

Modifiers by GURPS

+10 Automatic.

Tasks so trivial that the GM should waive the need for a success roll, except under extraordinary circumstances. Example: A Driving roll to start a car.

+8 or +9 Trivial.

Situations where failure is extremely unlikely, and would require incredibly bad luck. Example: A Driving roll to drive around an empty parking lot.

+6 or +7 Very Easy.

Tasks where failure is possible, but would require bad luck. Example: A Driving roll to drive down an empty suburban street.

+4 or +5 Easy.

Most mundane tasks, including rolls made by ordinary people at day-to-day jobs. Example: A Driving roll to commute to work in a small town.

+2 or +3 Very Favorable.

Mildly risky tasks that most people would undertake without hesitation. Example: A Driving roll to commute to work in a teeming metropolis.

+1 Favorable.

Tasks that most people would hesitate at, due to the risk, but that a career adventurer would regard as easy. Example: A Driving roll to compete in a road rally.

0 Average.

Most adventuring tasks, and the majority of skill use under stress. Example: A Driving roll in a car chase.

-1 Unfavorable.

Stressful tasks that would challenge a novice adventurer, but not an old hand. Example: A Driving roll in a high-speed car chase.

-2 or -3 Very Unfavorable.

Stressful tasks that would challenge a professional. Skilled adventurers still routinely accept such risks! Example: A Driving roll in a high-speed car chase on a busy freeway.

-4 or -5 Hard.

Tasks so challenging that even an expert will look for alternatives. A true "master" is still unlikely to feel challenged. Example: A Driving roll to keep the car on the road while shooting a gun out the window during a high-speed chase.

-6 or -7 Very Hard.

Situations that even the masters might have second thoughts about. Example: A Driving roll in a high-speed chase during a blizzard.

-8 or -9 Dangerous.

Tasks at which even the greatest masters expect to fail. Example: A Driving roll while shooting a gun in a high-speed chase during a blizzard.

-10 Impossible.

No sane person would attempt such a task. The GM may wish to forbid such attempts altogether. Example: A Driving roll to steer a car with the knees while firing a bazooka two-handed during a chase through a blizzard.