single injury of more than HP/2, or a crippling wound. Roll HT to avoid:

KNOCKDOWN and STUNNING: Major Wound or damage to the head or vitals. Roll HT to avoid stun, falling, and dropping anything held.

<i>Mod.</i>	<i>Reason</i>
-5	Major Wound to face, vitals, groin
-10	Major Wound to skull or eye
+3	High Pain Threshold
-4	Low Pain Threshold

STUNNED: Do Nothing on next turn. All active defenses are **-4**, and you cannot retreat. Roll vs. HT (or IQ) at end of each turn to recover.

KNOCKBACK: Any crushing attack, or a cutting attack that *fails* to penetrate DR. For every *full* multiple of the target's **ST-2** rolled for basic damage, move target one yard away. Foe rolls vs. the highest of DX, Acrobatics, or Judo, at **-1** per yard after the first (and **+4** with Perfect Balance) or else fall down.

MORTAL WOUNDS: Failing a HT roll to avoid death by **1** or **2**. You are incapacitated, possibly unconscious. Failing any further HT rolls kills you! Make a HT roll every half hour.

- **Failure**, you die.
- **Success**, roll again in a half hour.
- **Critical Success**, no longer mortally wounded (though still incapacitated).

BLUNT TRAUMA: Wearer of flexible armor takes **1 HP** of injury for every *full* **10** points of cut, imp, or piercing damage (any), or **5** points of crushing damage inflicted.

BLEEDING: At the end of every minute after being wounded, roll vs. HT at **-1 per 5 HP** lost.

- **Failure**, lose 1 HP.
- **Critical Failure**, lose 3 HP.
- **Critical Success**, bleeding stops.
- **Success**, on *three consecutive* successes, bleeding stops.

UNARMED ATTACKS: For every **5** points of basic damage you roll unarmed against a foe with DR 3+, take **1** point of crushing damage to your attacking body part (DR protects).

HIT POINTS (HP)

- **Less than 1/3 HP:** You are reeling from your wounds. Move/Dodge reduced to half.
- **0 HP or less:** Also, make a HT roll every turn, at **-1** per *full* multiple of HP below zero or pass out unless you Do Nothing.
- **-1xHP or less:** Also, make a HT roll or die! Roll again at every further multiple of HP.
- **-5xHP or less:** You are immediately dead.

FATIGUE POINTS (FP)

- **Less than 1/3 FP:** Move, Dodge, and ST reduced to half. (No effect on HP/dmg).
- **0 FP or less:** Also, Will roll to attempt any maneuver except Do Nothing or become incapacitated until FP become positive. On a critical failure, roll vs. HT or have a heart attack and die in HT/3 minutes without CPR. Lose 1 HP for each FP lost.
- **-1xFP or less:** Fall unconscious until FP is positive. Further FP loss comes off of HP. Recover usual 1 FP per 10 mins. (5 if Fit).

FIRST AID & NATURAL RECOVERY

BANDAGING: 1 minute. Success restores **1 HP**.

TREATING: After bandaging, roll vs. First Aid.

- **Success**, see table (0 for a **Failure**).
- **Critical Success**, restores max. possible.
- **Critical Failure**, inflicts **2** points of injury.

TL	Time per Victim	HP Restored
0-1	30 minutes	1d-4
2-3	30 minutes	1d-3
4	30 minutes	1d-2
5	20 minutes	1d-2
6-7	20 minutes	1d-1
8	10 minutes	1d
9+	10 minutes	1d+1

At the end of each day of rest and decent food, Succeed on a HT roll (with any modifiers the GM imposes) to recover **1 HP**. Note that some HP injury (illness, etc.) will not heal naturally.

UNCONSCIOUSNESS

Regardless of whether you are truly unconscious or just incapacitated by pain and injury, you can't do *anything*. You recover as follows:

- **1 or more HP remaining:** you awaken automatically in 15 minutes.
- **0 HP or worse, but above -1xHP:** Make a HT roll to awaken every hour. Once you succeed, you can act normally. You do not need to roll every second unless you receive new injury, but since you are below 1/3 HP you are at half Move and Dodge.
- **-1xHP or below:** You get a single HT roll to awaken after 12 hours.
 - **Success**, you regain consciousness as above (half Move and Dodge).
 - **Failure**, you won't regain consciousness without medical treatment (p. 424). Until you receive help, roll vs. HT every 12 hours; if you fail, you die.

