GURPS

CHARACTER SHEET

Name ______ Player ______ Point Total 0

Ht ______ Wt ______ Size Modifier ______ Age ______ Unspent Pts ______

Appearance ______

ST	10	[0]	HP	10	CURRENT:	[0]
DX	10	[0]	WILL	10		[0]
IQ	10	[0]	PER	10		[0]
HT	10	[0]	FP	10	CURRENT:	[0]

BASIC LIFT (ST × ST)/5 20 DAMAGE Thr ______ Sw ______

BASIC SPEED 5.00 [0] BASIC MOVE 5 [0]

ENCUMBRANCE		MOVE		DODGE	
None (0) = BL	20	BM × 1	5	Dodge	8
Light (1) = 2 × BL	40	BM × 0.8	4	Dodge -1	7
Medium (2) = 3 × BL	60	BM × 0.6	3	Dodge -2	6
Heavy (3) = 6 × BL	120	BM × 0.4	2	Dodge -3	5
X-Heavy (4) = 10 × BL	200	BM × 0.2	1	Dodge -4	4

Languages	Spoken	Written	
			[ ]
			[ ]
			[ ]
			[ ]
			[ ]

DR

Head:
Torso:
Arm:
Hand:
Leg:
Foot:

TL: ______ [ ]

Cultural Familiarities

______ [ ]
______ [ ]
______ [ ]

PARRY

BLOCK

Reaction Modifiers

Appearance ______
Status ______
Reputation ______

ADVANTAGES AND PERKS

	[ ]
	[ ]
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DISADVANTAGES AND QUIRKS

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SKILLS

Name	Level	Relative Level
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GURPS

CHARACTER SHEET

Name ____________________

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes	Cost	Weight

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)
0	2 yd or less
-1	3 yd
-2	5 yd
-3	7 yd
-4	10 yd
-5	15 yd
-6	20 yd
-7	30 yd
-8	50 yd
-9	70 yd
-10	100 yd
-11	150 yd
-12	200 yd
-13	300 yd
-14	500 yd
-15	700 yd

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 or eyes at -9.

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ARMOR & POSSESSIONS

Item	Location	Cost	Weight
	Totals:	$0	0 **Lbs.**

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics __________ [0]

Advantages/Perks/TL/Languages/

Cultural Familiarity __________ [0]

Disadvantages/Quirks __________ [0]

Skills/Techniques __________ [0]

Other __________ [ ]

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