WOUNDING MODIFIERS

Modifier	Damage Type
x0.5	Small Piercing (pi-)
x1	Crushing (cr), Piercing (pi), <i>all others</i>
x1.5	Cutting (cut), Large Piercing (pi+)
x2	Impaling (imp), Huge Piercing (pi++)
Unliving	Imp, Pi++ x1 ; Pi+ x1/2 ; Pi x1/3 ; Pi- x1/5
Homogenous	Imp, Pi++ x1/2 ; Pi+ x1/3 ; Pi x1/5 ; Pi- x1/10
Diffuse	Imp/Pi capped at 1 HP ; other (non-area) attacks at 2 HP

CRITICALS

3 or **4** is always a critical success/hit.

5 is a critical success if your effective skill is 15+.

6 is a critical success if your effective skill is 16+.

A roll of **18** is always a critical failure/miss.

A roll of **17** is a critical failure if your effective skill is 15 or less; otherwise, ordinary failure.

Critical hit: Target gets no active defense. Roll on Critical Hit/Critical Head Blow table.

Critical success on a defense roll:

Melee, attacker goes to Critical Miss Table.

Ranged, thrown weapon can be caught.

Critical miss, Attack: Attacker rolls on the CMT.

Critical fail, Dodge: Defender falls prone.

Critical fail, Parry: Defender on Crit. Miss Table.

Critical fail, Block: Defender's shield unreadies.

RANGE

Penalty	Range
0	Close (0-5 yds)
-3	Short (6-20 yds)
-7	Medium (21-100 yds)
-11	Long (101-500 yds)
-15	Extreme (501+ yds)

HIT LOCATIONS

<i>Random</i>	<i>Penalty</i>	<i>Location</i>	<i>Effects</i>
3-4	-7 (-5)	Skull*†	DR 2. Wounding modifier x4 , Knockdown rolls at -10 (-5 from behind)
5	-5 (-7)	Face*	Knockdown rolls are at -5 (-7 from behind)
6-7	-2	Right Leg	Pi+/Pi++/Imp x1 . Injury > HP/2 cripples the limb (excess damage is lost)
8	-2	Right Arm	Pi+/Pi++/Imp x1 . Injury > HP/2 cripples the limb (excess damage is lost). Double the penalty to -4 if arm is holding a shield
9-10	0	Torso	Default location, no modifiers
11	-3	Groin*	Knockdown rolls at -5 , double shock penalty (-8 maximum) from crushing damage
12	-2	Left Arm	Pi+/Pi++/Imp x1 . Injury > HP/2 cripples the limb (excess damage is lost). Double the penalty to -4 if arm is holding a shield
13-14	-2	Left Leg	Pi+/Pi++/Imp x1 . Injury > HP/2 cripples the limb (excess damage is lost)
15	-4	Hand	Pi+/Pi++/Imp x1 . Injury > HP/3 cripples the hand (excess damage is lost)
16	-4	Foot	Pi+/Pi++/Imp x1 . Injury > HP/3 cripples the foot (excess damage is lost)
17-18	-5	Neck*	Crushing x1.5 /Cutting x2
-	-9	Eye*	Wounding modifier is x4 , Knockdown rolls at -10 . Injury > HP/10 blinds. Only Pi/Pi+/Pi++/Imp/Tight-beam burning attacks can target the eye
-	-3	Vitals*	Pi/Pi+/Pi++/Imp x3 . Tight-beam burning x2 . Crush x1 but requires HT roll vs. knockdown. (The Heart , specifically, is at -5 to hit)
-	-8/-10	Chinks in Armor	Pi/Pi+/Pi++/Imp/Tight-beam burn only. On a successful hit, halve DR at location. (-8 for torso armor, -10 for all other locations)
-	var.	Weapon	-5: Reach "C" melee weapon/pistol. -4: Reach 1 melee weapon or carbine/shotgun. -3: Reach 2+ melee weapon/rifle. Add'l -2 to <i>Disarm</i>

* A miss by 1 at this location hits the Torso instead.

† Damage to this location causes a roll for Knockdown and Stunning.

POSTURE

<i>Penalty</i>	<i>Posture</i>	<i>Defense</i>	<i>Mvmt.</i>
0	Standing	Normal	Normal
-2	Crouching	Normal	2/3
-2	Kneeling	-2	1/3
-4 (C)	Crawling	-3	1/3
-2	Sitting	-2	None
-4	Prone	-3	1 yard

RAPID FIRE

<i>Bonus</i>	<i>Shots</i>	<i>Bonus</i>	<i>Shots</i>
+0	2-4	+4	17-24
+1	5-8	+5	25-49
+2	9-12	+6	50-99
+3	13-16	+1	<i>each x2</i>

GRABBING AN ITEM

GRABBING: DX or grappling skill to hit, with the usual -4 for targeting the hand. Subsequent turns are a *Regular* Contest of ST.

- **Win**, you take the item.
- **Lose**, you lose your grip.

GRAPPLING

GRAPPLING: DX or a grappling skill to hit. Halve hit location penalties (except weapon), round up. If foe is grappled, he is **-4** to DX (and DX-based skills), **-2** to Parry and Block, and **-1** to Dodge. A grappled limb cannot Parry or Block. Target cannot Step, Change Posture, Retreat, or Acrobatic Dodge.

GRAPPLING (cont.)

If you are **GRAPPLING** with all your arms, the only further attacks you can make are:

Takedown: Bear a standing, grappled foe to the ground. Quick Contest of ST, DX, or best grappling skill (usual -4 penalty if you are not standing). If you:

- **Win**, foe falls down next to your hex (and loses his grip if grappling)
- **Lose**, the same happens to you!
- **Tie**, no change.

Pin: Only if your foe is on the ground and you are grappling his torso. Regular Contest of ST (larger fighter gets **+3** for every point of SM over his foe; fighter with the most free hands gets **+3**). If you:

- **Win**, foe is pinned and helpless (you can free one hand).
- **Lose/Tie**, no change.

Strangle: If neck is grappled, Quick Contest of ST vs. foe's higher of ST or HT. You are at **-5** if using only one hand, **+2** per hand after the first two. If you win, inflict crushing damage equal to margin of victory (DR protects normally, but remember x1.5 for neck). If any damage penetrates DR, also inflict 1 FP per turn starting next turn. You cannot do anything else with your hands (i.e., Parry).

Free Actions: Release one or both hands; throw a ready weapon away; drag or carry foe (if he's pinned, treat as encumbrance; if not, need at least twice his ST to move him).

Other optional attacks vs. a grappled foe: Arm Lock (p. 403), Choke Hold (p. 404), Knee Strike (p. 404), Neck Snap/Wrench Limb (p. 404). *Martial Arts* adds even more (pp. MA114+).

If you have **BEEN GRAPPLED**, you cannot Move unless you have at least twice your foe's ST, nor can you Aim, Feint, Concentrate, Wait, or *ranged* attack at all. If Pinned, you can take no maneuver requiring movement. Otherwise:

Attack or All-Out Attack: You cannot use any grappled limb, or bite with a grappled neck or head. You're limited to grappling, unarmed attacks, or attacks with a Reach "C" weapon.

Ready: You can Ready an item if you have a hand free and succeed on a DX roll (failure means you drop the item).

Break Free: If you are grappled, you cannot move away until you break free by winning a Quick Contest of ST. Your foe has **+5** if he is grappling you with two hands, **-4** if stunned. If he has you pinned, he rolls at **+10** if using two hands, or at **+5** if using only one, and you may only attempt to Break Free once every 10 seconds (every second if only grappled).

If either of you has three or more arms, each arm beyond the first two gives **+2**. If your foe is stunned, he rolls at **-4**; if he falls unconscious, you are automatically free! If you successfully break free, you may move immediately one yard in any direction.

SLAM

COMPLEMENTARY SKILLS

<i>Modifier</i>	<i>Skill Roll</i>
+2	Critical Success
+1	Success
-1	Failure
-2	Critical Failure

TIME SPENT *(non-combat skills)*

<i>Modifier</i>	<i>Time</i>
+5	
+4	
+3	
+2	
+1	
-1	
-5	
-9	
-10	

EQUIPMENT *(technological/other)*

<i>Modifier</i>	<i>Equipment</i>
-10/-5	
-5/-2	
0	
+1	
+2	
+TL/2	

RULE OF...

14:

16:

20:

ATTRIBUTE LEVELS

<i>Attrib.</i>	<i>Description</i>
< 7	Crippling (literally)
7	Poor (unfit for adventuring)
8-9	Below-Average (limiting, but normal)
10	Average (most people)
11-12	Above Average (superior, but normal)
13-14	Exceptional (above average for heroes)
15-16	Amazing (strongly <i>defines</i> a hero)
17-18	Legendary (historical "bests")
19-20	Mythic (fictional/folklore characters)
21+	Superhuman (beyond humanity deities)

SKILL LEVELS

<i>Skill</i>	<i>Description</i>
< 8	Unskilled (default users)
8-9	Feeble (beginners, bumbler)
10-11	Average (non-job skills of ordinary folks)
12-13	Competent (job skills for ordinary folks)
14-16	Exceptional (most seasoned ordinary)
17-19	Heroic (world-class experts)
20-21	Larger-than-Life (top experts of history)
22-23	Legendary ("typical" mythic figures)
24-26	Superhuman (outstanding mythic figs)
27+	Godlike (greatest mythic figures, gods)

TASK DIFFICULTY

<i>Modifier</i>	<i>Difficulty</i>
+10	
+8	
+6	
+4	
+2	
+1	
0	
-1	
-2	
-4	
-6	
-8	
-10	

FRIGHT CHECKS

When you fail a Fright Check, roll 3d, add your margin of failure, and consult the *Fright Check Table*. If you are *Stunned*, roll vs. Will to recover; if you *Faint*, roll vs. HT. In addition to the above effects, you may panic, rock, sob uncontrollably, acquire relevant perks or disadvantages (Delusion? Phobia?), etc.

CRITICAL HIT/HEAD BLOW TABLE

Roll	Effects
3	Triple maximum damage, Major Wound
4-5	Double max. damage, Major Wound
6	Maximum normal damage +3
7-8	Maximum normal damage +1
9-12	Maximum normal damage
13-14	Maximum normal damage +1
15	Maximum normal damage +3
16-17	Double max. damage, Major Wound
18	Triple maximum damage, Major Wound

CRITICAL MISS/UNARMED MISS TABLE

Roll	Effects
3	Stunned for 2 turns, HT roll to recover
4-5	Stunned for 1 turn, HT roll to recover
6	Hit yourself for normal damage
7-8	Hit yourself for half damage
9-12	Lose one turn to Ready
13-14	Hit yourself for half damage
15	Hit yourself for normal damage
16-17	Stunned for 1 turn, HT roll to recover
18	Stunned for 2 turns, HT roll to recover

MELEE (Jets) / RANGED (Defenses, Vision)



FRIGHT CHECK MODIFIERS (cumulative)

Modifier	Reason
+/- 1 per level	
+2/-2	
-1 to -4	
+1	
+1	
+1 to +4	
+6	
+2	
0	
-1 to -3	
-6	
+5	
-1 to -10	
-1	
-2	
-3	
-4	
-5	
-1	
+1	
+3	
-1	
-1	
-2	
+1	
+1	
+1 to +3	

FRIGHT CHECK TABLE

Result	Effects
4-6	Stunned for 1 turn (no Will roll needed)
7-9	Stunned for 1 turn
10-12	Stunned for 1d turns
13-15	Stunned for 1d turns, gain mental quirk
16-18	Faint for 1 minute, lose 2 FP
19-21	Faint for 1d minutes, lose 4 FP
22-24	Become unhinged for 1 minute
25-27	As 22, and gain a -10 point mental disad
28-30	Catatonia for 1 day, roll HT to recover
31-33	Seizures or total panic, lose 1d HP
34-39	Complete loss of self for 1d days, gain -20 points worth of disadvantages
40	As 34-39, and permanently lose 1 IQ!